

# Event Masking Latent Model

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## ■ Hidden elements

- Events: infection, failures, rumor spread, toxic contamination, traffic accident, etc.
- Entities: components, people, infrastructure, that have **states** and are affected by **events**

## ■ Observable elements

- State ( $S$ ):
  - operational (no failure/not infected):  $S_o$
  - degraded (performance):  $S_d$
  - unresponsive (disabled):  $S_u$
- Transition ( $T$ ): change from one state to another state (self-loops included)

## ■ State Traces

- A sequence of states that happened within a given time horizon:
  - $ST_1 = S_{o1}; S_{o2}; S_{o3}; S_{d3}; S_{o3}; S_{o1}; S_{d1}; S_{d2}; S_{u3}; S_{o1}; S_{o2}; S_{o3}$
- Obtained from system logs, contact tracing (GPS), sensors (traffic, water pipes), etc.

## 1. Markov property

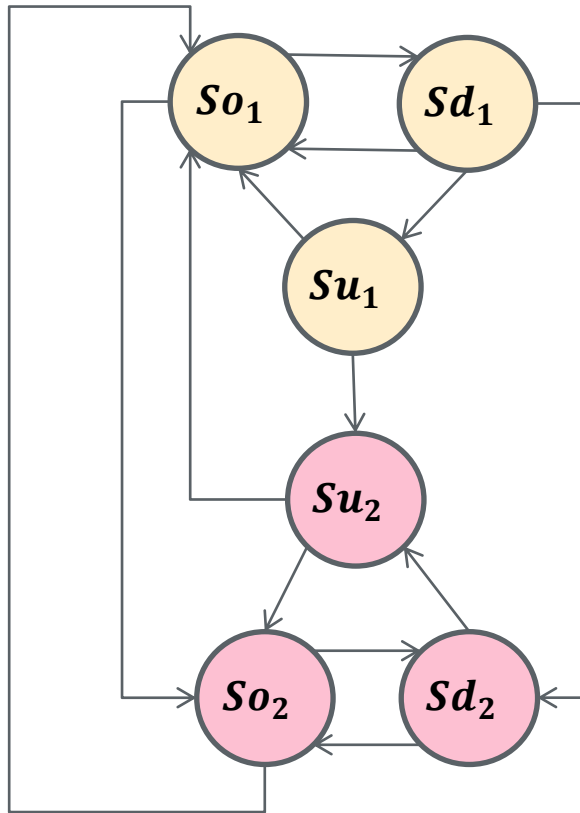
- $(S_{t+1} \perp S_{t-1}) | S_t$  or
- $P(S_{t+1}, S_{t-1}) = P(S_{t+1} | S_t) P(S_{t-1})$
- Memoryless, we do not keep the information from previous states, but the state is rich enough to estimate the transition probabilities.

## 2. Events might cause other events

## 3. Root-causes of events are unknown, but should be able to estimate

## 4. Transitions might have prior probabilities

# Example of Markov Chain



Intentionally not showing the self-loops

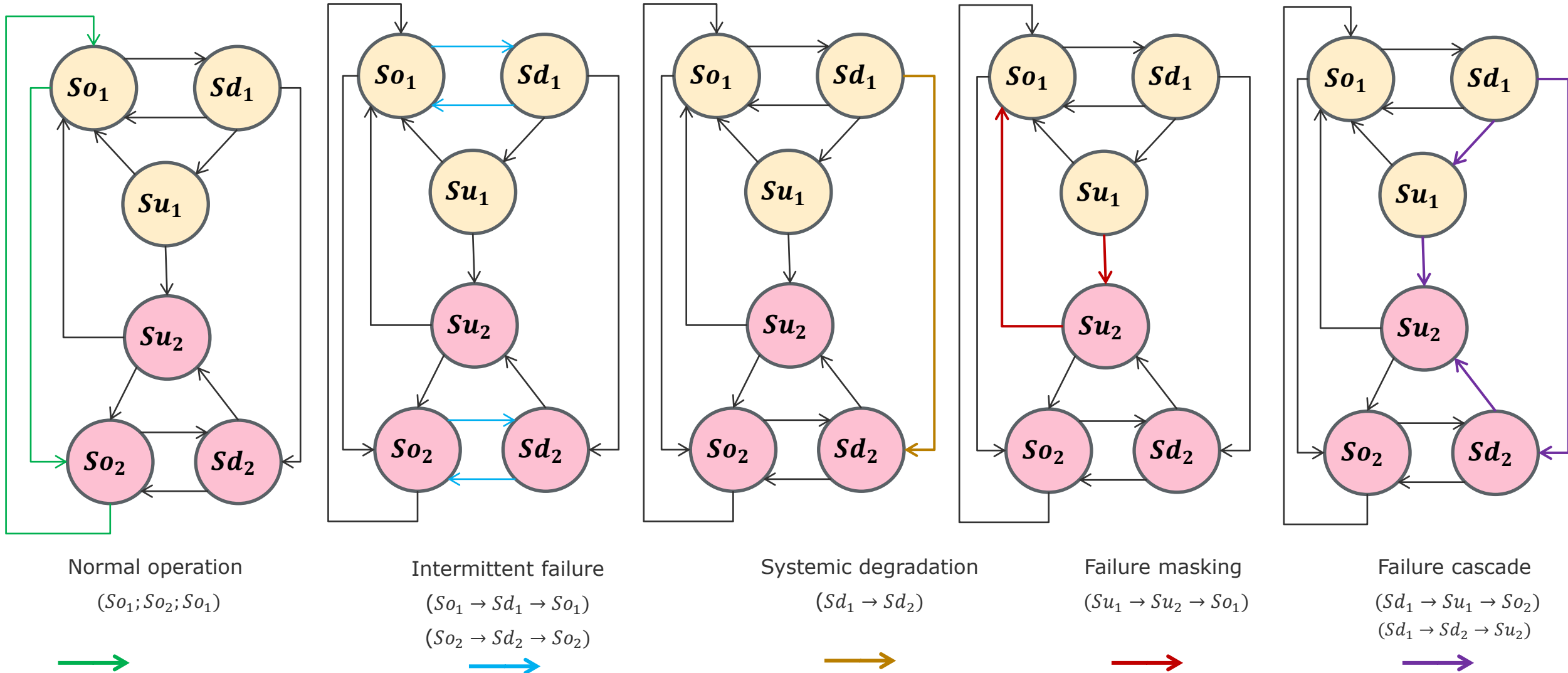
## Markov matrix $M$

Also called stochastic matrix or transition matrix)

$M$  is a square matrix whose columns are probability vectors  $\vec{x}_t$ .

	Source states						$\vec{x}_t$
	$So_1$	$Sd_1$	$Su_1$	$So_2$	$Sd_2$	$Su_2$	
Target states	$So_1$	0.15	0.50	0.25	0.80	0.0	0.25
	$Sd_1$	0.05	0.25	0.0	0.0	0.0	0.0
	$Su_1$	0.0	0.10	0.50	0.0	0.0	0.0
	$So_2$	0.80	0.0	0.0	0.15	0.50	0.25
	$Sd_2$	0.0	0.15	0.0	0.05	0.25	0.0
	$Su_2$	0.0	0.0	0.25	0.0	0.25	0.50
	$\Sigma$	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>

# Types of Traces



# End

