



PRESIDENCY UNIVERSITY

BENGALURU

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End - Term Examinations – MAY 2025

Date: 31-05-2025

Time: 09:30 am – 12:30 pm

School: SOE	Program: B.Tech-ECE	
Course Code:ECE3025	Course Name: ARTIFICIAL INTELLIGENCE USING PYTHON	
Semester: VI	Max Marks: 100	Weightage: 50%

CO - Levels	CO1	CO2	CO3	CO4
Marks	24	24	26	26

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Do not write anything on the question paper other than roll number.

Part A

Answer ALL the Questions. Each question carries 2marks.

10Q x 2M=20M

1.	Deep learning and machine learning fall under the umbrella of artificial intelligence. In what ways does deep learning differ from machine learning?	2 Marks	L2	CO1
2.	What are the key differences between NumPy and SciPy, two popular Python libraries for data manipulation?	2 Marks	L2	CO1
3.	Grouping data is a fundamental aspect of unsupervised clustering algorithms. How is the similarity between data points measured to effectively group them?	2 Marks	L2	CO2
4.	What is the role of model parameters and hyperparameters in finding the best-fit line in a machine learning model?	2 Marks	L2	CO2
5.	What are the various similarity metrics used in K-Nearest Neighbors (KNN) classification	2 Marks	L2	CO3
6.	How do different techniques such as collaborative filtering, content-based filtering, and hybrid methods work together to build an effective recommender system, and what challenges arise in ensuring personalized and accurate recommendations?	2 Marks	L2	CO3
7.	How would you classify the different types of collaborative filtering methods, and what are the key differences between user-based and item-based collaborative filtering?	2 Marks	L2	CO3

8.	How do 'value' and 'Q-value' differ in reinforcement learning, and in what ways do they contribute to an agent's ability to make optimal decisions over time in dynamic environments?	2 Marks	L2	C04
9.	How does the Bellman equation form the backbone of value-based reinforcement learning, and in what ways does it enable an agent to evaluate and optimize its decision-making over time?	2 Marks	L2	C04
10.	How can reinforcement learning be classified into different types, and what distinguishes positive reinforcement learning from negative reinforcement learning in terms of their impact on an agent's behavior and learning process?	2 Marks	L2	C04

Part B

Answer the Questions.

Total Marks 80M

11.	a.	How to draw Hyperplane in given data points. Points (4,1), (4,-1) and (6,0) belong to class positive and points (1,0) (0,1) and (0,-1) belong to negative class. Draw the optimal hyperplane to classify the points.	20 Marks	L2	C01												
Or																	
12.	a.	<p>Consider the following training set table for predicting the sales of the items</p> <table border="1"> <tr> <td>x_i(Items)</td><td>Item-1</td><td>Item-2</td><td>Item-3</td><td>Item-4</td><td>Item-5</td></tr> <tr> <td>y_i(Sales)</td><td>80</td><td>90</td><td>100</td><td>110</td><td>120</td></tr> </table> <p>Consider the two fresh items <i>Item-6</i> and <i>Item-7</i>. Whose actual values are 80 and 75 respectively.</p>	x_i (Items)	Item-1	Item-2	Item-3	Item-4	Item-5	y_i (Sales)	80	90	100	110	120	20 Marks	L2	C01
x_i (Items)	Item-1	Item-2	Item-3	Item-4	Item-5												
y_i (Sales)	80	90	100	110	120												
13.	a.	Suppose that the data mining task is to cluster points into three clusters, where the points are A1(2,10),A2(2,5),A3(8,4),B1(5,8),B2(7,5),B3(6,4),C1(1,2),C2(4,9).The distance function is Euclidian distance. Assume A1 B1 and C1 are centroid of each cluster.	20 Marks	L	C02												
Or																	
14.	a.	<p>How can Affinity Propagation (AP) help to identify</p> <p>a) The natural groupings of stocks based on their behaviors, and how might the choice of similarity measures (e.g., price movements, volatility) influence the resulting clusters? What insights can these clusters provide about sectors or investment opportunities in the stock market?</p> <p>b) The distinct customer segments in a retail store based on their purchasing behavior, and what factors should be considered when selecting features such as frequency, recency, and monetary value to accurately capture these segments?</p>	20 Marks	L2	C02												
15.	a.	KNN is a supervised learning algorithm that is used to classify the new data. The table represents two columns: 'Height' and	20 Marks	L3	C03												

		'Weight. Find the class of new data.																																							
		<table><tr><th>Height(CM)</th><th>Weight(KG)</th><th>Class</th></tr><tr><td>167</td><td>51</td><td>Underweight</td></tr><tr><td>182</td><td>62</td><td>Normal</td></tr><tr><td>176</td><td>69</td><td>Normal</td></tr><tr><td>173</td><td>64</td><td>Normal</td></tr><tr><td>172</td><td>65</td><td>Normal</td></tr><tr><td>174</td><td>56</td><td>Underweight</td></tr><tr><td>169</td><td>58</td><td>Normal</td></tr><tr><td>173</td><td>57</td><td>Normal</td></tr><tr><td>170</td><td>55</td><td>Normal</td></tr><tr><td>170</td><td>57</td><td>?</td></tr></table>				Height(CM)	Weight(KG)	Class	167	51	Underweight	182	62	Normal	176	69	Normal	173	64	Normal	172	65	Normal	174	56	Underweight	169	58	Normal	173	57	Normal	170	55	Normal	170	57	?			
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16.	a.	Consider a matrix that shows four users, Ashok, X, Y, and Z, ratings on different news apps. The rating range is from 1 to 5 on the basis of users' likability of the news app. The '?' indicates that the user has not rated the app. Calculate the ratings of Sekar for BBC(I5).				20 Marks	L3	C03																																	
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17.	a.	Imagine you are developing an autonomous vehicle system using reinforcement learning. The vehicle needs to navigate through a busy city, avoiding obstacles, and reaching its destination. How would you define the states, actions, and rewards in this scenario? What type of reinforcement learning algorithm would you choose for this problem, and how would the vehicle learn the optimal driving policy?				20 Marks	L3	C04																																	
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18.	a.	You are designing a reinforcement learning agent to play a complex video game, where the agent needs to make decisions in real-time to achieve a high score. The game environment provides a sequence of frames as observations, and the agent can take actions such as moving or shooting. How would you use reinforcement learning to train the agent to improve its performance over time?				20 Marks	L3	C04																																	