**NOTICE**

 Date: 04-Nov-2022

All students and staff are hereby informed that 3-Days workshop on **“Artificial Intelligence”** is arranged on 06-Nov-2022 to 08-Nov-2022. Interested students should register to Mr. Daimi S. A. on or before 06-Nov-2022. The Time-Table will be display on notice board.

  

**Time-Table 04-Nov-2022**

|  |  |  |  |
| --- | --- | --- | --- |
| Day/Date | 06-Nov-2022 | 07-Nov-2022 | 08-Nov-2022 |
| Time | 04.00PMTo06.00PM | 04.00PMTo06.00PM | 04.00PMTo06.00PM |



**3-Day Workshop on “Artificial Intelligence” 2022-2023.**

Syllabus

**UNIT-I: Introduction**

What is intelligence? Foundation of artificial intelligence (AI). History of AI, problem solving - formulating problems, problem types, states and operators, state space, search strategies.

**UNIT-II: Information Search Strategies**

Best first search, A\* algorithm, heuristic functions, iterative deepening A\* (IDA), small memory A\* (SMA); Game playing – perfect decision game, imperfect decision game, evaluation function, alpha-beta pruning.

**UNIT-III: Reasoning**

Representation, Inference, Propositional :Logic, predicate logic (first order logic), logical reasoning forward chaining, backward chaining, AI languages and tools-Lisp, Prolog, CLIPS.

**UNIT-IV: Planning**

Basic representation of plans, partial order planning, planning of the blocks worlds, hierarchical planning, conditional planning, representation of resource constraints, measures, temporal constraints.

**UNIT-VI: Inductive Learning**

Decision trees, rules based learning, current-based-hypothesis search, least-commitment search, neural networks, reinforcement learning, genetic algorithms, other learning methods – neural networks, reinforcement learning, genetic algorithms.

**UNIT-VII: Communication**

Communication among agents, natural language processing, formal grammar, parsing grammar.



**3-Day Workshop on “Artificial Intelligence” 2022-2023**

Question Paper

Date: 10-Nov-2022

Time: 1-Hrs Marks: 40

Note: Each Question for 02-Marks

1. Which is not the commonly used programming language for Artificial intelligence.

 A) PROLOG B) JAVA C) LISP D) Perl

2. What stage of the manufacturing process has been described as the mapping of function onto form?

 A) Design B) Distribution C) Field Service D) Project Management

3. What is state space?

A) The whole problem

B) Your Definition to a problem

C) A space where you know the solution

D) Representing your problem with variable and parameter

4. Which kind of planning consists of successive representations of different levels of a plan?

A) A set of Rule B) A sequence of steps

C) Arbitrary representation to problem D) Both (A) and (B)

6. Which search method takes less memory?

A. Depth-First Search B) Breadth-First Search

C. Linear Search D) Optimal Search

7. What was originally called the imitation game by its creator?

A. LISP B) The Turning Test C) The Logic Theorist D) Cybernetics

8. A heuristic is a way of trying.

A) To discover something or an idea embedded in a program

B) To search and measure how far a node in a search tree seem to be from a goal

C) To compare two nodes in a search tree to see it one is better than the other

D) All of the above

9. Programming a robot by physically moving it through the trajectory you want it to follo

A. Robot vision control B) Pick-and-place control

C) Continuous-path control D) Contact sensing control

10. To invoke the LISP system you must enter

A) AI B) LISP C) CL (Common LISP) D) Both (B and C)

11. A\* algorithm is based is on

A) Breadth-First-Search B) Depth-First-Search

C) Bulk world Problem D) Best-First-Search

12. In LISP, the addition 3+2 is entered as

A. 3+2 B) 3 add 2 C) 3+2 D) (+32)

13. Which is the best way to go for Game playing problem?

A) Linear approach B) Stratified approach

C) Random approach D) Heuristicapproach

14. Which is not a property of representation of knowledge?

A) Representational Verification B) Inferential Efficiency

C) Conceptualization Adequacy D) Aequisitional Efficiency

15. A problem is first connected to its proposed solution during the…………….stage.

A) Conceptualization B) Identification C) Formalization D) Testing

16. A bidirectional feedback loop links computer modeling with:

A) Artificial Science B) Heuristic ProcessingC) Human Intelligence D) Cognitive Science

17. A process that is repeated, evaluated and refined is called:

A) Diagnostics B) Descriptive C) Interpretive D) Iterative

18. What is Artificial intelligence?

A) Putting your intelligence B) Programming with your own intelligence

C) Making a Machine intelligence D) Putting more memory into computer

19. What is the term used for describing the judgmental or commonsense part of problems-solving.

A) Heuristic B) Value based C) Critical D) Analytical

20. How many types of entities are there in knowledge representation?

A) Facts B) Symbols C) Both A and B



**3-Day Workshop on “Artificial Intelligence” 2022-2023**

**Answer-Key**

1] D 2] A 3] D 4] A 5] D 6] A 7] B 8] D 9] C 10] D 11] D 12] D 13] D 14] A15] C 16] D 17] D 18] C 19] A 20] C

**3-Day Workshop on“Artificial Intelligence” 2022-2023**

**Report**

Swami Vivekanand Mahavidyalaya had organized 3-Day Workshop on “Artificial Intelligence” on dated 06-Nov-2022 to 08-Nov-2022. This workshop was organized by Principal Dr. S. B. Jagtap to tell the students importance of “Artificial Intelligence”.

The resource person Dr. Surykant Thorat told to students about “Artificial Intelligence” today’s generation. They also told to students “Artificial Intelligence” improve in hardware and the ways we interact with the Machine Learning around 53-students were actively present in this workshop.

  