

BRAINWARE UNIVERSITY

Term End Examination 2021 - 22 Programme – Bachelor of Science (Honours) in Computer Science Course Name – Artificial Intelligence Course Code - BCSC601 (Semester VI)

Time allotted: 1 Hrs.15 Min. Full Marks: 60

[The figure in the margin indicates full marks.]

Group-A

(Multiple Choice Type Question) 1 x 60=60

Choose the correct alternative from the following:

(1) Which of the following contains the output segme programming?	nts of Artificial Intelligence
a) Printed language and synthesized speech	b) Manipulation of physical object
c) Locomotion	d) All of the mentioned
(2) What is Artificial intelligence?	
a) Putting your intelligence into Computer	b) Programming with your own intelligence
c) Making a Machine intelligent	d) Playing a Game
(3) How do you represent "All dogs have tails"?	
a) a) $\forall x$: dog(x) àhastail(x)	b) b) ^y x: dog(x) àhastail(y)
c) c) ^v x: dog(y) àhastail(x)	d) d) ^v x: dog(x) àhasàtail(x)

(4) Which instruments are used for perceiving and acting upon the environment?

a) a. Sensors and Actuators b) b. Sensors

c) c. Perceiver d) d. None of these

(5) What is the goal of artificial intelligence?

a) a. To solve real-world problems
b) b. To solve artificial problems

c) c. To explain various sorts of intelligence d) d. To extract scientific causes

(6) Which of the following could be an approach to Artificial Intelligence?

a) a. Strong Artificial Intelligence b) b. Weak Artificial Intelligence

c) c. Applied Artificial Intelligence d) d. All of these

(7) What is the name of the computer program that simulates the thought processes of human beings?

a) a. Human logic	b) b. Expert reason
c) c. Expert system	d) d. Personal information
(8) The primary interactive method of communication	on used by humans is:
a) a. reading	b) b. writing
c) c. speaking	d) d. All of these
(9) The following task/tasks Artificial Intelligence co	ould not do yet
a) a. Understand natural language robustly	b) b. Web mining
c) c. Construction of plans in real time dynamic systems	d) d. All of these
(10) A completely automated chess engine (Learn from	m previous games) is based on
a) a. Strong Artificial Intelligence approach	b) b. Weak Artificial Intelligence approach
c) c. Cognitive Artificial Intelligence approach	d) d. Applied Artificial Intelligence approach
(11) What is the name of the computer program that c expert	ontains the distilled knowledge of an
a) a. Database management system	b) b. Management information System
c) c. Expert system	d) d. Artificial intelligence
(12) An Artificial Intelligence technique that allows or relationships between objects and events is called	•
a) a. heuristic processing	b) b. cognitive science
c) c. relative symbolism	d) d. pattern matching
(13) What was originally called the "imitation game"	by its creator?
a) a. The Turing Test	b) b. LISP
c) c. The Logic Theorist	d) d. Cybernetics
(14) An expert system differs from a database program	n in that only an expert system:
a) a. contains procedural knowledge	b) b. contains declarative knowledge
c) c. features the retrieval of stored information	d) d. expects users to draw their own conclusions
(15) A search algorithm takes as an input	and returns as an output.
a) a) Input, output	b) b) Problem, solution
c) c) Solution, problem	d) d) Parameters, sequence of actions
(16) Which is not a Goal-based agent?	
a) a. Inference	b) b. Search
c) c. Planning	d) d. Conclusion
(17) What is the main task of a problem-solving agent	?
a) Solve the given problem and reach to goal	b) b) To find out which sequence of action will get it to the goal state
c) c) All of these	d) d) None of these
(18) Which is used to improve the agent's performance	e?
a) a. Perceiving	b) b. Learning
c) c. Observing	d) d. None of these
(19) Which agent deals with happy and unhappy state	s?
a) a. Simple reflex agent	b) b. Model based agent
c) c. Learning agent	d) d. Utility based agent
(20) In which agent does the problem generator is pre	sent?

a) a. Learning agent	b) b. Observing agent
c) c. Reflex agent	d) d. None of these
(21) Which element in agent is used for selecting exter	nal actions?
a) a. Perceive	b) b. Performance
c) c. Learning	d) d. Actuator
(22) External actions of the agent are selected by	
a) a. Perceive	b) b. Performance
c) c. Learning	d) d. Actuator
(23) The action of the Simple reflex agent completely of	depends upon
a) a. Perception history	b) b. Current perception
c) c. Learning theory	d) d. Utility functions
(24) Agents behaviour can be best described by	
a) a. Perception sequence	b) b. Agent function
c) c. Sensors and Actuators	d) d. Environment in which agent is performing
(25) In which agent, the problem generator is present?	
a) a. Learning agent	b) b. Observing agent
c) c. Reflex agent	d) d. None of these
(26) An 'agent' is anything that,	
 a) a. Perceives its environment through sensors and acting upon that environment through actuators 	b) b. Takes input from the surroundings and uses its intelligence and performs the desired operations
 c) c. A embedded program controlling line following robot 	d) d. All of these
(27) A heuristic is a way of trying	
 a) a. To discover something or an idea embedded in a program 	b) b. To search and measure how far a node in a search tree seems to be from a goal
c) c. To compare two nodes in a search tree to see if one is better than the other	d) d. All of these
(28) Which search method takes less memory?	
a) a. Depth-First Search	b) b. Breadth-First search
c) a. Both Depth First Search and Breadth First Search	d) b. Linear Search
(29) Which is true regarding BFS?	
a) a. BFS will get trapped exploring a single path	b) b. The entire tree so far been generated must be stored in BFS
c) c. BFS is not guaranteed to find a solution, if exists	d) d. BFS is nothing but Binary First Search
(30) What is the term used for describing the judgement solving?	ntal or common-sense part of problem
a) a. Heuristic	b) b. Critical
c) c. Value based	d) d. Analytical
(31) What is a heuristic function?	
a) a. A function to solve mathematical problems	b) b. A function which takes parameters of type string and returns an integer value

c) c. A function whose return type is nothing	d) d. A function that maps from problem state descriptions to measures of desirability.	
(32) n which touring problem, each city must be visited exactly once? The aim is to find the shortest tour.		
 a) a. Finding shortest path between a source and a destination 	b) b. Travelling Salesman problem	
c) c. Map coloring problem	d) d. Depth first search traversal on a given map represented as a graph	
(33) A production rule consists of		
a) a. A set of Rule	b) b. A sequence of steps	
c) c. Set of Rule & sequence of steps	d) d. Arbitrary representation to problem	
(34) A problem solving approach works well for		
a) a. 8-Puzzle problem	b) b. 8-queen problem	
c) c. Finding a optimal path from a given source to a destination	d) d. Mars Hover (Robot Navigation)	
(35) Which is not a type of First Order Logic (FOL) Se	entence?	
a) a. Atomic sentence	b) b. Complex sentences	
c) c. Quantified sentence	d) d. Quality Sentence	
(36) A constructive approach in which no commitment is made unless it is necessary to do so, is		
a) a. Least commitment approach	b) b. Most commitment approach	
c) c. Nonlinear planning	d) d. Opportunistic planning	
(37) A plan that describes how to take actions in levels of increasing refinement and specificity is		
a) a. Problem solving	b) b. Planning	
c) c. Non-hierarchical plan	d) d. Hierarchical plan	
(38) Uncertainty arises in the Wumpus world because t	the agent's sensors give only	
a) a. Full & Global information	b) b. Partial & Global Information	
c) c. Partial & local Information	d) d. Full & local information	
(39) Partial order planning involves		
a) a. Searching over the space of possible plans	b) b. Searching over possible situations	
c) c. Searching the whole problem at once	d) d. Searching the best	
(40) Two literals are complementary if		
a) a. They are equal	b) b. They are identical and of equal sign	
c) c. They are identical but of opposite sign	d) d. They are unequal but of equal sign	
(41) Third component of a planning system is to		
a) a. Detect when a solution has been found	b) b. Detect when solution will be found	
c) c. Detect whether solution exists or not	d) d. Detect whether multiple solutions exist	
(42) Which of the following is true related to 'Satisfiab	ble' property?	
a) a. A statement is satisfiable if there is some interpretation for which it is false	b) b. A statement is satisfiable if there is some interpretation for which it is true	
c) c. A statement is satisfiable if there is no interpretation for which it is true	d) d. A statement is satisfiable if there is no interpretation for which it is false	
(43) Inference algorithm is complete only if		

a) a. It can derive any sentence	b) b. It can derive any sentence that is an entailed version	
c) c. It is truth preserving	d) d. It can derive any sentence that is an entailed version & truth preserving	
(44) Which search uses the problem specific knowledg	e beyond the definition of the problem?	
a) a. Informed search	b) b. Depth-first search	
c) c. Breadth-first search	d) d. Uninformed search	
(45) Default reasoning is another type of		
a) a. Monotonic reasoning	b) b. Analogical reasoning	
c) c. Bitonic reasoning	d) d. Closed world assumption.	
(46) Which of the following is true in Statistical reason	ing?	
 a) a. The representation is extended to allow some kind of numeric measure of certainty to be associated with each statement 	b) b. The representation is extended to allow 'TRUE or FALSE' to be associated with each statement	
c) c. The representation is extended to allow some kind of numeric measure of certainty to be associated common to all statements	d) d. The representation is extended to allow 'TRUE or FALSE' to be associated common to all statements	
(47) Treatment chosen by doctor for a patient for a disease is based on		
a) a. Only current symptoms	b) b. Current symptoms plus some knowledge from the textbooks	
c) c. current symptoms plus some knowledge from the textbooks plus experience	d) d. All of these	
(48) ANNs are complexwith many	parameters.	
a) Linear Functions	b) Nonlinear Functions	
c) Discrete Functions	d) Exponential Functions	
(49) Defination of Generality is		
 Ease with which the method can be adapted to different domains of applicatio 	b) The average time required to construct the target knowledge structures from some specified initial structures	
c) A learning system to function with unreliable feedback and with a variety of training examples.	d) A learning system to function with unreliable feedback and with a variety of training examples	
(50) Which modifies the performance element so that i	•	
a) Performance element	b) Changing element	
c) Learning element	d) None of these	
(51) What test reach you destination of decision tree?		
a) Single test	b) Two test	
c) Sequence of test	d) No test	
(52) How many things are concerned in the design of a learning element?		
a) 1	b) 2	
c) 3	d) 4	
(53) Which models is/are used in machine learning?		
a) Decision tree	b) Neural network	
c) Propositional and FOL rule	d) All of these	
(54) full form of ANN is		

a) Artificial neural network	b) Artificial neuron network	
c) Ameno neural network	d) Artificial neural networking	
(55) Automated vehicle is an example of		
a) Supervised learning	b) Unsupervised learning	
c) Active learning	d) Reinforcement learning	
(56) ML is a field of AI consisting of learning algorithms that?		
a) Improve their performance	b) At executing some task	
c) Over time with experience	d) All of the above	
(57) The model will be trained with data in one single b	atch is known as ?	
a) Batch learning	b) Offline learning	
c) Both A and B	d) None of the above	
(58) In Model based learning methods, an iterative process takes place on the ML models that are built based on various model parameters, called?		
a) mini-batches	b) optimizedparameters	
c) hyperparameters	d) superparameters	
(59) To find the minimum or the maximum of a function, we set the gradient to zero because:		
 a) The value of the gradient at extrema of a function is always zero 	b) Depends on the type of problem	
c) Both A and B	d) None of the above	
(60) Which of the following is an example of active learning?		
a) News recommender system	b) Dust cleaning machine	
c) Automated vehicle	d) None of these	