Decoding a map Assignment

- Easy if Map assignment is unique
- Whose value is the θ value of the map assignment
- Due to calibration, choices at all cliques must agree
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- If MAP assignment is not unique we may have multiple At some cliques

a^1	b^1	2
a^1	b^2	1
a^2	b^1	1
a^2	b^2	2

b^1 OR b^2

b^1	c^1	2
b^1	c^2	1
b^2	c^1	1
b^2	c^2	2

- Arbitrary may not produce a MAP assignment
- Adding random perturbation to make MAP unique
- Use traceback procedure that incrementally builds a MAP, one variable at a time (consistent with b^1)