

Total No. of Questions : 6]

SEAT No. :

P164

[Total No. of Pages : 2

OCT/BE/Insem.-93

B.E. (Computer Engineering)

SMART SYSTEM DESIGN AND APPLICATIONS

(2012 Pattern) (Semester - I)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates :

- 1) Answer Q1 or Q2, Q3 or Q4 and Q5 or Q6.
- 2) Neat diagrams must be drawn whenever necessary.
- 3) Figures to the right indicates full marks.
- 4) Assume suitable data, if necessary.

Q1) a) What are the different types of agent programs for mapping the task of agent? Explain how they are convert into learning agents. [5]

b) What are the properties of Task Environment? [5]

OR

Q2) a) Explain the role of problem generator with respect to learning agent. [5]

b) Enlist and explain the sequence of steps done by the intelligent agent to maximize the performance measure? [5]

Q3) a) Differentiate between Breadth-First vs. Uniform-Cost algorithms. [5]

b) Write MiniMax Algorithm for choosing the next move in an n-player game with suitable steps and procedure. [5]

OR

Q4) a) With suitable example explain steps involved in the Best-First Search Algorithm. [5]

b) With respect to problem solving what is the agents task to solve particular problem? Explain it in detail. [5]

P.T.O.

- Q5) a)** Write a note on **[5]**
- i) Unification
 - ii) Forward Chaining with example
- b)** Differentiate between propositional and predicate (FOL) logic. **[5]**

OR

- Q6) a)** What are different representations of knowledge base? **[5]**
- b)** Write following using logical sentences. **[5]**
- i) Some intelligent students study intelligent system.
 - ii) Every student who opts for intelligent system in a determined students.
