

Ollscoil na hÉireann, Gaillimh
National University of Ireland, Galway

GX 0078

Semester 1 Examinations, 2005

Exam Code(s)	3BA1, 4BO2
Exam(s)	Third University Examination in Arts and BSC examination
Module Code(s)	CT319
Module(s)	Artificial Intelligence
Paper No.	1
External Examiner(s)	Prof. S. McClean
Internal Examiner(s)	Dr. M. Madden Dr. C. Mulvihill

Instructions: Answer any 3 questions.
All questions will be marked equally.

Duration	2 hrs
No. of Answer Books	1
No. of Pages	1
Department(s)	Information Technology

1.

- (a) Explain what is meant by the term 'finite state machine' (5 marks)
- (b) Show how a simple drinks dispenser may be modeled by a finite state machine. Assume that no change is given under any circumstances, that a drink costs exactly 60 cent, and that the only coins available are 10 cent, 20 cent and 50 cent (10 marks)
- (c) 'Finite State machines are often used in game development' By considering the states 'awake', 'asleep', 'patrolling', 'fighting' and 'dead', indicate how a finite state machine could be used to model the behaviour of a guard character in a game (10 marks)

2.

- (a) What do you understand by the term 'breadth first search'? (5 marks)
- (b) Use the following connection information to sketch the first three moves of a breadth first search, starting at S:
S is connected to A, B, C
A is connected to S and D
B is connected to S, D, E, F
C is connected to S and F
D is connected to A, B, G, H
E is connected to B, H, I
F is connected to B, C, I, J
G is connected to D
H is connected to D and E
I is connected to E and F
J is connected to F
(15 marks)
- (c) Briefly explain your understanding of the term 'heuristic search' (5 marks)

3.

- (a) Briefly give your understanding of an 'artificial immune system' (8 marks)
- (b) In the context of a neural network, explain the terms 'activation threshold', 'hidden layer' and 'weight' (9 marks)
- (c) A genetic algorithm can be used for pathfinding. By considering a simple maze, or otherwise, briefly outline how the following two elements of such a genetic algorithm might be developed: a suitable encoding for chromosomes, a fitness function (8 marks)

4.

- (a) What do you understand by the term 'interactive narrative'? (6 marks)
- (b) Give an account of the interactive drama 'Façade', explaining the terms 'beat goal' and 'discourse act' in the course of your answer (12 marks)
- (c) Does the work in (b) qualify as 'artificially intelligent' in your opinion? (7 marks)

5. 'Artificial Intelligence continues to draw on natural systems for inspiration.' Discuss this statement. (25 marks)