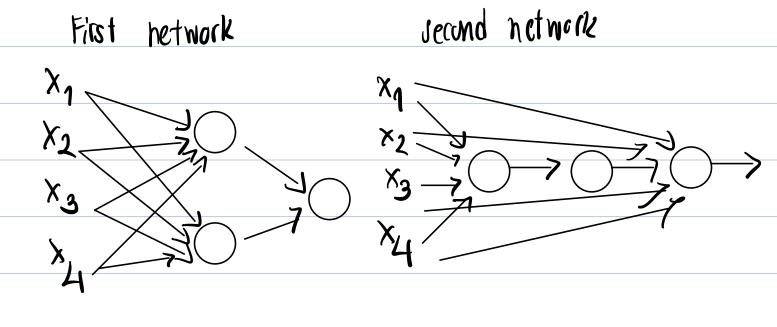
8.1 (a) 12+ min(12,3) +3 = 12+3+3= 18
Where 12 came from
$$3x4=12$$

(b) = 3+4+4= 11

(C) For the first one we have 18 and second one we have 11

8.1



co) We have that the visual information we have a that we assume that we are active to how perchy and our eye Can process about 1 mega pixel and each pixel 11 represented by 24 bits then assume that our life spain 11 50 years then we have that (10 × 24) × 60 × 60 × 16 × 365 × 80 = 4.03608 × 10" bits. For shakes peace me have that there are about 1,000,000 Word and 10 bits per mors then it is grain so million bits. For our brain capacity we have that with low billion neurons and each moking 1,000 connections with a bit then 10"×103×2= 2×1014 bits. However, we also have that with a little bit of compression of the data then the colculation kind of show a type we would be able to remember almost everything.

(b) we have that to expand Algorithms to then The algorithm need to account for multiple class labels not just two. Which therefore mean that it instead of country transitions from 0 to 1 and Vice very it would need to count transitions between any 2 different classes as well. Additionally, we constare the thresholds_mostix that store the thresholds for each pair of closes. Also for the MEC colculation for multiclass we may need to consider the worst case Scenario Which is that the max number of transitions from one class to any other class. We also have that we can show empirically so that the answer Will nove to be <u>C</u> where C is number of class

CO For regression we have that we might not need to count the threshold or classes. However, instead we can use the Overage of the Tabell or regression values for each unique Jum of features as our predicted value car any type of other regressions and use the number of row of table for the thresholds to

Cakulate the MEC. Additionally, we can think of regression as n class classification so the C we have that in this case our regression will just be number of point is a lot then this will tend to 1.

