Assignment 3: Bayesian Decision Theory and Graphical Models

Submission: Tuesday September 20th
Maximum 2 students per group

Prof. Fabio A. González
Machine Learning - 2011-II
Maestría en Ing. de Sistemas y Computación

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1. [DHS00] Problem 13 & 14 (sect. 2.4, page 68)

2. [Alp10] Exercise 1 (chap. 16, page 417)

3. [DHS00] Computer exercise 9 (sect 2.11, page 81). *Note: do not write a program, instead look for a program that solves Bayesian Networks. Provide a detailed explanation for each answer.*

4. [Bis06] Exercise 8.11 (chap. 8, page 420)

5. [Bis06] Exercise 8.14 (chap. 8, page 420)

References

[Alp10]   Alpaydin, E. 2010 Introduction to Machine Learning, 2nd (Adaptive Computation and Machine Learning). The MIT Press.

[DHS00]   Duda, R. O., Hart, P. E., and Stork, D. G. 2000 Pattern Classification (2nd Edition). Wiley-Interscience.

[Bis06]   Bishop, C. 2006 Pattern Recognition and Machine Learning. Springer-Verlag.