Seat No.:	Enrolment No.

Subject Code: 2720510

GUJARAT TECHNOLOGICAL UNIVERSITY

Date: 31/05/2017

ME SEMESTER II EXAMINATION – SUMMER 2017

Subject Name: Introduction to Artificial Intelligence Time: 02:30 PM to 05:00 PM **Total Marks: 70 Instructions:** 1. Attempt all questions. Make suitable assumptions wherever necessary. 3. Figures to the right indicate full marks. Solve the following constraint satisfaction problem. 07 0.1 EAT THAT+APPLE (b) Why does the search in game-playing programs always proceed forward from the **07** current position rather than backward from the goal state? Define the logic behind – Hill climbing, Best-First Search, BFS and DFS. 07 **Q.2** (a) What are the various resolution strategies? 07 **(b)** OR (b) Discuss the major areas of artificial intelligence used in Communication System with 07 example. Define State space search. Solve the tower of hanoi problem using state space search. **07** 0.3 (a) Explain the roles of a knowledge engineer, domain expert and an end user in an expert **(b)** 07 system. OR Q.3 What is the difference between neural network and fuzzy network? 07 (a) Describe the frame structure for news collection system. 07 **(b)** Explain the concept of learning by induction with example. 07 **Q.4** (a) What are the different types of learning rules? Explain in brief. **(b) 07** Solve the 8-puzzle problem using heuristic of your own choice. 0.4 07 (a) What are the merits and demerits of Back Propagation Algorithm? Also discuss the **07 (b)** applications of Back Propagation Algorithm. What is min-max procedure in game playing? Explain the search efficiency of Alpha-**Q.5 07** (a) Beta procedure using proper example. Discuss the trend analysis and seasonal effects in Statistical methods. **(b)** 07 0.5 Explain the defuzzification methods using sample example. 07 (a) Write a prolog program for following: 07 **(b)** To append a list To reverse a list ******