C 4723	(Pages : 2)	Name
		Reg. No

SECOND SEMESTER M.Sc. DEGREE (REGULAR/SUPPLEMENTARY) EXAMINATION, APRIL 2021

(CBCSS)

Computer Science

CSS 2C 09—COMPUTATIONAL INTELLIGENCES

(2019 Admissions)

Time: Three Hours

Maximum: 30 Weightage

General Instructions

- 1. In cases where choices are provided, students can attend all questions in each section.
- 2. The minimum number of questions to be attended from the Section/Part shall remain the same.
- 3. There will be an overall ceiling for each Section / Part that is equivalent to the maximum weightage of the Section / Part.

Section A

Answer any **four** questions. Each question carries 2 weightage.

- 1. What do you mean by "Problem Space"?
- 2. Give an example of application of heuristics in games.
- 3. Explain ISA relationship.
- 4. Give a simple example of knowledge representation using rules.
- 5. Highlight the role of "Alpha-Beta Pruning".
- 6. Explain the term "Artificial life".
- 7. Explain the concept of learning in Artificial Neural networks.

 $(4 \times 2 = 8 \text{ weightage})$

Section B

Answer any **four** questions. Each question carries 3 weightage.

- 8. Write a note on Symbolic reasoning under uncertainty.
- 9. Write a note on strategies for space search.

Turn over

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- 10. Give an overview of inference rules.
- 11. Write a note on "Problem reduction".
- 12. Give an overview of Planning system components.
- 13. Write short notes on: (i) Expert system shells; and (ii) Knowledge representation in expert systems.
- 14. Illustrate the terms "representation", "Selection", "Crossover" and "Mutation" in Genetic algorithm with suitable examples.

 $(4 \times 3 = 12 \text{ weightage})$

Section C

Answer any **two** questions.

Each question carries 5 weightage.

- 15. Describe means-ends analysis.
- 16. Explain "Resolution" and "natural deductions" with examples.
- 17. Summarize the concepts in Semantic nets.
- 18. Give a comprehensive account of different learning strategies.

 $(2 \times 5 = 10 \text{ weightage})$