Roll No.

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7E7043

B. Tech. VII Sem. (Main / Back) Exam., Nov. - Dec. - 2018 Electrical & Electronics Engineering 7EX3A Artificial Intelligence Techniques Common with EE, EX

Maximum Marks: 80

Time: 3 Hours

ersahilkagyan.com Min. Passing Marks: 26

Instructions to Candidates:

Attempt any five questions, selecting one question from each unit. All questions carry equal marks. Schematic diagrams must be shown wherever necessary. Any data you feel missing suitably be assumed and stated clearly.

Units of quantities used/calculated must be stated clearly.

Use of following supporting material is permitted during examination. (Mentioned in form No. 205)

What is the difference between natural intelligence and artificial intelligence? Explain [16] how AI technique can be represented?

OR.

Q.1 What are knowledge based Expert systems? Also elaborate its importance in engineering in detail. [16]

UNIT-II

- Q.2 (a) Differentiate between knowledge representation and knowledge acquisition. [8]
 - (b) Write short note on Representation of knowledge using logic rules, frames. [8]

Q.2 Explain forward versus backward chaining Control Strategies with the help of [16] appropriate examples.

UNIT. III

UNIT- III	ions in
Q.3 What is Artificial Neural Networks? Explain types of actival	tion functions in
Q.5 What is Authoral Neural Networks, Explain of	[16]
detail.	200 12 H
<u>OR</u>	rception learning
Q.3 Explain Single layer and multilayer perceptions along with pe	[16]
algorithms in detail.	
UNIT-IV	
in learning, also explain	how to overcome
Q.4 (a) Explain the limitations of propagation learning, also explain I	[8]
these limitations.	.F81
(b) Explain the two different phases of back propagation algorithm.	y•
OP	
Q.4 Define the concept of supervised learning and unsupervised learning	[16]
Kohonen's top field network & Algorithm.	
UNIT- Y	
Q.5 (a) Define the concept of Fuzzy logic. Also Explain the Fuz	zy relation and
	[8]
membership functions.	[8]
(b) Write short note on Defuzzification.	[O]
<u>OR</u>	
Q.5 (a) Design a flowchart of genetic algorithm in game playing.	[8]
Q.5 (a) Design a flowchart of genetic angelland and partial of genetic angelland and genetic angell	[8]