

CS221 Autumn 2022: Artificial Intelligence: Principles and Techniques

Homework 1: Foundations

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By turning in this assignment, I agree by the Stanford honor code and declare that all of this is my own work.

Welcome to your first CS221 assignment! The goal of this assignment is to sharpen your math, programming, and ethical analysis skills needed for this class. If you meet the prerequisites, you should find these problems relatively innocuous. Some of these problems will occur again as subproblems of later homeworks, so make sure you know how to do them. If you're unsure about them or need a refresher, we recommend going through our prerequisites module or other resources on the Internet, or coming to office hours.

Before you get started, please read the Assignments section on the course website thoroughly.

Problem 1: Optimization and probability

In this class, we will cast a lot of AI problems as optimization problems, that is, finding the best solution in a rigorous mathematical sense. At the same time, we must be adroit at coping with uncertainty in the world, and for that, we appeal to tools from probability.

- a. Let x_1, \dots, x_n be real numbers representing positions on a number line. Let w_1, \dots, w_n be positive real numbers representing the importance of each of these positions. Consider the quadratic function: $f(\theta) = \sum_{i=1}^n w_i(\theta - x_i)^2$. Note that θ here is a scalar. What value of θ minimizes $f(\theta)$? Show that the optimum you find is indeed a minimum. What problematic issues could arise if some of the w_i 's are negative?

[**NOTE:** You can think about this problem as trying to find the point θ that's not too far away from the x_i 's. Over time, hopefully you'll appreciate how nice quadratic functions are to minimize.]

[**What we expect:** An expression for the value of θ that minimizes $f(\theta)$ and how you got it. A short calculation/argument to show that it is a minimum. 1-2 sentences describing a problem that could arise if some of the w_i 's are negative.]

Your Solution:

Since: $f(\theta) = \sum_{i=1}^n w_i(\theta - x_i)^2$
Therefore $f'(\theta) = 2 \sum_{i=1}^n w_i(\theta - x_i)$

To obtain the optimum, set $f'(\theta) = 0$, then we have the following:

$$\begin{aligned} f'(\theta) &= 2 \sum_{i=1}^n w_i(\theta - x_i) = 0 \\ \implies \sum_{i=1}^n w_i \theta &= \sum_{i=1}^n w_i x_i \\ \implies \theta^* &= \frac{\sum_{i=1}^n w_i x_i}{\sum_{i=1}^n w_i} \end{aligned}$$

To show this optimum is indeed a minimum, assume $\exists \theta_0$ such that $f(\theta_0) < f(\theta^*)$. Let $t \in (0, 1]$ by convexity, we have the following:

$$\begin{aligned} f((1-t)\theta^* + t\theta_0) &\leq (1-t)f(\theta^*) + tf(\theta_0) \\ &< (1-t)f(\theta^*) + t(f(\theta^*)) \\ &< f(\theta^*) \end{aligned}$$

We may arbitrarily choose $t \rightarrow 0$, then the above inequality reduces to $f(\theta^*) < f(\theta^*)$, this introduces a contradiction, thus $f(\theta^*)$ is indeed a minimum.

When some of the w_i s are negative, the convexity property will not hold, thus the optimum θ^* will not be guaranteed to give us the true global minimum, more over if the summation of w_i s is 0, there will be no solutions for θ^* .

- b. In this class, we will frequently encounter operators such as sum, min, and max. Let's explore what happens if we switch the order of these operators.

Let $f(\mathbf{x}) = \min_{s \in [-1, 1]} \sum_{i=1}^d s x_i$ and $g(\mathbf{x}) = \sum_{i=1}^d \min_{s_i \in [-1, 1]} s_i x_i$, where $\mathbf{x} = (x_1, \dots, x_d) \in \mathbb{R}^d$ is a real vector and $[-1, 1]$ means the closed interval from -1 to 1 . Which of $f(\mathbf{x}) \leq g(\mathbf{x})$, $f(\mathbf{x}) = g(\mathbf{x})$, or $f(\mathbf{x}) \geq g(\mathbf{x})$ is true for all \mathbf{x} ? Prove it.

[**HINT:** You may find it helpful to refactor the expressions so that they are minimizing the same quantity over different sized sets.]

[**What we expect:** A short (3-5) line/sentence proof. You should use mathematical notation in your proof, but can also make your argument in words.]

Your Solution:

First, rewrite the two functions as the following:

$$\begin{aligned} f(x) &= \min_{s \in [-1, 1]} \sum_{i=1}^d s x_i \\ &= \min \left(- \sum_{i=1}^d x_i, \sum_{i=1}^d x_i \right) \\ &= - \left| \sum_{i=1}^d x_i \right| \\ g(x) &= \sum_{i=1}^d \min_{s_i \in [-1, 1]} s_i x_i \\ &= \sum_{i=1}^d \min(-x_i, x_i) \\ &= - \sum_{i=1}^d |x_i| \end{aligned}$$

By triangle inequality, we have $|a| + |b| \geq |a + b|$, hence $-|a| - |b| \leq -|a + b|$.

In this case $-\sum_{i=1}^d |x_i| \leq -\left| \sum_{i=1}^d x_i \right|$, therefore we may conclude $f(x) \geq g(x)$.

- c. Suppose you repeatedly roll a fair six-sided die until you roll a 1 (and then you stop). Every time you roll a 3, you win a points, and every time you roll a 6, you lose b points. You do not win or lose any points if you roll a 2, 4 or a 5. What is the expected number of points (as a function of a and b) you will have when you stop?

[**HINT:** You will find it helpful to define a recurrence. If you define V as the expected number of points you get from playing the game, what happens if you roll a 3? You win a points and then get to play again. What about the other cases? Can you write this as a recurrence?]

[**What we expect:** A recurrence to represent the problem and the resulting expression from solving the recurrence (no more than 1-2 lines)]

Your Solution:

First, let N be the random variable representing the number of rolls, and V be the number of points. We can write the recurrence as the following:

$$V_N = \begin{cases} V_{N-1} & \text{if roll 1, and stop} \\ V_{N-1} + 0 & \text{if roll 2, 4, 5} \\ V_{N-1} + a & \text{if roll 3} \\ V_{N-1} - b & \text{if roll 6} \end{cases}$$

For each roll i , the expected value of $V_i = 0 \times \frac{1}{6} + 0 \times \frac{3}{6} + a \times \frac{1}{6} - b \times \frac{1}{6} = \frac{a-b}{6}$. Moreover, the number of rolls N follows a geometric distribution with parameter $\frac{1}{6}$, $N \sim \text{Geom}(\frac{1}{6})$. Hence, $\mathbb{E}[N] = 6$. Therefore, the expected points when we stop is $\mathbb{E}[V_N] = 6 \times \frac{a-b}{6} = a - b$.

- d. Suppose the probability of a coin turning up heads is p (where $0 < p < 1$), and we flip it 5 times and get $\{T, H, H, H, H\}$. We know the probability (likelihood) of obtaining this sequence is $L(p) = (1 - p)p p p p = p^4(1 - p)$. What value of p maximizes $L(p)$? Prove/Show that this value of p maximizes $L(p)$. What is an intuitive interpretation of this value of p ?

[**HINT:** Consider taking the derivative of $\log L(p)$. You can also directly take the derivative of $L(p)$, but it is cleaner and more natural to differentiate $\log L(p)$. You can verify for yourself that the value of p which maximizes $\log L(p)$ must also maximize $L(p)$ (you are not required to prove this in your solution).]

[**What we expect:** The value of p that maximizes $L(p)$ and the work/calculation used to solve for it. Note that you must prove/show that it is a maximum. A 1-sentence intuitive interpretation of the value of p .]

Your Solution:

I understand that in the hint recommends to work with the log of the likelihood function, however, since in this case since in this case it is rather easy to open the parenthesis, I will just directly work with the likelihood function itself by, first, take the derivative of $L(p)$, and then set it to zero to obtain the optima as the following:

$$\begin{aligned} L(p) &= p^4 - p^5 \\ \frac{dL(p)}{dp} &= 4p^3 - 5p^4 = 0 \\ p^3(4 - 5p) &= 0 \\ p_1 &= 0, \text{ Since } p \in (0, 1), \text{ delete this root.} \\ p_2 &= 0.8, \text{ This is the only root for } p \text{ on domain } (0, 1). \end{aligned}$$

Therefore, when $p = 0.8$ the likelihood is maximized. Now let's show this is indeed a maximizer of $L(p)$ on domain $(0, 1)$ by take the second derivative of the likelihood function:

$$\begin{aligned} \frac{d^2L(p)}{d^2p} &= 12p^2 - 20p^3 \\ \text{When } p &= 0.8 \\ \frac{d^2L(p)}{d^2p} &= 12 \times 0.8^2 - 20 \times 0.8^3 \\ &= -2.56 < 0 \end{aligned}$$

Therefore, when at $p = 0.8$, we indeed obtain a maximum. The intuition of this probability indicates that the coin is biased, and it is biased towards having heads on each flip, which is consistent with the observed sequence. However, it is also not too biased, say $p = 0.000000009$, so that when the rare even happens, it will drastically reduce the likelihood.

- e. Now for a little bit of practice manipulating conditional probabilities. Suppose that A and B are two events such that $P(A|B) = P(B|A)$. We also know that $P(A \cup B) = \frac{1}{3}$ and $P(A \cap B) > 0$. Prove that $P(A) > \frac{1}{6}$.

[**HINT:** Note that A and B are not necessarily mutually exclusive. Consider how we can relate $P(A \cup B)$ and $P(A \cap B)$.]

[**What we expect:** A short (~ 5 line) proof/derivation.]

Your Solution: First, write out the two conditional probabilities as the following:

$$P(A|B) = \frac{P(A \cap B)}{P(B)}$$
$$P(B|A) = \frac{P(A \cap B)}{P(A)}$$

Since $P(A|B) = P(B|A)$, then $P(A) = P(B)$ as the conditional probabilities above already share the common term $P(A \cap B)$.

Moreover, from $P(A \cap B) > 0$, we know event A and B are not independent. Hence we have

$$\begin{aligned} P(A \cup B) &= P(A) + P(B) - P(A \cap B) \\ &= 2P(A) - P(A \cap B) = \frac{1}{3} \\ P(A) &= \frac{1}{6} + \frac{P(A \cap B)}{2} \\ &\geq \frac{1}{6}, \text{ as the second term of } \frac{P(A \cap B)}{2} \text{ is positive.} \end{aligned}$$

- f. Let's practice taking gradients, which is a key operation for being able to optimize continuous functions. For $\mathbf{w} \in \mathbb{R}^d$ (represented as a column vector), and constants $\mathbf{a}_i, \mathbf{b}_j \in \mathbb{R}^d$ (also represented as column vectors), $\lambda \in \mathbb{R}$, and a positive integer n , define the scalar-valued function

$$f(\mathbf{w}) = \left(\sum_{i=1}^n \sum_{j=1}^n (\mathbf{a}_i^\top \mathbf{w} - \mathbf{b}_j^\top \mathbf{w})^2 \right) + \frac{\lambda}{2} \|\mathbf{w}\|_2^2,$$

where the vector is $\mathbf{w} = (w_1, \dots, w_d)^\top$ and $\|\mathbf{w}\|_2 = \sqrt{\sum_{k=1}^d w_k^2} = \sqrt{\mathbf{w}^\top \mathbf{w}}$ is known as the L_2 norm. Compute the gradient $\nabla f(\mathbf{w})$.

[RECALL: The gradient is a d -dimensional vector of the partial derivatives with respect to each w_i :

$$\nabla f(\mathbf{w}) = \left(\frac{\partial f(\mathbf{w})}{\partial w_1}, \dots, \frac{\partial f(\mathbf{w})}{\partial w_d} \right)^\top.$$

If you're not comfortable with vector calculus, first warm up by working out this problem using scalars in place of vectors and derivatives in place of gradients. Not everything for scalars goes through for vectors, but the two should at least be consistent with each other (when $d = 1$). Do not write out summations over dimensions, because that gets tedious.]

[What we expect: An expression for the gradient and the work used to derive it. (~ 5 lines). No need to expand out terms unnecessarily; try to write the final answer compactly.]

Your Solution:

$$f(\mathbf{w}) = \underbrace{\left(\sum_{i=1}^n \sum_{j=1}^n (\mathbf{a}_i^\top \mathbf{w} - \mathbf{b}_j^\top \mathbf{w})^2 \right)}_{l(\mathbf{w})} + \underbrace{\frac{\lambda}{2} \|\mathbf{w}\|_2^2}_{g(\mathbf{w})}$$

First, take a look at $g(\mathbf{w})$ of the above function, the derivative with respect to \mathbf{w}_1 , where \mathbf{w}_1 is the first entry of vector \mathbf{w} :

$$\frac{dg(\mathbf{w})}{d\mathbf{w}_1} = \lambda w_1$$

Now, take the gradient for the function $l(\mathbf{w})$ with respect to \mathbf{w}_1 , the steps are as the following:

$$l(\mathbf{w}) = \sum_{i=1}^n \sum_{j=1}^n (\mathbf{a}_i^\top \mathbf{w} - \mathbf{b}_j^\top \mathbf{w})^2$$

$$\frac{dl(\mathbf{w})}{d\mathbf{w}_1} = \sum_{i=1}^n \sum_{j=1}^n 2(\mathbf{a}_i^\top - \mathbf{b}_j^\top) \mathbf{w} (\mathbf{a}_{i1} - \mathbf{b}_{j1})$$

Similarly, the derivatives w.r.t \mathbf{w}_2 are:

$$\frac{dg(\mathbf{w})}{d\mathbf{w}_2} = \lambda w_2$$

$$\frac{dl(\mathbf{w})}{d\mathbf{w}_2} = \sum_{i=1}^n \sum_{j=1}^n 2(\mathbf{a}_i^\top - \mathbf{b}_j^\top) \mathbf{w} (\mathbf{a}_{i2} - \mathbf{b}_{j2})$$

Therefore the gradient $\nabla f(\mathbf{w})$ is a d-dimensional vector, with each term as

$$\sum_{i=1}^n \sum_{j=1}^n 2(\mathbf{a}_i^\top - \mathbf{b}_j^\top) \mathbf{w} (\mathbf{a}_{id} - \mathbf{b}_{jd}) + \lambda \mathbf{w}_d$$

Problem 2: Complexity

When designing algorithms, it's useful to be able to do quick back-of-the-envelope calculations to see how much time or space an algorithm needs. Hopefully, you'll start to get more intuition for this by being exposed to different types of problems.

- a. Suppose we have an $n \times n$ grid of points, where we'd like to place 3 arbitrary axis-aligned rectangles (i.e., the sides of the rectangle are parallel to the axes). Each corner of each rectangle must be one of the points in the grid, but otherwise there are no constraints on the location or size of the rectangles. For example, it is possible for all four corners of a single rectangle to be the same point (resulting in a rectangle of size 0) or for all 3 rectangles to be on top of each other. How many possible ways are there to place 3 rectangles on the grid? In general, we only care about asymptotic complexity, so give your answer in the form of $O(n^c)$ or $O(c^n)$ for some integer c .

[**NOTE:** It is unnecessary to consider whether order matters in this problem, since we are asking for asymptotic complexity. You are free to assume either in your solution, as it doesn't change the final answer.]

[**What we expect:** A big-O bound for the number of possible ways to place 3 rectangles and some simple explanation/reasoning for the answer (~ 2 sentences).]

Your Solution:

First, let's consider the one rectangle case, since the only constrain is the sides of the rectangle are parallel to the axes, to fix a rectangle we need to fix three out of the four vertices. For each vertex we have n choices, thus to fix first three vertices, we have n^3 choices, the fourth vertex is thus determined.

Since there are three rectangles, each will have n^3 choices, thus, to arrange the three triangles together, assuming the sequence of the three rectangles matter, there will be $(n^3)^3 = n^9$ different ways to arrange. Thus, the complexity is $O(n^9)$.

- b. Suppose we have an $n \times 2n$ grid of points. We start at the point in the upper-left corner (the point at position $(1, 1)$), and we would like to reach the point at the lower-right corner (the point at position $(n, 2n)$) by taking single steps down or to the right. Suppose we are provided with a function $c(i, j)$ that outputs the cost associated with position (i, j) , and assume it takes constant time to compute for each position. Note that $c(i, j)$ can be negative. Define the cost of a path as the sum of $c(i, j)$ for all points (i, j) along the path, including both endpoints. Give an algorithm for computing the cost of the minimum-cost path from $(1, 1)$ to $(n, 2n)$ in the most efficient way (with the smallest big-O time complexity). What is the runtime (just give the big-O)?

[**What we expect:** A description of the algorithm for computing the cost of the minimum-cost path as efficiently as possible (~ 5 sentences). The big-O runtime and a short explanation of how it arises from the algorithm.]

Your Solution:

Since this question only considers the time complexity, not the space complexity, intuitively using recursion will be more costly as it involves repetitive computations, the time complexity could be on the order of $O(2^{2n})$. Hence, here we employ dynamic programming described as the following:

Initialize a n by $2n$ array, tc , to store all the minimum cost to reach each cell

$tc[1][1] = \text{cost}(1, 1)$

Fill the first row of tc array

for j in range $(1, 2n + 1)$:

$tc[1][j] = tc[1][j-1] + \text{cost}[1][j]$

Fill the first column of tc array

for i in range $(1, n + 1)$:

$tc[i][1] = tc[i-1][1] + \text{cost}[i][1]$

Fill the rest of the cells

for i in range $(2, n + 1)$:

for j in range $(2, 2n + 1)$:

$tc[i][j] = \min(tc[i-1][j], tc[i][j-1]) + \text{cost}[i][j]$

return $tc[n][2n]$

The time complexity of the above algorithm is $O(n^2)$, because there are $2n^2$ computation to complete to fill up the entire array.

Problem 3: Ethical Issue Spotting

One of the goals of this course is to teach you how to tackle real-world problems with tools from AI. But real-world problems have real-world consequences. Along with technical skills, an important skill every practitioner of AI needs to develop is an awareness of the ethical issues associated with AI. The purpose of this exercise is to practice spotting potential ethical concerns in applications of AI - even seemingly innocuous ones.

In this question, you will explore the ethics of four different real-world scenarios using the ethics guidelines produced by a machine learning research venue, the NeurIPS conference. The [NeurIPS Ethical Guidelines](#) list sixteen non-exhaustive concerns under Potential Negative Social Impacts and General Ethical Conduct (the numbered lists). For each scenario, you will write a potential negative impacts statement. To do so, you will first determine if the algorithm / dataset / technique could have a potential negative social impact or violate general ethical conduct (again, the sixteen numbered items taken from the [NeurIPS Ethical Guidelines](#) page). If the scenario does violate ethical conduct or has potential negative social impacts, list one concern it violates and justify why you think that concern applies to the scenario. If you do **not** think the scenario has an ethical concern, explain how you came to that decision. Unlike earlier problems in the homework there are many possible good answers. If you can justify your answer, then you should feel confident that you have answered the question well.

Each of the scenarios is drawn from a real AI research paper. The ethics of AI research closely mirror the potential real-world consequences of deploying AI, and the lessons you'll draw from this exercise will certainly be applicable to deploying AI at scale. As a note, you are **not** required to read the original papers, but we have linked to them in case they might be useful. Furthermore, you are welcome to respond to anything in the linked article that's not mentioned in the written scenario, but the scenarios as described here should provide enough detail to find at least one concern.

[What we expect: A 2-5 sentence paragraph for each of the scenarios where you either A. identify at least one ethical concern from the [NeurIPS Ethical Guidelines](#) and justify why you think it applies, or B. state that you don't think a concern exists and justify why that's the case. Chosen scenarios may have anywhere from zero to multiple concerns that match, but you are only required to pick one concern (if it exists) and justify your decision accordingly. Furthermore, copy out and underline the ethical checklist item to which you are referring as part of your answer (i.e.: Severely damage the environment). We have also included a citation in the example solution below, but you are not required to add citations to your response.]

Example Scenario

You work for a U.S. hospital that has recently implemented a new intervention program that enrolls at-risk patients in programs to help address their chronic medical issues proactively before the patients end up in the hospital. The intervention program automatically identifies at-risk patients by predicting patients' risk scores, which are measured in terms of healthcare costs. However, you notice that for a given risk score tier, the Black patients are considerably sicker when enrolled than white patients, even though their assigned illness risk score is identical. You manually re-assign patients' risk scores based on their current symptoms and notice that the percentage of Black patients who would be enrolled has increased from 17% to over 45% [1].

Example Solution

This algorithm has likely encoded, contains, or potentially exacerbates bias against people of a certain race or ethnicity since the algorithm predicts healthcare costs. Because access to medical care in the U.S. is unequal, Black patients tend to have lower healthcare costs than their white counterparts [2]. Thus the algorithm will incorrectly predict that they are at lower risk.

- a. An investment firm develops a simple machine learning model to predict whether an individual is likely to default on a loan from a variety of factors, including location, age, credit score, and public record. After looking through their results, you find that the model predicts mainly based on location and that the model mainly accepts loans from urban centers and denies loans from rural applicants [3]. Furthermore, looking at the gender and ethnicity of the applicants, you find that the model has a significantly higher false positive rate for Black and male applicants than for other groups. In a false positive prediction, a model misclassifies someone who does not default as likely to default.

Your Solution:

This algorithm likely violates the following ethical conduct: Encode, contain, or potentially exacerbate bias against people of a certain gender, race, sexuality, or who have other protected characteristics. Because geographic location is not only highly correlated with social economic status, but also associated with the racial ethnicity of the residence. Hence using this as one of the predictor for default rate, will likely biasedly misclassify the outcome of certain subgroups, especially those of colors. This is also reflected in the fact that the false positive rate is higher in the Black community, for example.

- b. Stylometry is a way of predicting the author of contested or anonymous text by analyzing the writing patterns in the anonymous text and other texts written by the potential authors. Recently, highly accurate machine learning algorithms have been developed for this task. While these models are typically used to analyze historical documents and literature, they could be used for deanonymizing a wide range of texts, including code [4].

Your Solution:

This algorithm likely violates the following ethical conduct: Contain information that could be deduced about individuals that they have not consented to share. Certain documents are written anonymously for a reason, usually the main goal is to protect the writer behind it, so that people can feel safe while providing their opinions on certain sensitive issues. With this algorithm, the names/identities will be disclose without consenting the authors themselves. Moreover, it may falsely identify authors as well. Moreover, certain codes might be released without a formal permission of declassification.

- c. A research group scraped millions of faces of celebrities off of Google images to develop facial recognition technology [5]. The celebrities did not give permission for their images to be used in the dataset and many of the images are copyrighted. For copyrighted photos, the dataset provides URL links to the original image along with bounding boxes for the face.

Your Solution:

This research likely violates the following ethical conduct: Consent to use or share the data. Internet scraping is a quick and dirty way to obtain a lot of images. Even though celebrities are public figures, but their images, especially copyrighted images shall not be used without a consent or the corresponding legal process.

- d. Researchers have recently created a machine learning model that can predict plant species automatically directly from a single photo [6]. The model was trained using photos uploaded to the iNaturalist app by users who consented to use of their photos for research purposes, and the model is only used within the app to help users identify plants they might come across in the wild.

Your Solution: Man, I am a user of iNaturalist... eventhough I would love to believe this one does not have any ethical violation, but it can still potentially violate the following: Consent to use or share the data. For example, I only consented for the App developer to use the photos itself, not the metadata associated with the photo, however, they can still figure out the coordinates of where and when this photo is taken.

Problem 4: Programming

In this problem, you will implement a bunch of short functions. The main purpose of this exercise is to familiarize yourself with Python, but as a bonus, the functions that you will implement will come in handy in subsequent homeworks.

Do not import any outside libraries (e.g. `numpy`). Only standard python libraries and/or the libraries imported in the starter code are allowed.

See `submission.py`. No written submission.

Submission

Submission is done on Gradescope.

Written: When submitting the written parts, make sure to select **all** the pages that contain part of your answer for that problem, or else you will not get credit. To double check after submission, you can click on each problem link on the right side and it should show the pages that are selected for that problem.

Programming: After you submit, the autograder will take a few minutes to run. Check back after it runs to make sure that your submission succeeded. If your autograder crashes, you will receive a 0 on the programming part of the assignment. Note: the only file to be submitted to Gradescope is `submission.py`.

More details can be found in the Submission section on the course website.

References

- [1] Obermeyer et al. Dissecting racial bias in an algorithm used to manage the health of populations. 2019.
- [2] Institute of Medicine of the National Academies. Unequal Treatment: Confronting Racial and Ethnic Disparities in Health Care. 2003.
- [3] Imperial College London. Loan Default Prediction Dataset. 2014.
- [4] Caliskan-Islam et. al. De-anonymizing programmers via code stylometry. 2015.
- [5] Parkhi et al. VGG Face Dataset. 2015.
- [6] iNaturalist. A new vision model. 2020.