

- 2 (a) Explain the facts that are to be represented in knowledge 10
 (b) Write short note on Backward Reasoning. 6

UNIT - III

- 3 (a) Explain why does the search in game playing programs always proceed forward from the current position rather than backward from goal state. 10
 (b) Implement the alpha-beta search procedure and use it to play a simple game such as tic-tac-toe. 6

OR

- 3 (a) Explain Reactive systems in detail. 8
 (b) Describe the components of a planning system. 8

UNIT - IV

- 4 (a) Describe explanation based learning with the help of appropriate example. 8
 (b) Explain "Winston Learning Program". 8

OR

- 4 (a) What is the role of perception in neural networks? – Explain. 8
 (b) Write short note on learning in neural Network. 8

UNIT - V

- 5 Write short notes on :
 (a) Fuzzy Logic Control
 (b) ANT algorithms. 8×2

OR

- 5 Write short notes on :
 (a) Explanation and knowledge acquisition
 (b) Genetic algorithms. 8×2

