Name:
Roll No. :
Inviailator's Sianature :

# **SOFT COMPUTING**

Time Allotted: 3 Hours Full Marks: 70

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

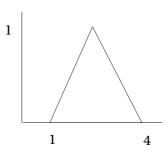
### GROUP A

# ( Multiple Choice Type Questions )

1. Choose the correct alternatives for any ten of the following :

$$10 \times 1 = 10$$

i) The fuzzy set sh wn in figure 1 is



- a) only normal
- b) only convex
- c) both normal and convex
- d) convex but not normal.

8203 [ Turn over

- The boundary of the fuzzy A set is defined by those ii) elements x of the universe such that
  - a)
- $\mu A(x) = 1$  b)  $\mu A(x) = 0$ 
  - $0 < \mu A(x) < 1$ c)
- $0 \le \mu A(x) \le 1$ . d)
- iii) Let A normal fuzzy set is one whose one membership function has
  - at least one element x in the universe whose a) membership value is 1.
  - b) all elements in the universe have membership value of 1.
  - c) none of the lements in the universe has membership va ue of 1.
  - d) at least one element x in the universe whose membership value is 0.
- A fuzzy number is a fuzzy set with the property of iv)
  - only normal a)
  - b) only convex
  - both normal and convex c)
  - d) normal but not convex.

- v) Which of the following is true?
  - I. On average, neural networks have higher computational rates than conventional computers
  - II. Neural networks learn by example.
  - III. Neural networks mimic the way the human brain works.

of the statements

- a) all of these are true
- b) (II) and (III) are true
- c) (I), (II) and (III) are true
- d) none of these are.
- vi) The Hebbian learning ule is ...... type of learning.
  - a) supervised
- b) competitive
- c) Boltzmann
- d) reinforcement.
- vii) Which of the following is/are found in Genetic Algorithms?
  - I Evolution
  - II. Selection
  - III. Reproduction
  - IV. Mutation.

of these

- a) (I) & (II)
- b) (I), (II) & (III)
- c) (II), (III) & (IV)
- d) all of these.

8203 3 [ Turn over

- viii) Single layer perception is used for
  - a) linear separability b) error minimization
  - c) non-linear separability d) annealing.
- ix) In ..... mode of training, all neurons in Hopfield networks fire at random.
  - a) Stable status
- b) Output
- c) Synchronous
- d) Asynchronous
- x) If crossover between chromosomes in search space does not produce significantly different offsprings, what does it imply? ( if offspring consists of one half of each parent )
  - I. The crossover operation is not successful.
  - II. Solution is about to be reached.
  - III. Diversity is so poor that the parents involved in the crossover operation are similar.
  - IV. The search space of the problem is not ideal for GAs to operate.

of these

- a) (II), (III) & (IV)
- b) (II) & (III)
- c) (I), (III) & (IV)
- d) all of these.

- xi) Fuzzy set theory was introduced by
  - a) Zadeh

b) Rosenblatt

- c) Minsky
- d) Glover.
- xii) X-OR problem can be solved by
  - a) single layer perceptron
  - b) bayes theorem
  - c) multi-layer perceptron
  - d) both (a) and (b).

#### GROUP - B

## (Short Answer Type Questions)

Answer any three of the following.

 $3 \times 5 = 15$ 

- 2. What is soft computing? Indicate biological analogies of the basic techniques of soft computing.
- 3. Implement the AND function using McCulloh-Pitts neurons using binary data.
- 4. Discuss the different types of crossover method in Genetic algorithm.
- 5. Two fuzzy sets *A* and *B* are represented by the following two membership fun tions :

$$\mu_{A}(x) = \begin{cases} \max(0, \frac{x-3}{7}) : x \le 10 \\ \max(0, \frac{17-x}{7}) : x > 10 \end{cases}$$

$$\mu_{B}(x) = \begin{cases} \max(0, \frac{x-8}{2}) : x \le 10 \\ \max(0, \frac{12-x}{2}) : x > 10 \end{cases}$$

a) Sketch these membership functions.

8203

5

[ Turn over

- b) What do *A* and *B* approximately represent?
- c) Which of the two sets is fuzzier?
- 6. Define the *T*-norm and *T*-Co norm with example.

#### **GROUP - C**

## (Long Answer Type Questions)

Answer any *three* of the following.  $3 \times 15 = 45$ 

- 7. a) How is genetic algorithm different from traditional algorithm?
  - b) State the schema theorem.
  - c) Discuss the different types of crossover method in Genetic algorithm
  - d) Explain any one selection strategy used in GA.

4 + 3 + 4 + 4

- 8. a) Compare feed-forward and feedback networks.
  - b) With a neat flowchart, explain the training process of Perceptron network.
  - c) Find a Perceptron network for OR function with bipolar inputs and targets using Perceptron learning rule.
    [ Take initial weights including bias and learning rate to be 0 ]. Find out the final weights and bias.
    4 + 6 + 5

- 9. a) Outline the basic structure and components of a simple biological neuron.
  - b) Describe how this is related to a McCulloch-Pitts neuron.
  - c) Design network of McCulloch-Pitts neurons that implement logical NOT gate. Draw the network and label all the weight and threshold values. 5 + 5 + 5
- 10. a) Given the following fuzzy number and using Zadeh's extension principle, calculate K = I \*J and explain why 6 is non-convex.

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I = \text{approximately } 3 = \{ 0.2/2 + 1/3 \quad 0.1/4 \}

J = \text{approximately } 2 = \{ 0.1/1 + 1/2 + 0.3/3 \}
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b) In the field of computer networking there is an imprecise relationship between the level of use of a network communication bandwidth and the latency experienced in peer - to peer communications. Let *X* be a fuzzy set of se evels and *Y* be a fuzzy set of latencies with the following membership functions.

$$X = \{ 0.2/10 + 0.5/20 + 0.8/40 + 1/60 + 0.6/80 + 0.1/100 \}$$
 
$$Y = \{ 0.3/0.5 + 0.6/1 + 0.9/1.5 + 1.0/4 + 0.6/8 + 0.3/20 \}$$

i) Find the Cartesian product represented by the relation R = X + Y

Now suppose we have a second fuzzy set with bandwidth usage given by

$$Z = \{ 0.3/10 + 0.6/20 + 0.7/40 + 0.9/60 + 1/80 + 0.5/100 \}$$

Find S = Z \* R

- ii) using max-min composition
- iii) using max-product composition. 5 + 4 + 3 + 3

8203 7 [ Turn over

- 11. Write short notes on any *three* of the following: 5 + 5 + 5
  - a) Boltzmann Learning
  - b) Supervised Learning
  - c) Self organizing feature maps
  - d) Fuzzy averaging operators
  - e) Ant Colony Optimization.