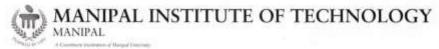
			ALCOHOL: NO	
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III SEMESTER MCA

END SEMESTER EXAMINATIONS, NOV/DEC 2017

SUBJECT: ARTIFICIAL INTELLIGENCE & EXPERT SYSTEMS [MCA 5009]

REVISED CREDIT SYSTEM (22 /11/2017)

Time: 3 Hours

MAX. MARKS: 50

Instructions to Candidates:

- Answer ALL the questions.
- · Missing data may be suitably assumed.

IA.	Given the initial state of the game Tic-Tac-Toe board [b b b b b b b b, X b b], generate the move table for the next best 3 moves.	5
1B.	State the water-jug problem precisely and analyze the problem along any 4 dimensions.	3
1C.	Give any one definition of an Artificial Intelligence.	2
2A.	Using the A* algorithm on the state space graph below in figure-1 to find the shortest path from node 1 to node 12. Each node is labeled by a number and the value of a heuristic function. Each edge is labeled by the cost to traverse that edge. 21 21 21 21 21 21 21 21 21 21 21 21 21	5
2B.	What is Heuristic Function? Justify why Best First Search is called a heuristic technique, as compared to DFS and BFS, which are not.	3
***	What is zero-sum game playing?	2
2C.		170

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