CBCS SCHEME

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Eighth Semester B.E. Degree Examination, Feb./Mar. 2022 **Artificial Intelligence**

Time: 3 hrs. Max. Marks: 100 Note: Answer any FIVE full questions, choosing ONE full question from each module. Module-1 Define Artificial Intelligence and discuss different Task Domains of Artificial Intelligence. 1 (10 Marks) Discuss the History of Artificial Intelligence and explain scope of Artificial Intelligence. OR Explain Alan Turing Machine with neat schematic diagram with computer needs and limitations of Turing Test. b. Explain Intelligent Agents with neat diagram, with characteristics of agents and their applications. (10 Marks) Module-2 Discuss Water Jug Problem with the production and apply the rules to find a solution. 3 (10 Marks) Explain Breadth First Search and Depth First Search algorithms with their merits and demerits. (10 Marks) Explain Generate and Test algorithm and outline the travelling salesman problem leading to combinatorial explosion. (10 Marks) b. Explain Simple Hill Climbing algorithm and Steepest Ascent Hill climbing algorithm. (10 Marks) Module-3 Explain Expert System Architecture and discuss the steps to develop an expert system. (10 Marks) b. Explain the working of MYCIN with working methodology and an example, and outline RI/XCON. (10 Marks) OR Define an expert system and discuss the characteristics of expert system. (10 Marks) b. Define Dendral and working of Dendral and discuss the working methodology of Heuristic and Meta Dendral. (10 Marks)

Module-4 Outline the working of expert system architecture and explain how expert system differs from conventional computer systems.

b. List different Expert Systems developed and explain the Applications, Importance of an Expert System. (10 Marks)

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OR

- Explain Rule-Based System Architectures with neat diagram and relevant details. (10 Marks) 8
 - Explain Neural Network Architectures with Neural Network Model and relevant details. b. (10 Marks)

Module-5

- Define Perceptron. Explain a Simple Perceptron with diagram and Perceptron Learning 9 (10 Marks) algorithm. (10 Marks)
 - Explain Checkers Playing Example with a two move look-ahead sequence.

OR

Explain Learning Automata with Temperature control Model and Nim Game. (10 Marks) Explain Genetic Algorithm with neat flow chart with Inversion, Cross Over and Mutation (10 Marks) Concepts.