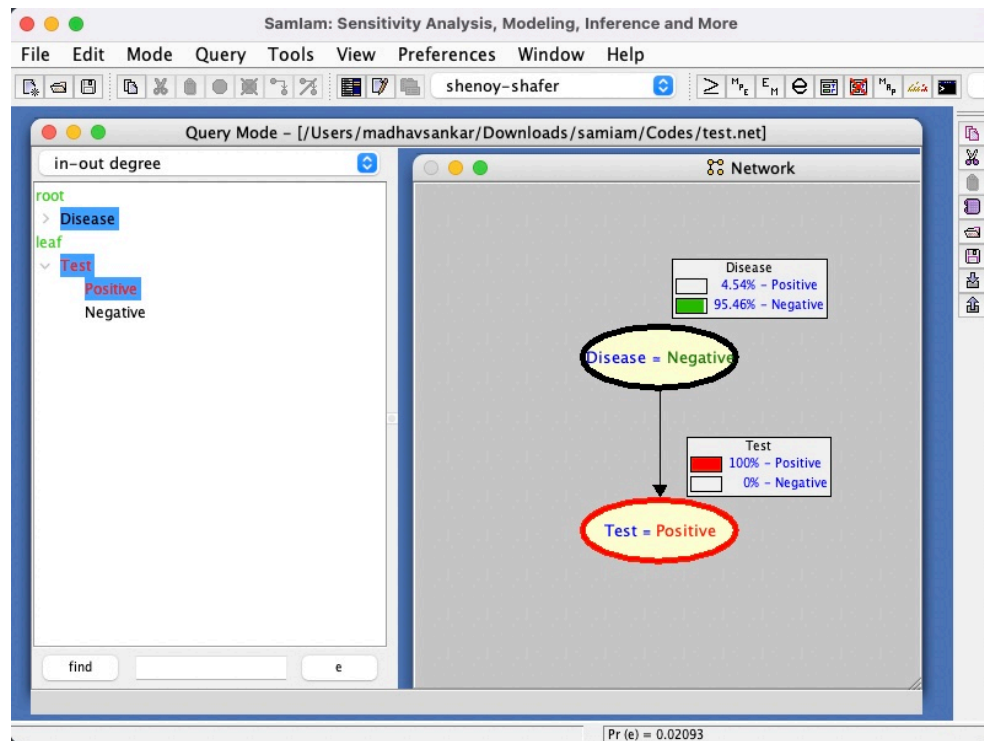
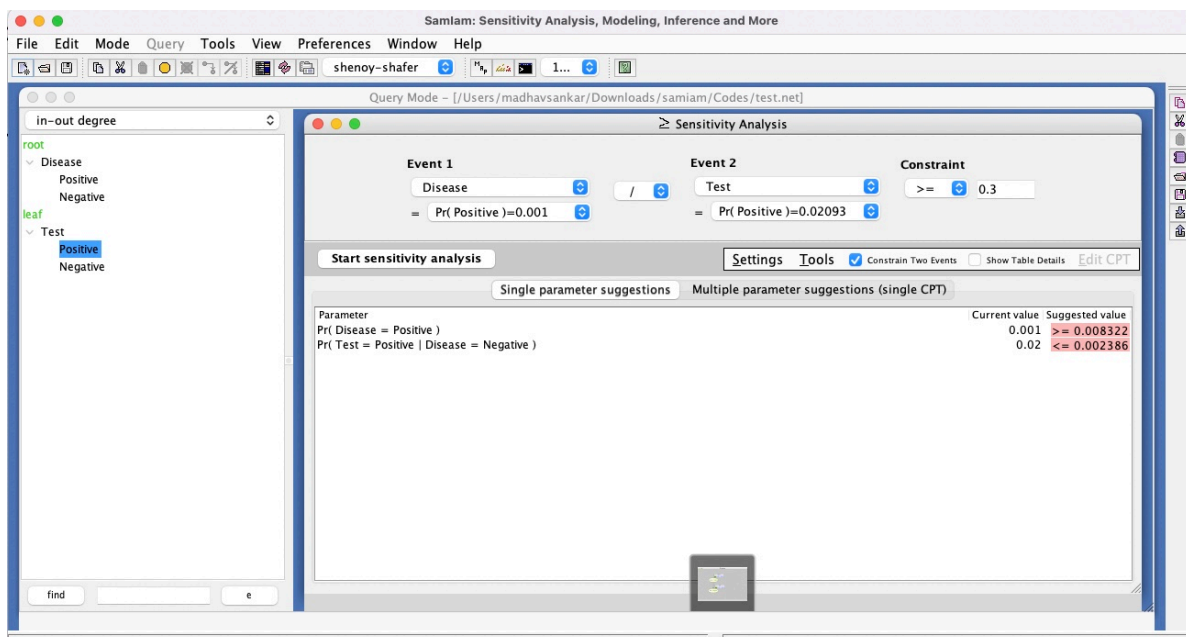


1.



$Pr(D|T)$ does come to be 0.045. This verifies our network.



To ensure $\Pr(D|T) \geq 0.3$, the following can be done

1. Prior Probability of having the disease:

$$\Pr(D = \text{Positive}) \geq 0.008322$$

2. False Positive of the test:

$$\Pr(T = \text{Positive} | D = \text{Negative}) \leq 0.002386$$

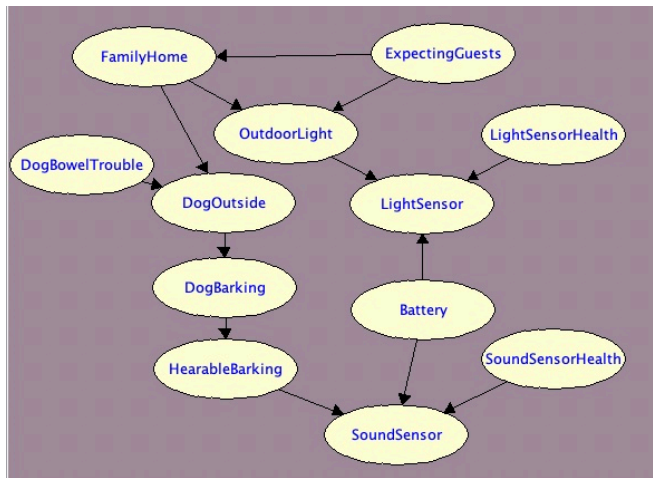
3. False Negative of the test:

Changing this will not help satisfy the constraint of

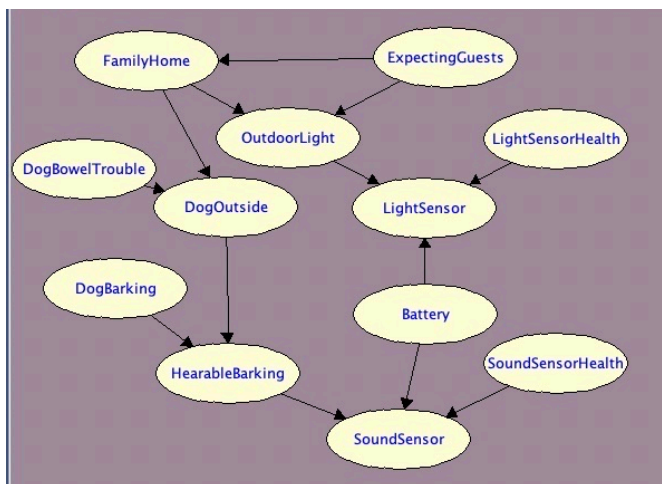
$$\Pr(D|T) \geq 0.3$$

2. The DogBarking can be seen as

A: Our DogBarking: Then it depends on whether we leave the dog outside and it impacts if the barking is hearable, giving:



B: Any DogBarking: Then it does not depend on whether we leave the dog outside but it impacts if the barking is hearable, giving:



We have chosen definition A for the network.

Also, we assume FamilyHome depends on whether they are expecting guests. If they are expecting, they would mostly be home.

2. a.

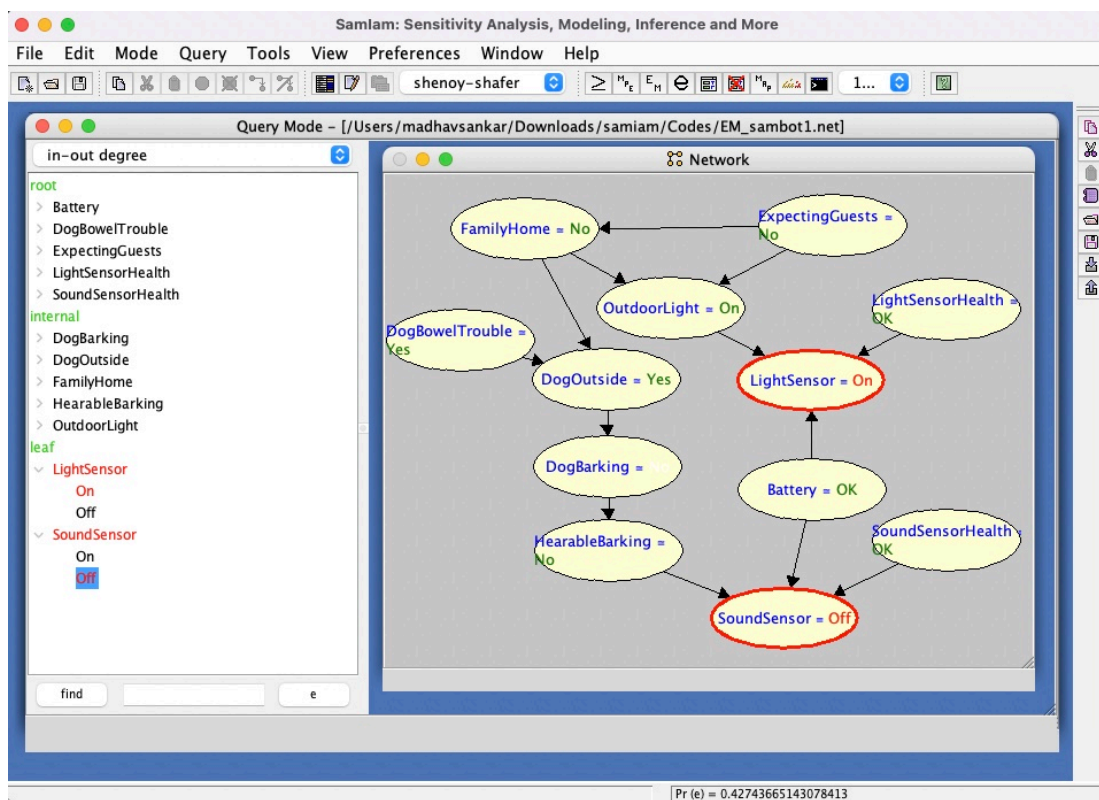
Sambot has sensed the light to be on but has sensed no bark. Sambot senses them through the respective sensors.

So we know

LightSensor = On

SoundSensor = off.

We run the MPE after setting these variables.



The most likely instantiation of all variables obtained:

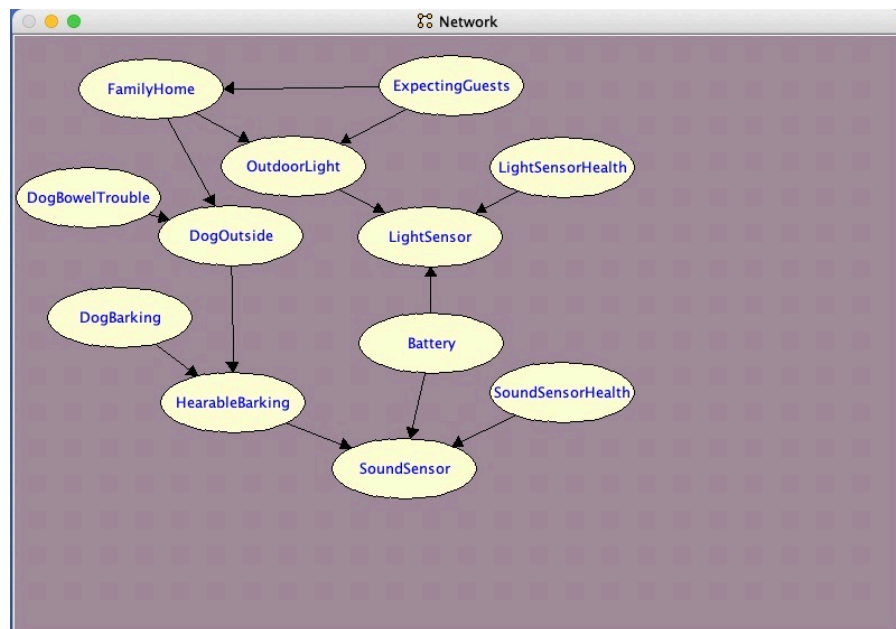


The screenshot shows a window titled "MPE Computation" with a menu bar (File, Edit, Tools, Sensitivity). It displays two probability values: $P(mpe, e) = 0.15263294768680957$ and $P(mpe|e) = 0.35708904974782163$. Below is a table of variable values.

Variable	Value
Battery	OK
DogBarking	No
DogBowelTrouble	Yes
DogOutside	Yes
ExpectingGuests	No
FamilyHome	No
HearableBarking	No
LightSensorHealth	OK
OutdoorLight	On
SoundSensorHealth	OK

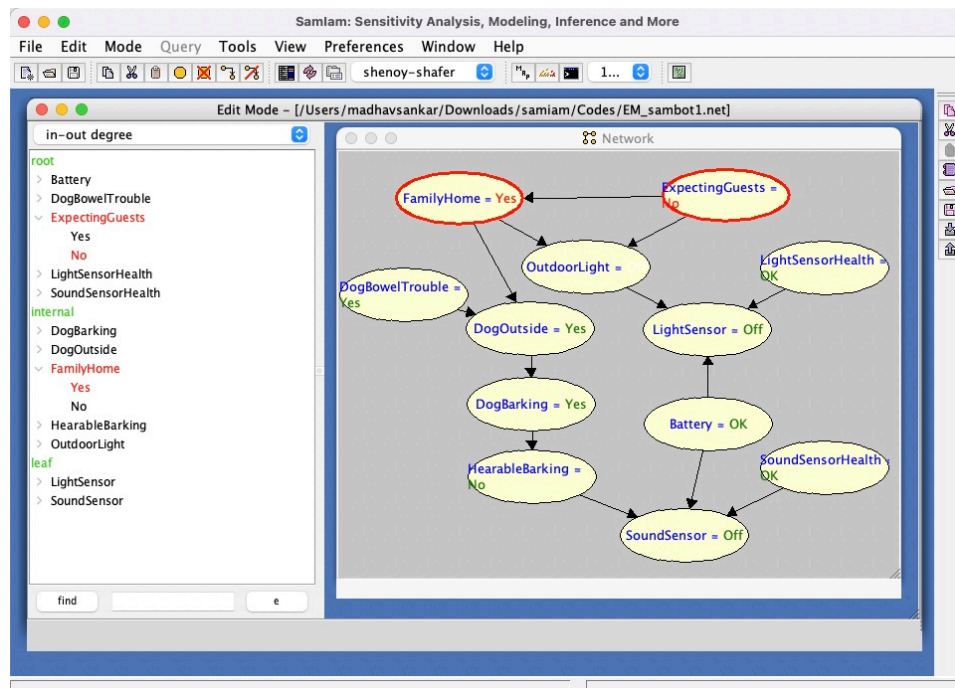
At the bottom, there is a "find" button, a "values" dropdown menu, and a "Close" button.

DogBarking can also be seen as any DogBarking and not just our dog. In this case:



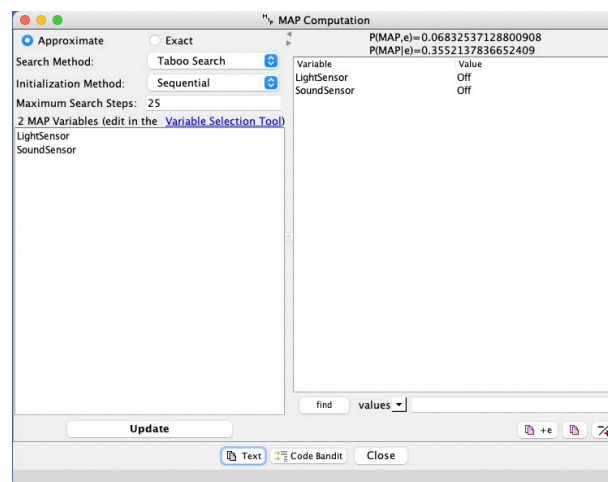
M _e MPE Computation	
File Edit Tools Sensitivity	
P(mpe,e)=0.15231005388222452	
P(mpe e)=0.35903370056694944	
Variable	Value
Battery	OK
DogBarking	No
DogBowelTrouble	Yes
DogOutside	Yes
ExpectingGuests	No
FamilyHome	No
HearableBarking	No
LightSensorHealth	OK
OutdoorLight	On
SoundSensorHealth	OK
find values	
Close	

b. We are given that Family is home and no guests are expected. So we first set, FamilyHome = Yes and ExpectingGuests = No.

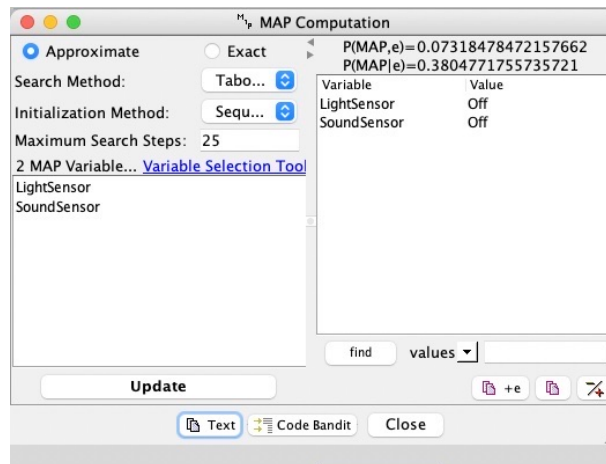


We then run the MAP Computation. We select LightSensor and SoundSensor as the MAP variables using the Variable Selection Tool.

The most likely instantiation obtained:

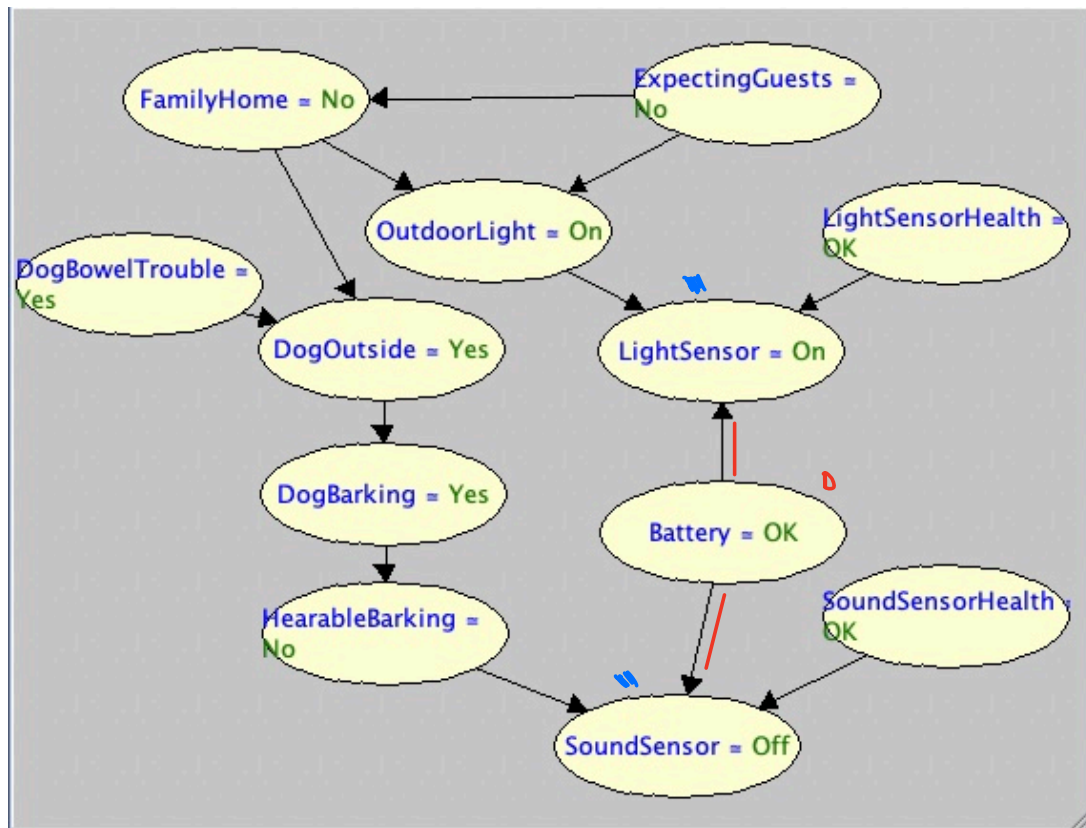


DogBarking can also be seen as any DogBarking and not just our dog. In this case:



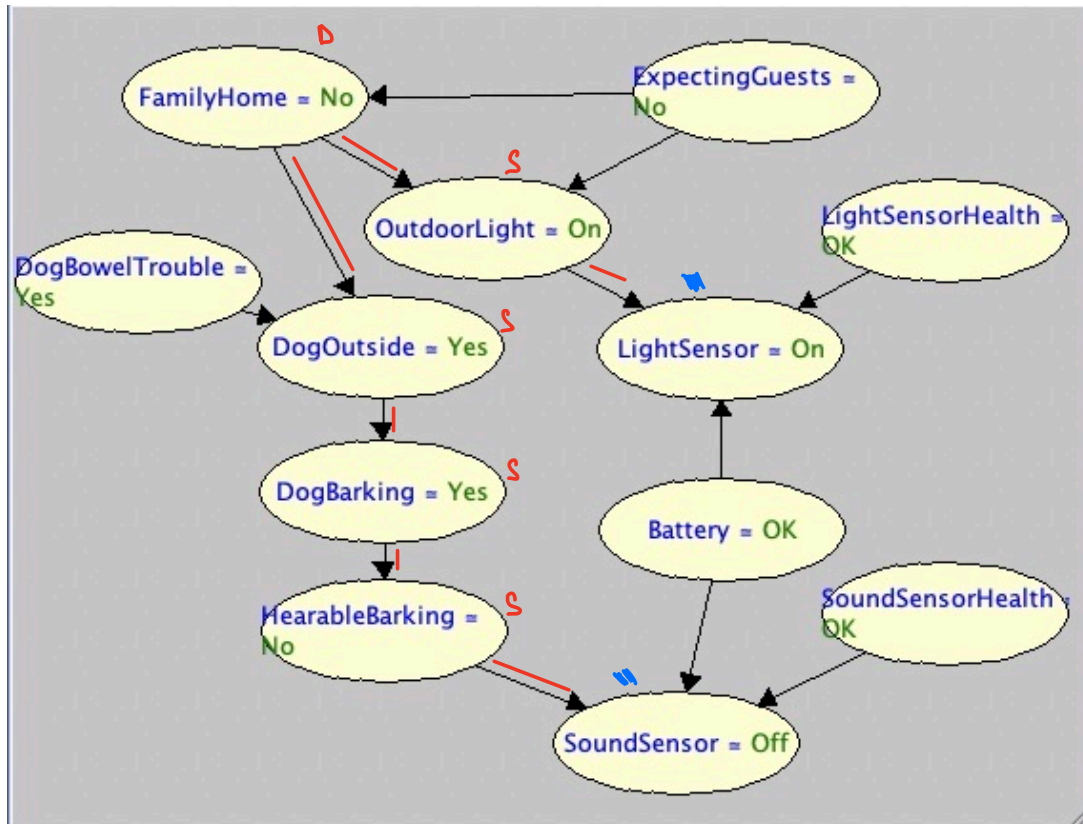
C.

PATH 1:



Battery is Divergent valve . So Battery will be closed
iff Battery \neq and this path will be closed.

PATH 2;

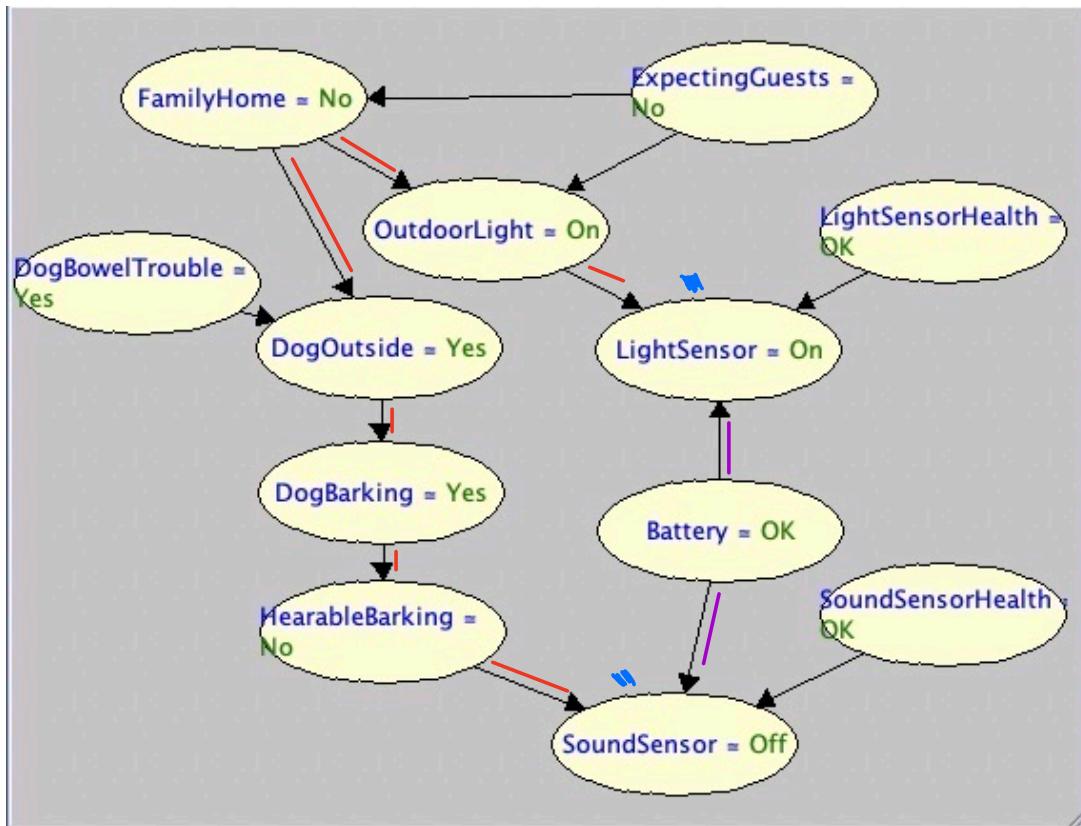


FamilyHome is Divergent valve . So FamilyHome will be closed
iff FamilyHome $\in Z$ and this path will be closed.

So if $z = \{ \text{Battery}, \text{Family Home} \}$, then all paths between
the sensors are blocked, making them d-separated, given z .
This makes them independent, given z .

Other answers: $\{ \text{Battery}, \text{Outdoor Light} \}, \{ \text{Battery}, \text{DogOutside} \}$
 $\{ \text{Battery}, \text{DogBarking} \}, \{ \text{Battery}, \text{HearableBarking} \}$.

d. It is a multiply-connected network as there is at least one pair of nodes that have more than one path.



eg: Two paths between Light Sensor and Sound Sensor.