

**BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI**  
**(MID SEMESTER EXAMINATION MO/2023)**

**CLASS:** B. TECH  
**BRANCH:** (CS and IT)

**SEMESTER :** VII  
**SESSION :** MO/2023

**SUBJECT:** IT420 ARTIFICIAL INTELLIGENCE

**TIME:** 02 Hours

**FULL MARKS:** 25

**INSTRUCTIONS:**

1. The question paper contains 5 questions each of 5 marks and total 25 marks.
  2. Attempt all questions.
  3. The missing data, if any, may be assumed suitably.
  4. Tables/Data handbook/Graph paper etc., if applicable, will be supplied to the candidates
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|--------|---|-------|----|
| Q.1(a) | <i>What is knowledge-based system? With the help of a bloc diagram show the structure of knowledge base system</i>  | [2] 3 | 1  |
| Q.1(b) | <i>What are AI techniques? How AI technique can be applied to Tic Tac Toe problem? Explain the possible heuristic for Tic Tac Toe problem</i>   | [3] 1 | 3  |
| Q.2(a) | <i>Suppose you are asked to design an agent-based system for Medical diagnosis purpose. You have chosen GOAL BASED and UTLTY BASED agents. How will you proceed with your design.</i>   | [2] 1 | 4  |
| Q.2(b) | <i>You are given two jugs, a 4 liter and a 3 liter one. Neither have any measuring markers on it. There is a pump that can be use to fill the jug with water. How can you get exactly 2 liter of water into the 4 liter jug? Solve the problem using production Rules.<br/>Generate the production system and find out which rules are used successively to achieve the goal.</i> | [3] 2 | 2  |
| Q.3(a) | <i>With some practical example, show how Simulated annealing algorithm works?</i>   | [2] 2 | 2  |
| Q.3(b) | <i>The 8-puzzle consists of a 3×3 board with 8-PUZZLE eight numbered tiles and a blank space. A tile adjacent to the blank space can slide into the space. The object is to reach a specified goal state, such as the one shown on the right of the figure:</i>   | [3] 2 | 3  |

2	8	3
1	6	4
7		5

**Initial State**

1	2	3
8		4
7	6	5

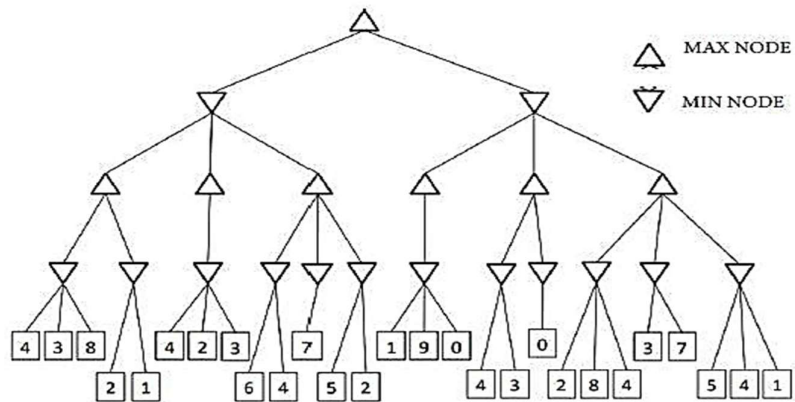
**Final State**

By using left, right, up, and down action sequences show the steps for Best First Search using suitable heuristics.

- |        |   |       |   |
|--------|---|-------|---|
| Q.4(a) | <i>How A* search is different from Best First search? Show with the respect of cost function.</i> | [2] 2 | 4 |
| Q.4(b) | <i>What is Hill climbing search algorithm. Discuss the problems of this algorithm</i>             | [3] 2 | 2 |

Q.5(a) Give the values calculated by minimax for all states in the tree. Indicate Which branches of the tree will be pruned by alpha---beta pruning.

[2] 2 3



Q.5(b) Solve the given crypto arithmetic problem:

[3] 2 3

SEND  
+ MORE  
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