

Total No. of Questions : 12]

Nov-Dec-2012

SEAT No. :

P1199

[4264]-696

[Total No. of Pages : 3

**B.E. (Computer Engineering)  
ARTIFICIAL INTELLIGENCE**

**(2008 Pattern) (Elective - I) (Semester - I)**

Time : 3 Hours]

[Max. Marks : 100

Instructions to the candidates:

- 1) Attempt three questions from Section - I and three questions from Section - II.
- 2) Answers to the two sections should be written in separate books.
- 3) Neat diagrams must be drawn wherever necessary.
- 4) Figures to the right indicate full marks.
- 5) Assume suitable data, if necessary.

**SECTION - I**

- Q1) a) Explain the four approaches to Artificial Intelligence. [8]  
b) What is Task Environment? Explain the properties of task environment with examples. [8]

OR

- Q2) a) Explain the Artificial Intelligence Applications. [8]  
b) Explain a general model of Learning Agents. [8]

- Q3) a) What is Toy Problem? Formulate and solve the vacuum world problem assume it as a sensorless problem. [8]  
b) Explain A - star search algorithm by minimizing the total estimated solution cost. [8]

OR

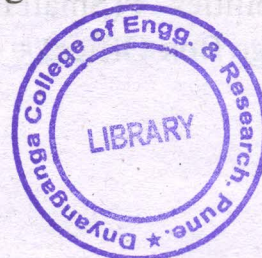
- Q4) a) How to measure the problem solving performance. Explain the depth - limited search performance. [8]  
b) Explain Greedy local Search algorithm and write the reasons for stopping the algorithms. [8]

- Q5) a) Define game? Explain Optimal strategies for solving Tic - tac - Toe game. [8]  
b) Explain the approaches for solving tree structured Constraint satisfaction problem with a suitable example. [10]

OR

- Q6) a) What is horizon effect? How to design good Evaluation Functions in a game of chance explain with suitable example. [8]  
b) Write the rule for generating propagating constraints for solving the given Cryptarithmic problem : [10]

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P.T.O.

