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# B.M.S. College of Engineering, Bengaluru-560019

Autonomous Institute Affiliated to VTU

## August 2024 Supplementary Examinations

**Programme: B.E.**

**Semester: VI**

**Branch: Artificial Intelligence And Machine Learning**

**Duration: 3 hrs.**

**Course Code: 22AM6PCAAI**

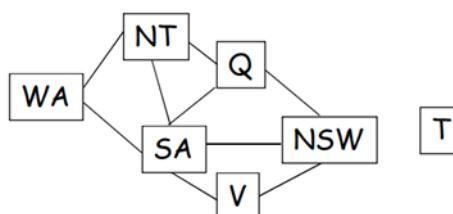
**Max Marks: 100**

**Course: Advanced Artificial Intelligence**

**Instructions:** 1. Answer any FIVE full questions, choosing one full question from each unit.  
2. Missing data, if any, may be suitably assumed.

		<b>UNIT - I</b>	<b>CO</b>	<b>PO</b>	<b>Marks</b>
1	a)	Compare two play and multiplayer environment and how are they modeled using a game tree.	CO2	PO2	<b>05</b>
	b)	Differentiate full observable game and stochastic games.	CO2	PO2	<b>05</b>
	c)	Illustrate Heuristic Alpha-Beta Tree Search algorithm and justify why evaluation function is necessary for estimating the expected utility.	CO2	PO2	<b>10</b>
		<b>UNIT - II</b>			
2	a)	Using first order logic, represent the following sentences i. In the array A with 100 integer elements, the first 50 numbers are in increasing order and the last 50 are in decreasing order. ii. not every human is intelligent.	CO2	PO1	<b>05</b>
	b)	Illustrate various mechanism of solving constraint satisfaction problem using search.	CO3	PO1	<b>10</b>
	c)	Demonstrate explanation-based learning with an example.	CO2	PO1	<b>05</b>
		<b>OR</b>			
3	a)	Apply constraint satisfaction problem (CSP) technique for Job-Shop Scheduling of assembling a car.	CO2	PO2	<b>05</b>
	b)	Using Forward checking principle solve the following map coloring problem. Start state for the state WA = Red (R) domain value.	CO2	PO1	<b>10</b>

**Important Note:** Completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages. Revealing of identification, appeal to evaluator will be treated as malpractice.



	c)	Illustrate Inductive Logic programming.	CO3	PO2	<b>05</b>
		<b>UNIT - III</b>			
4	a)	Using STRIPS Algorithm resolve the classical planning problem of block world problem.	CO3	PO2	<b>10</b>
	b)	Apply Planning Domain Definition Language (PDDL) approach for the spare tire problem.	CO3	PO1	<b>10</b>
		<b>OR</b>			
5	a)	Illustrate propositional planning with a suitable example.	CO3	PO2	<b>06</b>
	b)	Illustrate Planning domain definition language (PPDL) description for Air cargo transport.	CO2	PO2	<b>08</b>
	c)	In what way schedules and resources help to solve constraint based problems effectively?	CO3	PO2	<b>06</b>
		<b>UNIT - IV</b>			
6	a)	How do you handle utility functions when multiple attributes involve for decision making by AI agent?	CO2	PO2	<b>05</b>
	b)	Demonstrate value of information with an example	CO2	PO1	<b>07</b>
	c)	Provide solutions using dominance methods for Decision making in the field of public policy which involves high stakes in terms of money and Lives.	CO1	PO2	<b>08</b>
		<b>UNIT - V</b>			
7	a)	Illustrate various early image processing operations performed.	CO2	PO2	<b>10</b>
	b)	Discuss the different types of robotic software architectures.	CO2	PO2	<b>10</b>

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