

SRM VALLIAMMAI ENGINEERING COLLEGE

(An Autonomous Institution)
SRM Nagar, Kattankulathur – 603 203

DEPARTMENT OF ARTIFICIAL INTELLIGENCE & DATA SCIENCE

QUESTION BANK



VI SEMESTER

1922602 - MACHINE LEARNING TOOLS AND TECHNIQUES

Regulation – 2019

Academic Year 2024 – 2025 (EVEN)

Prepared by

Ms. P.Jeyakani, Assistant Professor (O.G)/AI&DS



SRM VALLIAMMAI ENGINEERING COLLEGE

(An Autonomous Institution)
SRM Nagar, Kattankulathur – 603 203.

DEPARTMENT OF ARTIFICIAL INTELLIGENCE & DATA SCIENCE



QUESTION BANK

SUBJECT : 1922602 - Machine Learning Tools and Techniques
SEM / YEAR: VI Sem/ III Year

UNIT I INTRODUCTION			
Learning Problems – Perspectives and Issues – Concept Learning – Version Spaces and Candidate Eliminations – Inductive bias – Decision Tree learning – Representation – Algorithm – Heuristic Space Search			
PART – A			
Q.No.	Questions	BT Level	Competence
1	What is machine learning? Give some examples.	BTL1	Remembering
2	State the inductive Learning Hypothesis.	BTL1	Remembering
3	List out the four modules in the final design in checkers learning problem.	BTL1	Remembering
4	Enlist the types of machine learning techniques.	BTL1	Remembering
5	Define Learning. Mention some example for learning problems.	BTL1	Remembering
6	List the algorithms of concept learning.	BTL1	Remembering
7	Distinguish between supervised and unsupervised learning.	BTL2	Understanding
8	Draw basic learning system model.	BTL2	Understanding
9	Compare traditional programming and machine learning.	BTL2	Understanding
10	Mention the issues in machine learning.	BTL2	Understanding
11	Illustrate Entropy in decision tree learning.	BTL2	Understanding
12	Classify positive and negative examples for the target concept.	BTL1	Remembering
13	Explain the useful perspective on machine learning.	BTL1	Remembering
14	Comment on Heuristic Space Search.	BTL2	Understanding
15	Sketch a decision tree for playing tennis game.	BTL2	Understanding
16	Analyze the statement “Concept learning as a search”.	BTL2	Understanding
17	List applications of machine learning.	BTL1	Remembering
18	Elucidate about the Decision tree learning.	BTL1	Remembering
19	Summarize the concept of Biased Hypothesis Space.	BTL1	Remembering
20	Summarize the various steps in designing a program to learn to play checkers.	BTL2	Understanding
21	Evaluate the relationship between AI and Machine learning.	BTL2	Understanding
22	Assess the role of Information gain in Decision trees.	BTL2	Understanding
23	Formulate the instances for the Enjoy Sport concept learning task?	BTL1	Remembering
24	Construct the summary of choices in designing the checkers learning program.	BTL2	Understanding

PART – B			
1	State the three features to have a well-defined learning problem for the following (i) A checkers learning problem (4) (ii) A handwritten recognition learning problem (4) (iii) A robot driving learning problem (5)	BTL3	Applying
2	Summarize the steps in detail about how to design a program to learn to play checkers. (13)	BTL3	Applying
3	(i) Discuss the concept learning as search. (7) (ii) Describe the General-to-Specific Ordering of Hypotheses. (6)	BTL3	Applying
4	(i) Describe in detail the rule for estimating training values. (7) (ii) State the final design of checkers learning system. (6)	BTL4	Analyzing
5	Write about the different issues in Machine Learning. (13)	BTL4	Analyzing
6	Write Short notes on (i) Attribute Selection (3) (ii) Entropy (5) (iii) Information gain (5)	BTL3	Applying
7	Illustrate the Compact Representation for Version Spaces. (13)	BTL3	Applying
8	Summarize the Candidate–Elimination Algorithm with an example. (13)	BTL3	Applying
9	Explain in detail about Machine Learning Process with an example. (13)	BTL3	Applying
10	Explain the useful perspectives of machine learning in different applications. (13)	BTL3	Applying
11	Illustrate the basic decision tree algorithm with an example. (13)	BTL3	Applying
12	Analyze the Inductive bias in decision tree learning. (13)	BTL4	Analyzing
13	Assess the Hypothesis space search in decision tree learning. (13)	BTL4	Analyzing
14	(i) Illustrate with a diagram the decision tree representation for the concept of play tennis. (7) (ii) List the appropriate problems for Decision tree learning. (6)	BTL4	Analyzing
15	(i) Evaluate the FIND-S: Finding a Maximally Specific Hypothesis. (7) (ii) Find the key properties of FIND-S algorithm. (6)	BTL5	Evaluating
16	Evaluate the List-Then-Eliminate Algorithm in detail. (13)	BTL5	Evaluating
17	(i) Generalize the concept of Learning task. (7) (ii) With the help of training example explain the Inductive Learning Hypothesis. (6)	BTL6	Creating
PART – C			
1	Sketch and explain the decision tree to represent the following Boolean functions: a) $A \cap B$ (3) b) $A \cup [B \cap C]$ (4) c) $A \oplus B$ (4) d) $[A \cap B] \cup [C \cap D]$ (4)	BTL5	Evaluating

2	<p>Draw and solve the decision trees for the following set of training examples. (15)</p> <table border="1" data-bbox="313 216 1066 852"> <thead> <tr> <th>Day</th> <th>Outlook</th> <th>Temperature</th> <th>Humidity</th> <th>Wind</th> <th>Play Tennis</th> </tr> </thead> <tbody> <tr><td>D1</td><td>Sunny</td><td>Hot</td><td>High</td><td>Weak</td><td>No</td></tr> <tr><td>D2</td><td>Sunny</td><td>Hot</td><td>High</td><td>Strong</td><td>No</td></tr> <tr><td>D3</td><td>Overcast</td><td>Hot</td><td>High</td><td>Weak</td><td>Yes</td></tr> <tr><td>D4</td><td>Rain</td><td>Mild</td><td>High</td><td>Weak</td><td>Yes</td></tr> <tr><td>D5</td><td>Rain</td><td>Cool</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D6</td><td>Rain</td><td>Cool</td><td>Normal</td><td>Strong</td><td>No</td></tr> <tr><td>D7</td><td>Overcast</td><td>Cool</td><td>Normal</td><td>Strong</td><td>Yes</td></tr> <tr><td>D8</td><td>Sunny</td><td>Mild</td><td>High</td><td>Weak</td><td>No</td></tr> <tr><td>D9</td><td>Sunny</td><td>Cool</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D10</td><td>Rain</td><td>Mild</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D11</td><td>Sunny</td><td>Mild</td><td>Normal</td><td>Strong</td><td>Yes</td></tr> <tr><td>D12</td><td>Overcast</td><td>Mild</td><td>High</td><td>Strong</td><td>Yes</td></tr> <tr><td>D13</td><td>Overcast</td><td>Hot</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D14</td><td>Rain</td><td>Mild</td><td>High</td><td>Strong</td><td>No</td></tr> </tbody> </table>	Day	Outlook	Temperature	Humidity	Wind	Play Tennis	D1	Sunny	Hot	High	Weak	No	D2	Sunny	Hot	High	Strong	No	D3	Overcast	Hot	High	Weak	Yes	D4	Rain	Mild	High	Weak	Yes	D5	Rain	Cool	Normal	Weak	Yes	D6	Rain	Cool	Normal	Strong	No	D7	Overcast	Cool	Normal	Strong	Yes	D8	Sunny	Mild	High	Weak	No	D9	Sunny	Cool	Normal	Weak	Yes	D10	Rain	Mild	Normal	Weak	Yes	D11	Sunny	Mild	Normal	Strong	Yes	D12	Overcast	Mild	High	Strong	Yes	D13	Overcast	Hot	Normal	Weak	Yes	D14	Rain	Mild	High	Strong	No	BTL5	Evaluating
Day	Outlook	Temperature	Humidity	Wind	Play Tennis																																																																																								
D1	Sunny	Hot	High	Weak	No																																																																																								
D2	Sunny	Hot	High	Strong	No																																																																																								
D3	Overcast	Hot	High	Weak	Yes																																																																																								
D4	Rain	Mild	High	Weak	Yes																																																																																								
D5	Rain	Cool	Normal	Weak	Yes																																																																																								
D6	Rain	Cool	Normal	Strong	No																																																																																								
D7	Overcast	Cool	Normal	Strong	Yes																																																																																								
D8	Sunny	Mild	High	Weak	No																																																																																								
D9	Sunny	Cool	Normal	Weak	Yes																																																																																								
D10	Rain	Mild	Normal	Weak	Yes																																																																																								
D11	Sunny	Mild	Normal	Strong	Yes																																																																																								
D12	Overcast	Mild	High	Strong	Yes																																																																																								
D13	Overcast	Hot	Normal	Weak	Yes																																																																																								
D14	Rain	Mild	High	Strong	No																																																																																								
3	<p>Write short notes about the following:</p> <p>(i) Will the Candidate –Elimination Algorithm Converge to the Correct Hypothesis? (8)</p> <p>(ii) What Training Example Should the Learner Request Next? (7)</p>	BTL6	Creating																																																																																										
4	<p>(i) Formulate the Candidate-Elimination algorithm. (5)</p> <p>(ii) Explain the candidate elimination algorithm. Apply the algorithm to obtain the final version space for the training example. (10)</p> <table border="1" data-bbox="293 1262 1086 1503"> <thead> <tr> <th>Sl.No</th> <th>Sky</th> <th>Air temp</th> <th>Humidity</th> <th>Wind</th> <th>Water</th> <th>Forecast</th> <th>Enjoy sport</th> </tr> </thead> <tbody> <tr><td>1</td><td>Sunny</td><td>Warm</td><td>Normal</td><td>Strong</td><td>Warm</td><td>Same</td><td>Yes</td></tr> <tr><td>2</td><td>Sunny</td><td>Warm</td><td>High</td><td>Strong</td><td>Warm</td><td>Same</td><td>Yes</td></tr> <tr><td>3</td><td>Rainy</td><td>Cold</td><td>High</td><td>Strong</td><td>Warm</td><td>Change</td><td>No</td></tr> <tr><td>4</td><td>Sunny</td><td>Warm</td><td>High</td><td>Strong</td><td>Cold</td><td>Change</td><td>Yes</td></tr> </tbody> </table>	Sl.No	Sky	Air temp	Humidity	Wind	Water	Forecast	Enjoy sport	1	Sunny	Warm	Normal	Strong	Warm	Same	Yes	2	Sunny	Warm	High	Strong	Warm	Same	Yes	3	Rainy	Cold	High	Strong	Warm	Change	No	4	Sunny	Warm	High	Strong	Cold	Change	Yes	BTL6	Creating																																																		
Sl.No	Sky	Air temp	Humidity	Wind	Water	Forecast	Enjoy sport																																																																																						
1	Sunny	Warm	Normal	Strong	Warm	Same	Yes																																																																																						
2	Sunny	Warm	High	Strong	Warm	Same	Yes																																																																																						
3	Rainy	Cold	High	Strong	Warm	Change	No																																																																																						
4	Sunny	Warm	High	Strong	Cold	Change	Yes																																																																																						
5	<p>(i) Explain in detail an Unbiased Learner for Enjoy sport learning task. (8)</p> <p>(ii) List out about the Futility of Bias-Free Learning. (7)</p>	BTL6	Creating																																																																																										

UNIT II NEURAL NETWORKS AND GENETIC ALGORITHMS			
Neural Network Representation – Problems – Perceptrons – Multilayer Networks and Back Propagation Algorithms – Advanced Topics – Genetic Algorithms – Hypothesis Space Search – Genetic Programming – Models of Evaluation and Learning			
PART – A			
Q.No.	Questions	BT Level	Competence
1	State the concept of Artificial Neural Network.	BTL1	Remembering
2	List out the characteristic of the back propagation algorithm.	BTL1	Remembering
3	Describe with an example Neural network representation.	BTL1	Remembering
4	Label the linearly separable sets of examples.	BTL1	Remembering
5	State the problem of crowding.	BTL1	Remembering
6	What are all the Boolean functions represented by perceptron?	BTL1	Remembering
7	Describe about Genetic Algorithm.	BTL2	Understanding
8	What type of unit we can use as the basis for constructing multilayer network?	BTL2	Understanding
9	Summarize about the Schema in Genetic Algorithm.	BTL2	Understanding
10	Enlist the types of Neural Networks.	BTL2	Understanding
11	What are the advantages of genetic algorithm?	BTL2	Understanding
12	Examine about the Baldwin Effect.	BTL1	Remembering
13	Illustrate Hypothesis space search.	BTL2	Understanding
14	Explain the program tree representation in genetic programming.	BTL2	Understanding
15	Identify the steps involved in Genetic Algorithm.	BTL2	Understanding
16	Compare and contrast the gradient descent and Delta rule.	BTL1	Remembering
17	Explain why perceptron to represent AND, OR, NAND and NOR is important.	BTL2	Understanding
18	Illustrate the Lamarckian Evolution.	BTL1	Remembering
19	Analyze the application areas of Neural networks.	BTL2	Understanding
20	Assess about the Back propagation algorithm.	BTL2	Understanding
21	Explain about the genetic programming.	BTL2	Understanding
22	State the importance of Back propagation algorithm.	BTL1	Remembering
23	Formulate the biological motivation for studying ANN.	BTL2	Understanding
24	How hypothesis in Genetic Algorithm is represented?	BTL2	Understanding
PART – B			
1	(i) Define Perceptrons with neat diagram. (7) (ii) Describe about perceptron with an example and draw the decision surface represented by a two-input perceptron. (6)	BTL3	Applying
2	What is the Perceptron Training rule? Enumerate the Back propagation algorithm. (13)	BTL3	Applying
3	Label the genetic programming and draw the program tree representation in genetic programming. Explain with suitable examples. (13)	BTL3	Applying
4	List out and explain the recent applications areas where Neural Networks plays vital role. (13)	BTL4	Analyzing
5	Write in detail about the Population Evolution and the Schema Theorem. (13)	BTL4	Analyzing

6	Illustrate the different types of Neural Networks along with its merits and demerits. (13)	BTL3	Applying
7	Describe the delta training rule with an example. (13)	BTL3	Applying
8	Define fitness function. Examine how genetic algorithm searches large space of candidate objects with an example According to fitness function. (13)	BTL3	Applying
9	(i) Illustrate the diagram for visualizing the Hypothesis space. (7) (ii) Examine the derivation of the Gradient Descent Rule. (6)	BTL3	Applying
10	List and explain the common operators in Genetic Algorithm. (13)	BTL3	Applying
11	Explain hypothesis space search of GAs with neural network back propagation. (13)	BTL3	Applying
12	Explain the multi-layer perceptron model with a neat diagram. (13)	BTL4	Analyzing
13	Asses some of the important application domain of Neural networks with real time use cases. (15)	BTL4	Analyzing
14	Summarize the derivation of the back propagation algorithm (13)	BTL4	Analyzing
15	Explain Detail about the Gradient Descent algorithm. (13)	BTL5	Evaluating
16	Evaluate the Models of evolution and learning in Genetic Algorithms. (13)	BTL5	Evaluating
17	Assess for which problems is ANN learning is well suited and write down the characteristics. (13)	BTL6	Creating
PART – C			
1	Explain in detail the following (i) Alternative Error Functions (8) (ii) Alternative Error Minimization Procedures (7)	BTL5	Evaluating
2	Assess the different types of Neural Networks and the various applications of neural networks in detail. (15)	BTL5	Evaluating
3	Outline the concepts of Inductive Bias and Generalize the Hidden Layer Representations. (15)	BTL6	Creating
4	Formulate the models of evolution and learning in Genetic algorithm. (15)	BTL6	Creating
5	Derive the Training rule for Output Unit weights and Hidden Unit weights in Backpropagation algorithm. (15)	BTL6	Creating

UNIT III BAYESIAN AND COMPUTATIONAL LEARNING

Bayes Theorem – Concept Learning – Maximum Likelihood – Minimum Description Length Principle – Bayes Optimal Classifier – Gibbs Algorithm – Naive Bayes Classifier – Bayesian Belief Network – EM Algorithm – Probability Learning – Sample Complexity – Finite and Infinite Hypothesis Spaces – Mistake Bound Model

PART – A

Q.No.	Questions	BT Level	Competence
1	List the advantages of studying Bayesian learning methods.	BTL1	Remembering
2	Define Bayes Theorem.	BTL1	Remembering
3	Describe Maximum likelihood.	BTL1	Remembering
4	What is Minimum Description Length principle?	BTL1	Remembering
5	Name the Bayes optimal classification.	BTL1	Remembering
6	State about the Gibbs Algorithm.	BTL1	Remembering
7	Write the formulas of basic probability	BTL2	Understanding
8	Find the formula for probability density function.	BTL2	Understanding
9	Summarize the advantages of EM algorithm.	BTL2	Understanding
10	Describe Brute-Force Map Learning Algorithm.	BTL2	Understanding
11	Illustrate the Shattering a Set of Instances	BTL2	Understanding
12	State the advantages of Gibbs algorithm.	BTL3	Applying
13	List the set of three instances shattered by eight hypotheses.	BTL3	Applying
14	Explain about the EM algorithm.	BTL3	Applying
15	Illustrate the mistake bound model of learning.	BTL3	Applying
16	Differentiate Bayes theorem and concept learning.	BTL4	Analyzing
17	Assess the true error of a Hypothesis.	BTL4	Analyzing
18	Compare and contrast Finite and Infinite Hypothesis Spaces	BTL4	Analyzing
19	Enlist some of the applications of Naive Bayes classifier.	BTL4	Analyzing
20	Explain Bayesian belief networks.	BTL5	Evaluating
21	Deduce ϵ -exhausting the version space	BTL5	Evaluating
22	Evaluate the steps in EM Algorithm.	BTL5	Evaluating
23	Generalize the Probably Approximately Correct (PAC) learning model.	BTL6	Creating
24	Formulate the term sample complexity.	BTL6	Creating

PART – B

1	(i) What is the ϵ -exhausting the version space? (7) (ii) Write about the Learning and Inconsistent Hypotheses. (6)	BTL4	Analyzing
2	State and explain about the steps involved in EM algorithm. (13)	BTL4	Analyzing
3	Write short notes on Estimating Means of k Gaussians. (13)	BTL3	Applying
4	Explain in detail about Naive Bayes classifier with examples. (13)	BTL3	Applying
5	(i) Examine the detail of probability learning. (7) (ii) Define the Error of a Hypothesis. (6)	BTL4	Analyzing
6	Write about sample complexity for finite hypothesis Spaces. (13)	BTL4	Analyzing
7	Illustrate about the Bayesian belief networks with suitable examples. (13)	BTL3	Applying
8	(i) Examine the detail about Bayes theorem with an Example. (7) (ii) Outline the features of Bayesian learning method. (6)	BTL3	Applying

9	Illustrate with an example why Gibbs Algorithm is better than the Bayes Optimal classifier. (13)	BTL3	Applying
10	Infer the minimum description length principle. (13)	BTL3	Applying
11	How we can handle uncertainty? Enlist the application domains of Probability. (13)	BTL3	Applying
12	maximum likelihood algorithm. (13)	BTL4	Analyzing
13	Explain detail about the PAC Learnability. (13)	BTL4	Analyzing
14	Illustrate the sample complexity for infinite hypothesis spaces and write a short note on vapnik-chervonenkis dimension. (13)	BTL4	Analyzing
15	(i) Summarize in detail the relationship between Bayes theorem and Concept learning. (7) (ii) Write down the Brute force Bayes Concept Learning. (6)	BTL3	Applying
16	Evaluate the mistake bound model of learning. (13)	BTL3	Applying
17	Formulate about the Bayes optimal classifier and Elaborate the Bayes optimal classification problem with examples. (13)	BTL3	Applying
PART – C			
1	(i) Summarize the General Statement of EM Algorithm. (8) (ii) Deduce k -Means Algorithm. (7)	BTL5	Evaluating
2	(i) Assess the Bayesian belief network. (8) (ii) Mention the Importance of Bayesian network is used to infer values of target variable? (7)	BTL5	Evaluating
3	Does the patient have cancer, or does he not? A patient takes a lab test and the result comes back positive. The test returns a correct positive result in only 98% of the cases in which the disease is actually present, and a correct negative result in only 97% of the cases in which the disease is not present. Furthermore, 0.008 of the entire population have this cancer. (15)	BTL6	Creating
4	Formulate about the ϵ -exhausting the version space and write about the Learning from Inconsistent Hypotheses. (15)	BTL6	Creating

5	<table border="1"> <thead> <tr> <th>Day</th> <th>Outlook</th> <th>Temperature</th> <th>Humidity</th> <th>Wind</th> <th>Play Tennis</th> </tr> </thead> <tbody> <tr><td>D1</td><td>Sunny</td><td>Hot</td><td>High</td><td>Weak</td><td>No</td></tr> <tr><td>D2</td><td>Sunny</td><td>Hot</td><td>High</td><td>Strong</td><td>No</td></tr> <tr><td>D3</td><td>Overcast</td><td>Hot</td><td>High</td><td>Weak</td><td>Yes</td></tr> <tr><td>D4</td><td>Rain</td><td>Mild</td><td>High</td><td>Weak</td><td>Yes</td></tr> <tr><td>D5</td><td>Rain</td><td>Cool</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D6</td><td>Rain</td><td>Cool</td><td>Normal</td><td>Strong</td><td>No</td></tr> <tr><td>D7</td><td>Overcast</td><td>Cool</td><td>Normal</td><td>Strong</td><td>Yes</td></tr> <tr><td>D8</td><td>Sunny</td><td>Mild</td><td>High</td><td>Weak</td><td>No</td></tr> <tr><td>D9</td><td>Sunny</td><td>Cool</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D10</td><td>Rain</td><td>Mild</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D11</td><td>Sunny</td><td>Mild</td><td>Normal</td><td>Strong</td><td>Yes</td></tr> <tr><td>D12</td><td>Overcast</td><td>Mild</td><td>High</td><td>Strong</td><td>Yes</td></tr> <tr><td>D13</td><td>Overcast</td><td>Hot</td><td>Normal</td><td>Weak</td><td>Yes</td></tr> <tr><td>D14</td><td>Rain</td><td>Mild</td><td>High</td><td>Strong</td><td>No</td></tr> </tbody> </table>					Day	Outlook	Temperature	Humidity	Wind	Play Tennis	D1	Sunny	Hot	High	Weak	No	D2	Sunny	Hot	High	Strong	No	D3	Overcast	Hot	High	Weak	Yes	D4	Rain	Mild	High	Weak	Yes	D5	Rain	Cool	Normal	Weak	Yes	D6	Rain	Cool	Normal	Strong	No	D7	Overcast	Cool	Normal	Strong	Yes	D8	Sunny	Mild	High	Weak	No	D9	Sunny	Cool	Normal	Weak	Yes	D10	Rain	Mild	Normal	Weak	Yes	D11	Sunny	Mild	Normal	Strong	Yes	D12	Overcast	Mild	High	Strong	Yes	D13	Overcast	Hot	Normal	Weak	Yes	D14	Rain	Mild	High	Strong	No	BTL6	Creating
	Day	Outlook	Temperature	Humidity	Wind	Play Tennis																																																																																											
	D1	Sunny	Hot	High	Weak	No																																																																																											
	D2	Sunny	Hot	High	Strong	No																																																																																											
	D3	Overcast	Hot	High	Weak	Yes																																																																																											
	D4	Rain	Mild	High	Weak	Yes																																																																																											
	D5	Rain	Cool	Normal	Weak	Yes																																																																																											
	D6	Rain	Cool	Normal	Strong	No																																																																																											
	D7	Overcast	Cool	Normal	Strong	Yes																																																																																											
	D8	Sunny	Mild	High	Weak	No																																																																																											
	D9	Sunny	Cool	Normal	Weak	Yes																																																																																											
	D10	Rain	Mild	Normal	Weak	Yes																																																																																											
	D11	Sunny	Mild	Normal	Strong	Yes																																																																																											
	D12	Overcast	Mild	High	Strong	Yes																																																																																											
	D13	Overcast	Hot	Normal	Weak	Yes																																																																																											
D14	Rain	Mild	High	Strong	No																																																																																												
<p>A set of 14 training examples of the target concept Play Tennis, where each day is described by the attributes Outlook, Temperature, Humidity, and Wind. Use the Naive Bayes classifier and the training data from this table to classify the following novel instance: (Outlook = sunny, Temperature = cool, Humidity = high, Wind = strong). (15)</p>																																																																																																	

UNIT IV INSTANT BASED AND ADVANCED LEARNING

INSTANT BASED LEARNING: K- Nearest Neighbour Learning – Locally weighted Regression – Radial Basis Functions – Case Based Learning. ADVANCED LEARNING: Learning Sets of Rules – Sequential Covering Algorithm – Learning Rule Set – First Order Rules – Sets of First Order Rules – Induction on Inverted Deduction – Inverting Resolution –Analytical Learning – Perfect Domain Theories – Explanation Base Learning – FOCL Algorithm – Reinforcement Learning – Task – Q-Learning – Temporal Difference Learning

PART – A

Q.No.	Questions	BT Level	Competence
1	Define the formula for the distance between two instances.	BTL1	Remembering
2	State the k-nearest neighbor learning algorithm.	BTL1	Remembering
3	Write about the locally weighted regression.	BTL1	Remembering
4	Define Turing-equivalent programming language.	BTL1	Remembering
5	What is Reinforcement learning model?	BTL1	Remembering
6	Define Resolution. State the resolution rule.	BTL1	Remembering
7	Distinguish between lazy versus eager learning?	BTL2	Understanding
8	Interpret the importance of Temporal learning.	BTL2	Understanding
9	Distinguish between CADET and k-nearest Neighbor.	BTL2	Understanding

10	Compare Inductive and Analytical Learning Problems.	BTL2	Understanding
11	Summarize about the FOIL algorithm.	BTL2	Understanding
12	Predict the accuracy of radial basis function network.	BTL1	Remembering
13	Illustrate how the Instance-based learning methods differ from function approximation.	BTL1	Remembering
14	Interpret the concepts of first-order Horn clauses.	BTL1	Remembering
15	Illustrate what is Sequential Covering Algorithm.	BTL1	Remembering
16	Outline the concept of Q learning algorithm.	BTL1	Remembering
17	Analyze the terms Regression, Residual, and Kernel function.	BTL2	Understanding
18	How the learn rule sets differ from genetic algorithm?	BTL2	Understanding
19	Examine deductive resolution and inductive resolution.	BTL1	Remembering
20	Explain inductive logic programming.	BTL1	Remembering
21	Assess the three lazy learning methods.	BTL1	Remembering
22	Evaluate the Prolog-EBG.	BTL1	Remembering
23	Write the formula for Locally Weighted Linear-Regression.	BTL1	Remembering
24	Sketch the voronoi diagram for k nearest neighbour.	BTL2	Understanding
PART – B			
1	(i) Illustrate the disadvantages of Instance-based methods. (7) (ii) Examine the k-nearest learning algorithm. (6)	BTL4	Analyzing
2	Describe the disadvantages and advantages of Lazy and Eager learning. (13)	BTL4	Analyzing
3	Explain the types of Reinforcement learning with examples. (13)	BTL3	Applying
4	(i) Summarize the steps involved in Sequential Covering Algorithm. (7) (ii) Explain the Learn one rule on one example. (6)	BTL3	Applying
5	Illustrate Locally Weighted Linear Regression with an example. (13)	BTL4	Analyzing
6	Explain the inductive bias of k-Nearest neighbor algorithm with example. (13)	BTL4	Analyzing
7	Summarize about the Q-learning model and explain with diagram. (13)	BTL3	Applying
8	Outline the concepts of learning task and temporal difference learning. (13)	BTL2	Understanding
9	State the prototypical example of case-based reasoning system. (13)	BTL3	Applying
10	Illustrate the diagram for the search for rule preconditions as learn-one-rule proceeds from general to specific. (13)	BTL3	Applying
11	List the learning sets of first-order rules and explain the basic FOIL algorithm. (13)	BTL3	Applying
12	Outline the concepts of the radial basis functions. (13)	BTL4	Analyzing
13	(i) Write about the learning Rule sets. (7) (ii) Write some common evaluation functions in the learning rule sets. (6)	BTL4	Analyzing
14	Analyze about the Analytical learning model with example. (13)	BTL4	Analyzing
15	Examine in detail about distance-weighted nearest neighbour algorithm. (13)	BTL3	Applying
16	Assess the learning sets of rules and how it differs from other algorithms. (13)	BTL3	Applying

17	Formulate the Explanation Based Learning approaches and its application domains in detail. (13)	BTL3	Applying
PART – C			
1	Compare the difference between the Lazy and Eager learning algorithms. (15)	BTL5	Evaluating
2	Describe the Temporal Difference Learning model with an example. (15)	BTL5	Evaluating
3	Generalize the concept of inverting resolution model. (15)	BTL6	Creating
4	Compose the error $E(x_i)$ to emphasize the fact that now the error is being defined as a function of the query point x . (15)	BTL6	Creating
5	Summarize the merits and demerits of FOCL Algorithm. (15)	BTL6	Creating

UNIT V MACHINE LEARNING TOOLS			
Introduction to Weka, The Explorer, The Knowledge Flow Interface, The Command-Line Interface, Introduction to TensorFlow, Installation and Basics. Other ML Tools: AI Explainability 360, Apollo, Data Science Version Control (DVC), Espresso, EuclidesDB, Fabrik, Face_recognition, Ludwig, makesense.ai, MLflow, MLPerf, ModelDB, Netron, NLP Architect, OpenML, Orange, PySyft, RAPIDS, SHAP, Skater, Snorkel, VisualDL, What-If Tool			
PART – A			
Q.No.	Questions	BT Level	Competence
1	Expand WEKA. Define the purpose of Weka Tool in ML.	BTL1	Remembering
2	State the use of MLflow.	BTL1	Remembering
3	List out the features of TensorFlow.	BTL1	Remembering
4	Define the role of MLPerf.	BTL1	Remembering
5	Mention the role of Fabrik Tool in Machine Learning.	BTL1	Remembering
6	State the primary purpose of VisualDL.	BTL1	Remembering
7	Enlist the features of Weka Tool.	BTL2	Understanding
8	What is version control in data science?	BTL2	Understanding
9	Distinguish between DVC and MLflow.	BTL2	Understanding
10	Why is RAPIDS considered scalable for parallelizing and accelerating data science workflows?	BTL2	Understanding
11	Interpret how Netron is used for visualizing deep learning models.	BTL2	Understanding
12	Identify the knowledge flow interface in Weka.	BTL1	Remembering
13	Discover federated learning using Pytorch and Pysyft.	BTL1	Remembering
14	Comment about Pytorch based Espresso tool.	BTL1	Remembering
15	Determine the need for OpenML platform in ML.	BTL1	Remembering
16	Analyze real-world applications of face recognition.	BTL1	Remembering
17	Assess the labeling functions in Snorkel.	BTL2	Understanding
18	Infer SHAP and list the importance features of SHAP?	BTL2	Understanding
19	Analyze the features of EuclidesDB ML Tool.	BTL1	Remembering
20	Examine how does Data Science Version Control works.	BTL1	Remembering
21	Apprise the role of Explainable Artificial Intelligence (XAI).	BTL1	Remembering
22	Evaluate the functionalities of NLP Architect Library.	BTL1	Remembering
23	Formulate the three types of federated learning.	BTL1	Remembering
24	Write the important steps in What-If analysis?	BTL2	Understanding

PART – B			
1	How can you load a dataset and apply a machine learning algorithm using the Weka Explorer? (13)	BTL4	Analyzing
2	Enlist the features of TensorFlow Machine Learning Tool and briefly explain about each feature. (13)	BTL4	Analyzing
3	Describe the key features and use cases of Skater in model interpretation and debugging? (13)	BTL3	Applying
4	What role does SHAP play in explaining the output of machine learning models, and how are Shapley values calculated? (13)	BTL3	Applying
5	Explain the purpose and advantages of using the Knowledge Flow Interface in Weka? (13)	BTL4	Analyzing
6	Describe the key features of Ludwig and how it makes deep learning accessible without coding? (13)	BTL4	Analyzing
7	Interpret the purpose of MLPerf and how it contributes to measure the performance of machine learning workloads. (13)	BTL2	Understanding
8	How does Snorkel assist in creating labeled training data programmatically? (13)	BTL2	Understanding
9	In what scenarios would you prefer using the command-line interface in Weka over the graphical interfaces? (13)	BTL3	Applying
10	Identify the MLflow components with example use cases. (13)	BTL3	Applying
11	How Microsoft Fabric empowers data scientists to build AI solutions. (13)	BTL3	Applying
12	Analyze the purpose of Data Science Version Control (DVC) and how it differs from traditional version control systems? (13)	BTL4	Analyzing
13	Assess the various scenarios would you choose to use PySyft for federated learning. (13)	BTL4	Analyzing
14	Examine how RAPIDS accelerate data science and analytics tasks, especially on GPUs. (13)	BTL4	Analyzing
15	Evaluate how MLflow streamline the machine learning lifecycle, and brief its main components. (13)	BTL3	Applying
16	Assess the functionalities of ModelDB for managing machine learning models and experiments. (13)	BTL3	Applying
17	Formulate the significance of makesense.ai and the steps involved in the context of computer vision and model annotation? (13)	BTL3	Applying
PART – C			
1	Explain the purpose and advantages of using the Knowledge Flow Interface in Weka? (15)	BTL5	Evaluating
2	Evaluate the important machine learning tools necessary for Data Scientist. (15)	BTL5	Evaluating
3	Formulate the significance of Data Science Version Control (DVC) and how it differs from traditional version control systems. (15)	BTL6	Creating
4	How does the What-If Tool facilitate the exploration and understanding of machine learning models. (15)	BTL6	Creating
5	What is TensorFlow and explain the steps involved in installing TensorFlow on your local machine. (15)	BTL6	Creating
