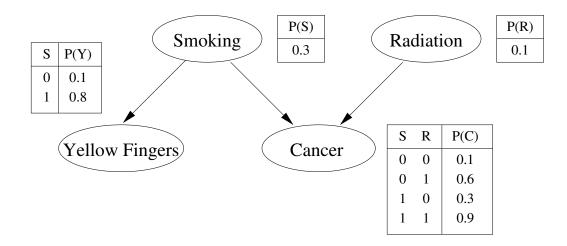
## CSE 590ST: Statistical Methods in Computer Science Homework 4

## Due in class on June 2, 2004

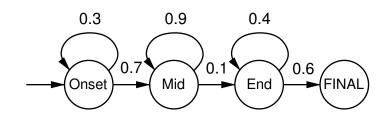
- 1. Suppose you use greedy search to learn the structure of a Bayesian network, with the search operators being all possible arc additions, deletions and reversals at each step. Suppose the network has n variables, and the maximum allowed number of parents per variable is a constant  $k \ll n$ . There is no missing data.
  - (a) Show that the worst-case computational cost of scoring all the candidate networks at each step using a naive implementation is  $O(n^3)$ . (Ignore the issue of avoiding cycles.)
  - (b) How can you reduce this to  $O(n^2)$ ?
- 2. How would you generalize the EM algorithm to learn mixtures of Gaussians with unknown means, covariances and component priors?
- 3. Consider again the Bayesian network in Question 2 of Homework 1:



- (a) Convert this Bayesian network to an equivalent Markov network, using one potential function per maximal clique.
- (b) Choose a (maximal) clique. How does multiplying all values of its potential function by a constant c change the probability distribution represented by the Markov network? How does it change the value of the partition function?
- (c) Let G be the graph of this Markov network. What is the Markov blanket of Yellow Fingers in G?
- (d) Is Smoking independent of Radiation according to G?

4. Hidden Markov models are often used to recognize *phones*, the elementary sounds of speech. Each phone has three possible states: Onset, Mid and End, plus a final absorbing state. The space of possible acoustic observations is often partitioned into n regions  $\{C_1, \ldots, C_n\}$ . The figure below shows the HMM for the phone [m] (the first phone in, for example, the word "mother").

## Phone HMM for [m]:



## Output probabilities for the phone HMM:

Onset:	Mid:	End:
C1: 0.5	C3: 0.2	C4: 0.1
C2: 0.2	C4: 0.7	C6: 0.5
C3: 0.3	C5: 0.1	C7: 0.4

Calculate the most probable path through this HMM for the observation sequence  $[C_1, C_2, C_3, C_4, C_4, C_6, C_7]$ . Also give its probability.

- 5. In 1738, J. Bernoulli investigated the St. Petersburg paradox, which works as follows. You have the opportunity to play a game in which a fair coin is tossed repeatedly until it comes up heads. If the first head appears on the *n*th toss, you win  $2^n$  dollars.
  - (a) Show that the expected monetary value of this game is infinite.
  - (b) How much would you, personally, pay to play the game?
  - (c) Bernoulli resolved the apparent paradox by suggesting that the utility of money is measured on a logarithmic scale (i.e.,  $U(S_n) = a \log_2 n + b$ , where  $S_n$  is the state of having n). What is the expected utility of the game under this assumption?
  - (d) What is the maximum amount that it would be rational to pay to play the game, assuming that one's initial wealth is k?