

# Machine Learning applied to Planetary Sciences

PTYS 595B/495B

Leon Palafox

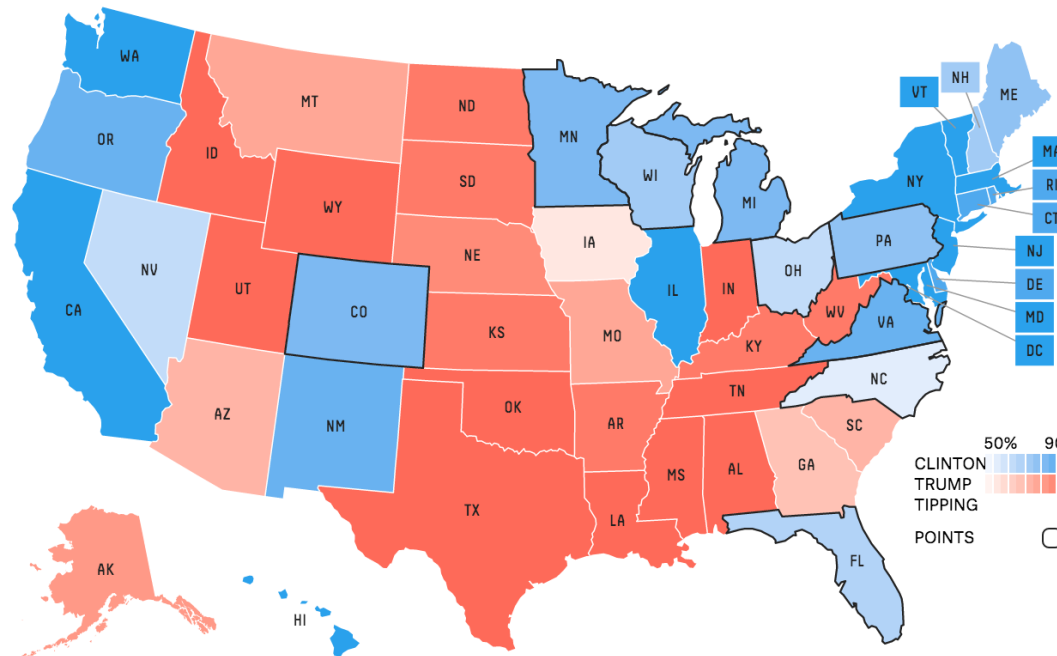
<https://leonpalafox.github.io/MLClass/>

# Probability of an event happening



$$P = 1/12$$

### Chance of winning



<http://projects.fivethirtyeight.com/2016-election-forecast>

# Probability Distributions

- What is a probability?
  - Is a measure of uncertainty (or certainty) for an event.
- In Machine Learning we often deal with uncertain scenarios.
  - The world is uncertain.
- We have two kinds of Probability:
  - Frequentist
  - Bayesian

# Frequentist Probability

- We can create as many scenarios as we want:
  - Bootstrapping
- Dice example
- Soccer Matches (maybe)
- Factory quality control (6 Sigma)
  - 6 Standard deviations.
- Is often misused.

# Bayesian Probability

- We can't really create as many scenarios as we want.
  - Plane crashes
  - Presidential Elections
  - Medical diagnosis
- Here, it represents a degree of belief in a certain event.
- People don't use it enough.

# They share the same rules

- Both Bayesian and Frequentists share the same set of formal rules.
  - Math
  - Laws
  - Theorems.
- Is easy to mix them up.
  - Beware of the P-values!!!!!!!



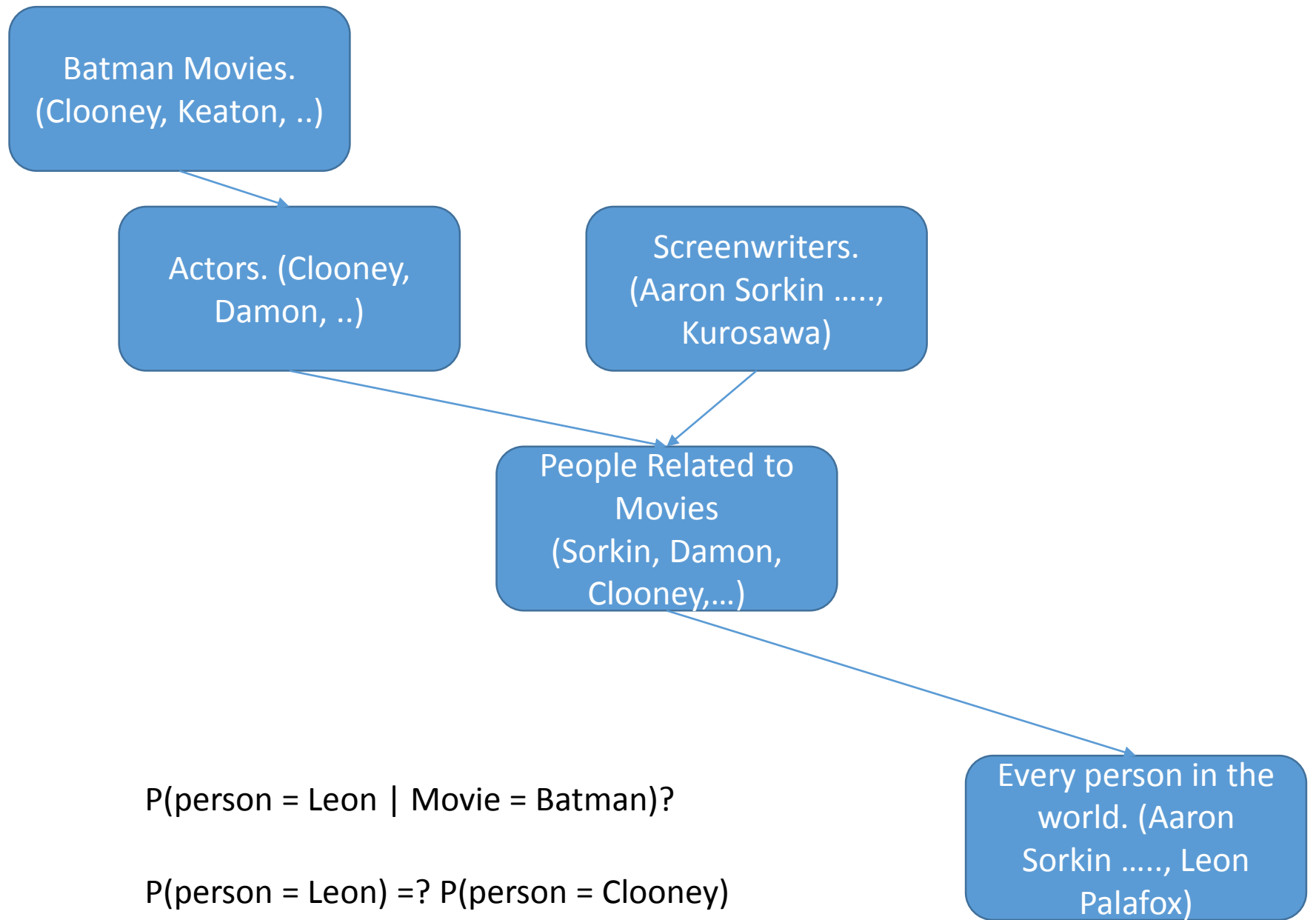
# Random Sampling

- TV Shows
  - Enterprise, Spock, Picard, Wesley
  - Lannister, Stark, Theon, Westeros
  - House, Doctor, Vicodin
- Movies
  - Clooney, Damon, Heist
  - Damon, Mars, NASA
  - Damon, Robin Williams, MIT
- Each movie is a probability distribution, each domain is a probability distribution.



Is turtles all the way down!!





# Fruit examples (Bishop's)

