#### 19SSP51

# PSG COLLEGE OF ARTS & SCIENCE (AUTONOMOUS)

## MSc(SS) DEGREE EXAMINATION DECEMBER 2023

(Ninth Semester)

Branch - SOFTWARE SYSTEMS (Five year integrated)

## ARTIFICIAL INTELLIGENCE & EXPERT SYSTEMS

T	ime: Three Hours		Maximum: 75 Marks
	SECTION-A		101100000000000000000000000000000000000
	Answer ALL ALL questions carry		s $(10 \times 1 = 10)$
1.	Artificial Intelligence is about  (i) Playing a game on Computer  (ii) Making a machine Intelligent  (iii) Train Machine with your Own Intelligent  (iv) Putting your intelligence in Machine	ence	
2.	Find the best suitable option with regard to 1. Gaming 2. LISP & PROLOG (i) all 1,2,3, & 4 (iii) 1 & 3 only	AI. 3. Turing Te (ii) 1& 2 only (iv) 2 & 4	
3.	The Hill-Climbing technique stuck for some (i) Local maxima (iii) Plateaux	e reasons. which (ii) Ridges (iv) All of the	
4.	Three Major goals of Means end analysis are  (i) Scaling, reduction and application  (ii) Transformation, Scaling, Rotation  (iii) Reduction, Transformation and Application  (iv) Scaling, transformation and rotation		
5.	Which is not a property of representation of (i) Representational Verification (iii) Inferential Adequacy		ational Adequacy l Efficiency
6.	Which of the following mentioned problem 1. N queen problem 3. Sudoku (i) Only 4 (iii) 1 and 3	s are CSP?  2. Map colorir 4. Puzzle Solv (ii) All 1,2,3 a (iv) 3 only	ing
7.	Knowledge and reasoning also play a crucial environment.  (i) Completely Observable  (ii) Partially Observable  (iii) Neither Completely nor Partially Observable  (iv) Only Completely and Partially Observable	vable	g with
8.	What are the approaches of knowledge repre (i) Inheritable (iii) Procedural	esentation? (ii) Inferential (iv) All of the	above
9.	What is used to initiate the perception in the (i) Sensor (iii) Actuators	environment? (ii) Read (iv) Frames	
10.	In Expert System, Knowledge Acquisition n  (i) System implementation  (iii) Get required domain knowledge by the	neans,	(ii) System maintenance (iv) Mapping

## SECTION - B (25 Marks)

Answer ALL questions
ALL questions carry EQUAL Marks

 $(5 \times 5 = 25)$ 

11 a. Describe about Problem characteristics.

OR

- b. Analyze the characteristics of production system.
- 12 a. Write an algorithm for generate and test strategy.

OR

- b. What is Problem reduction? Explain.
- 13 a. Analyze the various approaches to knowledge representation.

OR

- b. Explain the various entities in knowledge representation and mapping.
- 14 a. Distinguish between procedural and Declarative knowledge.

OR

- a. Write about the Control Knowledge with example.
- 15 a. Describe about the Expert systems.

OR

b. Discuss on representation and domain knowledge.

## SECTION -C (40 Marks)

Answer ALL questions

ALL questions carry EQUAL Marks
Question no. 16 is compulsory

 $(5 \times 8 = 40)$ 

- 16. Explain about a problem and state space search with example.
- 17 a. Describe about various implementations of hill climbing.

OR

- b. Design the solution using Constraint Satisfaction technique for a problem.
- 18 a. Discuss about several issues in knowledge representation.

OR

- b Summarize in detail Framework for Predicate logic.
- 19 a. Classify and compare the types of Reasoning in detail.

OR

- b. Write a detailed note on the Logic programming.
- 20 a. Elucidate on components of Expert system shells with neat diagram.

OR

b. How to representing and using Domain Knowledge? Explain.

Z-Z-Z

END