CS607-Artificial Intelligent MID TERM MCQS Prepared by: JUNAID MALIK

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- 1. General games involves____
 - a. single-agent
 - b. multi-agent
 - c. only single-agent and multi-agent Page No. 62 (HANDOUTS)
 - d. neither single-agent nor multi-agent
- 2.Adversarial search problems uses
 - a. competitive environment Page No. 62 (HANDOUTS)
 - b. cooperative environment
 - c. neither competitive nor cooperative environment
 - d. an only competitive and cooperative environment
- 2. Genetic algorithm start with the population of randomly generated,

attempted solutions to a problem and repeatedly do the following except

Page No. 77

Page No. 14

- a. evaluate each attempted solutions
- b. keep the best solutions
- c. produce next generation using inheritance and mutation.
- d. perform non parallel search
- 3. What is Artificial Intelligence?
 - a. Putting your intelligence into Computer
 - b. Programming with your intelligence
 - c. Making a Machine intelligent My Point of View
 - d. Playing a Game
- 4. To create intelligent machines we first need to understand how the real
 - a. introspection of mind
 - b. psychological experiment
 - c. brain functions
 - d. human body works
- 5. The Breadth-First Search traversal of a graph will result into?
 - a. Linked List
 - b. Tree Page No. 28 (HANDOUTS)
 - c. Graph with back edges
 - d. Arrays
- 6. In Breadth-First Search, how many times a node is visited?
 - a. Once

L-JUNAID TECH INTITUTE b. Twice c. Equivalent to number of in-degree of the node GOOGLE d. Thrice 7. R1/XCON expert system was developed by? a. Digital Computer Corporation **b.** Digital Equipment Corporation Page No. 112 (HANDOUTS) c. Computer accessories company d. DELL 8. In Depth-First Search, how many times a node is visited? a. Once b. Twice c. Equivalent to number of in degree of the node GOOGLE d. Thrice 9. Every graph can be converted into a Page No. 22 (HANDOUTS) a. Tree b. statement c. problem d. repeated cycle 10.Performance of an expert system is as compared to a human expert. a. High Page No. 113 (HANDOUTS) b. Low c. Medium d. Average 11.A function by which we can tell which board position is nearer to our goal is called. a. Alternative function b. Recursive function c. Best function Page No. 83 (HANDOUTS) d. Fitness function 12.A knowledge structure that relates some known information to other information that can be concluded or inferred to be true is represented as a. object b. attribute

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c. value

WW.

d. rule

Page No. 95 (HANDOUTS)

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13.Hit and trial is a classical approach to solve the _____ problems easily.



<mark>a.</mark>	Trivial Page No. 15 (HANDOUTS)
b.	medium
с.	complex
d.	structured
14.Graph	as and Networks allowbetween objects/entities to be
incorp	porated.
<mark>a.</mark>	RelationshipsPage No. 92 (HANDOUTS)
b.	pictures
с.	representation
d.	communication
15.In Ger	netic algorithmhas the same notion of having something or
some	attribute from a parent while refers to a small random change.
A a.	inheritance, mutation Page No. 77 (HANDOUTS)
b.	DFS, BFS
c.	A*, Dynamic programing
d.	subtraction, multiplication
16.Back-j	propagation learning algorithm was invented by
a.	Bryson and Ho Page No. 12 (HANDOUTS)
b.	John McCarthy
с.	Marvin Minsky
d.	Alan Turing
17.The si	imple idea behind is that if we can reach a specific node
throug	gh more than one different paths then we shall take the path with the
minim	num cost.
<mark>a.</mark>	Dynamic programmingPage No. 55 (HANDOUTS)
b.	Estimates COOVER 1007274
с.	Progressive deepening
d.	Beam search
18.Which	n of the following is NOT one of the steps of simple search algorithm?
a.	Initialize priority queue.
b.	Check if the priority queue is empty.
с.	If node picked from priority queue is goal node then return.
d.	Copy visited queue to priority queue. Page No. 24
19.	is the type of knowledge that can be described as the knowledge
about	knowledge.

- a. Declarative knowledge
- b. Uncertain knowledge
- c. Meta knowledge Page No. 90 (HANDOUTS)
- d. Fuzzy knowledge

20. The rules that define how conflict resolution will be used, and how other aspects of the system itself will run, are called______.

- a. Meta rules
- **b.** Conflict resolution rules Page No. 125 (HANDOUTS)
- c. Forward chain rules
- d. backward chain rules
- 21.Identify the TRUE statement regarding "Heuristics":
 - a. Heuristics always give us good guess to reach to goal state.
 - b. Heuristics don't always give us good guess to reach to goal state. Page No. 37 (HANDOUTS)
 - c. Heuristics never give us good guess to reach to goal state.
 - d. Both "heuristic" and "algorithm" are same thing.
- 22. The ability to understand things without explicitly programmed a computer is called?
 - a. Artificial Intelligence

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- b. Deep learning
- c. Machine learning
- d. Fuzzy logic
- 23."In context of Hill climbing algorithm, a person may reach the portion of a mountain which is totally flat, whatever step he takes gives him no improvement in height hence he gets stuck." The above statement refers to:
 - a. Foothill problem
 - b. Plateau problem Page No. 40 (HANDOUTS)
 - c. Ridge problem
 - d. Slope problem
- 24. To implement simple search algorithm as breadth first search, we use the formula given below and give priority to element with _____P(n) value where: P(n) =height(n)
 - a. Minimum Page No. 28 (HANDOUTS)
 - b. Maximum
 - c. Average

d. Absolute 25. The conference that launched the AI revolution in 1956 was held at? a. Harvard Page No. 10 (HANDOUTS) b. Dartmouth c. New York d. Stanford 26.Cost of a human expert is as compared to an expert system Page No. 113 (HANDOUTS) a. High b. Low c. Medium d. Average 27.An expert system models the following aspect(s) of human expert a. Operators **b.** Implications c. Knowledge and reasoning Page No. 111 (HANDOUTS) d. Operations , it would have used its Knowledge to counter for 28. The machine has this new situation in its environment. Page No. 9 (HANDOUTS) a. strong intelligence b. weak intelligence c. efficient algorithms d. inference system 29. AI actually tries to recreate the functions of the inside of the brain as opposed to simply emulating behavior a. Weak Page No. 8 (HANDOUTS) b. Strong c. Weak and Strong d. Intermediate 30.. "In context of Hill climbing algorithm, you might just reach local maxima and think that you have reached the global maxima, so getting stuck in the middle of searching the solution space." The above statement refers to: Page No. 39 (HANDOUTS) a. Foothill problem b. Plateau problem c. Ridge problem **AL-JUNAID INSTITUE OF GROUP**

d. Slope problem

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AL-JUNAID INTITUTE OF GROUP 31.Solving the problem through genetic algorithm on the number of iterations is usually used to end the process in finite time.	
a. upper limit Page No. 86 (HANDOUTS)	
 b. lower limit c. middle limit d. no limit 32.Implication can also be represented as(A → B) = ? 	
a. $\sim A \vee B$ Page No. 118 (HANDOUTS)b. $\sim A \wedge B$ c. $A \vee \sim B$ d. $A \wedge \sim B$ 33.The ability to learn and recognize things automatically called?a. Fuzzy logic	
b. Intelligence Page No. 6 (HANDOUTS)	
c. Problem solving	
34 can be viewed as the processor in an expert system	
a. Inference engine Page No. 117 (HANDOUTS)	
 b. Working memory c. Knowledge base d. System memory 	
36 IF A THEN B	
This can be considered to have a similar logical meaning as the following:	
a. A -> BPage No. 99 (HANDOUTS)b. A<-> Bc. A <- B	
37.If an arrow points from node "A" to Node "B" then, node "B" will be called:	
 a. Child of node "A" Page No. 21 (HANDOUTS) b. Parent of node "A" c. Branching node "A" d. Fan-out of node "A" 	
38.CLIPS stands for:	

AL-JUNAID INTITUTE OF GROUP a. C Language Integrated Production System Page No. 133 (HANDOUTS) b. C# Language Integrated Production System c. COBOL Language Integrated Production System d. C Linguist Integrated Production System 39. Some essential components of problem solving are Problem Statement, _, Solution Space and Operators. a. Complex State b. Initial State c. Intermediate Page No. 17 (HANDOUTS) d. Goal State 40. The simplest way to perform is to combine the head of one individual to the tail of the other. a. mutation Page No. 82 (HANDOUTS) b. crossover c. DFS d. BFS 41. Which of the following is true? a. A graph may contain no edges and many vertices b. A graph may contain many edges and no vertices c. A graph may contain no edges and no vertices d. A graph may contain no vertices and many edges 42. How many types of rules are there in formal knowledge representation? AL-JUNAID INSTITUE OF GROUP a. 4 b. 5 c. 6 Page No. 96, 97 (HANDOUTS) d. 7 43. Variation in the offspring's(children) of the individuals are due to a. Mutation b. Inheritance c. Both mutation and inheritance Page No. 77 (HANDOUTS) d. crossover 44. The symbol for the existential quantifier is represented as . It is also read as "there exists".

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a. V
<mark>b. Э</mark> page 100 HO
45. Which of the following, is not a component of an expert system?
a. Inference engine
b. Knowledge-base
c. User interface
d. Template page 116 HO
46.In CLIPS, the Defrule construct is used to add
a. <mark>Rules page 135 HO</mark>
b. facts
c. principles
d. agenda
4/.insearch, rather than trying all possible search paths, we locus on paths that seem to be getting closer to goal state using some kind of "guide"
Paulis that seem to be getting closer to goal state using some kind of guide .
h Uninformed
c. Depth
d. Progressive deepening
48. Which of the following is not considered being trait(s) of an expert?
a. They possess specialized knowledge in certain area
b. They possess experience the given area
c. They can provide, upon elicitation, an explanation of their decisions
d. They possess long term memory page 111 HO
49. Which of the following is NOT one of the expert systems?
a. Dendral
b. Mycin
c. R1/XCON AL-JUNAID INSTITUE OF GROUP
d. XOR page 112 HO
50.The formulae (∃x) (Person (x) ∧ father (x, Ahmed)) can be translated in simple words and read as.
a. there exists some person, x who is Ahmed's father. Page 100 HO
b. for all person, x who is Ahmed's father.
c. there exists some person, x who is Ahmed's daughter.



- b. Lowest cost branch and bound
- c. FIFO branch and bound
- d. Highest cost branch and bound

58."I have never seen horses eating meat, so I can conclude that horses never eat meat". The given statement refers to:

a. Inductive reasoning

Page No. 102 (HANDOUTS)

GOOGLE

- b. Abductive reasoning
- c. Common-sense reasoning
- d. Non-monotonic reasoning

59.Expert system can be expressed as:

- a. It provides tools for the management, delivery, tracking, and assessment of various types of employee learning and training
- b. The set of business processes, culture, and behavior required to obtain value from investments in information systems
- c. Used for finding the optimal solution for a specific problem by examining a very large number or possible solutions for that problem
- d. Intelligent technique for capturing tacit knowledge in a very specific and limited domain of human expertise, this knowledge is converted to rules that can be used throughout the entire organization (page 112 lecture 18 of HO)

60. The state that represents the solution of the problem is called_

- a. Solution space
- b. Goal space page 17 HO
- c. Problem statement
- d. Knowledge base
- 61. What will be the output when we will remove arrow?

```
A -> B
```

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- b. ~A v B page 108 HC
- c. $A \lor \sim B$

a. $\sim A \lor \sim B$

d. ~A AND B

62. If Ali is 2 years younger than Umar and Umar is 23 years old. How old is Ali?

a. Ali is 22 years old.

b. Ali is 21 years old. Page 10 HO

- c. Ali is 23 years old.
- d. All is 20 years old.

63.Speed of an expert system is _____as compared to a human expert.

a.<mark>High page 113 HO</mark>

- b. Low
- c. Medium
- d. Average

64."The process of working with knowledge, facts and problem solving strategies to draw conclusions". The above statement refers to:

a.Reasoning page 102 HO

- b. Object-attribute-value triplet
- c. Refutation
- d. Conversion

_is the part of the system that controls the process of

deriving conclusions.

65

a. A knowledge base page 117 HO

- b. A database of facts
- c. An interpreter, or inference engine
- d. An object

66. The travelling inside a solution space requires something called as_

- a. Operands
- b. Inner solution
- c. Space solution

d. Operators page 18 HO

67. In the sequence 2 6 8 3 4 5 3 1, where will the value of Q5 placed in eight queen problem?

- a. 2^{nd} row and 1^{st} column
- b. 7th row and 6th column
- c. 4th row and 5th column Page No. 83 (HANDOUTS)
- d. 3rd row and 2th column

a. Animals

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b. Robots

<mark>c. Human page 77 HO</mark>

d. artificial intelligence

69. Identify the TRUE statement about alpha-beta pruning:

a. It reduces both the tree branches that must be generated and the number of evaluations page 64 HO

- b. It decides about branching factor in a tree
- c. It is core of progressive deepening search
- d. Beta is the maximum upper bound of possible solutions
- 70._____has the same notion of having something or some attribute from a

parent.

- a. Mutation
- b. Crossover
- c. Inheritance Page 77 HO
- d. Gene

71. Which statement is wrong about heuristic search?

- a. to discover something or an idea embedded in a program
- b. to search and measure how far a node in a search tree seems to be from a goal
- c. to compare two nodes in a search tree to see if one is better than another
- d. give no optimal solution page 37 HO (used for guess not right but correct solution)
- 72."In context of Hill climbing algorithm, situation may arise when a step in one direction takes you lower, on the other hand when you step in some other direction it gives you no improvement." The above statement refers to:
 - a. Foothill problem **AL-JUNAID INSTITUE OF GROUP**
 - b. Plateau problem
 - c. Ridge problem page 40 HO
 - d. Slope problem

73.A Personal Consultant knowledge base contain information in the form of

- a. Parameters
- b. Rules page 95 HO
- c. Facts
- d. errors

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74. Variable rule is matched with known facts and different possibilities for the	
variables are tested, to determine the truth of the fact, such rules are also called	
as	
a. Uncertain rules AL-JUNAID INSTITUE OF GROUP	
b. directive rules	
c. fuzzy rules	
d. Pattern-matching rules page 96 HO	
75. We use graphs to represent problems and their solution spaces.	
a. False	
b. True Page No. 22 (HANDOUTS)	
/6.A natural language generation program must decide	
a. What to say	
b. When to say something	
d. Both what to say & when to say something COOCLE	à
77 Which of the following command is correct for adding numbers in CLIPS?	63
a CLIPS>(3+4)	
b. CLIPS> (+ 3 4) Page No. 133 (HANDOUTS)	
c. CLIPS>(34)	
d. $CLIPS > (+34+)$	
78. "Focused area of expertise" in human experts in referred to as in	
expert systems.	
a. Domain Page No. 116 (HANDOUTS)	
b. Knowledge	
c. Reasoning	
d. Inference engine	
79.If Alpha implies beta is true and beta in known to be not true. Then alpha could	
not have been true. This rule refers as:	
a. Modus ponens	
b. Modus tolens Page No. 105 (HANDOUTS)	
c. And-Introduction	
d. And-Elimination	
80. The process continues recursively until a premise is found that is not supported	
by a rule. i.e. a premise is called aif it cannot be concluded by any	

rule.

- a. Elementary **b. Primitive**
- Page No. 126 (HANDOUTS)
- c. Antique
- d. All of the above
- 81.LISP was created by?
 - a. Alan Turning
 - b. Marvin Minskyc. John McCarthy
- Page No. 10 (HANDOUTS)
- d. Allen Newell and Herbert Simon

82.A computer vision technique that relies on image templates is_

- a. Edge detection
- b. Model-based vision
- c. Robot vision

d. None of the mentioned

83. The Depth First Search traversal of a graph will result in?

- a. Linked List
- b. Tree Page No. 25 (HANDOUTS)
- c. Graph with back edges
- d. Array

84. The searching technique in which we purely use a hit and trial approach and will check all combinations till one takes it to the exact solution is referred to as

a. Blind/uninformed

Page No. 23 (HANDOUTS)

- b. Informed/heuristic
- c. Path/non-optimal
- d. Optimal path

85.A statement in conjunctive normal form (CNF) consists of____

- a. ANDs of Ors Page No. 107 (HANDOUTS)
- b. ANDs
- c. Ors
- d. Ors of ANDs

86.Using deduction to reach a conclusion from a set of antecedents is called.

a. Forward chaining Page No. 123 (HANDOUTS)

- b. Backward chaining
- c. Backward propagation
- d. Forward propagation
- 87. is branch and bound technique with the improvement of underestimates and dynamic programming.
 - Page No. 56 (HANDOUTS) a. A* Procedure
 - b. Progressive deepening
 - c. Beam search
 - d. Linear search
- 88.Progressive deepening emulates BFS using DFS.
 - a.True Page No. 32 (HANDOUTS)
 - b. False
- 89.In CLIPS, the WATCH command is used for debugging programs.
 - a. True Page No. 135 (HANDOUTS)
 - b. False
- 90.In GA, the random process is repeated until an individual with required level is found.
 - a. Higher
 - b. Lower
 - Page No. 86 (HANDOUTS) c. Fitness
 - d. Logical
- 91. Which of the following is not the component of problem-solving?
 - a. Operators
 - b. Solution space
 - c. Problem statement
 - Page No. 17 (HANDOUTS) d. Operations

92.In searches we are concerned with finding any one solution to our

- problem.
 - Page No. 24 (HANDOUTS) a. Non optimal
 - b. Optimal path
 - c. Contrary path
 - d. Shortest path
- 93. How many types of graphs are there to use in problem-solving?
 - a. 1

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b. 2 Page No. 22 HO
c. 3
d. 4
94. Which of the following tells us about problem-solving, correct efficient
memory, and information manipulation?
a. Deep learning
b. Intelligence Page No. 6 HO
c. Machine learning
d. Deep learning
95. To which depth does the alpha-beta pruning can be applied?
a. 10 states
b. 8 states
c. 6 states
d. Any depth page 64 to 76 of HO
96.Inwe may have multiple agents searching for solutions in the same
solution space.
a. <mark>Adversarial Search page 62 HO</mark>
b. Depth first search
c. Breadth first search
d. Progressive deepening
97. "The branch of computer science that is concerned with the automation of
intelligent behavior" this definition of AI is from.
a. Charniak and McDermott
b. Winston
c. Luger and Subblefiled Page No. 8 (HANDOUTS)
c. Bellman
98. Which of the following disciplines provides us with the theories of structure
and meaning of language.
a. Linguistic Page No. 9 (HANDOUTS)
b. Philosophy
c. Biology
a. Psychology
99. Technically nit and trial approach is called as the "Generate and"
approacn.
approach.

	a. Consume
	b. Test Page No. 15 (HANDOUTS)
	c. Regenerate
	d. Modify
)0.	Most of the solution spaces for problems can be represented in a
	a. Graph Page No. 21 (HANDOUTS)
	b. Table
	c. Demo
	d. Tree
1.	The plateau comes up when there is a mostly flat areathe peaks
	a. Separating Page No. 40 (HANDOUTS)
1	b. Joining
V	c. Over AL-JUNAID INSTITUE OF GROUP
7	d. None of the given
2.	Best-first search always moves from the node that seems
clo	sest to the goal node.
	a. Backward
	o. Lett
	d Forward Page No. 44 (HANDOUTS)
3	In Adversarial search there may occur such a scenario where two opponen
also	called are searching for a goal
ans	a. Adversaries Page No. 62 (HANDOUTS)
	b. Enemies
	c. Players 20304-1659/94
	d. Intruders
4.	Frames were developed from semantic networks and later evolved into ou
mo	dern-day Classes and Objects.
	a. True Page No. 98 (HANDOUTS)
	b. False
5.	Deductive Reasoning is based on deducing old information from logically
rela	ated unknown information.
	а Тпіе

AL	-JUNAID INTITUTE OF GROUP
	b. False Page No. 102 (HANDOUTS)
106.	Another expert system namedwas developed by Digital
Eq	uipment Corporation, as a computer configuration assistant.
	a. R1/XCON Page No. 112 (HANDOUTS)
	b. MYCIN
	c. Dendral
	d. R3/XCON
107.	In backward chaining terminology, the hypothesis to proved is called
	IND I DOIT INCO
	a. <mark>Proof Page No. 126 (HANDOUTS)</mark>
	b. Goal
1	c. Plan
61	d. None of the given
108.	chaining is more focused and tries to avoid exploring
un	necessary path of reasoning.
K.	a. Forward
	b. Backward Page No. 128 (HANDOUTS)
	c. Both forward and backward
	d. None of the given
109.	Assisting an expert is the most commonly found role of an Expert System.
	a. False
	b. True Page No. 114 (HANDOUTS)
110.	Procedures that search the solution space in an uninformed manner are
usi	ally costly with respect to AL-JUNAID INSTITUE
OF	GROUP 00304-1659294
	b. Space
	c. Time and space both Page No. 37 (HANDOUTS)
111	d. None of the given
111. :4:	Inductive learning is based on the knowledge that it something happens a lot
10 1	S likely to be generally
	a. Irue Page No. 160 (HANDOUTS)
	D. False
	c Ambiguous
	c. Amorguous

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	d. None of the given
112.	Usually a graph is chosen to represent a fuzzy set.
	a. Triangular Page No. 151 (HANDOUTS)
	b. Circular
	c. Conical
	d. None of the given
113.	Reasoning in fuzzy logic is just a matter of generalizing the familiar
	logic.
	a. Boolean (Page 147 HO)
	b. Complex
	c. Coagnitive
	d. Supervised
114.	It was Aristotle who came up with the 'Law of the Excluded Middle'.
. 1	a. True (Page 145 HO)
P.Y	b. False
115.	We can get optimal solution given some parameters using Genetic
Α	lgorithm.
	2 True (Page 79 HO)
	b. False
116.	b. False Reasoning is based on forming, or inducing a
116. 'g	b. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations.
116. 'g	 a. The constraint of the formation of the fo
116. 'g	 a. The constraint of the formation of the format
116. 'g	 a. File (Fager/File) b. FalseReasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical
116. 'g	 a. Fut (Fage 77 HO) b. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO)
116. 'g 117.	 a. Fut (Fage 7710) b. FalseReasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO)is the process of deriving logical conclusions from given facts.
116. 'g 117.	 a. File (Fage/FIRO) b. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO) is the process of deriving logical conclusions from given facts. a. Representation AL-JUNAID INSTITUE OF GROUP
116. 'g 117.	 a. File (Fage / File) b. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO) is the process of deriving logical conclusions from given facts. a. Representation AL-JUNAID INSTITUE OF GROUP b. Execution
116. 'g 117.	 a. File (Fage/9110) b. FalseReasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO) is the process of deriving logical conclusions from given facts. a. Representation AL-JUNAID INSTITUE OF GROUP b. Execution c. Reasoning Page No. 102 (HANDOUTS)
116. 'g 117.	 a. Frue (Fage/Fife) b. FalseReasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO)is the process of deriving logical conclusions from given facts. a. Representation AL-JUNAID INSTITUE OF GROUP b. Execution c. Reasoning Page No. 102 (HANDOUTS) d. Planning
116. 'g 117. 118.	 a. True [rage/// file] b. False
116. 'g 117. 118.	 a. Indefinition (Fage/Fife) b. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO) is the process of deriving logical conclusions from given facts. a. Representation AL-JUNAID INSTITUE OF GROUP b. Execution c. Reasoning Page No. 102 (HANDOUTS) d. Planning Identify the correct step used to start design of an expert system. a. Feasibility study Page No. 129 (HANDOUTS)
116. 'g 117. 118.	 a. Frace (Frage 77 HO) b. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO)
116. 'g 117. 118.	 a. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO)
116. 'g 117. 118.	 a. Frace (Fage(7) fro) b. False Reasoning is based on forming, or inducing a generalization' from a limited set of observations. a. Deductive b. Abductive c. Analogical d. Inductive (Page 102 HO) is the process of deriving logical conclusions from given facts. a. Representation AL-JUNAID INSTITUE OF GROUP b. Execution c. Reasoning Page No. 102 (HANDOUTS) d. Planning Identify the correct step used to start design of an expert system. a. Feasibility study Page No. 129 (HANDOUTS) b. Problem reorganization c. Scope study d. Rapid prototyping

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119	If the antecedent is only partially true, then the output fuzzy set is truncated
ac	ccording to the method
	a. Intrinsic
	b. Implication Page No. 153 (HANDOUTS)
	c. Boolean
	d. None of the given
120.	Choose the fields in which Fuzzy inference systems have been successfully
ar	oplied:
	a. automatic control
	b. data classification
6	c. decision analysis
1	d. <mark>All of the given (Page 153 HO)</mark>
121.	Fuzzy logic is actually a superset of conventional Boolean logic
K.	a. TRUE Page No. 150 (HANDOUTS)
1	b. FALSE
122.	A classical set is a container, which wholly includes or wholly excludes any
gi	iven element.
	a. TRUE Page No. 145 (HANDOUTS)
	b. FALSE
123.	The degree of truth that we have been talking about is specifically driven out
by	y a function called thefunction.
	a. Membership Page No. 149 (HANDOUTS)
	b. Ordinary
	c. Fuzzy
	d. Inline
124.	The tractable problems are further divided into structured and
pı	roblems
	a. Non-structured
	b. Complex Page No. 166 (HANDOUTS)
105	c. Simple
125.	Clips command for adding two numbers 3 and 4 is.
	a. CLIPS (+ 3 4) Page No. 133 (HANDOUTS)
	D. CLIPS $(34+)$

6.	Reasoning in forward chaining is known as:
	a. Data-driven reasoning Page No. 123 (HANDOUTS)
	b. Rule-driven reasoning
	c. Intelligence-driven reasoning
	d. Goal-driven reasoning
7.	Reasoning in backward chaining is known as:
	a. Data-driven reasoning
	b. Rule-driven reasoning
	c. Intelligence-driven reasoning
0	d. Goal-driven reasoning Page No. 127 (HANDOUTS)
8.	Identify the step involved in planning phase.
1	a. Knowledge acquisition from expert
\vee	D. Coding
ŕ	c. Resource anocation Fage No. 129 (HANDOUTS)
9	Identify the correct definition of linear model given below
	a A linear sequence of steps is applied repeatedly in an iterative
	fashion to develop the software models.
	Page No. 129 (HANDOUTS)
	b. Non sequential sequence of steps is applied repeatedly in an iterative
	fashion to develop the expert systems.
	c. A non linear sequence of steps is applied repeatedly in an iterative
	fashion to develop the expert systems.
0.	A tule, which takes a set of inputs and gives advice, as a result, is called
	a. Recommendation Rule
	b. Directive Rule Page No. 96 (HANDOUTS)
	c. Relation Rule
_	d. None of the given options
1.	IF temperature is below 0 THEN weather is cold The above rule is used
re	present
	a. Recommendations

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132.	Within an expert system, the contains facts about a specific
su	bject area and rules that express the reasoning procedures of an expert on the
su	bject. AL-JUNAID INSTITUE OF GROUP
	a. Inference engine
	b. Knowledge engineer
	c. Knowledge base page 117 HO
	d. Inference logic
133.	Expert system technique where a hypothesis is given at the beginning and
th	e inference engine proceeds to ask the user questions about selected facts until
th	e hypothesis is either confirmed or denied
	a. Network Knowledge
	b. Data mining
1.	c. Backward chaining GOOGLE/ page 126 HO
1	d. Forward chaining
134.	In some cases, the rules provide more definite actions such as "move left" or
"c	lose door", in which case the rules are being used to represent
Y	a. Recommendations
	b. Directives GOOGLE / Page 96 HO
	c. Relations
	d. None of the given options
135.	d. None of the given options While solving a problem, how many states we already know?
135.	 d. None of the given options While solving a problem, how many states we already know? a.2 page 23 HO
135.	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3
135.	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3 c. 4
135.	 d. None of the given options While solving a problem, how many states we already know? a.2 page 23 HO b. 3 c. 4 d. 5
135. 136.	 d. None of the given options While solving a problem, how many states we already know? a.2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and
135. 136. ar	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects.
135. 136. ar	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS)
135. 136. ar	 d. None of the given options While solving a problem, how many states we already know? a.2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance
135. 136. ar	 d. None of the given options While solving a problem, how many states we already know? a.2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance
135. 136. ar	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance d. distance, relationships
135. 136. ar 137.	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance d. distance, relationships The problem is to place 8 queens on a chess board by using genetic
135. 136. ar 137.	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance d. distance, relationships The problem is to place 8 queens on a chess board by using genetic gorithm, so that none of them can attack the other. A chess board can be
135. 136. ar 137. al; co	 d. None of the given options While solving a problem, how many states we already know? a.2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance d. distance, relationships The problem is to place 8 queens on a chess board by using genetic gorithm, so that none of them can attack the other. A chess board can be onsidered as plain board with columns and rows.
135. 136. ar 137. al; cc	 d. None of the given options While solving a problem, how many states we already know? a. 2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance d. distance, relationships The problem is to place 8 queens on a chess board by using genetic gorithm, so that none of them can attack the other. A chess board can be onsidered as plain board with columns and rows. a. Eight, six
135. 136. ar 137. al; co	d. None of the given options While solving a problem, how many states we already know? a.2 page 23 HO b. 3 c. 4 d. 5 Semantic networks are graphs, with nodes representing and cs representing between objects. a. objects, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance d. distance, relationships Page No. 97 (HANDOUTS) b. relationships, distance c. objects, distance d. distance, relationships mathematical distance c. objects, distance d. distance, relationships mathematical distance c. objects, distance d. distance, relationships The problem is to place 8 queens on a chess board by using genetic gorithm, so that none of them can attack the other. A chess board can be msidered as plain board with columns and rows. a. Eight, six

AL-JUNAID INTITUTE OF GROUP
b. Eight, seven Page No. 82 (HANDOUTS)
c. Eight, eight
d. Eight, nine
138. What is the correct order for solving a problem using GA
I. Choose the best individuals from the population for crossover
II. Choose initial population
III. Evaluate the fitness of each individual
a. I, II, III
b. I, III, II
c. II, I, III
d. II, III, I page 78 (HANDOUTS)
139. Mutation can be as simple as just flipping a bit at random or any number of
bits
a. True Page No. 79 (HANDOUTS)
b. False
140. In Depth First Search the node with the largest value of height will be at the
priority to be picked.
a. Minimum
b. Maximum Page No. 28 (HANDOUTS)
c. Zero
d. Both Minimum and maximum
141. A proposition is the statement of a
a. <mark>Fact Page No. 94 (HANDOUTS)</mark>
b. Equation
c. Action
d. Theorem $0 304 1037274$
142. According to Haugeland intelligence systems are
a. think like humans Page No. 7 (HANDOUTS)
b. act like humans
c. behave like an abnormal man
d. behave like humans
143. "Swimming in river is just like swimming in a pool". The given statement is
an example of:
a. Analogical reasoning page 103 (HANDOUTS)
b. Logical reasoning

	c Non-monotonic reasoning
	d Inductive reasoning
144	In CLIPS, the command is used for debugging programs
1 1 1.	a FACT
	h WATCH Page No. 135 (HANDOUTS)
	c. CLEAR
	d. DEBUG AL-JUNAID INSTITUE OF GROUP
145.	Crisp set is not a synonym for
	a.Fuzzy set page 145 to 147 HO
	b. Classical set
146.	In general, the antecedent of a rule compares an object with a possible value,
us	sing an operator.
4	a. True (Fuzzy operator) See Chapter 6 of HO
1	b. False
147.	Which of the following is a valid example which represents a suitable
ar	ntecedent in a rule?
7	a. IF x>3
	b. IF name is "Bob"
	c. IF weather is cold
	d. All of the given options page 95 of HO
148.	From discipline of we have the tools and techniques to
in	vestigate the human mind and ways to represent the resulting theories
	a. Computer Science
	b. Biology
	c. Mathematics
	d. Psychology Page No. 9 (HANDOUTS)
149.	Intelligence is the characteristic of
	a. Living being Page No. 4 (HANDOUTS)
	b. All things
	c. None of them
	d. All of them
150.	AI treats the brain as a black box and just emulates its
fu	inctionality.
	a. Weak Page No. 8 (HANDOUTS)
	1 9

AL	L-JUNAID INTITUTE OF GROUP
	c. Weak and Strong
	d. Intermediate
151.	$\mathbf{A} \lor (\mathbf{B} \land \mathbf{C}) =$
	Note:
	"\/" represents OR operator
	"^" represents AND operator
	a. (A V B) ^ (A V C) Page No. 108 (HANDOUTS)
	b. $(A \land B) \land (A \land C)$
	c. $(A \lor B) \lor (A \lor C)$
	d. $(A \lor C) \lor (A \lor B)$
152.	For $[5, 7]$ and the data points $(1, 10)$ and $(2, 13)$, then what will be the value
of	f badness?
4	a. 12
	b. 20 Page No. 79 (HANDOUTS)
NY	c. 22
V.	d. 24
153.	Which of the following is not a search strategy?
	a. Blind/uninformed search
	b. Informed/heuristic search
	c. Any path search
	d. Leaf path search Page No. 23 (HANDOUTS)
154.	Graphs are used to represent and .
	a. problems, solution Page No. 22 (HANDOUTS)
	b. terminals, branches
	c. nodes, vertices AL-JUNAID INSTITUE OF GROUP
	d. branches, nodes 0304-1039294
155.	According to Kurzweil intelligence systems are
	a. think like humans
	b. act like humans Page No. 7 (HANDOUTS)
	c. behave like an abnormal man
	d. behave like humans
156.	Where do the values of the alpha-beta search get updated?
	a. At the end
	b. Along the path of search page 64 to 71 of HO
	c. Initial state itself

AL-JUNAID INTITUTE OF GROUP d. At the beginning Solving 32-bit computer words using genetic algorithm we want a string in 157. which all the bits are ones. We count the 1 bits in each word and exit if any of the words having all 32 bits set to 1 by using a. Initial population b. Evaluation function Page 78 HO c. Mutation d. Search space 158. Which particular generation of computers is associated with artificial intelligence? a. Second b. Fourth Page No. 12 (HANDOUTS) c. Fifth d. Third is used when the facts of the case are likely to change after 159 some time. a. Inductive reasoning b. Non-Monotonic reasoning Page No. 103 (HANDOUTS) c. Analogical reasoning d. Common-sense reasoning 160. is a genetic operator used to maintain genetic diversity from one generation of a population of genetic algorithm chromosomes to the next. a. Inheritance **GOOGLE/ Page 78 of HO b.** Mutation c. Gene d. Crossover 161. can be as simple as just flipping a bit at random or any number of bits Page No. 79 (HANDOUTS) a. Mutation b. Inheritance c. Crossover d. Gene 162. In progressive depending, the idea is to simply apply DFS to a specific. a. Level Page No. 32 (HANDOUTS) b. Node

c. Branch

- d. Branching factor
- 163. Line fitting problem using genetic algorithm, if the badness of any of the solution is . It means that given points lies on the line.

page 79 of HO a. Zero b. One c. Two AL-JUNAID INSTITUE OF GROUP d. Three 164. Resolution requires all sentences to be converted into a special form called: a. Conjunctive normal form (CNF) Page No. 107 (HANDOUTS) b. Third Normal form c. De-normalized Normal form d. 1st Normal form 165. In genetic algorithm, we produce the next generation from the a. genes and inheritance Page No. 77 (HANDOUTS) b. inheritance and mutation c. mutation and genes d. crossover 166. What are the components of a rule? a. Else and Then Page No. 95 (HANDOUTS) b. Premise and Conclusion c. Then and Break d. If and Else 167. A "circle" symbol in a tree structure is called. chapter 2 of HO a.Node COL b. Edge c. Ancestor d. Descendant 168. A search algorithm takes as an input and returns as an output. a. Input, output b. Problem, solution **GOOGLE/ Chapter 2 of HO** c. Solution, problem d. Fuzzy set, uncertain facts

a. Guarantees finding the shallowest path even in presence of infinite paths Page No. 32 (HANDOUTS) b. Has a small space requirement c. Can work with broken edges d. Memory Constraints 170. 170. Which expert system was design for chemical analysis of Martian soil for space mission? a. MYCIN b. Dendral Page No. 112 (HANDOUTS) c. RI/XCON d. PXDES d. PXDES AL-JUNAID INSTITUE OF GROUP 171. Branch and bound is a a. Data structure Page No. 2 (HANDOUTS) c. Sorting algorithm d. Type of tree 172. Which of the following is not the application area of intelligence? a. Robotics b. Expert system c. Computer vision d. Human computer interaction page No. 48 (HANDOUTS) c. Breadth first method c. Breadth first method Page No. 48 (HANDOUT b. Depth first method Can run forever in search spaces with infinite length paths b. Depth first method Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO)	169.	One of the advantages of breadth first search is that it
paths Page No. 32 (HANDOUTS) b. Has a small space requirement c. Can work with broken edges d. Memory Constraints 170. Which expert system was design for chemical analysis of Martian soil for space mission? a. MYCIN b. Dendral Page No. 112 (HANDOUTS) c. R1/XCON d. PXDES d. PXDES AL-JUNAID INSTITUE OF GROUP 171. Branch and bound is a a. Data structure Dendral b. Problem-solving technique Page No. 2 (HANDOUTS) c. Sorting algorithm d. Type of tree 172. Which of the following is not the application area of intelligence? a. Robotics b. Expert system c. Computer vision d. Human computer interaction page 13 of HO 173. There are many techniques to solve our problem of optimal search without using a brute force technique; one such procedure is called		a.Guarantees finding the shallowest path even in presence of infinite
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 c. Can work with broken edges d. Memory Constraints 170. Which expert system was design for chemical analysis of Martian soil for space mission? a. MYCIN b. Dendral Page No. 112 (HANDOUTS) c. R1/XCON d. PXDES AL-JUNAID INSTITUE OF GROUP 171. Branch and bound is a		b. Has a small space requirement
 d. Memory Constraints 170. Which expert system was design for chemical analysis of Martian soil for space mission? a. MYCIN b. Dendral Page No. 112 (HANDOUTS) c. R1/XCON d. PXDES AL-JUNAID INSTITUE OF GROUP 171. Branch and bound is a a. Data structure b. Problem-solving technique Page No. 2 (HANDOUTS) c. Sorting algorithm d. Type of tree 172. Which of the following is not the application area of intelligence? a. Robotics b. Expert system c. Computer vision d. Human computer interaction page 13 of HO 173. There are many techniques to solve our problem of optimal search without using a brute force technique; one such procedure is called a. Branch-and-bound method Page No. 48 (HANDOUT b. Depth first method c. Breadth first method d. Progressive deepening 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 		c. Can work with broken edges
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b. Dendral Page No. 112 (HANDOUTS) c. R1/XCON d. PXDES d. PXDES AL-JUNAID INSTITUE OF GROUP 171. Branch and bound is a a. Data structure Page No. 2 (HANDOUTS) c. Sorting algorithm Page No. 2 (HANDOUTS) c. Sorting algorithm Type of tree 172. Which of the following is not the application area of intelligence? a. Robotics b. Expert system c. Computer vision page 13 of HO 173. There are many techniques to solve our problem of optimal search without using a brute force technique; one such procedure is called a. Branch-and-bound method Page No. 48 (HANDOUT b. Depth first method Page No. 48 (HANDOUT c. Breadth first method Page No. 48 (HANDOUT d. Progressive deepening 100 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO)		a. MYCIN
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 d. PXDES AL-JUNAID INSTITUE OF GROUP 171. Branch and bound is a a. Data structure b. Problem-solving technique Page No. 2 (HANDOUTS) c. Sorting algorithm d. Type of tree 172. Which of the following is not the application area of intelligence? a. Robotics b. Expert system c. Computer vision d. Human computer interaction page 13 of HO 173. There are many techniques to solve our problem of optimal search without using a brute force technique; one such procedure is called a. Branch-and-bound method Page No. 48 (HANDOUT b. Depth first method c. Breadth first method d. Progressive deepening 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 	3	c. R1/XCON
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 c. Sorting algorithm d. Type of tree 172. Which of the following is not the application area of intelligence? a. Robotics b. Expert system c. Computer vision d. Human computer interaction page 13 of HO 173. There are many techniques to solve our problem of optimal search without using a brute force technique; one such procedure is called a. Branch-and-bound method Page No. 48 (HANDOUT b. Depth first method c. Breadth first method d. Progressive deepening 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 	N.	b. Problem-solving technique Page No. 2 (HANDOUTS)
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 d. Human computer interaction page 13 of HO 173. There are many techniques to solve our problem of optimal search without using a brute force technique; one such procedure is called a. Branch-and-bound method Page No. 48 (HANDOUT b. Depth first method c. Breadth first method d. Progressive deepening 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 		c. Computer vision
 173. There are many techniques to solve our problem of optimal search without using a brute force technique; one such procedure is called a. Branch-and-bound method Page No. 48 (HANDOUT b. Depth first method C. Breadth first method C. Breadth first method Progressive deepening 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 	172	d. Human computer interaction page 13 of HO
 a. Branch-and-bound method b. Depth first method c. Breadth first method d. Progressive deepening 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 	1/3.	There are many techniques to solve our problem of optimal search without
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 d. Progressive deepening 174. Which of the following is NOT one of the drawbacks of depth first search? a. Can run forever in search spaces with infinite length paths b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 		c. Breadth first method
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 b. Does not guarantee finding the shallowest goal c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 	. / 1.	a Can run forever in search spaces with infinite length paths
 c. Requires the tree to be a complete tree d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO) 		b Does not guarantee finding the shallowest goal
d. Cut-off depth is smaller so time complexity is more. (Chapter 2 of HO)		c Requires the tree to be a complete tree
HO)		
		d. Cut-off depth is smaller so time complexity is more (Chapter 2 of

AL-JUNAID INTITUTE OF GROUP
define real world
a. Fuzzy Page No. 148 (HANDOUTS)
b. Classical
c. Boolean
d. None of the given
176. What is the fitness value of the following sequence 4 6 8 2 7 1 3 5 in eight
queen problem?
a. 6 b. 7
c. 8 page 86 of HO d. 9
177. Which one is not the application area of expert system?
a. Diagnosis
b. Prescription
c. Interpretation
d. None Page No. 114 (HANDOUTS)
178. An expert system is different from conventional programs in the sense that
program control and knowledge are
a. Separate Page No. 121 (HANDOUTS)
b. Defined
c. Together
d. Common AL-JUNAID INSTITUE OF GROUP
179. Which one of the following is involved in an ES development project:
a. The domain expert
b. The knowledge engineer
c. The end user of the first of
d. All of the given Page No. 122 (HANOUTS)
180. "A computer program designed to model the problem solving ability of a
human expert'' is known as
a. Expert system Page No. 111 (HANDOUTS)
b. Intelligent System
c. Echo System
d. Energy System
181. An expert system may replace the expert or assist the expert
a. True Page No. 113 (HANDOUTS)

AL-JUNA	ID INTITUTE OF GROUP
b. False	
182. A is	'A person who posses the skill and knowledge to solve a
specific problem i	n a manner superior to others'
a. The domai	n expert Page No. 122 (HANDOUTS)
b. The knowle	edge engineer
c. The end use	er
d. All of the g	iven
183. Conventional j	programming focuses on, while ES programming
Iocuses on	
a. Solution, P	alution
o. Problem, So	vnort
d Solution E	xpert
184 Genetic algorit	thm uses evolutionary techniques based on function
optimization and	artificial intelligence, to develop a solution
a True	ref hook
b. False	Terbook
185. An AI system	has a component that allows the system to get
information from	its environment.
a. Planning	
b. Perception	Page No. 89 (HANDOUTS)
c. Learning	
d. Execution	
186. In the worst ca	se of semantic network, we may need to traverse the entire
network and then	discover that the requested info
a. Does not ex	xist Page No. 97 (HANDOUTS)
b. Exists	
c. Is incorrect	AL-JUNAID INSTITUE OF GROUP
d. Is correct	V.VIIImche D.
187. An AI system	must form a meaningful and useful of the
internal information	on.
a. Representa	ation Page No. 89 (HANDOUTS)
b. Execution	
c. Learning	
d. Planning	

$\underline{\mathbf{AL}}_{188.}$	L-JUNAID INTITUTE OF GROUP Breadth-first search is a good idea when you are confident that the branching
fa	ctor is
	a. Extremely small
	b. Small REFERENCE BOOK
	c. Medium
	d. Large
189.	Progressive deepening guarantees to find the solution at a minimum depth
lil	a. DFS
	b. BFS Page No. 37 (HANDOUTS)
	c. None
190.	In Adversarial search the goals of the adversaries are usually to
ea	ich other
. 1	a. <mark>Contrary Page No. 62 (HANDOUTS)</mark>
P.Y	b. Same
6.	c. None
191.	To infer new information from semantic networks, we can ask questions
fr	om nodes.
	a. True Page NO. 97 (HANDOUTS)
	b. False
192.	Semantic networks are computationally expensive at
	a. Runtime Page No. 97 (HANDOUTS)
	b. Compile Time
	c. Start Time
	d. End Time
193.	Searching is a formal mechanism to explore
	a. Alternatives Page No. 21 (HANDOUTS)
	b. Recursive
	c. Best AL-JUNAID INSTITUE OF GROUP
	d. Fitness
194.	In Artificial Intelligence GA stands for Genetic Algorithms
	a. <mark>True Page No. 77 (HANDOUTS)</mark>
	b. False
195.	Every graph can be converted into a tree
	a. True Page No. 22 (HANDOUTS)

AL-JUNAID INTITUTE OF GROUP b. False 196. Hill Climbing is basically a ----- with a measure of quality that is assigned to each node in the tree. Page No. 39 (HANDOUTS) a. Depth First Search b. Breadth First Search c. Best First Search d. Beam Search 197. The Data structure used in the standard implementation of Breadth-First Search is? a. Stack b. Oueue google c. Linked List d. Tree 198. The Data structure used in the standard implementation of Depth-First Search is? a. Stack google b.Queue c. Linked List d. Recursion 199. Which searching technique gives us a better solution every time. a. blind/uninformed page 24 25 of HO b. informed/heuristic c. path/non-optimal d. optimal path 200. In AI cycle are closely coupled components; each is intrinsically tied to the other. a. knowledge representation and reasoning Page No. 89 relp.co (HANDOUTS) b. learning and execution c. perception and planning d. learning and planning 201. ----- are closely coupled components; each is intrinsically tied to the other. i. Knowledge representation AL-JUNAID INSTITUE OF GROUP ii. Reasoning

AL	L-JUNAID INTITUTE OF GROUP
	iii. Planning
	iv. Execution
	a. ii & iii
	b. ii & iii
	c. iii & iv
	d. i & ii Page No. 89 (HANDOUTS)
202.	Which one of the problem is more subtle, and consequently, is more
fri	ustrating:
	a. Foothill problem
	b. Plateau
3	c. Ridge My Point Of View
• • •	d. Box
203.	By getting grips onthat deal with searching techniques in
gr	aphs and trees, problem solving can be performed in an efficient manner.
N	a. Pseudocode
Y	b. Algorithms Page No. 21 (HANDOUTS)
	c. Charts
204	d. Graphs
204. th	In Breadth First Search the node with the largest value of height will be at
un	Page No. 28 (HANDOUTS)
	a. Maximum b. Minimum
	b. Minimum
205	Breadth-First Search checks all paths of a given length before moving on to
205. ar	v longer naths
un	a True REFERENCE BOOK
	b False
206.	The foothhill problem occurs whenever there are peaks.
200.	a. High
	h. Secondary REFERENCE BOOK
	c. Primary
	c. Primary d. Deep
207.	c. Primaryd. DeepThe Plateau problem comes up when there is a mostly flat area
207. th	 c. Primary d. Deep The Plateau problem comes up when there is a mostly flat area e peaks.

AI	IUNAID INTITUTE OF GROUP
	h Joining
	c Over
	d None of the given
208	The paths found by best-first search are likely to be than those
200: fo	and with other methods
10	a. None of the given
	a. None of the given
	c Longer
209	In Basic Genetic Algorithm the term mutation refers to a small random
207.	In Dasie Genetic Augontanii the term induation refers to a sman random
_	a Number
1	h Change Page No. 77 (HANDOUTS) AL-IUNAID INSTITUE OF
1	GROUP
1	c. Operator
NY	d. Operand
210.	Genetic Algorithms is a search method in which multiple search paths are
fo	ollowed in
	a. Series
	b. Parallel Page No. 77 (HANDOUTS)
	c. None of the give
	d. Sequential
211.	In optimal path searches we try to find thesolution
	a. Least
	b. Worst
	c. Least but not worst
	d. Best Page No. 24 (HANDOUTS)
212.	From disciplinewe have information about the network
st	ructure of a human brain and all the theories on functionalities of different
hı	iman organs.
	a. Mathematics
	b. Biology Page No. 9 (HANDOUTS)
	c. Computer Science
	d. Psychology
213.	Intelligence is the ability to
	a. Think /learn/Plan/ Schedule Page No. 5 (HANDOUTS)

AL-JUNAID INTITUTE OF	GROUP
b. Recognize / Remember	
d All of the Above	
214. Can we precisely define Artificial Intelligence?	
a. Yes We Can	
b. No we cannot Page No. 14 (HANDOUTS))
215. Try to catch out own thoughts as they go by is	-
a. Introspection Page No. 8 (HANDOUT	<mark>S)</mark>
b. Psychology	17
c. Both of above	1/Th
d. None of the above	ALT.
216. Classical way of problem solving	
a. GA	
b. Generate and Test Page No. 15 (HAND	OUTS)
217. Best first search is a greedy approach.	
a. True Page No. 47 (HANDOUTS)	
b. False	
218. Answering the Sequence Problem need	
a. Intelligence Fage No. 5 (HANDOUTS)
c Ability to schedule	
d. None of the given	
219. In the statement "IF A THEN B", B is called	
a. Antecedent	
b. Consequent Page No. 95 (HANDOU	TS)
220. Rule, which may have a priority in expert systems, is calle	d
a. Meta rule	1V
b. Conflict resolution rule)/
c. Forward chain rule Page 123	
d. backward chain rule	
221. What will be the conjunctive normal of $(A \rightarrow B) \rightarrow B$?	
a. (A V B) Page No. 110 (HANDOUTS)	
b. (A AND B)	
c. $(\sim A \lor B)$	
d. (A ∨ ~ B)	

<u>AI</u> 222.	L-JUNAID INTITUTE OF GROUP Eight queen problem illustrates that placement of 8 queens on a chess board
SC	that none of them canthe other.
	a. Attack Page No. 82 (HANDOUTS)
	b. Breed
	c. Mutate
	d. Generate
223.	Which value is assigned to alpha and beta in the alpha-beta pruning?
	a. $Alpha = max$
	b. Beta = min
	c. Both Alpha = max & Beta = min GOOGLE / page 65
	to 71
	d. Alpha = max
224.	Which search method takes less memory?
. 1	a. Depth-First Search GOOGLE/ page 25 to 27 of HO
Dy	b. Breadth-First Search
K.	c. Optimal Search
1	d. Linear Search
225.	In CNF (Conjunctive normal form) the outermost structure is made up of
	and inner units called clauses are made up of
	a. conjunctions ,disjunctions Page No. 108
	(HANDOUTS)
	b. disjunctions, conjunctions
	c. resolution, refutation
	d. refutation, resolution
226.	The components of a statement in CNF (Conjunctive normal form) are
cl	auses and literals. And clause in CNF is the of many units.
	a. Disjunction Page No. 108 (HANDOUTS)
	b. Conjunction
	c. Separation
	d. Subtraction
227.	According to De Morgan's Laws:
	\sim (A v B) = ?
	Note: "~" represents negation.
	a. ~A -> B
	b. ∼B -> A

AL	-JUNAID INTITUTE OF GROUP
	c. ~A ∧ ~B Page No. 108 (HANDOUTS)
	d. $\sim B \rightarrow \sim A$
228.	which of the following best represents the fuzzy logic?
	a. A method of reasoning that resembles human reasoning.
	b. A method of question that resembles human answer.
	c. A method of giving an answer that resembles human answer.
	d. A method that resembles with problem solving technique. (Chapter
	<mark>6 of HO)</mark>
229.	is a description of valid statements, the expressions that are legal
in	that language.
	a. Syntax Page No. 104 (HANDOUTS)
	b. Semantics
6	c. Behavior
1	d. Operator
230.	Genetic Algorithm is a in which multiple search paths are
fc	ollowed in parallel.
7	a. search method Page No. 77 (HANDOUTS)
	b. data structure
	c. sorting algorithm
	d type of tree
	u. type of nee
231.	Inreasoning the conclusion derived may be wrong.
231.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS)
231.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic
231.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive
231.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive
231.232.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by
231.232.	Inreasoning the conclusion derived may be wrong.a. AbductivePage No. 103 (HANDOUTS)b. Monotonicc. Deductived. InductiveTrying to catch out own thoughts as they go bya. IntrospectionPage No. 8 (HANDOUTS)
231. 232.	Inreasoning the conclusion derived may be wrong.a. AbductivePage No. 103 (HANDOUTS)b. Monotonicc. Deductived. InductiveTrying to catch out own thoughts as they go bya. IntrospectionPage No. 8 (HANDOUTS)b. Psychological experiments
231. 232.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by a. Introspection Page No. 8 (HANDOUTS) b. Psychological experiments c. Introspection and Psychological experiments
231. 232.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by a. Introspection Page No. 8 (HANDOUTS) b. Psychological experiments c. Introspection and Psychological experiments d. Theoretical experiment
231.232.233.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by a. Introspection Page No. 8 (HANDOUTS) b. Psychological experiments c. Introspection and Psychological experiments d. Theoretical experiment Which values are independent in the minimax search algorithm?
231.232.233.	inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by a. Introspection Page No. 8 (HANDOUTS) b. Psychological experiments c. Introspection and Psychological experiments d. Theoretical experiment Which values are independent in the minimax search algorithm? a. Pruned leaves x and y GOOGLE
231.232.233.	inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by a. Introspection Page No. 8 (HANDOUTS) b. Psychological experiments c. Introspection and Psychological experiments d. Theoretical experiment Which values are independent in the minimax search algorithm? a. Pruned leaves x and y GOOGLE b. Each state are dependent
231.232.233.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by a. Introspection Page No. 8 (HANDOUTS) b. Psychological experiments c. Introspection and Psychological experiments d. Theoretical experiment Which values are independent in the minimax search algorithm? a. Pruned leaves x and y GOOGLE b. Each state are dependent c. Root is independent
231.232.233.	Inreasoning the conclusion derived may be wrong. a. Abductive Page No. 103 (HANDOUTS) b. Monotonic c. Deductive d. Inductive Trying to catch out own thoughts as they go by a. Introspection Page No. 8 (HANDOUTS) b. Psychological experiments c. Introspection and Psychological experiments d. Theoretical experiment Which values are independent in the minimax search algorithm? a. Pruned leaves x and y GOOGLE b. Each state are dependent c. Root is independent d. Non pruned leaves

234. We can get______solution given some parameters using Genetic Algorithm. Page No. 205 (HANDOUTS) a. Optimal b. Formal c. Complex d. Structured 235. Which of the following is/are considered being trait(s) of an expert? a. They possess specialized knowledge in certain area b. They possess experience the given area c. They can provide, upon elicitation, an explanation of their decisions d. All of the given options Page No. 111 (HANDOUTS) 236. The domain of intelligence in which machines that act intelligently and they have real conscious minds is called Page No. 8 (HANDOUTS) a. strong AI b. weak AI c. both of the above d. none of the above MYCIN was an important system in the history of Al because it 237. demonstrated that expert systems could be used for solving practical problems for. a. Physicians Page No. 112 (HANDOUTS) b. Engineers c. Students d. Lawers 238. In eight queen problem for the given sequence 1 6 5 3 2 5 3 7 the position of Q4 queen is at Page No. 83 a. Fourth column and third row (HANDOUTS) c. First column and third rowd. Eighth column are 1 239. At an early stage, a problem in search space is defined by one of these states. a. Initial state **GOOGLE** b. Last state

c. Intermediate state

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AL-JUNAID INTITUTE OF GROUP d. All of the mentioned 240. In the min max procedure, the player hoping for the positive numbers is called a. minimizer b. maximizer Page No. 63 (HANDOUTS) c. analyzer d. researcher 241. The expression 'the cat drove the car' is correct, but non-sensible. a. logically, inductively b. deductively, inductively c. syntactically, semantically Page No. 106 (HANDOUTS) d. Monotonically, non-monotonically 242. Which of the following is the name of the algorithm that evolves the concept of our genes? a. Statistical algorithm Page No. 76 (HANDOUTS) **b.** Genetic algorithms c. Searching algorithm d. Conventional algorithm 243. alters one or more gene values in a chromosome from its initial state. a. Inheritance **GOOGLE (https://en.wikipedia.org/wiki/Mutation)** b. Mutation c. Gene d. Crossover combine predicates and quantifiers to represent information. 244. a. Objects b. Subjects Page No. 101 (HANDOUTS) c. Formulae d. Constants 245. In intelligence to solve the trivial problems we use approach a. Trial and error Page No. 15 (HANDOUTS) b. Hit and trial c. Dynamic programming d. Divide and conquer

AL	L-JUNAID INT	ITUTE OF GROUP
-	d. Goal-driven reasoning	
252.	"Specialized knowledge" in hum	an experts is referred to as , when
it	comes to an expert system.	·
	a. Domain Knowledge	Page No. 116 (HANDOUTS)
	b. Reasoning Knowledge	
	c. Predicate engine	
	d. Affirmation knowledge	CIT
253.	is based on deduci	ng new information from logically related
kr	nown information.	
	a. Inductive reasoning	
	b. Abductive reasoning	
	c. Deductive reasoning	Page No. 102 (HANDOUTS)
6	d. Common-sense reasoning	
254.	In eight queen problem the given	sequence 2 6 8 3 4 5 3 1 illustrates that in
NY	column the queen is placed	in therow.
K.	a. sixth, second	Cr.
1	b. first, fifth	
	c. second, sixth Page	$\mathbf{N}_{\mathbf{A}} = 0 2 \left(\mathbf{H}_{\mathbf{A}} \mathbf{N}_{\mathbf{D}} \mathbf{O}_{\mathbf{H}} \mathbf{T}_{\mathbf{C}} \right)$
		: 110. 05 (HANDOU 15)
	d. third, fifth	• NO. 65 (HANDOUTS)
255.	d. third, fifthIn context of tree, an arrow from	one node to other is called:
255.	d. third, fifthIn context of tree, an arrow froma. Root	one node to other is called:
255.	d. third, fifthIn context of tree, an arrow froma. Rootb. Descendant	one node to other is called:
255.	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge 	one node to other is called:
255.	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called:
255. 256.	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor describes objects, rage 	one node to other is called: other than processes. That is known about a
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: ther than processes. That is known about a cherries are red.
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor describes objects, ratuation, e.g. it is sunny today, and a. Procedural knowledge 	one node to other is called: other than processes. That is known about a cherries are red.
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: other than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS)
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: other than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS)
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: ther than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS)
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: ther than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS)
255. 256. sit 257.	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: ther than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS) e example of uninformed search?
255. 256. sit 257.	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: ther than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS) e example of uninformed search?
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor describes objects, ratuation, e.g. it is sunny today, and a. Procedural knowledge b. Declarative knowledge c. Meta knowledge d. Heuristic knowledge Which of the following is not the a. Depth first search b. First path search c. Breadth first search 	one node to other is called: ther than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS) example of uninformed search?
255. 256. sit	 d. third, fifth In context of tree, an arrow from a. Root b. Descendant c. Edge d. Ancestor 	one node to other is called: ther than processes. That is known about a cherries are red. Page No. 90 (HANDOUTS) e example of uninformed search?

258.	The "part of the expert system that contains the problem facts that are
dis	scovered during the session" is called:

- a. Working memory Page No. 117 (HANDOUTS)
- b. System memory
- c. Secondary storage
- d. Reserved media
- 259. Psychological experiments deal with the stud of_
 - a. introspection
 - b. study of the mind
 - c. science of mental life
 - d. science of human body life
- 260. The component of the system that performs inference is called:
 - a. Inference engine Page No. 104 (HANDOUTS)
 - b. Inference object
 - c. Inference manager
 - d. inference class

_____type of knowledge can be represented as the Rule-of-thumb.

- a. Procedural
- b. Semantic

d. Heuristic

c. Meta

261.

Page No. 90 (HANDOUTS)

Page No. 8 (HANDOUTS

- 262. Backward chaining, however, starts with the _____ and tries to reach down to all primitive nodes (marked by '?'), where information is sought from the user.
 - a. intermediate state
 - b. last state

c. goal state Page No. 127 (HANDOUTS)

- d. transition state
- 263. In _______ search, out of "n" possible choices at any level, we follow only the best "k" of them.
 - a. Beam search Page No. 43 (HANDOUTS)
 - b. Depth first search
 - c. Breadth first search
 - d. Progressive deepening

7 64	Fuery graph can be converted into a trace by replacing the
204.	every graph can be converted into a tree, by replacing the
	a. terminais
	c nodes Page No. 22 (HANDOUTS)
	d branches
265	A fact or proposition is divided into two parts and are represented as
200.	
	a. object and logic
	b. predicate and argument Page No. 101 (HANDOUTS)
	c. reasoning and variable
	d. algebra and calculus
266.	Which of the following best represents the term perceptron?
1	a.A single layer feed-forward neutral network with pre-processing
1	
Y	b. An auto-associative neutral network
1	c. A double layer auto-associative neural network
7	d. A neural network that contains feedback
267.	The term artificial intelligence was first came into existence in
	a. 1956 Page No. 10 (HANDOUTS)
	b. 1957
	c. 1958
	d. 1959
268.	If you know that Alpha implies beta, and you know alpha to be true, you can
aເ	atomatically say that beta is true.
	a. Modus ponens Page No. 105 (HANDOUTS)
	b. Modus tolens 00004 1007274
	c. And-Introduction
	d. And-Elimination
269.	Backward chaining is more focused and tries to avoid exploring
pa	ath of reasoning.
	a. Unnecessary Page No. 128 (HANDOUTS)
	b. necessary
	c. searching
	d. different
270.	In depth first search we keep our priority function as given below and given

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give priority to elements with $P(n)$ value where: $P(n) = 1 / height(n)$.	
a. Minimum Page No. 25 (HANDOUTS)	
b. Maximum	
c. Average	
d. Absolute	
271. What is the other name of the informed search strategy?	
a. Simple search	
b. Heuristic search Page No. 37 (HANDOUTS)	
c. Online search	
d. None of the mentioned	
272. To create systems that can learn, think, perceive, analyze, and act in the	
same manner as real humans are the art of	
a. Artificial Intelligence Page No. 8 (HANDOUTS)	
b. Deep learning	4
d. Eugra logic	<i>.P</i> .
d. Fuzzy logic	
273 Atomic units of knowledge called?	
a Rules	
h Methods	
c. Facts Page No. 94 (HANDOUTS)	
d. Proposition	
274. uses evolutionary techniques, based on function optimization	
and intelligence, to develop a solution.	
a. Genetic algorithm Page No. 77 (HANDOUTS)	
b. Conventional algorithm 04 1007274	
c. Sequential algorithm	
d. Dynamic algorithm	
275. An alternative method is the longest-matching strategy. This method	
involves firing the conclusion that was derived from the	
a. <mark>Longest rule GOOGLE</mark>	
b. Shortest rule	
c. Complex rule	
d. Forward chain rule	
276. Inference engine matches the facts contained in the with the	

_contained in the knowledge base, to draw conclusions about the

problem.

- a. Rule engine, operators
- b. Fact table, working memory
- c. Working memory, domain knowledge (HANDOUTS)

Page No. 117

d. Object, class

277. "Given that there is dry wood, oxygen and a spark, we can conclude that there will be fire". The above statement refers to:

- a. Inductive reasoning
- b. Abductive reasoning
- c. Deductive reasoning
- d. Common-sense reasoning

278. In genetic problem we start with a population of randomly generated to a problem.

a. attempted solutions

Page No. 77 (HANDOUTS)

Page No. 129 (HANDOUTS)

Page No. 102 (HANDOUTS)

- b. BFS
- c. DFS
- d. Final state

279. In the linear model which is not the step of the planning phase?

- a. Feasibility assessment
- b. Resource allocation
- c. Task phasing and scheduling

d. Knowledge engineering

280. Alpha beta pruning relates to:

- a. Minmax procedure Page No. 64 (HANDOUTS)
- b. Breadth first search
- c. Progressive deepening
- d. Depth first search

281. In eight queen problem after performing mutation we flip bits at random and new board position is represented in binary as follows

0100 0101 1000 0010 0111 0001 0011 0101

Which of the following represent the new board position of individuals?

a. 43827135

AL 282. th	JUNAID INTITUTE OF GROUP b. 45827135 c. 45327135 d. 45822135 Predicate calculus allows us to use quantifiers for statements, the symbol for e universal quantifier is represented as a. V Page No. 100 (HANDOUTS) b. ∃ c. ∴ d. ∵
283.	says that from "Alpha" and from "Beta" you can conclude
"A	Alpha and Beta'. a. Modus ponens b. Modus tolens
N	c. And-Introduction Page No. 105 (HANDOUTS)
004	d. And-Elimination
284.	Genetic algorithm use
	a. parallel approach rage No. // (HANDOUTS)
	c. pipelining
	d. heuristic approach
285.	The ability to think, plan and schedule demonstrate
	a. problem-solving
	b. intelligence Page No. 5 (HANDOUTS)
	c. machine learning d. deep learning 0304-1659294
286.	Facts are the atomic units of knowledge. They represent the following type
of	knowledge.
	a. Common knowledge
	b. Meta knowledge
	c. Procedural knowledge
287	d. Declarative knowledge Page No. 94 (HANDOUTS) Which of the following is not the main phase of the linear sequence?
207.	a Code
	b. System evaluation
	, <u> </u>

