









FAST TRACK REVISION

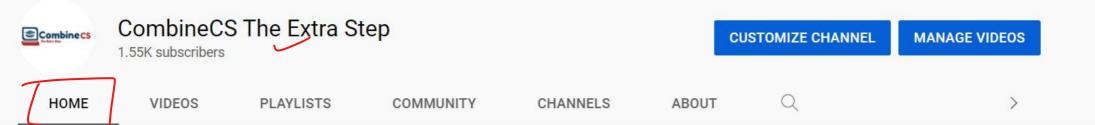
Day - 3

Artificial Intelligence

महत्वपूर्ण MCQ will boost your performance...







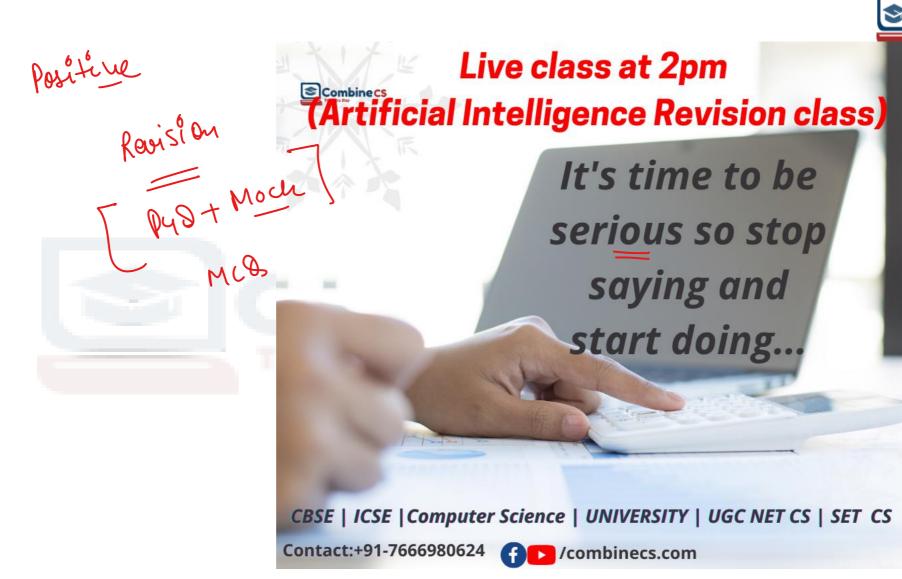


MAHA MARATHON | Software Engineering all imp topics | 90%...

83 views • Streamed 18 hours ago

FAST TRACK REVISION SOFTWARE ENGINEERING
In this lecture educator will discuss all important concepts of
Software Engineering very important session for all competitive
exams. Attend live class of Software Engineering & get Last
Minute Notes (LMN) for quick revision.







Important topics
Mark Distribution

11112

819

Approaches to AI = Search Technique - 6,7



leaver doubt 2020 (6,7

AI -> learning reasoning knowledge repⁿ

Tuning Test_ -HBI MIC App h

ANN

QV

NLP

Resoning

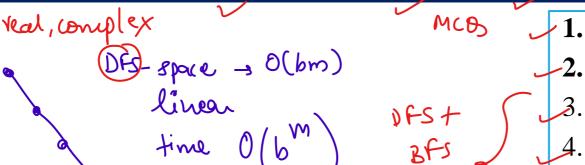
Planning Problem



Uninformed Search / Blind Search / Brute Force / Exhaustive Search







Breadth-first Search. - Queue

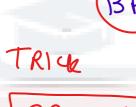
Depth-first Search. - Stade backfrack

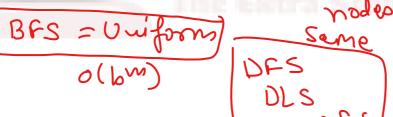
Depth limited Search. __limit_ &

Iterative deepening **depth-first** search. Swell ogt

Uniform cost search. min wat

Bidirectional Search Forward Sachus Co





nodes consider TIS-O(b)

forward - logression

Bachward - legression

100 ° le Trich: huers optimal tompete 2021 Greedy search _ promising nodes mar profit

$$f(n) = g(n) + h(n)$$

$$5 \rightarrow C \rightarrow b_1 \circ al$$

$$g(n) \rightarrow h(n)$$

Informed Search / Intelligent Search / Heuristic Search



- 1. Best First Search BB+DFS
 Algorithm(Greedy/Recursive search)
- 2. A* Search Algorithm
- ALL
- 020

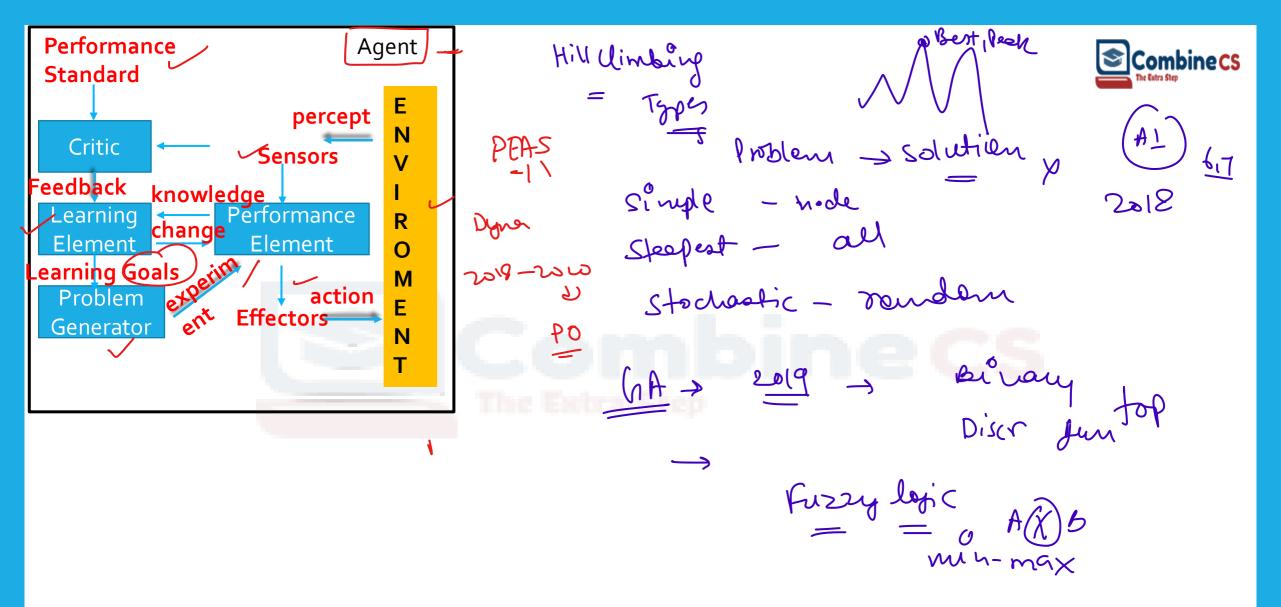
- Recursive best-first search
- 4. AO* Search Algorithm Ad AT
- 5. Hill Climbing
- 6. Genetic Algorithm
- 7. SMA* (A * Advance) Menory

BFS (hready Recursive Virgonn

If (n) = h(n)

ORC - cement gugranteed

mulina



Combine CS
The Eatra Step (S) Constraint arapuloloning Operator subgralin - detected diff. blu S-Cs 2018-2020 mzi Minne DES β= m²n = + 20



Expert System > -kB => defining Semantic - Tree Shots - Filler Facts

Reasoning

FOPL # = TP-88 TPUQ Ruolwon P438 gulference Confunction disconjunction B, if A

















- →Q1) What is the function of an AI "Agent"?
 - a) Mapping of goal sequence to an action
 - b) Work without the direct interference of the people
 - c) Mapping of precept sequence to an action
 - d) Mapping of environment sequence to an action





PEAS

- Q1) What is the function of an AI "Agent"?
- Mapping of goal sequence to an action
 - b) Work without the direct interference of the people
- c) Mapping of precept sequence to an action
- d) Mapping of environment sequence to an action

Answer: c

Explanation: A math function that converts a collection of perceptions into actions is known as the agent function. The function is implemented using agent software. An agent is responsible for the actions performed by the machine once it senses the environment.



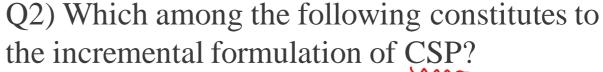


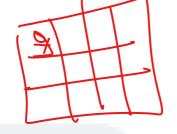


- Q2) Which among the following constitutes to the incremental formulation of CSP?
- a) Successor function ~
- b) Path cost
- c) Goal cost
- d) All of the mentioned









- a) Successor function
- b) Path cost
- c) Goal cost
- d) All of the mentioned

Answer: d

Explanation: Initial state: The empty assignment (), in which all variables are unassigned.

Successor function: A value can be assigned to any unassigned variable, provided it does not conflict with previously assigned variables.

Goal test: The current assignment is complete.

Path cost: A constant cost (e.g., 1) for every step.







Q3) Strategies that know whether one non-goal state is "more promising" than another are called



- a) Informed & Unformed Search
- b) Unformed Search
- c) Heuristic & Unformed Search
- d) Informed & Heuristic Search



Q3) Strategies that know whether one non-goal state is 'more promising' than another are called

- a) Informed & Unformed Search
- b) Unformed Search
- c) Heuristic & Unformed Search
- d) Informed & Heuristic Search

Answer: d

Explanation: Strategies that know whether one non-goal state is "more promising" than another are called informed search or heuristic search strategies.







- Q4) Greedy search strategy chooses the node for expansion in _____
- a) Shallowest
- b) Deepest
- c) The one closest to the goal node
- d) Minimum heuristic cost





Rensi on

Q4) Greedy search strategy chooses the node for expansion in _____

- a) Shallowest → BFS
- b) Deepest > DFS
- e) The one closest to the goal node Greedy Search
 - d Minimum heuristic cost vuigom

Answer: c

Explanation: Sometimes minimum heuristics can be used, sometimes maximum heuristics function can be used. It depends upon the application on which the algorithm is applied.









5

Q5) What is the evaluation function in greedy approach?



- a) Heuristic function
- b) Path cost from start node to current node
- c) Path cost from start node to current node + Heuristic cost
- d) Average of Path cost from start node to current node and Heuristic cost





Q5) What is the evaluation function in greed approach?

Heuristic function f(n) = h(n)

b) Path cost from start node to current node f(n) = g(n)

Heuristic cost $f(n) = \frac{1}{2} (n) + f(n)$

d) Average of Path cost from start node to current node and Heuristic cost

Answer: a Explanation:
$$f(n) = h(n)$$
.



A* is optimal if h(n) is an admissible heuristic-that is, provided that h(n) hever overestimates the cost to reach the goal. Refer both the example from the book for better understanding of the algorithms.





- Q6) The action of the Simple reflex agent completely depends upon _____
 - a) Utility functions
 - b) Learning theory
 - c) Perception history
 - d) Current perception







Q6) The action of the Simple reflex agent completely depends upon

- a) Utility functions
- b) Learning theory
- c) Perception history
- d) Current perception



Explanation: These agents select actions based on the current perception, ignoring the rest of the perception history.



Simple reflex agent is based on the present condition and so it is condition action rule.

If - they - else Rule







- Q7) External actions of the agent is selected by _____ ?
 - a) Perceive
 - b) Performance
 - c) Learning
 - d) Actuator



performance dement



Feedback

Per Crever

Q7) External actions of the agent is selected by _____

- a) Perceive
- b) Performance
- c) Learning
- d) Actuator

Answer: b

Explanation: It depends on how you want to improve and what the performance measures are.

PEAS - Seno61







- Q8) What is perceptron?
- a) a single layer feed-<u>fo</u>rward neural network with pre-processing
- b) an auto-associative neural network
- c) a double layer auto-associative neural network
- d) a neural network that contains feedback





Q8) What is perceptron?

- a) a single layer feed-forward neural network with pre-processing
 - b) an auto-associative neural network =
 - c) a double layer auto-associative neural network
 - d) a neural network that contains feedback

Answer: a

Explanation: The perceptron is a single layer feed-forward neural network. It is not an auto-associative network because it has no feedback and is not a multiple layer neural network because the pre-processing stage is not made of neurons.



The Extra Step

ISRO

Neural networks are complex linear functions with many

parameters.



Toug.

- a) It has set of nodes and connections
- b) Each node computes it's weighted input
- c) Node could be in excited state or non-excited state

PYS

RNN (Recurrent neural network) topology involves backward links from output to the input and hidden layers.

An auto-associative network is equivalent to a neural network that contains feedback. The number of feedback paths(loops) does not have to be one.







