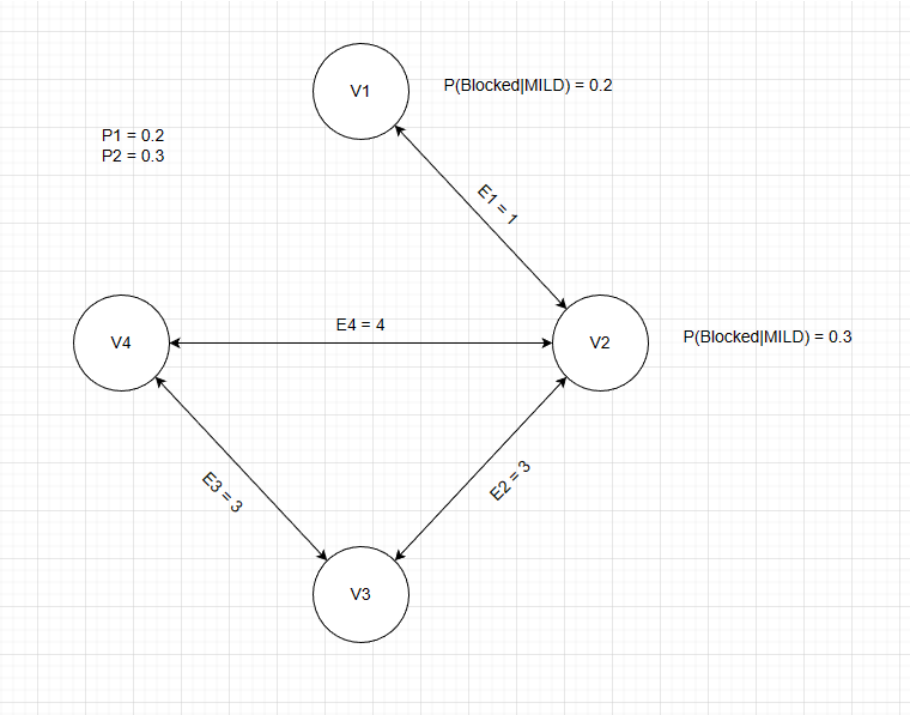
Execution example 1.

Same graph and P1 P2 values given in assignment guides

Graph:

Weather: Mild 0.1 , Stormy 0.4 , Extreme 0.5



Output:

WEATHER:

P(mild) = 0.1

P(stormy) = 0.4

P(extreme) = 0.5

VERTEX 1:

P(Blocked|Mild) = 0.2

P(Blocked|Stormy) = 0.4

P(Blocked|Extreme) = 0.6

P(Evacuees| Blockage2, not Blockage 1) = 0.8

P(Evacuees| not Blockage 2, Blockage1) = 0.7

P(Evacuees| Blockage2, Blockage1) = 0.94

P(Evacuees| not Blockage 2, not Blockage 1) = 0.0

VERTEX 2:

P(Blocked|Mild) = 0.3

P(Blocked|Stormy) = 0.6

P(Blocked|Extreme) = 0.9

P(Evacuees| Blockage1, not Blockage 3, not Blockage 4, not Blockage 2) = 0.8

P(Evacuees| not Blockage 1, Blockage3, not Blockage 4, not Blockage 2) = 0.4

P(Evacuees| not Blockage 1, not Blockage 3, Blockage4, not Blockage 2) = 0.2

P(Evacuees| not Blockage 1, not Blockage 3, not Blockage 4, Blockage2) = 0.7

P(Evacuees| Blockage1, Blockage3, Blockage4, Blockage2) = 0.97

P(Evacuees| Blockage1, Blockage3, Blockage4, not Blockage 2) = 0.9

P(Evacuees| Blockage1, Blockage3, not Blockage 4, Blockage2) = 0.96

P(Evacuees| Blockage1, Blockage3, not Blockage 4, not Blockage 2) = 0.88

P(Evacuees| Blockage1, not Blockage 3, Blockage4, Blockage2) = 0.95

P(Evacuees| Blockage1, not Blockage 3, Blockage4, not Blockage 2) = 0.84

P(Evacuees| Blockage1, not Blockage 3, not Blockage 4, Blockage2) = 0.94

P(Evacuees| not Blockage 1, Blockage3, Blockage4, Blockage2) = 0.86

P(Evacuees| not Blockage 1, Blockage3, Blockage4, not Blockage 2) = 0.52

P(Evacuees| not Blockage 1, Blockage3, not Blockage 4, Blockage2) = 0.82

P(Evacuees| not Blockage 1, not Blockage 3, Blockage4, Blockage2) = 0.76

P(Evacuees| not Blockage 1, not Blockage 3, not Blockage 4, not Blockage 2) = 0.0

VERTEX 3:

P(Blocked|Mild) = 0

P(Blocked|Stormy) = 0

P(Blocked|Extreme) = 0

P(Evacuees| Blockage2, not Blockage 4, not Blockage 3) = 0.4

P(Evacuees| not Blockage 2, Blockage4, not Blockage 3) = 0.4

P(Evacuees| not Blockage 2, not Blockage 4, Blockage3) = 0.7

P(Evacuees| Blockage2, Blockage4, Blockage3) = 0.89

P(Evacuees| Blockage2, Blockage4, not Blockage 3) = 0.64

P(Evacuees| Blockage2, not Blockage 4, Blockage3) = 0.82

P(Evacuees| not Blockage 2, Blockage4, Blockage3) = 0.82

P(Evacuees| not Blockage 2, not Blockage 4, not Blockage 3) = 0.0

VERTEX 4:

P(Blocked|Mild) = 0

P(Blocked|Stormy) = 0

P(Blocked|Extreme) = 0

P(Evacuees| Blockage3, not Blockage 2, not Blockage 4) = 0.4

P(Evacuees| not Blockage 3, Blockage2, not Blockage 4) = 0.2

P(Evacuees| not Blockage 3, not Blockage 2, Blockage4) = 0.7

P(Evacuees| Blockage3, Blockage2, Blockage4) = 0.86

P(Evacuees| Blockage3, Blockage2, not Blockage 4) = 0.52

P(Evacuees| Blockage3, not Blockage 2, Blockage4) = 0.82

P(Evacuees| not Blockage 3, Blockage2, Blockage4) = 0.76

P(Evacuees| not Blockage 3, not Blockage 2, not Blockage 4) = 0.0