

## BHARATI VIDYAPEETH'S

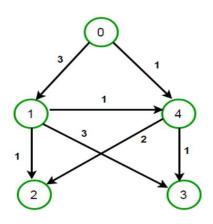
## INSTITUTE OF COMPUTER APPLICATIONS & MANAGEMENT (BVICAM)

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## **Surprise Test – 1: Artificial Intelligence and Machine Learning (MCA-203)**

## S. No. Questions

- 1. A\* algorithm is:
  - A. Uniformed search algorithm
  - B. Informed search algorithm
  - C. General search algorithm
  - D. None
- 2. Priority Queue is used in:
  - A. Depth First Search
  - B. Breadth First Search
  - C. Best First Search
  - D. AO search
- 3. Consider the graph and apply BFS:



- A. If the source is 0 and destination is 3, the least-cost path from source to destination is [0,4,3] having cost 1.
- B. If the source is 0 and destination is 3, the least-cost path from source to destination is [0,1,4,3] having cost 2.
- C. If the source is 1 and destination is 3, the least-cost path from source to destination is [1,4,3] having cost 2.
- D. If the source is 1 and destination is 3, the least-cost path from source to destination is [1,4,3] having cost 1.
- 4. How Machine Learning relates to Artificial Intelligence
  - A. Both are new techniques
  - B. AI is a subset of ML
  - C. ML is a subset of AI
  - D. They don't have any relation
- 5. In Hill Climbing problem, what is true:
  - A. Plateau: All neighbours have same value, the algorithm stops.
  - B. Global Maximum: It is not best solution, objective function, here is not

	maximum.  C. Local Maximum: It is the best possible solution.  D. Ridge: It is a special kind of global maximum.
6.	And-Or graph is used in:
	<ul><li>A. A* algorithm</li><li>B. AO algorithm</li><li>C. Hill climbing</li><li>D. Best first search</li></ul>
7.	What is the problem space of means-end analysis?
	<ul><li>A. An initial state and one or more goal states.</li><li>B. One or more initial states and one goal state.</li><li>C. One or more initial states and one or more goal state.</li><li>D. One initial state and one goal state.</li></ul>
8.	Backtracking is not possible in which algorithm:
	A. Hill Climbing B. AO C. A* D. DFS
9.	An algorithm is complete if:
	<ul><li>A. It starts with a solution</li><li>B. It does not terminate with a solution</li><li>C. It has a loop</li><li>D. It terminates with a solution when one exists</li></ul>
10.	An algorithm A is admissible if
	<ul><li>A. It is not guaranteed to return an optimal solution when one exists</li><li>B. It is guaranteed to return an optimal solution when one exists</li><li>C. It returns more solutions, but not an optimal one</li><li>D. It guarantees to return more optimal solutions</li></ul>
11.	Blind Search can be used for which of the following situations?
	<ul><li>A. Real-Life Situation</li><li>B. Small Search Space</li><li>C. Advanced Game Theory</li><li>D. None of the above</li></ul>
12.	Which of the following are informed search methods?
	<ul><li>A. Best First Search</li><li>B. A* Search</li><li>C. Memory Bound Heuristic Search</li><li>D. All of the above</li></ul>
13.	The correct ways to solve a problem of state-space search are?
	<ul><li>A. Forward from the Initial State</li><li>B. Backward from the Goal State</li><li>C. Both A and B</li><li>D. None of the above</li></ul>
14.	The different types of machine learning are?
	A. Supervised B. Unsupervised

- C. Reinforcement
- D. All of the above
- 15. What is state space in AI?
  - A. Collection of all the problem states.
  - B. A specific problem states out of all the problem states.
  - C. Both A and B
  - D. None of the above