HOW CAN WE ASSESS THE ACCURACY OF A BAYESIAN NETWORK?

THE AUTHOR

1. Preamble - Assumptions

(1) We can create a multi-agent simulation that represents some simple criminal scenario, a possible theft. The frequencies at which events occur in this simulation is in part due to interaction of agents with their surroundings, and in another part due to randomly generated numbers that represent internal 'mental' factors of the agent. The events in this crime scenario can be subdivided into two classes: hypothesis events, and evidence events.
(2) We can create a Bayesian Network that represents this multi-agent simulation that corresponds exactly to the frequencies we have observed in the simulation. We create this network by running the simulation for 2000 times, and storing which events took place in each run. On this data, we used a K2 algorithm to create a Bayesian Network (given certain temporal constraints).

2. Introduction

In this section, I have disturbed the CPTs of an "objective" Bayesian Network (see preamble). I disturb the CPTs with 3 different processes, that might all represent human approaches to reasoning with probabilities. I then present the effect of these disturbances in the CPTs, on the ability of the disturbed BNs to get similar outcomes to the "objective" Bayesian Network.

The original BN was created with certain temporal constraints (ordering) with the K2 algorithm, with CPTs that exactly represent the underlying probabilistic structure of the multi-agent simulation that the BN must represent.

The BN was disturbed by three different processes.

(1) Process 1 is straightforwardly losing precision by changing the rounding in the CPTs. Rounding took place from 5 decimals (very precise) to 0 decimals (turn the number to 0 or 1, obviously this resulted in a BN that could not be used (incompatible). This is to see if the float errors in BNs matter in case of this simulation.
(2) Process 2 is rounding to arbitrary intervals - these intervals were chosen to represent human intuition, like 8ths, 4ths, 3rds and even halves (so the only numbers allowed in the cpt in that last one, are 0, 0.5 and 1). This should reflect relatively normal human reasoning - if we don't have exact numbers, we want to estimate to some

arbitrary degree. And in this case I wanted to see how granular our estimation needs to be in order to come to a similar conclusion as the K2 network. Note - this only affects the cpt, we assume that we can think of the same structure as the cpt (ie we are able to identify all the independence/dependence relations).

(3) Process 3 is disturbing the cpts with random normal noise, representing the effect of confusion about directionality/causality in the network. The standard deviation of the normal noise is increased (mean at 0), to represent greater confusing about the direction of the network. Here, in the tables below we look at the % of times that the disturbed network corresponds with the original network.

2.1. **The Weak and the Strong Interpretation of Bayesian Networks.** There are 2 ways of viewing the use of BNs, which I will call the weak view and the strong view. In the weak view, probabilities are subjective estimations, and furthermore, it doesn't exactly matter what these probabilities are, as long as they help us to reason with the evidence. In this view (see Taroni), BNs can help us to reason with complex structures of evidence and hypotheses, without looking much at the numbers, but more at which hypothesis is supported: does some piece of evidence support some hypothesis in some way, even across many different causal connections? However, the exact strength of the probabilities in the CPT does not matter, its not that relevant. The numbers are only relevant insofar as they can cause us to prefer one hypothesis over another. We only care about the direction that evidence leans towards - towards H1 or towards H0?

In the strong view, BNs are also subjective, but here the numbers do actually matter. We can make precise claims or estimations about probabilities, and the numbers actually represent evidence strength in a relatively precise manner. We cannot only look at the direction - the precision/numbers are informative as well. We need to care about the numbers, not just a binary (supports H1 vs H0), but if we see that support for H1 is 0.80, that means something meaningfully different from support for H1 = 0.99.

Hence, here I investigate this weak vs strong view, by looking at both the 'support direction' - what, for each node in the original network, is the hypothesis that they support (H1 or H0), and does the disturbed network support that same hypothesis, under all processes of disturbance? The other thing is the 'precision' - to what extent does the disturbed network diverge from the actual probability value of H1 in every node in the network? How big is this disturbance?

2.2. **Why not just use...** Sensitivity Analysis?

vague idea: it shows the upper and lower boundaries for change, but not a cognitive process that might be at play in assigning the CPTs.

3. Conclusion and Discussion

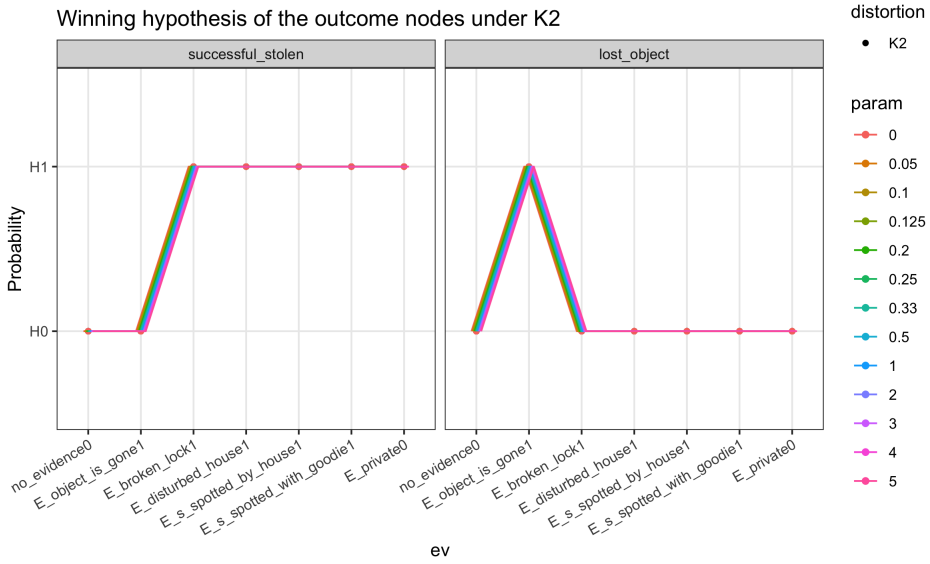
The network is relatively robust against disturbances, especially in the weak view, where in almost all cases for any disturbance, the same hypothesis is supported as the original network. In the strong view, probabilities diverge a lot, hence I would not trust a judge with a 99% estimate.

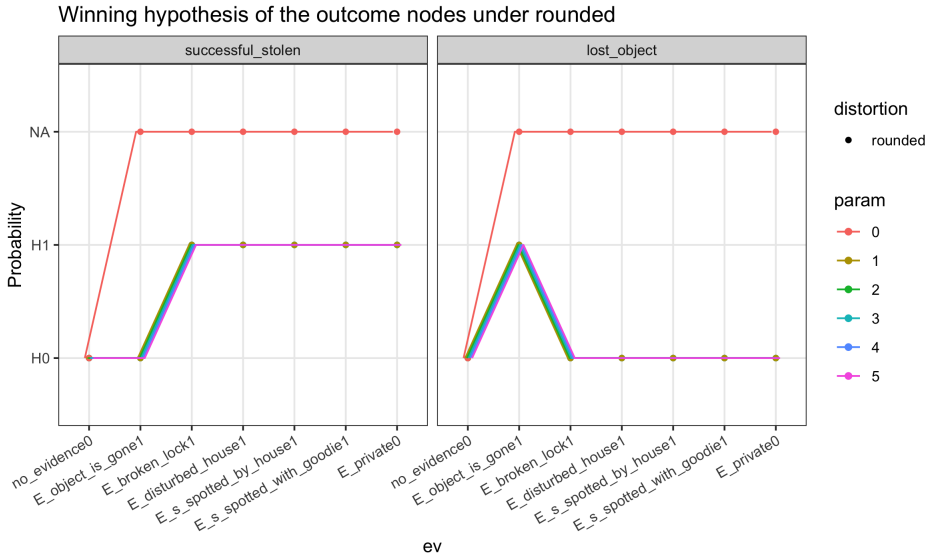
The process 2 is promising, shows that even with not very granular numbers we can still show some type of evidence strength.

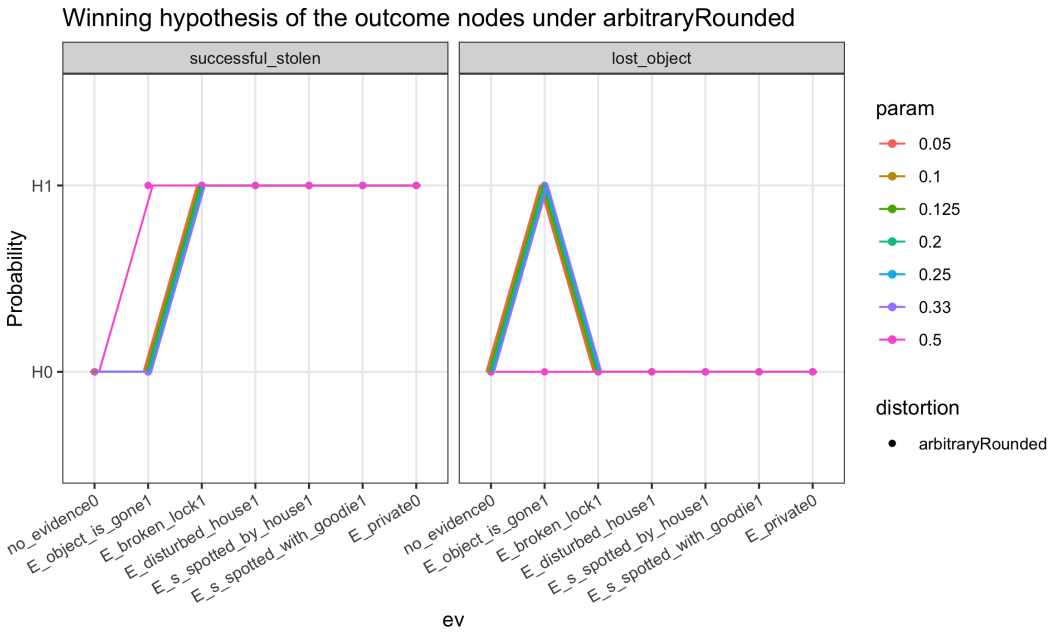
Also my simulation is not interesting enough, I will change some of the original probabilities so that these numbers might become more interesting (the disturbed house, spotted nodes do not add anything to the story while they should, since the broken lock evidence is too strong).

4. Results Plots

Note - there's a slight position dodge in the lines for certain images, otherwise they would overlap. A value of NA in the weak-view plots means that the BN is inconsistent.






Winning hypothesis of the outcome nodes under arbitraryRounded
successful_stolen
lost_object
Probability
H1
H0
param
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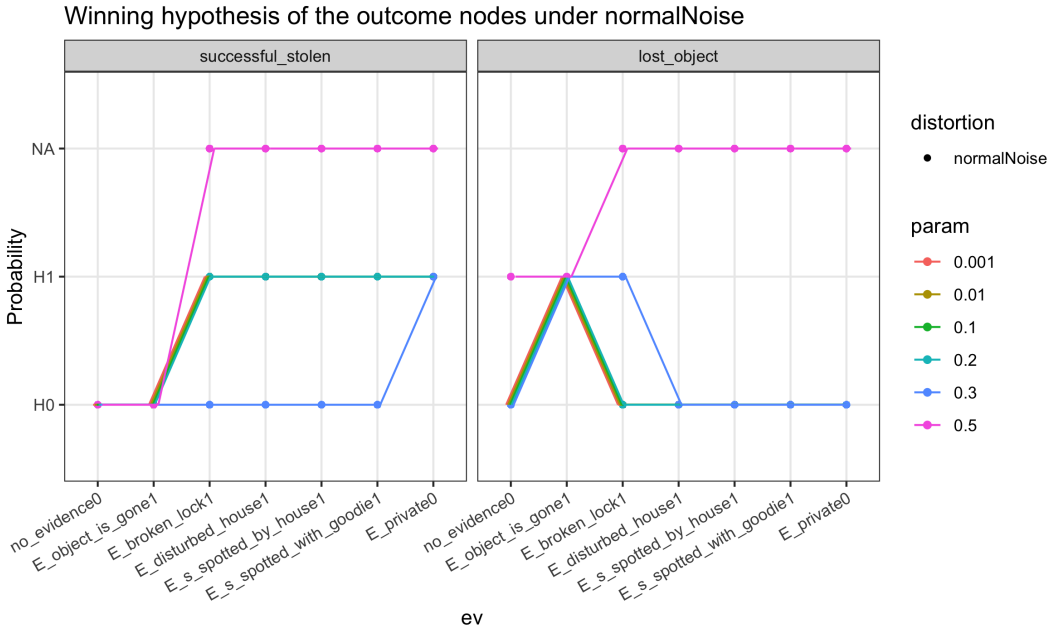
0.1
0.125
0.2
0.25
0.33
0.5
distortion
arbitraryRounded
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
E_private0
ev


Winning hypothesis of the outcome nodes under normalNoise
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lost_object
Probability
NA
H1
H0
distortion
normalNoise
param
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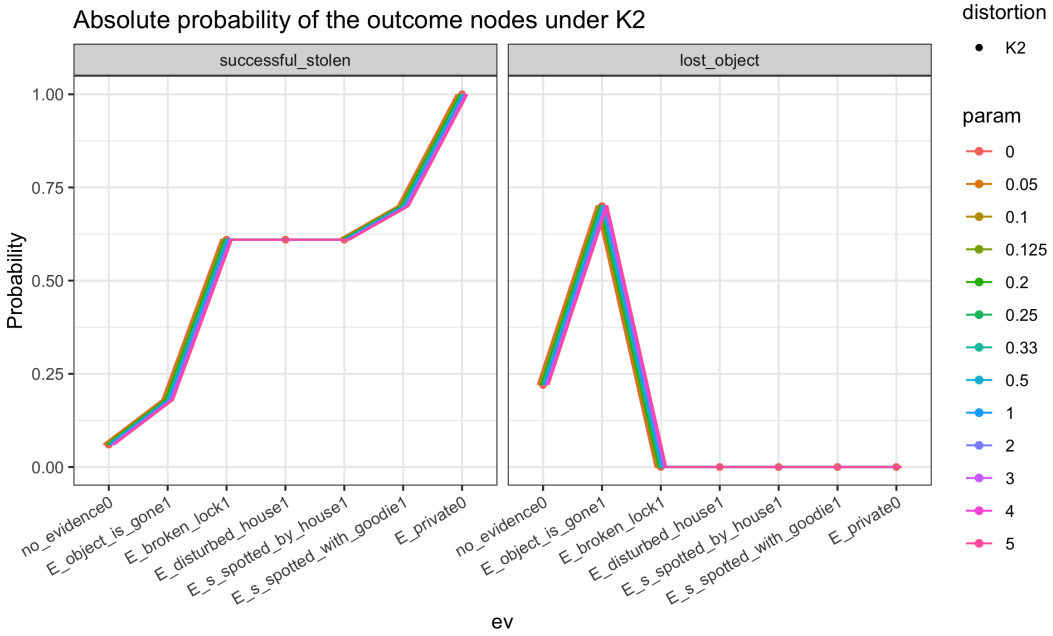
0.01
0.1
0.2
0.3
0.5
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
E_private0
ev


Absolute probability of the outcome nodes under K2
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lost_object
Probability
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0.75
0.50
0.25
0.00
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
E_private0
ev
distortion
K2
param
0
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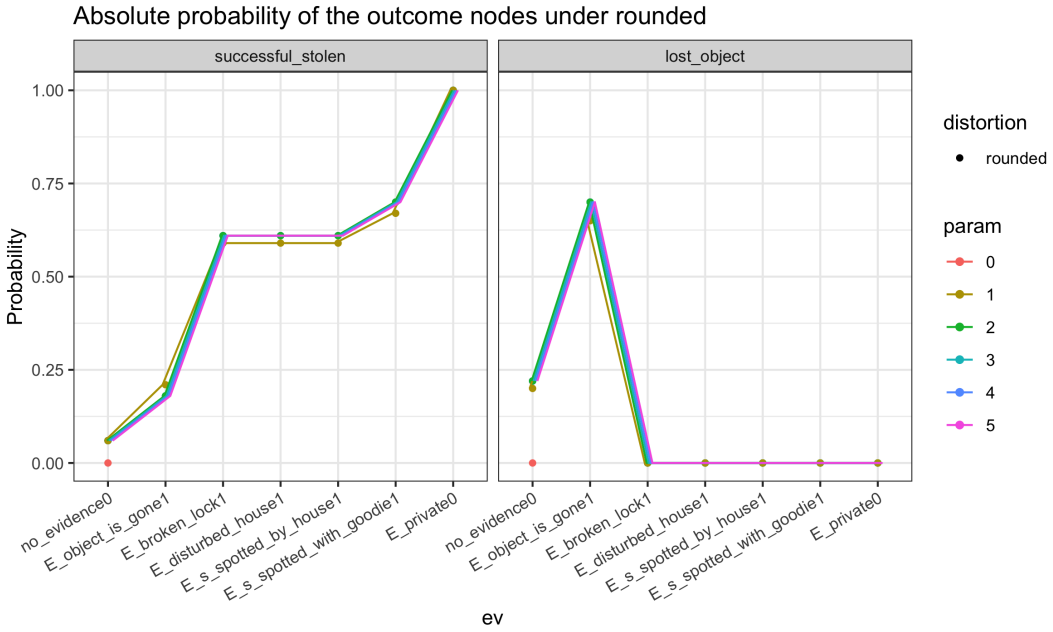
0.1
0.125
0.2
0.25
0.33
0.5
1
2
3
4
5


Absolute probability of the outcome nodes under rounded
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lost_object
Probability
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0.75
0.50
0.25
0.00
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
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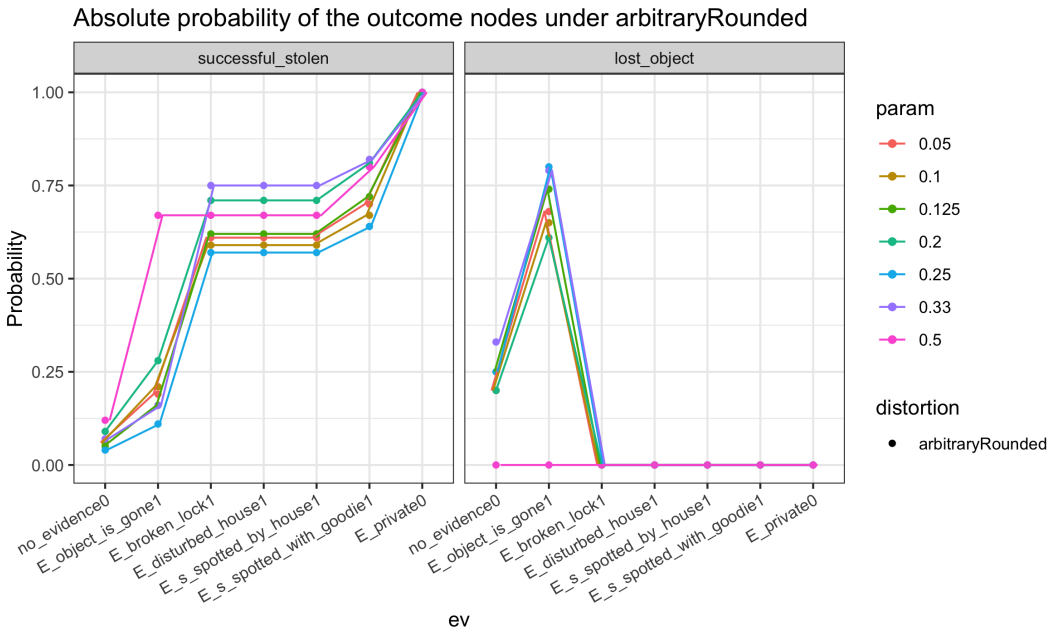
E_private0
ev
distortion
rounded
param
0
1
2
3
4
5


Absolute probability of the outcome nodes under arbitraryRounded
successful_stolen
lost_object
Probability
1.00
0.75
0.50
0.25
0.00
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
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param
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0.1
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0.2
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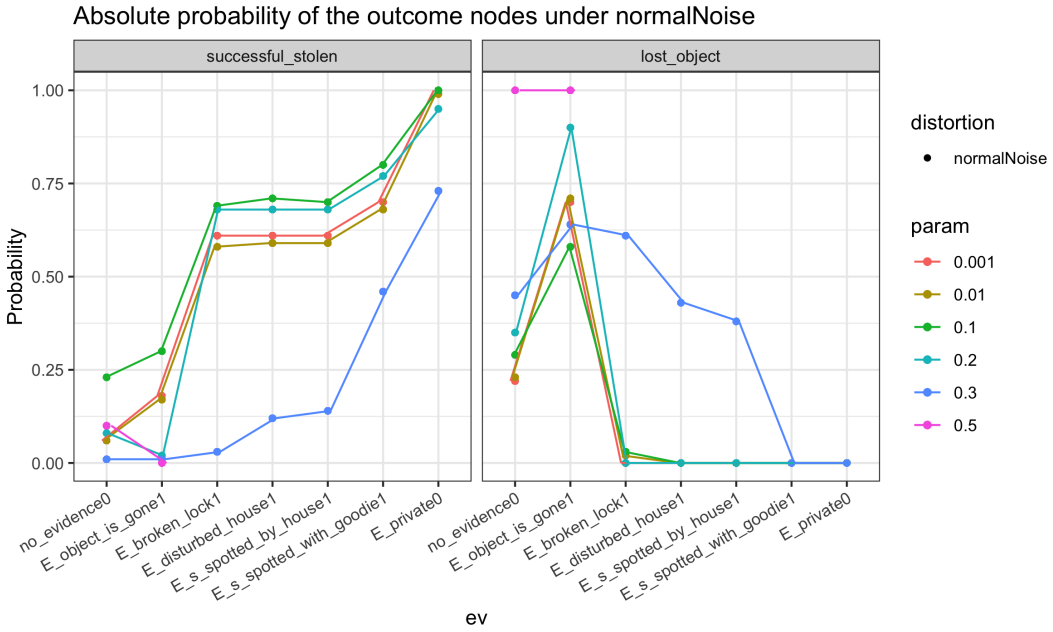
0.33
0.5
distortion
arbitraryRounded


Absolute probability of the outcome nodes under normalNoise
successful_stolen
lost_object
Probability
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0.75
0.50
0.25
0.00
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
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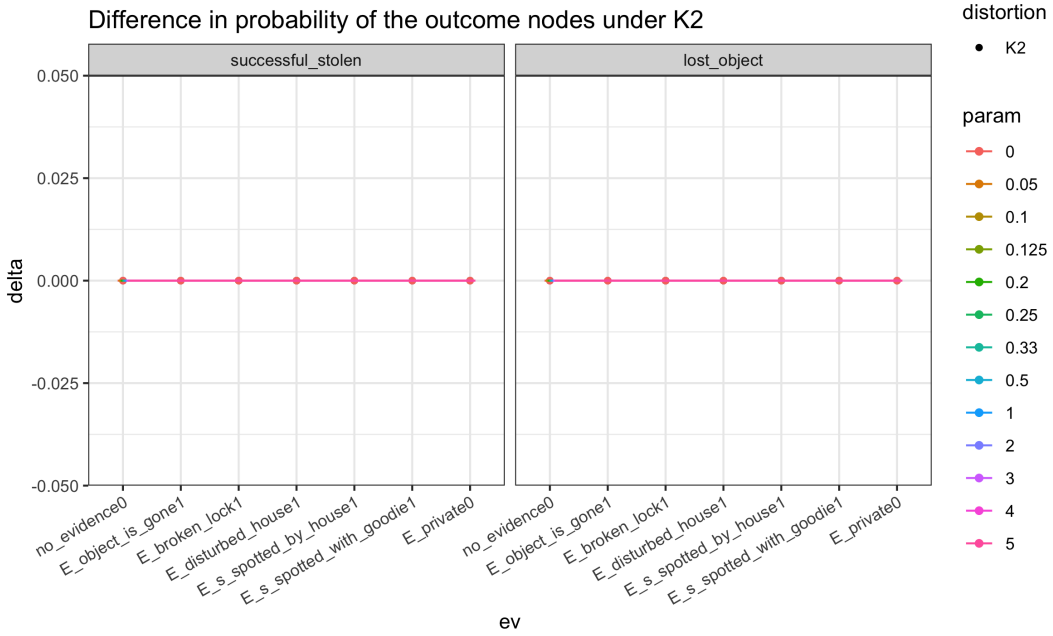
ev
distortion
normalNoise
param
0.001
0.01
0.1
0.2
0.3
0.5


Difference in probability of the outcome nodes under K2
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lost_object
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0.025
0.000
-0.025
-0.050
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
E_private0
ev
distortion
K2
param
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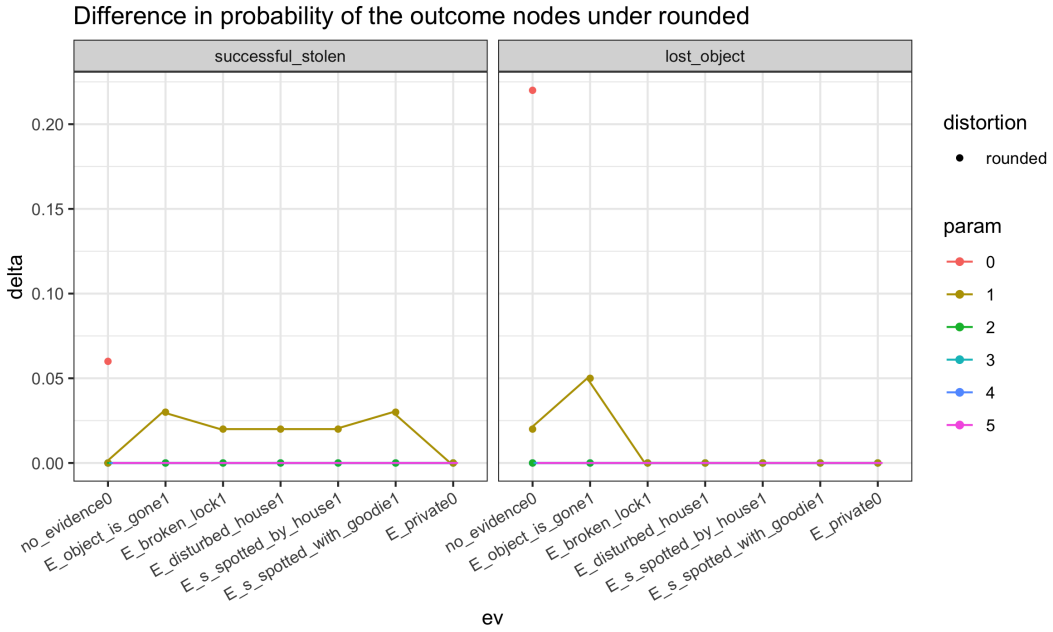
0.1
0.125
0.2
0.25
0.33
0.5
1
2
3
4
5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lost_object
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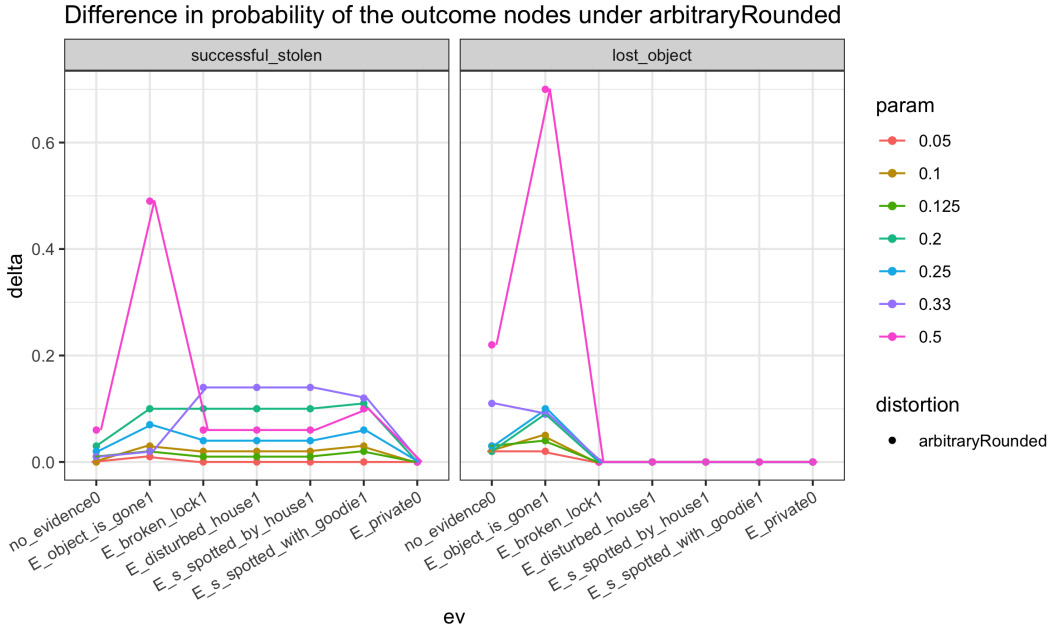
0.10
0.05
0.00
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
E_private0
ev
distortion
rounded
param
0
1
2
3
4
5


Difference in probability of the outcome nodes under arbitraryRounded
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lost_object
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0.6
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E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
E_private0
ev
param
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0.1
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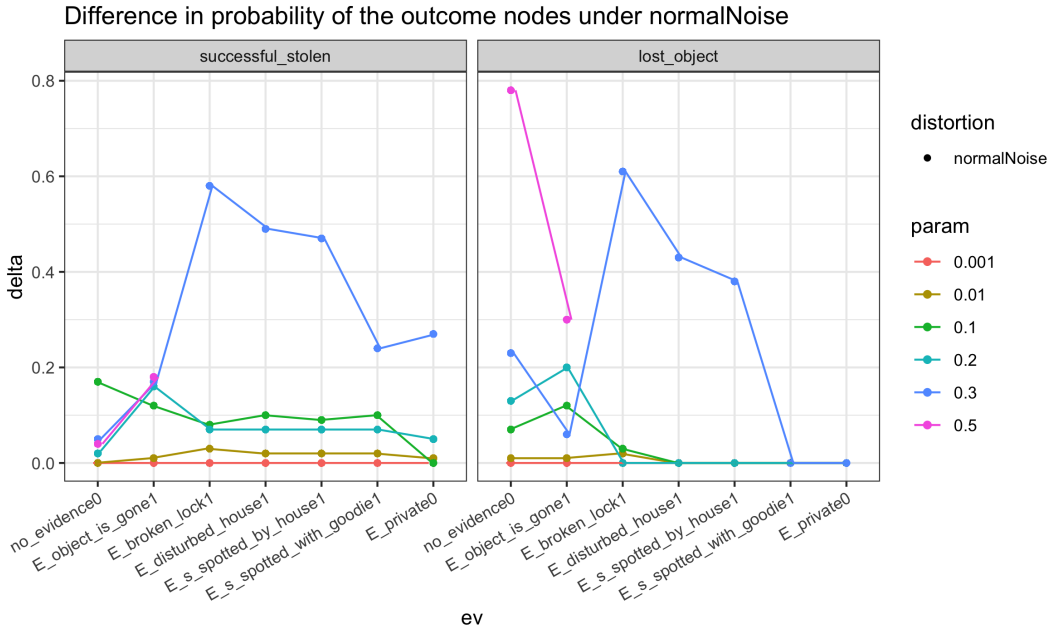
0.25
0.33
0.5
distortion
arbitraryRounded


Difference in probability of the outcome nodes under normalNoise
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lost_object
delta
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0.2
0.4
0.6
0.8
no_evidence0
E_object_is_gone1
E_broken_lock1
E_disturbed_house1
E_s_spotted_by_house1
E_s_spotted_with_goodie1
E_private0
ev
distortion
normalNoise
param
0.001
0.01
0.1
0.2
0.3
0.5

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 1. Effect of disturbance of [5, 'decimal places'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	H1	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 2. Effect of disturbance of [5, 'decimal places'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.06	0.22	0.22
E object is gone, 1	0.18	0.18	0.7	0.7
E broken lock, 1	0.61	0.61	0.0	0.0
E disturbed house, 1	0.61	0.61	0.0	0.0
E s spotted by house, 1	0.61	0.61	0.0	0.0
E s spotted with goodie, 1	0.7	0.7	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 3. Effect of disturbance of [5, 'decimal places'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.19	0.5	0.5	0.63	0.63	0.32	0.32	0.32	0.32	0.11	0.11	0.16	0.16
E object is gone, 1	0.13	0.13	0.5	0.5	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.12	0.12
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.3
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 4. Effect of disturbance of [5, 'decimal places'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 5. Effect of disturbance of [4, 'decimal places'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	H1	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 6. Effect of disturbance of [4, 'decimal places'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.06	0.22	0.22
E object is gone, 1	0.18	0.18	0.7	0.7
E broken lock, 1	0.61	0.61	0.0	0.0
E disturbed house, 1	0.61	0.61	0.0	0.0
E s spotted by house, 1	0.61	0.61	0.0	0.0
E s spotted with goodie, 1	0.7	0.7	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 7. Effect of disturbance of [4, 'decimal places'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.19	0.5	0.5	0.63	0.63	0.32	0.32	0.32	0.32	0.11	0.11	0.16	0.16
E object is gone, 1	0.13	0.13	0.5	0.5	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.12	0.12
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.3
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 8. Effect of disturbance of [4, 'decimal places'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 9. Effect of disturbance of [3, 'decimal places'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	H1	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 10. Effect of disturbance of [3, 'decimal places'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.06	0.22	0.22
E object is gone, 1	0.18	0.18	0.7	0.7
E broken lock, 1	0.61	0.61	0.0	0.0
E disturbed house, 1	0.61	0.61	0.0	0.0
E s spotted by house, 1	0.61	0.61	0.0	0.0
E s spotted with goodie, 1	0.7	0.7	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 11. Effect of disturbance of [3, 'decimal places'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.19	0.5	0.5	0.63	0.63	0.32	0.32	0.32	0.32	0.11	0.11	0.16	0.16
E object is gone, 1	0.13	0.13	0.5	0.5	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.12	0.12
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.3
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 12. Effect of disturbance of [3, 'decimal places'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 13. Effect of disturbance of [2, 'decimal places'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 14. Effect of disturbance of [2, 'decimal places'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.06	0.22	0.22
E object is gone, 1	0.18	0.18	0.7	0.7
E broken lock, 1	0.61	0.61	0.0	0.0
E disturbed house, 1	0.61	0.61	0.0	0.0
E s spotted by house, 1	0.61	0.61	0.0	0.0
E s spotted with goodie, 1	0.7	0.7	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 15. Effect of disturbance of [2, 'decimal places'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.19	0.5	0.5	0.63	0.63	0.32	0.32	0.32	0.32	0.11	0.11	0.16	0.16
E object is gone, 1	0.13	0.13	0.5	0.5	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.12	0.12
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.3
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 16. Effect of disturbance of [2, 'decimal places'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 17. Effect of disturbance of [1, 'decimal places'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 18. Effect of disturbance of [1, 'decimal places'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.06	0.22	0.2
E object is gone, 1	0.18	0.21	0.7	0.65
E broken lock, 1	0.61	0.59	0.0	0.0
E disturbed house, 1	0.61	0.59	0.0	0.0
E s spotted by house, 1	0.61	0.59	0.0	0.0
E s spotted with goodie, 1	0.7	0.67	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 19. Effect of disturbance of [1, 'decimal places'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.2	0.5	0.5	0.63	0.64	0.32	0.32	0.32	0.32	0.11	0.13	0.16	0.16
E object is gone, 1	0.13	0.13	0.5	0.5	0.3	0.35	0.3	0.35	0.3	0.35	0.3	0.35	0.12	0.15
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.41
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.41
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.41
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.33
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 20. Effect of disturbance of [1, 'decimal places'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	NA	H1	NA
E broken lock, 1	H1	NA	H0	NA
E disturbed house, 1	H1	NA	H0	NA
E s spotted by house, 1	H1	NA	H0	NA
E s spotted with goodie, 1	H1	NA	H0	NA
E private, 0	H1	NA	H0	NA

TABLE 21. Effect of disturbance of [0, 'decimal places'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	H1	H1	H1	H0	H1	H0	H1	H0	H0	H0	H0
E object is gone, 1	H0	NA	H1	H1	H0	NA	H0	NA	H0	NA	H0	NA	H0	NA
E broken lock, 1	H0	NA	H1	H1	H1	NA	H1	NA	H1	NA	H1	NA	H0	NA
E disturbed house, 1	H0	NA	H1	H1	H1	NA	H1	NA	H1	NA	H1	NA	H0	NA
E s spotted by house, 1	H0	NA	H1	H1	H1	NA	H1	NA	H1	NA	H1	NA	H0	NA
E s spotted with goodie, 1	H0	NA	H1	H1	H1	NA	H1	NA	H1	NA	H1	NA	H0	NA
E private, 0	H0	NA	H1	H1	H1	NA	H1	NA	H1	NA	H1	NA	H0	NA

TABLE 22. Effect of disturbance of [0, 'decimal places'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.0	0.22	0.0
E object is gone, 1	0.18	NA	0.7	NA
E broken lock, 1	0.61	NA	0.0	NA
E disturbed house, 1	0.61	NA	0.0	NA
E s spotted by house, 1	0.61	NA	0.0	NA
E s spotted with goodie, 1	0.7	NA	0.0	NA
E private, 0	1.0	NA	0.0	NA

TABLE 23. Effect of disturbance of [0, 'decimal places'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	1.0	0.63	1.0	0.32	1.0	0.32	1.0	0.11	0.0	0.16	0.0
E object is gone, 1	0.13	NA	0.5	1.0	0.3	NA	0.3	NA	0.3	NA	0.3	NA	0.12	NA
E broken lock, 1	0.0	NA	0.5	1.0	1.0	NA	1.0	NA	1.0	NA	1.0	NA	0.39	NA
E disturbed house, 1	0.0	NA	0.5	1.0	1.0	NA	1.0	NA	1.0	NA	1.0	NA	0.39	NA
E s spotted by house, 1	0.0	NA	0.5	1.0	1.0	NA	1.0	NA	1.0	NA	1.0	NA	0.39	NA
E s spotted with goodie, 1	0.0	NA	0.5	1.0	1.0	NA	1.0	NA	1.0	NA	1.0	NA	0.3	NA
E private, 0	0.0	NA	0.5	1.0	1.0	NA	1.0	NA	1.0	NA	1.0	NA	0.0	NA

TABLE 24. Effect of disturbance of [0, 'decimal places'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 25. Effect of disturbance of [0.05, 'arbit'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 26. Effect of disturbance of [0.05, 'arbit'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.06	0.22	0.2
E object is gone, 1	0.18	0.19	0.7	0.68
E broken lock, 1	0.61	0.61	0.0	0.0
E disturbed house, 1	0.61	0.61	0.0	0.0
E s spotted by house, 1	0.61	0.61	0.0	0.0
E s spotted with goodie, 1	0.7	0.7	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 27. Effect of disturbance of [0.05, 'arbit'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.2	0.5	0.5	0.63	0.64	0.32	0.32	0.32	0.32	0.11	0.11	0.16	0.16
E object is gone, 1	0.13	0.14	0.5	0.5	0.3	0.32	0.3	0.32	0.3	0.32	0.3	0.32	0.12	0.12
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.39
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.3
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 28. Effect of disturbance of [0.05, 'arbit'] on strong view of outcomes.

6. Effect of disturbing the cpts by rounding to an arbitrary fraction

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 29. Effect of disturbance of [0.1, 'arbit'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 30. Effect of disturbance of [0.1, 'arbit'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.06	0.22	0.2
E object is gone, 1	0.18	0.21	0.7	0.65
E broken lock, 1	0.61	0.59	0.0	0.0
E disturbed house, 1	0.61	0.59	0.0	0.0
E s spotted by house, 1	0.61	0.59	0.0	0.0
E s spotted with goodie, 1	0.7	0.67	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 31. Effect of disturbance of [0.1, 'arbit'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.2	0.5	0.5	0.63	0.64	0.32	0.32	0.32	0.32	0.11	0.13	0.16	0.16
E object is gone, 1	0.13	0.13	0.5	0.5	0.3	0.35	0.3	0.35	0.3	0.35	0.3	0.35	0.12	0.15
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.41
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.41
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.41
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.33
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 32. Effect of disturbance of [0.1, 'arbit'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 33. Effect of disturbance of [0.125, 'arbit'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 34. Effect of disturbance of [0.125, 'arbit'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.05	0.22	0.25
E object is gone, 1	0.18	0.16	0.7	0.74
E broken lock, 1	0.61	0.62	0.0	0.0
E disturbed house, 1	0.61	0.62	0.0	0.0
E s spotted by house, 1	0.61	0.62	0.0	0.0
E s spotted with goodie, 1	0.7	0.72	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 35. Effect of disturbance of [0.125, 'arbit'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.25	0.5	0.5	0.63	0.56	0.32	0.28	0.32	0.28	0.11	0.11	0.16	0.14
E object is gone, 1	0.13	0.19	0.5	0.5	0.3	0.26	0.3	0.26	0.3	0.26	0.3	0.26	0.12	0.1
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.38
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.38
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.38
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.28
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 36. Effect of disturbance of [0.125, 'arbit'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 37. Effect of disturbance of [0.2, 'arbit'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	H1	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	H1	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 38. Effect of disturbance of [0.2, 'arbit'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.09	0.22	0.2
E object is gone, 1	0.18	0.28	0.7	0.61
E broken lock, 1	0.61	0.71	0.0	0.0
E disturbed house, 1	0.61	0.71	0.0	0.0
E s spotted by house, 1	0.61	0.71	0.0	0.0
E s spotted with goodie, 1	0.7	0.81	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 39. Effect of disturbance of [0.2, 'arbit'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.2	0.5	0.6	0.63	0.64	0.32	0.38	0.32	0.38	0.11	0.15	0.16	0.15
E object is gone, 1	0.13	0.12	0.5	0.6	0.3	0.39	0.3	0.39	0.3	0.39	0.3	0.39	0.12	0.11
E broken lock, 1	0.0	0.0	0.5	0.6	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.29
E disturbed house, 1	0.0	0.0	0.5	0.6	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.29
E s spotted by house, 1	0.0	0.0	0.5	0.6	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.29
E s spotted with goodie, 1	0.0	0.0	0.5	0.6	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.19
E private, 0	0.0	0.0	0.5	0.6	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 40. Effect of disturbance of [0.2, 'arbit'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 41. Effect of disturbance of [0.25, 'arbit'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H1	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 42. Effect of disturbance of [0.25, 'arbit'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.04	0.22	0.25
E object is gone, 1	0.18	0.11	0.7	0.8
E broken lock, 1	0.61	0.57	0.0	0.0
E disturbed house, 1	0.61	0.57	0.0	0.0
E s spotted by house, 1	0.61	0.57	0.0	0.0
E s spotted with goodie, 1	0.7	0.64	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 43. Effect of disturbance of [0.25, 'arbit'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.25	0.5	0.5	0.63	0.56	0.32	0.28	0.32	0.28	0.11	0.07	0.16	0.14
E object is gone, 1	0.13	0.2	0.5	0.5	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.12	0.08
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.43
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.43
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.43
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.36
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 44. Effect of disturbance of [0.25, 'arbit'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	H1
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 45. Effect of disturbance of [0.33, 'arbit'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H0	H0	H0	H0	H0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H0	H0	H0	H0	H0	H0	H0	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 46. Effect of disturbance of [0.33, 'arbit'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.07	0.22	0.33
E object is gone, 1	0.18	0.16	0.7	0.79
E broken lock, 1	0.61	0.75	0.0	0.0
E disturbed house, 1	0.61	0.75	0.0	0.0
E s spotted by house, 1	0.61	0.75	0.0	0.0
E s spotted with goodie, 1	0.7	0.82	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 47. Effect of disturbance of [0.33, 'arbit'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.33	0.5	0.5	0.63	0.44	0.32	0.3	0.32	0.3	0.11	0.1	0.16	0.1
E object is gone, 1	0.13	0.26	0.5	0.5	0.3	0.21	0.3	0.21	0.3	0.21	0.3	0.21	0.12	0.05
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.25
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.25
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.25
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.18
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 48. Effect of disturbance of [0.33, 'arbit'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H0	H0
E object is gone, 1	H0	H1	H1	H0
E broken lock, 1	H1	H1	H0	H0
E disturbed house, 1	H1	H1	H0	H0
E s spotted by house, 1	H1	H1	H0	H0
E s spotted with goodie, 1	H1	H1	H0	H0
E private, 0	H1	H1	H0	H0

TABLE 49. Effect of disturbance of [0.5, 'arbit'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	H0	H1	0	H1	H1	H0	0	H0	0	H0	H0	H0	H0
E object is gone, 1	H0	H0	H1	0	H0	H1	H0	H1	H0	H1	H0	H1	H0	H0
E broken lock, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E disturbed house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted by house, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E s spotted with goodie, 1	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0
E private, 0	H0	H0	H1	0	H1	H1	H1	H1	H1	H1	H1	H1	H0	H0

TABLE 50. Effect of disturbance of [0.5, 'arbit'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.12	0.22	0.0
E object is gone, 1	0.18	0.67	0.7	0.0
E broken lock, 1	0.61	0.67	0.0	0.0
E disturbed house, 1	0.61	0.67	0.0	0.0
E s spotted by house, 1	0.61	0.67	0.0	0.0
E s spotted with goodie, 1	0.7	0.8	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 51. Effect of disturbance of [0.5, 'arbit'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	0.5	0.63	1.0	0.32	0.5	0.32	0.5	0.11	0.25	0.16	0.25
E object is gone, 1	0.13	0.0	0.5	0.5	0.3	1.0	0.3	1.0	0.3	1.0	0.3	1.0	0.12	0.33
E broken lock, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.33
E disturbed house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.33
E s spotted by house, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.33
E s spotted with goodie, 1	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.2
E private, 0	0.0	0.0	0.5	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 52. Effect of disturbance of [0.5, 'arbit'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	100.0	H0	100.0
E object is gone, 1	H0	100.0	H1	100.0
E broken lock, 1	H1	100.0	H0	100.0
E disturbed house, 1	H1	100.0	H0	100.0
E s spotted by house, 1	H1	100.0	H0	100.0
E s spotted with goodie, 1	H1	100.0	H0	100.0
E private, 0	H1	100.0	H0	100.0

TABLE 53. Effect of disturbance of [0, 0.001, 'Normal (M, sd)'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	100.0	H1	100.0	H1	100.0	H0	100.0	H0	100.0	H0	100.0	H0	100.0
E object is gone, 1	H0	100.0	H1	100.0	H0	100.0	H0	100.0	H0	100.0	H0	100.0	H0	100.0
E broken lock, 1	H0	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H0	100.0
E disturbed house, 1	H0	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H0	100.0
E s spotted by house, 1	H0	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H0	100.0
E s spotted with goodie, 1	H0	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H0	100.0
E private, 0	H0	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H1	100.0	H0	100.0

TABLE 54. Effect of disturbance of [0, 0.001, 'Normal (M, sd)'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.0	0.22	0.0
E object is gone, 1	0.18	0.0	0.7	1.0
E broken lock, 1	0.61	1.0	0.0	0.0
E disturbed house, 1	0.61	1.0	0.0	0.0
E s spotted by house, 1	0.61	1.0	0.0	0.0
E s spotted with goodie, 1	0.7	1.0	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 55. Effect of disturbance of [0, 0.001, 'Normal (M, sd)'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	1.0	0.63	1.0	0.32	0.0	0.32	0.0	0.11	0.0	0.16	0.0
E object is gone, 1	0.13	0.0	0.5	1.0	0.3	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.12	0.0
E broken lock, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E disturbed house, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted by house, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted with goodie, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.0
E private, 0	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 56. Effect of disturbance of [0, 0.001, 'Normal (M, sd)'] on strong view of outcomes.

7. Effect of disturbing the cpts with normal noise

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	67.0	H0	67.0
E object is gone, 1	H0	67.0	H1	67.0
E broken lock, 1	H1	67.0	H0	67.0
E disturbed house, 1	H1	67.0	H0	67.0
E s spotted by house, 1	H1	67.0	H0	67.0
E s spotted with goodie, 1	H1	67.0	H0	67.0
E private, 0	H1	67.0	H0	67.0

TABLE 57. Effect of disturbance of [0, 0.01, 'Normal (M, sd)'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	67.0	H1	33.0	H1	67.0	H0	67.0	H0	67.0	H0	67.0	H0	67.0
E object is gone, 1	H0	67.0	H1	33.0	H0	67.0	H0	67.0	H0	67.0	H0	67.0	H0	67.0
E broken lock, 1	H0	67.0	H1	33.0	H1	67.0	H1	67.0	H1	67.0	H1	67.0	H0	67.0
E disturbed house, 1	H0	67.0	H1	33.0	H1	67.0	H1	67.0	H1	67.0	H1	67.0	H0	67.0
E s spotted by house, 1	H0	67.0	H1	33.0	H1	67.0	H1	67.0	H1	67.0	H1	67.0	H0	67.0
E s spotted with goodie, 1	H0	67.0	H1	33.0	H1	67.0	H1	67.0	H1	67.0	H1	67.0	H0	67.0
E private, 0	H0	67.0	H1	33.0	H1	67.0	H1	67.0	H1	67.0	H1	67.0	H0	67.0

TABLE 58. Effect of disturbance of [0, 0.01, 'Normal (M, sd)'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.0	0.22	0.0
E object is gone, 1	0.18	0.0	0.7	1.0
E broken lock, 1	0.61	1.0	0.0	0.0
E disturbed house, 1	0.61	1.0	0.0	0.0
E s spotted by house, 1	0.61	1.0	0.0	0.0
E s spotted with goodie, 1	0.7	1.0	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 59. Effect of disturbance of [0, 0.01, 'Normal (M, sd)'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	1.0	0.63	1.0	0.32	0.0	0.32	0.0	0.11	0.0	0.16	0.0
E object is gone, 1	0.13	0.0	0.5	1.0	0.3	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.12	0.0
E broken lock, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E disturbed house, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted by house, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted with goodie, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.0
E private, 0	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 60. Effect of disturbance of [0, 0.01, 'Normal (M, sd)'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	60.0	H0	60.0
E object is gone, 1	H0	60.0	H1	60.0
E broken lock, 1	H1	60.0	H0	60.0
E disturbed house, 1	H1	60.0	H0	60.0
E s spotted by house, 1	H1	60.0	H0	60.0
E s spotted with goodie, 1	H1	60.0	H0	60.0
E private, 0	H1	60.0	H0	60.0

TABLE 61. Effect of disturbance of [0, 0.1, 'Normal (M, sd)'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	60.0	H1	20.0	H1	60.0	H0	60.0	H0	60.0	H0	60.0	H0	60.0
E object is gone, 1	H0	60.0	H1	20.0	H0	60.0	H0	60.0	H0	60.0	H0	60.0	H0	60.0
E broken lock, 1	H0	60.0	H1	20.0	H1	60.0	H1	60.0	H1	60.0	H1	60.0	H0	60.0
E disturbed house, 1	H0	60.0	H1	20.0	H1	60.0	H1	60.0	H1	60.0	H1	60.0	H0	60.0
E s spotted by house, 1	H0	60.0	H1	20.0	H1	60.0	H1	60.0	H1	60.0	H1	60.0	H0	60.0
E s spotted with goodie, 1	H0	60.0	H1	20.0	H1	60.0	H1	60.0	H1	60.0	H1	60.0	H0	60.0
E private, 0	H0	60.0	H1	20.0	H1	60.0	H1	60.0	H1	60.0	H1	60.0	H0	60.0

TABLE 62. Effect of disturbance of [0, 0.1, 'Normal (M, sd)'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.0	0.22	0.0
E object is gone, 1	0.18	0.0	0.7	1.0
E broken lock, 1	0.61	1.0	0.0	0.0
E disturbed house, 1	0.61	1.0	0.0	0.0
E s spotted by house, 1	0.61	1.0	0.0	0.0
E s spotted with goodie, 1	0.7	1.0	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 63. Effect of disturbance of [0, 0.1, 'Normal (M, sd)'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	0.0	0.63	1.0	0.32	0.0	0.32	0.0	0.11	0.0	0.16	0.0
E object is gone, 1	0.13	0.0	0.5	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.12	0.0
E broken lock, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E disturbed house, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted by house, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted with goodie, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.0
E private, 0	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 64. Effect of disturbance of [0, 0.1, 'Normal (M, sd)'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	57.0	H0	57.0
E object is gone, 1	H0	57.0	H1	57.0
E broken lock, 1	H1	57.0	H0	57.0
E disturbed house, 1	H1	57.0	H0	57.0
E s spotted by house, 1	H1	57.0	H0	57.0
E s spotted with goodie, 1	H1	57.0	H0	57.0
E private, 0	H1	57.0	H0	57.0

TABLE 65. Effect of disturbance of [0, 0.2, 'Normal (M, sd)'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	57.0	H1	29.0	H1	43.0	H0	57.0	H0	57.0	H0	57.0	H0	57.0
E object is gone, 1	H0	57.0	H1	29.0	H0	57.0	H0	57.0	H0	57.0	H0	57.0	H0	57.0
E broken lock, 1	H0	57.0	H1	29.0	H1	57.0	H1	57.0	H1	57.0	H1	57.0	H0	57.0
E disturbed house, 1	H0	57.0	H1	29.0	H1	57.0	H1	57.0	H1	57.0	H1	57.0	H0	57.0
E s spotted by house, 1	H0	57.0	H1	29.0	H1	57.0	H1	57.0	H1	57.0	H1	57.0	H0	57.0
E s spotted with goodie, 1	H0	57.0	H1	29.0	H1	57.0	H1	57.0	H1	57.0	H1	57.0	H0	57.0
E private, 0	H0	57.0	H1	29.0	H1	57.0	H1	57.0	H1	57.0	H1	57.0	H0	57.0

TABLE 66. Effect of disturbance of [0, 0.2, 'Normal (M, sd)'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.0	0.22	0.0
E object is gone, 1	0.18	0.0	0.7	1.0
E broken lock, 1	0.61	1.0	0.0	0.0
E disturbed house, 1	0.61	1.0	0.0	0.0
E s spotted by house, 1	0.61	1.0	0.0	0.0
E s spotted with goodie, 1	0.7	1.0	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 67. Effect of disturbance of [0, 0.2, 'Normal (M, sd)'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	1.0	0.63	1.0	0.32	0.0	0.32	0.0	0.11	0.0	0.16	0.0
E object is gone, 1	0.13	0.0	0.5	1.0	0.3	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.12	0.0
E broken lock, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E disturbed house, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted by house, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted with goodie, 1	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.0
E private, 0	0.0	0.0	0.5	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 68. Effect of disturbance of [0, 0.2, 'Normal (M, sd)'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	56.0	H0	56.0
E object is gone, 1	H0	56.0	H1	56.0
E broken lock, 1	H1	44.0	H0	44.0
E disturbed house, 1	H1	44.0	H0	56.0
E s spotted by house, 1	H1	44.0	H0	56.0
E s spotted with goodie, 1	H1	44.0	H0	56.0
E private, 0	H1	56.0	H0	56.0

TABLE 69. Effect of disturbance of [0, 0.3, 'Normal (M, sd)'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	56.0	H1	22.0	H1	33.0	H0	56.0	H0	56.0	H0	56.0	H0	56.0
E object is gone, 1	H0	56.0	H1	22.0	H0	56.0	H0	56.0	H0	56.0	H0	56.0	H0	56.0
E broken lock, 1	H0	56.0	H1	22.0	H1	44.0	H1	44.0	H1	44.0	H1	44.0	H0	56.0
E disturbed house, 1	H0	56.0	H1	22.0	H1	44.0	H1	44.0	H1	44.0	H1	44.0	H0	56.0
E s spotted by house, 1	H0	56.0	H1	22.0	H1	56.0	H1	44.0	H1	56.0	H1	44.0	H0	56.0
E s spotted with goodie, 1	H0	56.0	H1	22.0	H1	56.0	H1	56.0	H1	56.0	H1	56.0	H0	56.0
E private, 0	H0	56.0	H1	22.0	H1	56.0	H1	56.0	H1	56.0	H1	56.0	H0	56.0

TABLE 70. Effect of disturbance of [0, 0.3, 'Normal (M, sd)'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.0	0.22	0.0
E object is gone, 1	0.18	0.0	0.7	1.0
E broken lock, 1	0.61	1.0	0.0	0.0
E disturbed house, 1	0.61	1.0	0.0	0.0
E s spotted by house, 1	0.61	1.0	0.0	0.0
E s spotted with goodie, 1	0.7	1.0	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 71. Effect of disturbance of [0, 0.3, 'Normal (M, sd)'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	0.0	0.63	1.0	0.32	0.0	0.32	0.0	0.11	0.0	0.16	0.0
E object is gone, 1	0.13	0.0	0.5	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.12	0.0
E broken lock, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E disturbed house, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted by house, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted with goodie, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.0
E private, 0	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 72. Effect of disturbance of [0, 0.3, 'Normal (M, sd)'] on strong view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	H0	55.0	H0	45.0
E object is gone, 1	H0	55.0	H1	55.0
E broken lock, 1	H1	36.0	H0	36.0
E disturbed house, 1	H1	36.0	H0	45.0
E s spotted by house, 1	H1	36.0	H0	45.0
E s spotted with goodie, 1	H1	36.0	H0	45.0
E private, 0	H1	45.0	H0	45.0

TABLE 73. Effect of disturbance of [0, 0.5, 'Normal (M, sd)'] on weak view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	H0	55.0	H1	18.0	H1	27.0	H0	55.0	H0	55.0	H0	55.0	H0	55.0
E object is gone, 1	H0	55.0	H1	18.0	H0	55.0	H0	55.0	H0	55.0	H0	55.0	H0	55.0
E broken lock, 1	H0	45.0	H1	18.0	H1	36.0	H1	36.0	H1	36.0	H1	36.0	H0	45.0
E disturbed house, 1	H0	45.0	H1	18.0	H1	36.0	H1	36.0	H1	36.0	H1	36.0	H0	45.0
E s spotted by house, 1	H0	45.0	H1	18.0	H1	45.0	H1	36.0	H1	45.0	H1	36.0	H0	45.0
E s spotted with goodie, 1	H0	45.0	H1	18.0	H1	45.0	H1	45.0	H1	45.0	H1	45.0	H0	45.0
E private, 0	H0	45.0	H1	18.0	H1	45.0	H1	45.0	H1	45.0	H1	45.0	H0	45.0

TABLE 74. Effect of disturbance of [0, 0.5, 'Normal (M, sd)'] on weak view of outcomes.

Evidence	successful stolen		lost object	
	K2	Dev	K2	Dev
no evidence, 0	0.06	0.0	0.22	0.0
E object is gone, 1	0.18	0.0	0.7	1.0
E broken lock, 1	0.61	1.0	0.0	0.0
E disturbed house, 1	0.61	1.0	0.0	0.0
E s spotted by house, 1	0.61	1.0	0.0	0.0
E s spotted with goodie, 1	0.7	1.0	0.0	0.0
E private, 0	1.0	1.0	0.0	0.0

TABLE 75. Effect of disturbance of [0, 0.5, 'Normal (M, sd)'] on strong view of hypotheses.

Evidence	curtains		raining		know object		target object		motive		compromise house		flees startled	
	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev	K2	Dev
no evidence, 0	0.19	0.0	0.5	0.0	0.63	0.0	0.32	0.0	0.32	0.0	0.11	0.0	0.16	0.0
E object is gone, 1	0.13	0.0	0.5	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.3	0.0	0.12	0.0
E broken lock, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E disturbed house, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted by house, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.39	0.0
E s spotted with goodie, 1	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.3	0.0
E private, 0	0.0	0.0	0.5	0.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	0.0	0.0

TABLE 76. Effect of disturbance of [0, 0.5, 'Normal (M, sd)'] on strong view of outcomes.