## SPPU-TE-COMP-CONTENT – KSKA Git

Total No. of Questions : 8]

**PB3786** 

[6262]-45

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SEAT No. :

## T.E. (Computer Engineering) ARTIFICIAL INTELLIGENCE

(2019 Pattern) (Semester- II) (310253)

Time : 2½ Hours ]

[Max. Marks : 70

Instructions to the candidates:

- 1) Answer four questions Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Assume Suitable data if necessary.

*Q1*) a) List all problem solving strategies. What is backtracking, explain with n queen problem. [8]

- b) Write Minimax Search Algorithm for two players. How use of alpha and beta cut-offs will improve performance? [9]
- *Q2*) a) Define Game theory, Differentiate between stochastic and partial games with examples. [9]

OR

b) Define is Constraint satisfaction problem, state the types of consistencies solve the following Crypt Arithmetic Problem. [8]

BASE

 $+ \frac{BALL}{GAMES}$ 

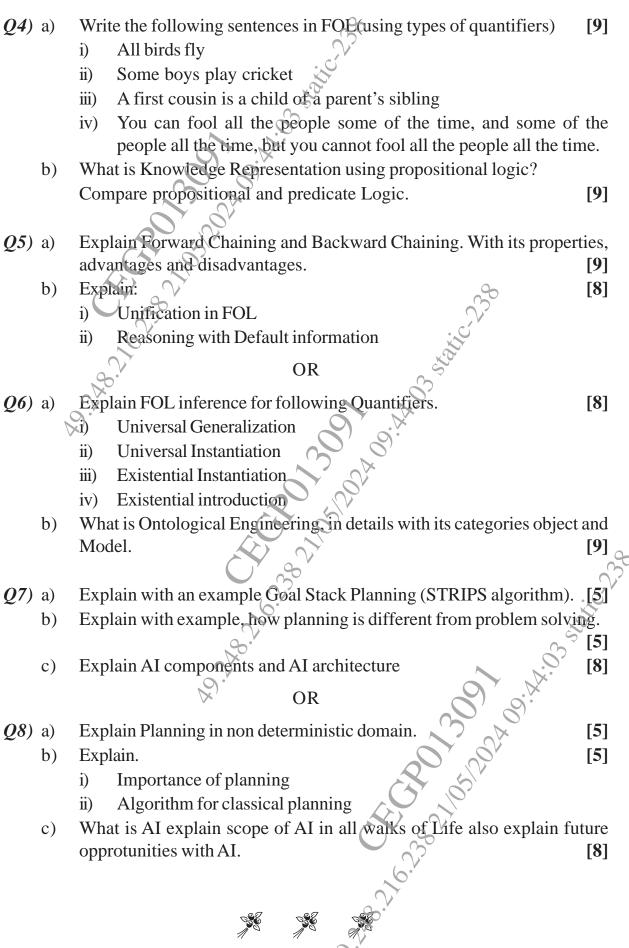
Q3) a) What is an Agent? Name any 5 agents around you explain knowledge based agent with Wumpus World.
List and explain in short the various steps of knowledge engineering process
Consider the following axioms:
If a triangle is equilateral then it is isosceles.

b) If a triangle is isosceles, then its two sides AB and AC are equal.
If AB and AC are equal, then angle B and C are equal.
ABC is an equilateral triangle.
Represent these facts in predicate logic.

OR

*P.T.O.* 

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