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What is the classification of training ? Explain (a) supervised training.

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- (b) What are the different attributes of predicate logic ? Using inference in predicate logic and prove following statement :
 - (i) All man are mortal.

(ii) Socrates is a man.

Prove : Socrates is mortal.

(c) Let $X = \{a, b, c, d\}$ $Y = \{1, 2, 3, 4\}$ And $\widetilde{A} = \{(a, 0) (b, 0.8) (c, 0.6) (d, 1)\}$

 $\widetilde{B} = \{(1, 0.2) (2, 1) (3, 0.8) (4, 0)\}$

 $\widetilde{C} = \{(1, 0) (2, 0.4) (3, 1) (4, 0.8)\}$

Determine the implication relation if X is \widetilde{A} then Y is \tilde{B} .

- Consider $X = \{2, 4, 6, 8, 10\}$. Find its power (d) set, cardinality and cardinality of power set.
- Define delta rule. Explain significance of delta rule (e) in defining the weights.

3 Attempt any TWO parts :

 $10 \times 2 = 20$

- What is meant by genetic algorithm ? Compare (a) and contrast traditional algorithm and genetic algorithm.
- A neuron j receivers inputs from other neurons (b) whose activity levels are 10, -20, 4 and -2. The respective synaptic weights of the neurons are 0.8, 0.2, -1.0 and 0.9. Calculate the output of neuron j for the following situation
 - (1)The neuron is linear.

(1 : FTT > 0)

The neuron is represented by McCulloch-(2)Pits model, defined as follows :

$$Y_{k} = \begin{cases} 1, \text{ if } V_{k} \ge 0 \\ 1, \text{ if } V_{k} < 0 \end{cases} \text{ where } V_{k} \text{ is the induced local}$$

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- (c) State the drawbacks of single layer perceptron. Name a problem which cannot be solved by the above neural model.
- 4 Attempt any TWO parts :

10×2=20

- (a) What is meant by genetic algorithm ? Compare and contrast traditional algorithm and genetic algorithm.
- (b) Is it possible for a GA to generate an individual with maximum fitness without using mutation, but only single point crossover ? If so, give an example.
- (c) Explain the effect of selection, crossover and mutation in evolutionary computation.
- 5 Attempt any TWO parts :

 $10 \times 2 = 20$

- (a) Short notes :
 - (1) Perceptron model.
 - (2) Unsupervised and Supervised learning.
 - (3) Associative memory.
- (b) Discuss crossover operation in Genetic algorithm and its type.
- (c) Explain Fuzz inference system (FIS).

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