Question 1. (General): $[5 \times 4 = 20]$

- (a) Your grandfather would have considered a machine playing chess at the grandmaster level as a wonder of AI. Today a chess-playing program does not seem like a very good candidate for AI. What does this tell us about how AI differs from Physics as a scientific activity?
- (b) Name the author of the book *Perceptrons*. What was its effect on the field of Machine Learning?
- (c) Give an example of an alpha cutoff in a game tree search.
- (d) Consider a set of images with a disk shown at random positions on a circle. If we attempt to project these to a lower dimension d using isomap projection, what value of d can we expect? What might the lower dimensional parameters $q_1, ..., q_d$ correlate with?

Question 2. (Vision): $[5 \times 4 = 20]$

A stereoscopic system is to be used for a tank navigation. It will have two CCD cameras, each with 512 \times 512 pixels on a 10 cm \times 10 cm square sensor. The lenses to be used have a focal length of 16 cm, with the focus fixed at infinity. The optical axes of the two cameras are parallel. The baseline between the cameras is 1 meter.

- (a) If the nearest range to be measured is 16 meters, what is the largest disparity that will occur (in pixels)?
- (b) What is the range resolution at 16 meters, due to the pixel spacing?
- (c) What range corresponds to a disparity of one pixel?
- (d) (Human vision.) Draw a sketch of the human eye. Indicate the "blind spot".

Question 3. (Robotics): $[5 \times 4 = 20]$

A robot with d degrees of freedom has joint parameters $\mathbf{q} = q_1, ..., q_d$. The set of points \mathbf{x} in the workspace occupied by the robot at configuration \mathbf{q} is given by $\mathbf{V}(\mathbf{q})$. An obstacle is defined as $O = \{\mathbf{x} | f_O(\mathbf{x})\}$.

- (a) Define the configuration space mapping of the obstacle O.
- (b) For a convex translational robot, show that Minkowski sum gives this obstacle map if O is also convex.
- (c) Consider a 2-armed robot, base at origin and L1=5, L2=3, sketch the configuration space (approximately) for the point obstacles (6,1), and (-2,2). Show that it follows the definition you gave in (a).
- (d) Consider a robot which is L-shaped: 0,0, 5,0, 5,1, 1,1 2,1, 2,0. Consider a line obstacle at 5,2 to 3,-2. Sketch the C-space map for this obstacle, assuming the robot is purely translational.

Question 4. (Search): [5+5+10 = 20]

- (a) Say the L-robot above wished to reach the pose where it's bottom-left point was at (8,1). Shade the area that would be explored if you were to use an A^{*} algorithm with an euclidean distance heuristic.
- (b) An A-algorithm uses a h(n) which understimates the true cost from node n to the goal. What are the assumptions under which it is guaranteed to result in an optimal path?

(c) If $h_1()$ is less than $h_2()$ and both are admissible heuristics, show that an A-algorithm using $h_1()$ will expand at least as many nodes as one using h2().

Question 5. (Machine Learning): [10x2 = 20]

(a) If your power supply has a problem (P), your laptop will stop working (L) 98supply problem, in 3 failure probability is 0.8

You know your laptop has stopped working. Which hypothesis is more likely - that the power supply has failed, or that it has not failed?

(b) You are given two points xi, $y_i = (-1,3.1)$ and (5.9,2). You expect these points to lie on a circle with center at (2,-1). Assuming zero-mean Gaussian error, formulate the problem as a maximum likelihood model.

(No marks for speculations.)