www.wikied.in

WikiEd						w	W
Roll No.							

www.wikied.in

Total No. of Pages: 02

Total No. of Questions: 09

B.Tech. (CSE) PIT (Sem.-6)
ARTIFICIAL INTELLIGENCE

Subject Code: BTCS-602-18 M.Code: 79250

Date of Examination: 05-07-22

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
- 3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

- 1. Write briefly:
- a) Multi-agent environment
- b) Search graph
- c) Heuristic search
- d) Depth first search
- e) Probabilistic reasoning
- f) Bayesian networks
- g) Markov decision process
- h) Policy iteration in Markov decision process
- i) Q-learning algorithm in reinforcement learning
- j) Temporal difference learning.

1 | M-79250 (S2)-345

SECTION-B

- 2. Discuss the various issues and challenges in Artificial Intelligence.
- 3. Explain any one game search technique in Artificial Intelligence.
- 4. Describe the concept of conditional probability in detail.
- 5. How does utility functions work in Markov decision process?
- 6. Explain how the Bayesian networks are represented and constructed?

SECTION-C

- 7. Discuss the searching algorithm with closed and open list. Give suitable example.
- 8. Differentiate between tree and graph structures.
- 9. With the help of suitable illustrations, describe the importance of Q-learning algorithm in reinforcement learning.

www.wikied.in

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.

2 | M-79250 (S2)-345

