Tutorial ression 4 a) We have 3 dices; F, 1, and 2. The croupier changes The dices ocross Time. We con represent the probabilities to thon of changing from one dice to another with the transition matrix A. We osserme a first order markov model -> warmanay The only state that has impact on the current white is the previous state. are row per state plus on extra row for initial aof ao1 ao2 aff afi a F2 afe coupier connot finish a, e the game as soon Transition (a2E) 02 F 021 022 as the gome storts enthe sum There is of the probabilities of for the final state each row is one. Probability of The coupler of civing the -> aij = P(XT=sj XT-1=si) firesh the gome The sum of the probabilities of going from that alote The the other states is one ... their next exomple

now we have the observation matrix. the observation matrix represents the probability of seeing an observation in a specific state. In this cose the observation motive represents The probability of abtaining a spouler number in each of the dices The seem of the probabilities in a row is one

Tutoriol 4 Question 1, port b) b) drowing Time !!! aff OFF OUE 0-25 b2(6) 222 69/4 b2(1) bg(3) b2(2)

Tutorial session 9 Question 1 part 3 1) The crupier never sxitches directly fom F 10 12. af2 = 0 II) The crupier Know in advance box mony die throws the sequene will contain and makes sure that the dice is alway F on the last roll. aIF=0 a2F-0 a a FE 3 we do not know with the given information. Le mans need all the other transition probabilities of F, aff, afl, afz, af II) The crupier never rolls? more than truce in a and record order marker P(XT=2 | XT-1=2, XT-2=2) 1 hon 0.5. becouse we connot get the more Thon 2 requeres in a row)

1v) The croupier duays suitches die ofter rolling o 6

We do not know the extent that they will offect the transition probablishes.

What we know of is that there is a dice with that always return 6. Then

Once one one = 0



