1- Utiliza el algoritmo de Bayes Naive aparti de los sig detal la las significantes de la seguitar del seguitar de la seguitar

- · Llueve: Enublado, temperatura baja?
- ollueve: { nublado, temperatura alta, humedad?
- · Saleado ? despercido, tem perdura arta?

Determina la clasa (soleado, lheue) a partir de las obsercacións ? despejado, temp. Half

Y { 1 sillueur

nubledo, temp-beyor, temp-alta, humedad, despejado, X, X2 X3 X4 X5

XI So sino

Obsil desperado, temp_alta?

Obs, (0, 0 1 0 1)

Soleado: Observacions: Despejado, temp_alta

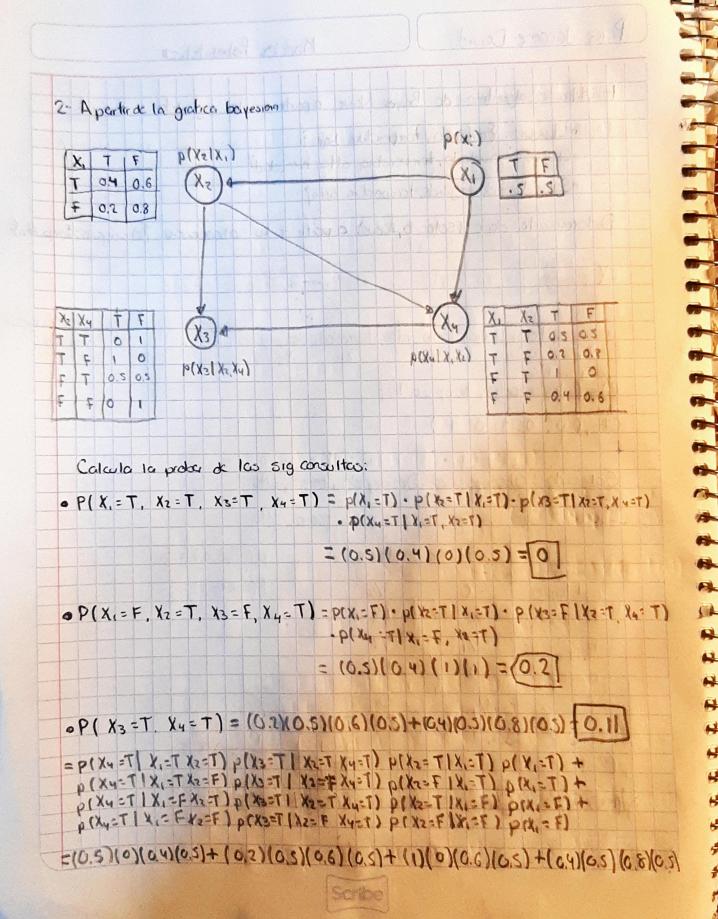
LLucic Observaciones: Desperado, temp_alta

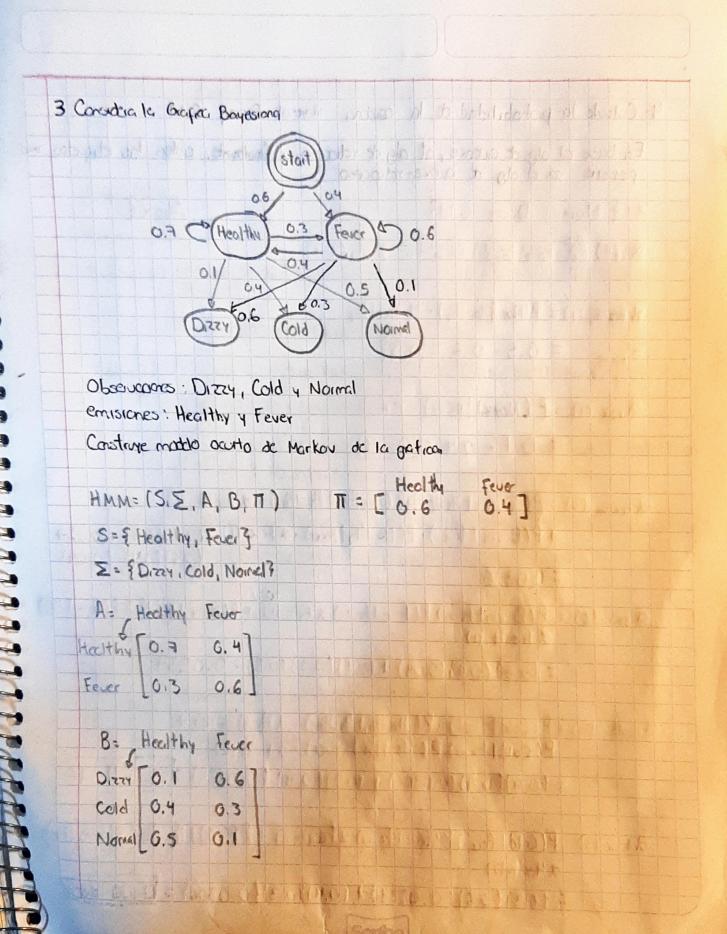
- X:	Sideado	Lluce !	p(thece)
nublado	. 0	2/2	P(sokado)
temp-bayer	10	1/2	I AX I X T
temp_atts	11/1	1/2	
humedad	0	1/2	
depend	4,	0	

 $p(Sokado, despresado, temp-alta) = \frac{1}{1} + \frac{1}{3} = \frac{1}{3} = 0.333$

p(mere, desperado, tempretta) = 0. \frac{1}{2}. \frac{2}{3} = \frac{1}{3} = 0 333

To a read of





Normal Drazy Cold 4- Calcula la probabilidad et la contena En base al alg. de avance, al alg de retraceso a finalmonte, obten les etigetos mas probables on el alg. a aunce-retraceso Avance X= { Normal Dizzy Cold? a: (+1) = E P(11 5) +) P(51 5+1) d (+-1) & Healthy (1) = P(Norm Healthy). IT Healthy = 0.5 . 0.6 = 0.3 d fac (1) = P (Nomal | Fever) . IT feve sount y attent majoring = 0.1 . 0 4 5 0.04 variet to of a street gotte d Healthy (2) = P(Dizzy 1 Healty) P (Healthy 1 Healthy 1) . d. Healthy (1) + P(Dizzy I few). P(Healthy/ few) . of few (1) = (0.1)(0.7) - (0.3) + (0.6) (0.9) (0.04) = 0.0366 a few (2) = P(Dizzyl tevo) P(fewer) favor) a fewo (1) + P(Dezy | Healthy) P(fewo | Hel) d Healty (1) = (0.6)(0.6)(6.04)+(0.1)(0.3)(0.3)=0.0234 of Healthy (3) = P(Cold | Heal) . P(Healthy Healthy) . of Healthy (2) + Pl cold (few) Pl Health (few) + d few (2) = (0.4)(0.7)(0.0306) + (03)(0.4) (0.0234) = (0.0 11376) d town (3) = P(Cold | few) P(town for a) & Few (2) + P(Cold | Heather) P(for a lite) d Healty 12)

= (0.3) (0.6) (0.0234) + (0.4) (0.3) (0.0306) > 0.007884)

4

4

```
P(Nonel Dizzy Cold) = 0.011376 + 0.007884= 0.01926
                                                      Retioneso
   X- { Normal Dizzy Cold?
  B Heeler (3)= 1
  B secon (3)=1
  B Hoolthy (2) = P(Drzzy | Jackthy) P(Healty) Hoolthy) B Healthy (3) + P(Dizzy Hear) P(Healthy) face)
              = (0.1)(0.7)(1) + (0.6)(0.4)(1) = 0.31
  Byenex(2) = P(Dizzylicny) P(tenal form) Btone (3) + P(Dizzyl Hoolt) P(Form) Hel) d Helf(3)
            = (0,6)(0,6)(1)+(0,1)(0,3)(1) = 0.39
   B Health (1) = PTNormal Health) P(HacIty I Health) B(Health 12) + P(Normal | fewer) P(Health | fewer)
              P(faxor) = (0,5)(0,7)(0,31)+(0.1)(0,4)(0,34)=0.1241
   Breyor (1) = P(Nord I rave) P(reve (rever) Brews (2) + P(Nord) [Heart) P(rever) Bleat
             = (0.1)(0.6)(0.39) + (0.5)(0.3)(0.3) = 0.0649
     P(Nomal, Dray, cold)=(0.6)(0.1241) + (0.4)(0.0649) = 0.10042
                                                   Aucre retices
     max { dharf(1) . Bhat(1) = 0.3 . 1 = 0.3 
 draw(1) . Blac (1) = 0.04 . 1 = 0.04
 ma { de (2) - Bene (2) - (0.0306) (0.31)= 0.009486

Maria - Bene (2) - (0.0234) (0.39)= 0.009126
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