

Total No. of Questions: 09

MCA (2015 & Onward) (Sem.-5) ARTIFICIAL INTELLIGENCE

Subject Code: MCA-501 M.Code: 74381

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- 1. SECTIONS-A, B, C & D contains TWO questions each carrying TEN marks each and students has to attempt any ONE question from each SECTION.
- 2. SECTION-E is COMPULSORY consisting of TEN questions carrying TWENTY marks in all.

SECTION-A

- 1. How are the conceptual foundations of AI? How has AI affected the current development of software solutions?
- 2. What do you mean by Water Jug problem? Explain with its space search.

SECTION-B

- 3. How is Perfect decision game different from Imperfect decision game? Explain in detail with an example.
- 4. What is Best first Search algorithm? What are its advantages and disadvantages?

SECTION-C

- 5. a) Represent the following facts in FOPL:
 - i. Either Jack killed Tuna or Curiosity killed Tuna.
 - ii. All machines are not intelligent.
 - b) Write the syntax and semantics of Prepositional Logic (PL).
- 6. Explain in detail the Inference process in FOPL with the help of suitable examples.

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SECTION-D

- 7. How are Scripts used in representing knowledge in AI? How are these better than other representation techniques?
- 8. Describe the Decision theoretic Expert systems in detail.

SECTION-E

- 9. Write short notes on:
 - a) Difference between PL and FOPL
 - b) History of AI
 - c) Benefits of Iterative Deepening algorithm
 - d) Use of Frames
 - e) Depth First Search with an example
 - f) Bayes Rule
 - g) Production System and its features
 - h) Syntax of FOPL
 - i) Natural Language Processing
 - j) Difference between Informed and Uninformed Search.

NOTE: Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.

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