```
27-10,17
 Rob Map
                            Ex 02
 PCXe +1 = colored | Xe = blank, Ue+1 = point) = 0,9
 P(2 = \text{colored} \mid X_{\epsilon} = \text{blan}\omega = 0.2
 p(z_{\epsilon} = colored \mid x_{\epsilon} = colored) = 0,7
 P(Xeta = blank | Xe = blank, Veta = paint) = ?
 S= { colored, blanky A= { paint }, nothing)
U= { colored, blanks
\rho(x_0 = blan4) = 0,5 = bel(x_0 = blan4)
p (x0 = colored) = 0,5 = bel (x0 = colored)
bel (x, = blanu) = \( \sum_{x \in \mathbb{g}} \rightarrow (x, = blanu | \times_{\mathbb{g}} \cdot \mathbb{g}, \overline{\mathbb{g}} = \text{paint} \) - bel(x_0)
                    = p(X, ,= blank | xo=blank, U, = paint) -bel (xo=blank)
                    = 0,5 p(x1 = blan4 | x0=blan4, U1 = paint)
Lop(Xex= blank | Xe= colored | Vex=point)=0 because there is no
   way to make a colored object blank again
P(X+1 = colored | X+ = colored, U+1 = paint) = 1
p(Xe+1= blank | Xe= colored, Ue+1= point)=0
p(26=blank) X = blank) = 1- p(26= colored | X == blank) = 0,8
p( == blank | X = alored) = 1. p(2+ = colored | X == alored) = 0,3
bel (XA = addred) = p(XA = colored | Xo = blank, U_ = paint) · bel (Xo = blank)
                 + P(X, = colored) Xo = colored, Un = paint) - bel(Xn = colored)
                  = 09.05 + 1.0,5
                 = 0,9S
P(X+1 = blank ) X = blank, U= paint) = 0,1
ber (X_1 = blank) = 0.05
```

2 bel (x1)= 1 p(21 = blank | x1) bel (x1) bel $(x_1 = blank) = \eta 0.8 \cdot 0.05 = \eta 0.04$ bel (X1 = colored) = 17 0,3 · 0,95 = 17 0,285 = Direct after painting robot alway senses colored? bel(x1)= y p(z1= colored 1x1) bel(x1) bel (x1 = blan4) = 17 0,2 0,05 = 17 0,01 bel (X1 = colonel) > 17 0,7 0,95 > 17 0,665 7=010101065=1,481 bel (x1 = blan4) = 0,01481 be (x1= colared) = 0,9852