

1.

Win		true		false	
Uniform		crimson	gray	crimson	gray
Weather	clear	0.18	0.08	0.06	0.08
	cloudy	0.08	0.10	0.07	0.09
	rainy	0.05	0.09	0.08	0.04

$$P(\text{Uniform} = \text{crimson}) = 0.18 + 0.08 + 0.05 + 0.06 + 0.07 + 0.08 = 0.52$$

$$P(\text{Uniform} = \text{gray}) = 0.08 + 0.10 + 0.09 + 0.08 + 0.09 + 0.04 = 0.48$$

$$P(\text{Weather} = \text{clear}) = 0.18 + 0.08 + 0.06 + 0.08 = 0.40$$

$$P(\text{Weather} = \text{cloudy}) = 0.08 + 0.10 + 0.07 + 0.09 = 0.34$$

$$P(\text{Weather} = \text{rainy}) = 0.05 + 0.09 + 0.08 + 0.04 = 0.26$$

$$P(\text{Win} = \text{true} | \text{uniform} = \text{crimson}, \text{Weather} = \text{clear})$$

$$= \frac{P(\text{Win} = \text{true}, \text{Uniform} = \text{crimson}, \text{Weather} = \text{clear})}{P(\text{Uniform} = \text{crimson}, \text{Weather} = \text{clear})}$$

$$= \frac{0.18}{0.18 + 0.06} = 0.75$$

$$P(\text{Win} = \text{true} | \text{uniform} = \text{crimson}, \text{Weather} = \text{cloudy})$$

$$= \frac{P(\text{Win} = \text{true}, \text{Uniform} = \text{crimson}, \text{Weather} = \text{cloudy})}{P(\text{Uniform} = \text{crimson}, \text{Weather} = \text{cloudy})}$$

$$= \frac{0.08}{0.08 + 0.07} \approx 0.53$$

$$P(\text{Win} = \text{true} | \text{uniform} = \text{crimson}, \text{Weather} = \text{rainy})$$

$$= \frac{P(\text{Win} = \text{true}, \text{Uniform} = \text{crimson}, \text{Weather} = \text{rainy})}{P(\text{Uniform} = \text{crimson}, \text{Weather} = \text{rainy})}$$

$$= \frac{0.05}{0.05 + 0.08} \approx 0.38$$

$$P(\text{Win} = \text{true} | \text{uniform} = \text{gray}, \text{Weather} = \text{clear}) = 0.50$$

Similarly, we get:

$$P(\text{Win} = \text{true} | \text{uniform} = \text{gray}, \text{Weather} = \text{cloudy}) \approx 0.53$$

$$P(\text{Win} = \text{true} | \text{uniform} = \text{gray}, \text{Weather} = \text{rainy}) \approx 0.69$$

$$P(\text{Win} = \text{false} | \text{uniform} = \text{crimson}, \text{Weather} = \text{clear}) = 0.25$$

$$P(\text{Win} = \text{false} | \text{uniform} = \text{crimson}, \text{Weather} = \text{cloudy}) \approx 0.47$$

$$P(\text{Win} = \text{false} | \text{uniform} = \text{crimson}, \text{Weather} = \text{rainy}) \approx 0.62$$

$$P(\text{Win} = \text{false} | \text{uniform} = \text{gray}, \text{Weather} = \text{clear}) = 0.50$$

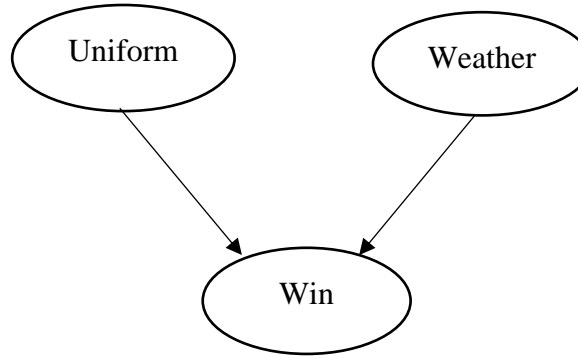
$$P(\text{Win} = \text{false} | \text{uniform} = \text{gray}, \text{Weather} = \text{cloudy}) \approx 0.47$$

$$P(\text{Win} = \text{false} | \text{uniform} = \text{gray}, \text{Weather} = \text{rainy}) \approx 0.31$$

$$P(\text{Win} = \text{false} | \text{uniform} = \text{gray}, \text{Weather} = \text{rainy}) \approx 0.31$$

Bayesian network is shown on the next page:

P(Uniform)	
crimson	gray
0.52	0.48



P(Weather)		
clear	cloudy	rainy
0.40	0.34	0.26

Uniform	Weather	P (Win Uniform, Weather)	
		true	false
crimson	clear	0.75	0.25
crimson	cloudy	0.53	0.47
crimson	rainy	0.38	0.62
gray	clear	0.50	0.50
gray	cloudy	0.53	0.47
gray	rainy	0.69	0.31

2. For the brevity, let:

U=Uniform, W=Weather, C=CallFriends, B=BuyJersey

$$\begin{aligned}
 \text{a. } & P(U = \text{crimson}, W = \text{clear}, \text{Win} = \text{true}, C = \text{true}, B = \text{true}) \\
 &= P(U = \text{crimson}) * P(W = \text{clear}) * P(\text{Win} = \text{true} | U = \text{crimson}, W = \text{clear}) \\
 &\quad * P(C = \text{true} | \text{Win} = \text{true}) * P(B = \text{true} | \text{Win} = \text{true}) \\
 &= 0.6 * 0.3 * 0.9 * 0.7 * 0.6 = \mathbf{0.06804}
 \end{aligned}$$

$$\begin{aligned}
 \text{b. } & P(C = \text{true} | U = \text{gray}, W = \text{cloudy}) \\
 &= \alpha P(C = \text{true}, U = \text{gray}, W = \text{cloudy}) \text{ where } \alpha = \frac{1}{P(U = \text{gray}, W = \text{cloudy})} \\
 &= \alpha < \sum_{\text{Win}} P(C = \text{true}, U = \text{gray}, W = \text{cloudy}, \text{Win}), \\
 &\quad \sum_{\text{Win}} P(C = \text{false}, U = \text{gray}, W = \text{cloudy}, \text{Win}) > \\
 &= \alpha < P(U = \text{gray}) * P(W = \text{cloudy}) * \sum_{\text{Win}} P(\text{Win} | U = \text{gray}, W = \text{cloudy}) * \\
 &\quad P(C = \text{true} | \text{Win}), \\
 &\quad P(U = \text{gray}) * P(W = \text{cloudy}) * \sum_{\text{Win}} P(\text{Win} | U = \text{gray}, W = \text{cloudy}) * \\
 &\quad P(C = \text{false} | \text{Win}) > \\
 &= \alpha < 0.4 * 0.4 * [P(\text{Win} = \text{true} | U = \text{gray}, W = \text{cloudy}) * \\
 &\quad P(C = \text{true} | \text{Win} = \text{true}) + P(\text{Win} = \text{false} | U = \text{gray}, W = \text{cloudy}) * \\
 &\quad P(C = \text{true} | \text{Win} = \text{false})], \\
 &0.4 * 0.4 * [P(\text{Win} = \text{true} | U = \text{gray}, W = \text{cloudy}) * P(C = \text{false} | \text{Win} = \text{true})
 \end{aligned}$$

$$\begin{aligned}
& +P(\text{Win} = \text{false}|U = \text{gray}, W = \text{cloudy}) * P(C = \text{false}|\text{Win} = \text{false})] > \\
& = \alpha < 0.4 * 0.4 * (0.4 * 0.7 + 0.6 * 0.2), 0.4 * 0.4 * (0.4 * 0.3 + 0.6 * 0.8) > \\
& = \alpha < 0.064, 0.096 > \\
& = < 0.4, 0.6 >
\end{aligned}$$

Thus,

$$P(C = \text{true}|U = \text{gray}, W = \text{cloudy}) = 0.4$$

c. $P(U = \text{crimson} | C = \text{true}, B = \text{true})$

$$\begin{aligned}
& = \alpha < P(U = \text{crimson}, C = \text{true}, B = \text{true}), P(U = \text{gray}, C = \text{true}, B = \text{true}) > \\
& = \alpha < \sum_W \sum_{\text{Win}} P(U = \text{crimson}, C = \text{true}, B = \text{true}, W, \text{Win}), \\
& \quad \sum_W \sum_{\text{Win}} P(U = \text{gray}, C = \text{true}, B = \text{true}, W, \text{Win}) > \\
& = \alpha < \sum_W \sum_{\text{Win}} P(U = \text{Crimson}) * P(W) * P(\text{Win}|U = \text{crimson}, W) * \\
& \quad P(C = \text{true}|\text{Win}) * P(B = \text{true}|\text{Win}), \\
& \quad \sum_W \sum_{\text{Win}} P(U = \text{gray}) * P(W) * P(\text{Win}|U = \text{gray}, W) * P(C = \text{true}|\text{Win}) * \\
& \quad P(B = \text{true}|\text{Win}) > \\
& = \alpha < P(U = \text{crimson}) * \{P(W = \text{clear}) * \\
& \quad [P(\text{Win} = \text{true}|U = \text{crimson}, W = \text{clear}) * P(C = \text{true}|\text{Win} = \text{true}) * \\
& \quad P(B = \text{true}|\text{Win} = \text{true}) + P(\text{Win} = \text{false}|U = \text{crimson}, W = \text{clear}) * \\
& \quad P(C = \text{true}|\text{Win} = \text{false}) * P(B = \text{true}|\text{Win} = \text{false})] + P(W = \text{cloudy}) * \\
& \quad [P(\text{Win} = \text{true}|U = \text{crimson}, W = \text{cloudy}) * P(C = \text{true}|\text{Win} = \text{true}) * \\
& \quad P(B = \text{true}|\text{Win} = \text{true}) + P(\text{Win} = \text{false}|U = \text{crimson}, W = \text{cloudy}) * \\
& \quad P(C = \text{true}|\text{Win} = \text{false}) * P(B = \text{true}|\text{Win} = \text{false})] + P(W = \text{rainy}) * \\
& \quad [P(\text{Win} = \text{true}|U = \text{crimson}, W = \text{rainy}) * P(C = \text{true}|\text{Win} = \text{true}) * \\
& \quad P(B = \text{true}|\text{Win} = \text{true}) + P(\text{Win} = \text{false}|U = \text{crimson}, W = \text{rainy}) * \\
& \quad P(C = \text{true}|\text{Win} = \text{false}) * P(B = \text{true}|\text{Win} = \text{false})]\}, \\
& \quad P(U = \text{gray}) * \{P(W = \text{clear}) * [P(\text{Win} = \text{true}|U = \text{gray}, W = \text{clear}) * \\
& \quad P(C = \text{true}|\text{Win} = \text{true}) * P(B = \text{true}|\text{Win} = \text{true}) + \\
& \quad P(\text{Win} = \text{false}|U = \text{gray}, W = \text{clear}) * P(C = \text{true}|\text{Win} = \text{false}) * \\
& \quad P(B = \text{true}|\text{Win} = \text{false})] + P(W = \text{cloudy}) * \\
& \quad [P(\text{Win} = \text{true}|U = \text{gray}, W = \text{cloudy}) * P(C = \text{true}|\text{Win} = \text{true}) * \\
& \quad P(B = \text{true}|\text{Win} = \text{true}) + P(\text{Win} = \text{false}|U = \text{gray}, W = \text{cloudy}) * \\
& \quad P(C = \text{true}|\text{Win} = \text{false}) * P(B = \text{true}|\text{Win} = \text{false})] + P(W = \text{rainy}) * \\
& \quad [P(\text{Win} = \text{true}|U = \text{gray}, W = \text{rainy}) * P(C = \text{true}|\text{Win} = \text{true}) * \\
& \quad P(B = \text{true}|\text{Win} = \text{true}) + P(\text{Win} = \text{false}|U = \text{gray}, W = \text{rainy}) * \\
& \quad P(C = \text{true}|\text{Win} = \text{false}) * P(B = \text{true}|\text{Win} = \text{false})]\} > \\
& = \alpha < 0.6 \times \{0.3 \times [0.9 \times 0.7 \times 0.6 + 0.1 \times 0.2 \times 0.3] \\
& \quad + 0.4 \times [0.6 \times 0.7 \times 0.6 + 0.4 \times 0.2 \times 0.3] \\
& \quad + 0.3 \times [0.4 \times 0.7 \times 0.6 + 0.6 \times 0.2 \times 0.3]\}, 0.4 \\
& \quad \times \{0.3 \times [0.2 \times 0.7 \times 0.6 + 0.8 \times 0.2 \times 0.3] \\
& \quad + 0.4 \times [0.4 \times 0.7 \times 0.6 + 0.6 \times 0.2 \times 0.3] \\
& \quad + 0.3 \times [0.7 \times 0.7 \times 0.6 + 0.3 \times 0.2 \times 0.3]\} > \\
& = \alpha < 0.1818, 0.08592 > \\
& = < 0.68, 0.32 >
\end{aligned}$$

Thus,

$$P(U = \text{crimson} | C = \text{true}, B = \text{true}) = 0.68$$

3. $P(U) = \langle 0.6, 0.4 \rangle$, $Uniform = crimson$
 $P(W) = \langle 0.3, 0.4, 0.3 \rangle$, $Weather = cloudy$
 $P(Win|U = crimson, W = cloudy) = \langle 0.6, 0.4 \rangle$, $Win = true$
 $P(C|Win = true) = \langle 0.7, 0.3 \rangle$, $CallFriends = true$
 $P(B|Win = true) = \langle 0.6, 0.4 \rangle$, $BuyJersey = true$
Sample is [crimson, cloudy, true, true, true]
The sampling probability for this event is:
 $S_{PS}(crimson, cloudy, true, true, true) = 0.6 \times 0.4 \times 0.6 \times 0.7 \times 0.6 = 0.06048$

4. If two independent events $P(X)$ and $P(Y)$ are information consistent with the full joint probability distribution, they should satisfy:

$$\forall_{x,y} P(X = x, Y = y) = P(X = x) * P(Y = y)$$
In this case, a simple example can be given like:
 $P(Uniform = crimson) = 0.52$
 $P(Weather = clear) = 0.40$
 $P(Uniform = crimson, Weather = clear) = 0.18 + 0.06 = 0.24$
 $P(Uniform = crimson) * P(Weather = clear) = 0.52 * 0.40 = 0.208$
Thus,

$$P(Uniform = crimson, Weather = clear) \neq P(Uniform = crimson) * P(Weather = clear)$$
Therefore, we can say *Uniform* and *Weather* are not information consistent with the full joint probability distribution.