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ISTQB CT-AI Exam Syllabus Topics:

Topic	Details

Topic 1	<ul style="list-style-type: none"> Introduction to AI: This exam section covers topics such as the AI effect and how it influences the definition of AI. It covers how to distinguish between narrow AI, general AI, and super AI; moreover, the topics covered include describing how standards apply to AI-based systems.
Topic 2	<ul style="list-style-type: none"> ML Functional Performance Metrics: In this section, the topics covered include how to calculate the ML functional performance metrics from a given set of confusion matrices.
Topic 3	<ul style="list-style-type: none"> ML: Data: This section of the exam covers explaining the activities and challenges related to data preparation. It also covers how to test datasets create an ML model and recognize how poor data quality can cause problems with the resultant ML model.
Topic 4	<ul style="list-style-type: none"> Methods and Techniques for the Testing of AI-Based Systems: In this section, the focus is on explaining how the testing of ML systems can help prevent adversarial attacks and data poisoning.
Topic 5	<ul style="list-style-type: none"> systems from those required for conventional systems.
Topic 6	<ul style="list-style-type: none"> Testing AI-Based Systems Overview: In this section, focus is given to how system specifications for AI-based systems can create challenges in testing and explain automation bias and how this affects testing.
Topic 7	<ul style="list-style-type: none"> Test Environments for AI-Based Systems: This section is about factors that differentiate the test environments for AI-based
Topic 8	<ul style="list-style-type: none"> Neural Networks and Testing: This section of the exam covers defining the structure and function of a neural network including a DNN and the different coverage measures for neural networks.

ISTQB Certified Tester AI Testing Exam Sample Questions (Q77-Q82):

NEW QUESTION # 77

You are testing an autonomous vehicle which uses AI to determine proper driving actions and responses. You have evaluated the parameters and combinations to be tested and have determined that there are too many to test in the time allowed. It has been suggested that you use pairwise testing to limit the parameters. Given the complexity of the software under test, what is likely the outcome from using pairwise testing?

- A. Pairwise cannot be applied to this problem because there is AI involved and the evolving values may result in unexpected results that cannot be verified
- B. While the number of tests needed can be reduced, there may still be a large enough set of tests that automation will be required to execute all of them**
- C. The number of parameters to test can be reduced to less than a dozen
- D. All high priority defects will be identified using this method

Answer: B

Explanation:

The syllabus states that while pairwise testing is effective at finding defects by reducing the number of test cases needed, the resulting test suite can still be extensive and require automation:

"Even the use of pairwise testing can result in extensive test suites... automation and virtual test environments often become necessary to allow the required tests to be run." (Reference: ISTQB CT-AI Syllabus v1.0, Section 9.2, Page 67 of 99)

NEW QUESTION # 78

Which ONE of the following options describes a scenario of A/B testing the LEAST?

SELECT ONE OPTION

- A. A comparison of the performance of two different ML implementations on the same input data.
- B. A comparison of two different offers in a recommendation system to decide on the more effective offer for same users.
- C. A comparison of two different websites for the same company to observe from a user acceptance perspective.
- D. A comparison of the performance of an ML system on two different input datasets.**

Answer: D

Explanation:

A/B testing, also known as split testing, is a method used to compare two versions of a product or system to determine which one performs better. It is widely used in web development, marketing, and machine learning to optimize user experiences and model performance. Here's why option C is the least descriptive of an A/B testing scenario:

Understanding A/B Testing:

In A/B testing, two versions (A and B) of a system or feature are tested against each other. The objective is to measure which version performs better based on predefined metrics such as user engagement, conversion rates, or other performance indicators.

Application in Machine Learning:

In ML systems, A/B testing might involve comparing two different models, algorithms, or system configurations on the same set of data to observe which yields better results.

Why Option C is the Least Descriptive:

Option C describes comparing the performance of an ML system on two different input datasets. This scenario focuses on the input data variation rather than the comparison of system versions or features, which is the essence of A/B testing. A/B testing typically involves a controlled experiment with two versions being tested under the same conditions, not different datasets.

Clarifying the Other Options:

A . A comparison of two different websites for the same company to observe from a user acceptance perspective: This is a classic example of A/B testing where two versions of a website are compared.

B . A comparison of two different offers in a recommendation system to decide on the more effective offer for the same users: This is another example of A/B testing in a recommendation system.

D . A comparison of the performance of two different ML implementations on the same input data: This fits the A/B testing model where two implementations are compared under the same conditions.

Reference:

ISTQB CT-AI Syllabus, Section 9.4, A/B Testing, explains the methodology and application of A/B testing in various contexts.

"Understanding A/B Testing" (ISTQB CT-AI Syllabus).

NEW QUESTION # 79

Which ONE of the following tests is LEAST likely to be performed during the ML model testing phase?

SELECT ONE OPTION

- A. Testing the accuracy of the classification model.
- B. Testing the API of the service powered by the ML model.
- C. Testing the speed of the training of the model.
- D. Testing the speed of the prediction by the model.

Answer: C

Explanation:

The question asks which test is least likely to be performed during the ML model testing phase. Let's consider each option:

* Testing the accuracy of the classification model (A): Accuracy testing is a fundamental part of the ML model testing phase. It ensures that the model correctly classifies the data as intended and meets the required performance metrics.

* Testing the API of the service powered by the ML model (B): Testing the API is crucial, especially if the ML model is deployed as part of a service. This ensures that the service integrates well with other systems and that the API performs as expected.

* Testing the speed of the training of the model (C): This is least likely to be part of the ML model testing phase. The speed of training is more relevant during the development phase when optimizing and tuning the model. During testing, the focus is more on the model's performance and behavior rather than how quickly it was trained.

* Testing the speed of the prediction by the model (D): Testing the speed of prediction is important to ensure that the model meets performance requirements in a production environment, especially for real-time applications.

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ISTQB CT-AI Syllabus Section 3.2 on ML Workflow and Section 5 on ML Functional Performance Metrics discuss the focus of testing during the model testing phase, which includes accuracy and prediction speed but not the training speed.

NEW QUESTION # 80

Which of the following options is an example of the concept of overfitting?

Choose ONE option (1 out of 4)

- A. A previously trained model for recognizing cars is adapted and extended so that it can also identify the make of the car beyond its original function.

- B. A model for the recognition of dogs was trained predominantly with pictures of dogs in parks. On pictures with other animals in parks, dogs are also falsely recognized.
- **C. A model for predicting academic performance was trained with data from students at one university. The model shows low predictive accuracy when applied to other universities.**
- D. A model for predicting IT system failures delivers too many false-negative predictions because the failures cannot be adequately explained via the log files used for training.

Answer: C

Explanation:

The ISTQB CT-AI syllabus defines overfitting in Section 3.2 - ML Model Evaluation as a condition where an ML model learns the training data too precisely—including noise and irrelevant detail—resulting in poor performance on unseen data. Overfitting is characterized by high accuracy on training data but low accuracy on validation or real-world data. Option A perfectly matches this definition: a model trained only on one university's student data generalizes poorly to students from other universities. This is a textbook example of overfitting because the model has essentially memorized patterns unique to a narrow dataset, instead of learning generalizable relationships applicable across environments.

Option B instead describes sample bias or inadequate training diversity, not overfitting. Option C involves transfer learning or model extension, unrelated to overfitting. Option D indicates insufficient training data quality or lack of meaningful features, but not overfitting. Only Option A reflects the syllabus definition directly: overly specialized training leading to reduced predictive performance on new data.

Thus, A is the correct and syllabus-aligned example of overfitting.

NEW QUESTION # 81

A startup company has implemented a new facial recognition system for a banking application for mobile devices. The application is intended to learn at run-time on the device to determine if the user should be granted access. It also sends feedback over the Internet to the application developers. The application deployment resulted in continuous restarts of the mobile devices.

Which of the following is the most likely cause of the failure?

- A. The size of the application is consuming too much of the phone's storage capacity
- B. Mobile operating systems cannot process machine learning algorithms
- **C. The training, processing, and diagnostic generation are too computationally intensive for the mobile device hardware to handle**
- D. The feedback requires a physical connection and cannot be sent over the Internet

Answer: C

Explanation:

The syllabus highlights that on-device training and processing require considerable computational power, which may exceed the capabilities of some mobile devices:

"Self-learning and continuous learning systems require large amounts of computational power, which can impact system performance and stability if the hardware is not powerful enough." (Reference: ISTQB CT-AI Syllabus v1.0, Section 2.3, page 22 of 99)

NEW QUESTION # 82

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