

**2015**

**M.Sc.**

**3rd SEMESTER EXAMINATION**

**COMPUTER SCIENCE**

**PAPER—COS-302**

*Full Marks : 50*

*Time : 2 Hours*

*The figures in the margin indicate full marks.*

*Candidates are required to give their answers in their own words as far as practicable.*

*Illustrate the answers wherever necessary.*

**Module-I**

*(Artificial Intelligence)*

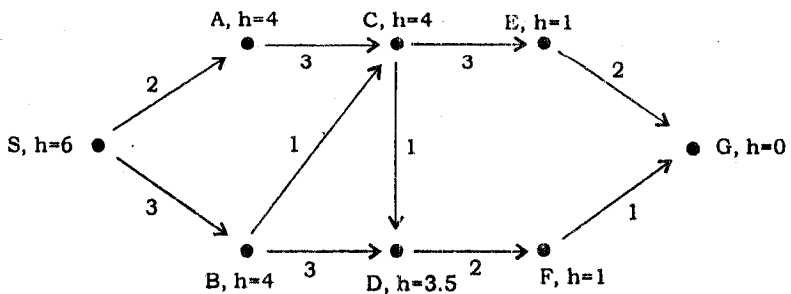
[ Marks : 25 ]

Answer any *two* questions.

1. (a) Write down the A\* algorithm. 3
- (b) What is fitness number? Explain. 2
- (c) Show that :  
$$\exists y \forall x P(x, u) \Rightarrow \forall x \exists y P(x, y)$$
but converse is not true. 3
- (d) Write down the difference between monotonic reasoning and non-monotonic reasoning. 2

*(Turn Over)*

2. (a) Write down the basic principal of Alpha-Beta-cut off (Pruning). 2
- (b) Explain the Alpha-Beta-Cut off (Pruning) in detail. 4
- (c) Write down the limitation of Minimax algorithm. 4
- (d) Prove that  $P(A \cup B) = P(A) + P(B) - P(A \cap B)$  where A and B are two events. 3
3. Represent the following rules in first order logic :  $5 \times 2$
- (a) All dogs are mortal.
- (b) No person buys an expensive policy.
- (c) All horses, cows and pigs are mammals.
- (d) Offspring and parent are inverse relations.
- (e) Not all the basketball players are tall.
4. Consider the graph to find the shortest path from S to G using A\* algorithm : 10



**[Internal Assessment — 5 Marks]**

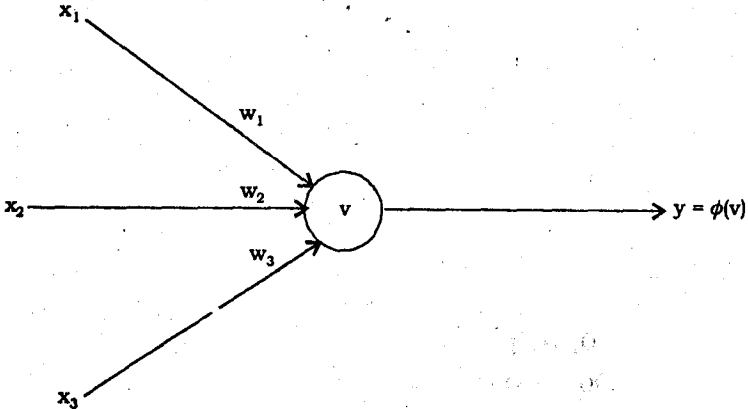
## Module-II

(Soft. Computing)

[ Marks : 25 ]

Answer all questions.

1. (a) Compute the weight matrix for a Hopfield network with the two memory vectors  $[1, -1, 1, -1, 1, 1]$  and  $[1, 1, 1, -1, -1, -1]$  stored in it. 2
- (b) Below the diagram of a single artificial neuron (unit):



The node has three inputs  $x = (x_1, x_2, x_3)$  that receive only binary signals (either 0 or 1). How many different input patterns this node can receive? What if the node had four inputs? Can you give a formula that computes the number of binary input patterns for a given number of inputs? 1+2+1

- (c) Implement a simple genetic algorithm (GA) that solves the problem of optimizing the function  $y = f(x)$  with  $f(x) = x^*x$ . 4

2. (a) What is Delta learning rule ? How is this applied in ANN ? 3+2
- (b) Design perceptron network that implements AND function. 5
3. (a) Two fuzzy sets A and B both defined on x as follows :

$\mu(x_i)$	$x_1$	$x_2$	$x_3$	$x_4$	$x_5$	$x_6$
A	0.1	0.6	0.8	0.9	0.7	0.1
B	0.9	0.7	0.5	0.2	0.1	0

Find (i)  $A \cup B$  ; (ii)  $A \cap B$  ; (iii)  $A \times B$ . 10

4. (a) Let  $X = \{a, b, c, d, e, f\}$ ,  $Y = \{10, 20, 40, 60, 80, 100\}$
- $\tilde{A} = \{(a, 0.2), (b, 0.5), (c, 0.8), (d, 1), (e, 0.6), (f, 0.1)\}$
- $\tilde{B} = \{(10, 0.3), (20, 0.6), (40, 0.9), (60, 1), (80, 0.6), (100, 0.3)\}$
- $\tilde{C} = \{(10, 0.3), (20, 0.6), (40, 0.7), (60, 0.9), (80, 1), (100, 0.5)\}$

Determine the implication relations :

- (i) IF x is  $\tilde{A}$  THEN y is  $\tilde{B}$  ;
- (ii) IF x is  $\tilde{A}$  THEN y is  $\tilde{B}$  ELSE y is  $\tilde{C}$ .
- (b) Draw the flow chart of Genetic Algorithm. Illustrate where possible.

6+4

**[Internal Assessment — 5 Marks]**