## JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT TEST -1 EXAMINATION- MARCH-2023

COURSE CODE(CREDITS): 21M11EC212 (3)

MAX. MARKS: 15

COURSE NAME: ARTIFICIAL INTELLIGENCE AND EXPERT SYSTEMS

COURSE INSTRUCTORS: DR. NISHANT JAIN

MAX. TIME: 1 Hour

Note: All questions are compulsory. Marks are indicated against each question in square brackets.

- Q1. (a) Explain the architecture of AI agents with the help of suitable diagram.
  - (b) Differentiate the following environments with respect to AI agent:
    - i. Deterministic vs Stochastic
    - ii. Single-agent vs Multi-agent
    - iii. Episodic vs sequential
  - (c) What do you understand by PEAS description? List and explain PEAS description for the AI agent designed to clean the floor.

[2+3+3=8]CO1& CO2

Q2. In the following maze black color indicates the obstacle in the path.

x44	x45	x46	x47	x48					x49	x50	x51	В
	x35			x36	x37	x38	x39	x40		x41	x42	x43
	x32			<b>x33</b>	V							x34
į	x23	x24	x25	c26	х27			x28	x29	x30		x31
	Section 1			x16	x17	x18	x19	x20		x21		x22
				x12	1. 1.00; 2004, 1	3 5 1 1 2 1 3 1 4 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5 1 5	**************************************	x13		x14		x15
A	<b>x1</b>	<b>x2</b>	х3	<b>x</b> 4	x5	х6	<b>x</b> 7	<b>x8</b>		х9	x10	x11

Considering the maze given above, determine the sequence in which the squares of the maze will be visited in traveling from Square A to Square B using the algorithms listed in the table below: (In the table below mention name of the squares x1, x2, x3, .... x51 visited corresponding to step number)

Step Number	Worst case DFS	Best Case BFS	Greedy Best-First Search	A* Search	
1					
2					
3					
4					
:			: .		
:					

[1 X 4=4]CO3

Q3. State the difference between Informed and uninformed search algorithms.

[1]CO2

Q4. Design an AI agent to play a tic-tac-toe game. Explain all the functionalities required to be present in AI agent.

[2]CO4