

PSG COLLEGE OF ARTS & SCIENCE
(AUTONOMOUS)

MSc DEGREE EXAMINATION MAY 2022
(Second Semester)

Branch – COMPUTER SCIENCE

SOFTWARE AGENTS

Time: Three Hours

Maximum: 50 Marks

SECTION-A (5 Marks)

Answer ALL questions

ALL questions carry EQUAL marks

(5 x 1 = 5)

1. AOP stands for _____.
(i) Agent Oriented Programming (ii) Agent Object Programming
(iii) Agent Oriented Procedures (iv) Agent Object Procedures
2. _____ is an agent communication language and a protocol developed by the Knowledge Sharing Effort (KSE) Consortium.
(i) SQL (ii) ML
(iii) KQML (iv) None of the above
3. A _____ has Keystrokes, file contents, received network packages which act as sensors and displays on the screen, files, sent network packets acting as actuators.
(i) Robotic agent (ii) Software agent
(iii) Human agent (iv) All of the above
4. Which is used to improve the agents performance?
(i) Perceiving (ii) Observing
(iii) Sequence (iv) Learning
5. _____ type of graph used to represent semantic network.
(i) Acyclic graph (ii) Directed graph
(iii) Directed graph (iv) All of the above

SECTION - B (15 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks

(5 x 3 = 15)

- 6 a. Describe the barriers of intelligent interoperability.
OR
b. Explain the ways software agents help to overcome the limitations of passive artifact interfaces.
- 7 a. State the ways how might people interact with agents.
OR
b. List out the ways of gathering information by agents.
- 8 a. Explain the concept and types of deductive Reasoning agent in detail.
OR
b. How multi agent make decision? Explain.

Cont...

- 9 a. State the semantic network representation of objects.
OR
b. Summarize the concept of learning agent.
- 10 a. Explain Expert agent interaction during rule refinement process.
OR
b. Explain Expert agent interaction during rule learning process.

SECTION - C (30 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks (5 x 6 = 30)

- 11 a. What is software agent? Briefly discuss agent as a description.
OR
b. Elaborate on the limitations of direct manipulation interface.
- 12 a. Elaborate KQML as an agent communication language.
OR
b. Discuss the overview of Agent oriented Programming.
- 13 a. Explain the components and Elaborate on principles of practical reasoning.
OR
b. Differentiate between Inductive reasoning and deductive reasoning .
- 14 a. Discuss semantic representation of object in detail.
OR
b. Explain process of knowledge acquisition and learning.
- 15 a. Design the architecture of disciple shell methodology for building intelligent agents.
OR
b. Explore how expert agent interact during rule learning process.

Z-Z-Z END