



(Knowledge for Development)

**KIBABII UNIVERSITY
UNIVERSITY EXAMINATIONS
2021/2022 ACADEMIC YEAR**

**END OF SEMESTER EXAMINATIONS
YEAR ONE SEMESTER ONE
EXAMINATIONS**

**FOR THE DEGREE OF MASTER OF
COMPUTER SCIENCE**

COURSE CODE : MCS 814

**COURSE TITLE : ADVANCED ARTIFICIAL
INTELLIGENCE**

DATE: 01/10/2022 TIME: 02.00 P.M – 05.00 P.M

INSTRUCTIONS TO CANDIDATES

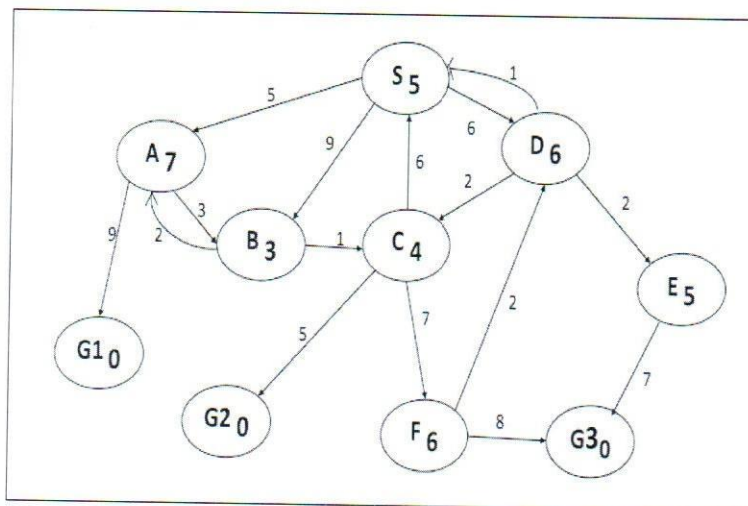
ANSWER ANY THREE QUESTIONS

QUESTION ONE [20 MARKS]

- (a) Discuss the following different approaches to knowledge representation:
- (i) Simple Relational Knowledge (4 Marks)
 - (ii). Inheritable Knowledge (4 Marks)
- (b) Distinguish between Dynamic programming and Greedy methods (4 Marks)
- (c) Differentiate Time Efficiency and Space Efficiency in search algorithms (2 Marks)
- (d) Explain each of the following concepts, giving an example in each case.
- (i) 0/1 knapsack problem (3 Marks)
 - (ii) Fractional knapsack problem (3 Marks)

QUESTION TWO [20 MARKS]

- (a) Distinguish between frames and scripts as used in artificial intelligence. (3 Marks)
- (b) In a certain country, 53% of the adults are males. One adult is randomly selected for a survey involving credit card usage.
- (i) Find the prior probability that the selected person is a female (2 Marks)
 - (ii) It is later learned that the selected survey subject was smoking a cigar. Also 8.3% of males smoke cigars, whereas 2.1% females smoke cigars. Use this additional information to find the probability that the selected person is male. (4 Marks)
- (c) By considering the following figure, use the A* Search Algorithm to determine the optimal path that gives the least cost. (7 Marks)



- (c) Distinguish between Forward Chaining and Backward Chaining as used in expert systems. (4 Marks)

QUESTION THREE [20 MARKS]

- (a) A thief breaks into a house to steal. He can carry a maxim weight of 15 kg into his bag. There are 7 items in the house with the following weights and values.

Item No.	Weight	Value (\$)
1	2	10
2	3	5
3	5	15
4	7	7
5	1	6
6	4	18
7	1	3

Use the Greedy Search Algorithm to determine how the bag (Knapsack) should be filled so as to maximize the profit given that the items are divisible. (5 Marks)

- (b) A factory production line is manufacturing PC keyboards using three machines, X, Y and Z. Of the total output, machine X is responsible for 28%, machine Y for 32% and machine Z for the rest.

It is known from previous experience with the machines that 7% of the output from machine X is defective, 5% from machine Y and 3% from machine Z. A keyboard is chosen at random from the production line and found to be defective.

Compute the probability (to 5 d.p.) that it came from:

- | | |
|----------------|-----------|
| (i) Machine X | (5 Marks) |
| (ii) Machine Y | (5 Marks) |
| (ii) Machine Z | (5 Marks) |

QUESTION FOUR [20 MARKS]

- (a) Explain three real-world applications of Artificial Intelligence (6 Marks)
- (b) Discuss different types of artificial intelligence based on:
- | | |
|----------------------|-----------|
| (i) Capabilities | (6 Marks) |
| (ii) Functionalities | (8 Marks) |

QUESTION FIVE [20 MARKS]

- (a) Explain the minimax algorithm along with the different terms. (6 Marks)
- (b) Discuss a heuristic function as used in search algorithms (4 Marks)
- (c) Discuss how artificial intelligence can be useful in fraud detection. (10 Marks)