These are sample MCQs to indicate pattern, may or may not appear in examination

University of Mumbai
Online Examination 2020

Program: BE COMPUTER Engineering
Curriculum Scheme: Revised 2012
Examination: Final Year Semester VII
Course Code: CPC703 and Course Name: Artificial Intelligence

Time: 1hour Max. Marks: 50

Note to the students:- All the Questions are compulsory and carry equal marks .

Q1.	In which agent does the problem generator is present?
Option A:	Reflex agent
Option B:	Learning agent
Option C:	Observing agent
Option D:	Model based agent

Q2.	How many types of agents are there in artificial intelligence?
Option A:	2
Option B:	3
Option C:	4
Option D:	5
Q3.	What is meant by agent's percept sequence?
Option A:	Used to perceive the environment
Option B:	Complete history of perceived things
Option C:	Complete history of actuator
Option D:	Complete history of performer
Q4.	What is the expansion of PEAS in task environment?
Option A:	Peer, Environment, Actuators, Sense

Option B:	Perceiving, Environment, Action, Sensors
Option C:	Perceiving, Environment, Actuators, Sensors
Option D:	Performance, Environment, Actuators, Sensors
Q5.	_____ hill climbing implements stochastic CLIMBING by generating successors randomly until one is generated that is better than the current state.
Option A:	Random-restart
Option B:	Random-choice
Option C:	First-restart
Option D:	First-choice
Q6.	In a local beam search, useful information is passed among the parallel search _____.
Option A:	Threads
Option B:	Beams
Option C:	Goals
Option D:	Peak
Q7.	A genetic algorithm (or GA) is a variant of_____ in which successor states are generated by combining two parent states rather than by modifying a single state.
Option A:	Simulated annealing
Option B:	Local beam search
Option C:	stochastic beam search
Option D:	Optimal search
Q8.	For games like whist and hearts, where there is no bidding or betting phase before play commences, each deal will be equally likely and so the values of P(s) are all_____
Option A:	Equal
Option B:	Minimum

Option C:	Maximum
Option D:	Different
Q9.	A game can be defined by the _____ (how the board is set up), the legal actions in each state, the result of each action, a_____ (which says when the game is over), and a utility function that applies to terminal states.
Option A:	terminate state,terminal test
Option B:	terminal test,initial state
Option C:	initial state,terminal test
Option D:	initial test,terminal test
Q10.	The _____ search algorithm computes the same optimal move as minimax, but achieves much greater efficiency by eliminating subtrees that are provably irrelevant.
Option A:	Memory-bounded heuristic
Option B:	Greedy
Option C:	alpha–beta
Option D:	Recursive
Q11.	Optimal play in games of_____, such as Kriegspiel and bridge, requires reasoning about the current and future belief states of each player.
Option A:	current information
Option B:	less information
Option C:	perfect information
Option D:	imperfect information
Q12.	Inference algorithm is complete only if _____
Option A:	It can derive any sentence
Option B:	It can derive any sentence that is an entailed version
Option C:	It is truth preserving
Option D:	It can derive any sentence that is an entailed version & It is truth preserving

Q13.	Treatment chosen by doctor for a patient for a disease is based on _____
Option A:	Only current symptoms
Option B:	Current symptoms plus some knowledge from the textbooks
Option C:	Current symptoms plus some knowledge from the textbooks plus experience
Option D:	Only experience
Q14.	Which is not a property of representation of knowledge?
Option A:	Representational Verification
Option B:	Representational Adequacy
Option C:	Inferential Adequacy
Option D:	Inferential Efficiency
Q15.	Which among the following could the Existential instantiation of ∃x Crown(x) ^ OnHead(x, Johnny)?
Option A:	Crown(John) ^ OnHead(John, Jonny)
Option B:	Crown(y) ^ OnHead(y, y, x)
Option C:	Crown(x) ^ OnHead(x, Jonny)
Option D:	Crown(x) ~ OnHead(x, Jonny)
Q16.	Which is not Familiar Connectives in First Order Logic?
Option A:	AND
Option B:	IFF
Option C:	OR
Option D:	NOT
Q17.	Lifted inference rules require finding substitutions that make different logical expressions looks identical.
Option A:	Existential Instantiation
Option B:	Universal Instantiation
Option C:	Unification
Option D:	Modus Ponen

Q18.	A Horn clause is a clause with _____ positive literal.
Option A:	At least one
Option B:	At most one
Option C:	None
Option D:	All
Q19.	Chance Nodes are represented by _____
Option A:	Disks
Option B:	Squares
Option C:	Circles
Option D:	Triangles
Q20.	End Nodes are represented by _____
Option A:	Disks
Option B:	Squares
Option C:	Circles
Option D:	Triangles
Q21.	The “Turing Machine” showed that you could use a/an _____ system to program any algorithmic task.
Option A:	binary
Option B:	electro-chemical
Option C:	recursive
Option D:	semantic
Q22.	How many possible plans are available in partial-order solution?
Option A:	5
Option B:	6
Option C:	7
Option D:	8

Q23.	Machine Translation _____
Option A:	Converts one human language to another
Option B:	Converts any human language to English
Option C:	Converts human language to machine language
Option D:	Converts Machine language to human language
Q24.	Which of the following is incorrect application of Expert System?
Option A:	Design Domain
Option B:	Monitoring Systems
Option C:	Knowledge Domain
Option D:	Systems domain
Q25.	In which of the following learning the teacher returns reward and punishment to learner?
Option A:	Active learning
Option B:	Reinforcement learning
Option C:	Supervised learning
Option D:	Unsupervised learning