

GUJARAT TECHNOLOGICAL UNIVERSITY**BE - SEMESTER-VIII (NEW) EXAMINATION – WINTER 2018****Subject Code: 2180703****Date: 26/11/2018****Subject Name: Artificial Intelligence****Time: 02:30 PM TO 05:00 PM****Total Marks: 70****Instructions:**

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.

- Q.1** (a) Define and discuss different task domain of artificial intelligence. **03**
(b) Explain Depth first search algorithm. **04**
(c) Explain state space representation using water jug problem. **07**

- Q.2** (a) Differentiate Hill climbing and Best First search method. **03**
(b) Discuss the different approaches to knowledge representation **04**
(c) What is production system? Explain it with an example. Discuss the characteristics of a production system. **07**

OR

- (c) Explain mean-end analysis approach to solve AI problems. **07**
Q.3 (a) Differentiate between Procedural and Declarative representation of knowledge. **03**
(b) Justify using an example that Prolog uses Backward chaining to prove or answer any given goal. **04**
(c) Explain the procedure to convert well formed formula to clause form with the help of example. **07**

OR

- Q.3** (a) What do you mean by admissibility of an algorithm? Is A* algorithm an admissible one? When? **03**
(b) Differentiate Monotonic and Non monotonic reasoning. **04**
(c) Explain Resolution in predicate logic. **07**
Q.4 (a) Explain Semantic and Syntactic analysis in NLP. **03**
(b) Discuss Alpha-Beta cutoffs procedure in game playing. **04**
(c) List and explain the application of neural network. **07**

OR

- Q.4** (a) Discuss Fail predicate in prolog. **03**
(b) Write a short note on Semantic Net. **04**
(c) Explain theory of Conceptual Dependency with the help of example. **07**

- Q.5** (a) Differentiate Supervised and Unsupervised learning. **03**
(b) Discuss Goal Stack Planning. **04**
(c) Discuss how the following list function can be implemented in Prolog. **07**
1. Append 2. Reverse

OR

- Q.5** (a) Explain following terms with reference to Prolog programming language: Clauses, Predicates, Domains **03**
(b) Explain Bay's theorem. **04**
(c) Explain Min Max procedure in game playing. **07**
