

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

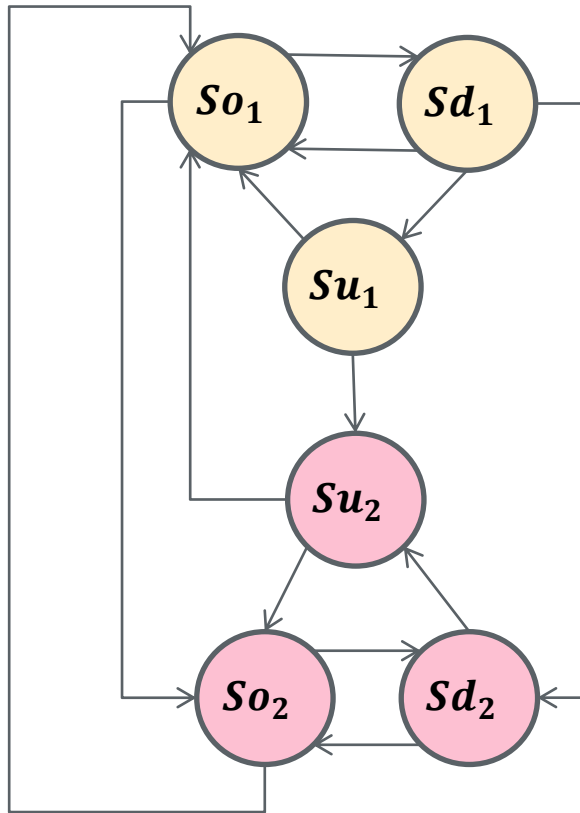
- $(S_{t+1} \perp S_{t-1}) | S_t$ or
- $P(S_{t+1}, S_{t-1}) = P(S_{t+1} | S_t) P(S_{t-1})$
- Memoryless, we do not keep the information from previous states, but the state is rich enough to estimate the transition probabilities.

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

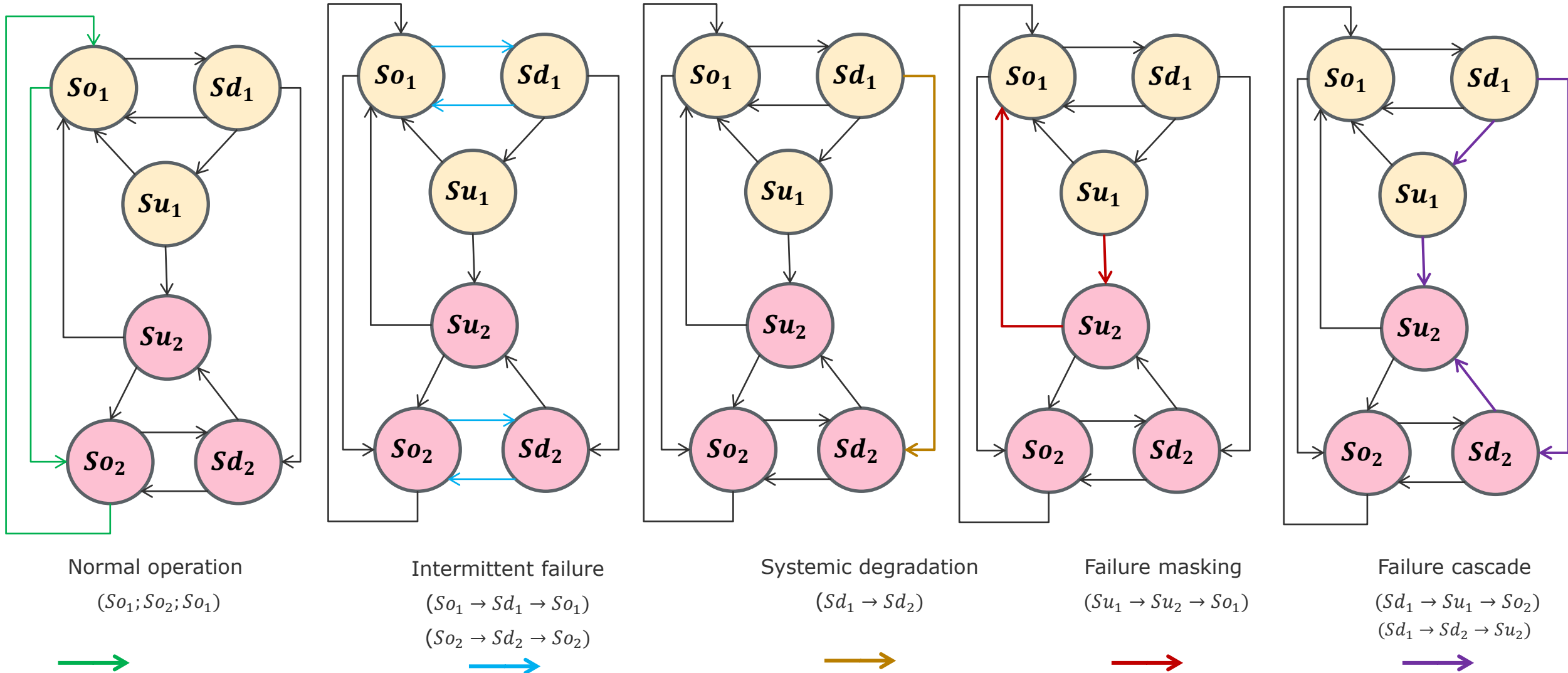
Markov matrix M

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
	Σ	1.0	1.0	1.0	1.0	1.0	1.0

Types of Traces



End

