University of Mumbai
Examination 2020 under cluster 4 (PCE)

Program: BE Computer Engineering
Curriculum Scheme: Rev 2012
Examination: Final Year Semester VII

Course Code: CPC703 and Course Name: AI

Time: 1 hour   Max. Marks: 50

Q	A.M. turing developed a technique for determining whether a computer could or could not demonstrate the artificial Intelligence, Presently, this technique is called _____	M
A	Turing Test	1
A	Algorithm	0
A	Boolean Algebra	0
A	Logarithm	0
Q	Face recognition system is based on _____	M
A	applied AI	1
A	parallel AI	0
A	serial AI	0
A	strong AI	0
Q	Which instruments are used for perceiving and acting upon the environment?	M
A	Sensors and Actuators	1
A	Sensors	0
A	Perceiver	0
A	Agent	0
Q	How many types of agents are there in artificial intelligence?	M
A	1	0
A	2	0
A	3	0
A	4	1
Q	Which element in the agent are used for selecting external actions?	M
A	Perceive	0
A	Performance	1
A	Learning	0
A	Actuator	0
Q	In which agent does the problem generator is present?	M
A	Learning agent	1
A	observing agent	0
A	Reflex agent	0
A	Complex agent	0

Q	Which environment is called as semi dynamic?	M	
A	Environment does not change with the passage of time		0
A	Agent performance changes		0
A	Environment will be changed		0
A	Environment does not change with the passage of time, but Agent performance changes		1
Q	Which search is implemented with an empty FIFO queue.	M	
A	DFS		0
A	BFS		1
A	Bidirectional		0
A	DFID		0
Q	Consider the following statement: "The search first begins from the root node and the first one of the child node's sub-tree is completely traversed. That is, first all the one-sided nodes are checked, and then the other sided nodes are checked." Which search algorithm is described in the above definition?	M	
A	The Breadth First Search (BFS)		0
A	The Depth First Search (DFS)		1
A	The A* search		0
A	DFID		0
Q	A search algorithm takes_____as Input and returns _____as output	M	
A	Input, output		0
A	Problem , Solution		1
A	Solution, Problem		0
A	Parameters, Sequence of Actions		0
Q	In roulette wheel selection individuals are selected with following criteria	M	
A	Best Fitness value		0
A	First fitness value		0
A	random		1
A	Last fitnes value		0
Q	In A* evaluation function is	M	
A	Heuristic function		0
A	Path cost from start node to current node		0
A	Path cost from start node to current node + Heuristic cost		1
A	Average path cost + heuristic cost		0
Q	The most fundamental type of logic is	M	
A	Higher Order Logic		0
A	FOL		0
A	Propositional Logic		1
A	Probabilistic logic		0

Type	Text	M	Value
Q	The connective symbol for Conjunction is	M	
A	v		0
A	^		1
A	<		0
A	>		0
Q	_____ is a function that adds knowledge K to the knowledge base in Knowledge based agent.	M	
A	ACTION		0
A	TELL		1
A	ASK		0
A	TAB		0
Q	Backward Chaining is a	M	
A	Data-driven approach		0
A	Query-driven approach		0
A	Goal-driven approach		1
A	Heuristic-driven approach		0
Q	To eliminate the inaccuracy problem in planning problem or partial order planning problem we can use _____ data structure/s.	M	
A	Stacks		0
A	Queue		0
A	BST (Binary Search Tree)		0
A	Planning Graphs		1
Q	Automated vehicle is an example of _____	M	
A	Supervised learning		1
A	Unsupervised learning		0
A	Active learning		0
A	Reinforcement learning		0
Q	Data, information, and past experience combined together are termed as _____.	M	
A	Inference		0
A	Acquisition		0
A	vision		0
A	knowledge		1
Q	He lifted the beetle with red cap. contain which type of ambiguity ?	M	
A	Lexical ambiguity		0
A	Syntax Level ambiguity		1
A	Referential ambiguity		0
A	Semantic level ambiguity		0
Q	Many words have more than one meaning; we have to select the meaning which makes the most sense in context. This can be resolved by _____	M	
A	Fuzzy Logic		0
A	Word Sense Disambiguation		1
A	Shallow Semantic Analysis		0

A	Neural Network		0
Q	What is Machine Translation?	M	
A	Converts one human language to another		1
A	Converts human language to machine language		0
A	Converts any human language to English		0
A	Converts Machine language to human language		0
Q	In real world problems,due to partially observable or non-deterministic nature of task environments,agents may need to handle _____.	M	
A	Uncertainty		1
A	Unpecularity		0
A	Unclarity		0
A	Unability		0
Q	The state of a action in a state space is formulated by	M	
A	Intermediate state		0
A	Initial state		0
A	Successor function, which takes current action and returns next imediate state		1
A	Goal state		0
Q	Which is a best way to go for Game playing problem	M	
A	Linear approach		0
A	Heuristic approach		1
A	Random approach		0
A	Optimal Approach		0