「ガウス過程と機械学習」

-0.4

-0.5-0.6

−0.7

2

X

```
P.68 ガウス過程からのサンプル
In [1]:
          using Distributions
         using Plots
        初期値を設定
In [2]:
         x1 = 1.0:1.0:4.0
         x2 = 1.0:0.5:4.0
          x3 = 1.0:0.2:4.0
         \theta_1 = 1.0
         \theta_2 = 1.0;
        カーネル行列を計算
In [3]:
         # ガウスカーネル
         function kernel(x, \theta_1, \theta_2)
             \theta_1 * exp.(-(x - x').^2 ./ \theta_2)
         end
        kernel (generic function with 1 method)
In [4]:
         k1 = kernel(x1, \theta_1, \theta_2)
         k2 = kernel(x2, \theta_1, \theta_2)
         k3 = kernel(x3, \theta_1, \theta_2);
        ガウス過程からサンプルを生成
In [5]:
         # それぞれ次元の数だけµを設定
          \mu 1 = zeros(4)
          \mu 2 = zeros(7)
          \mu3 = zeros(16);
In [6]:
          gp1 = MvNormal(\mu1, k1)
          gp2 = MvNormal(\mu 2, k2)
          gp3 = MvNormal(\mu3, k3)
         sample1 = rand(gp1, 1)
         sample2 = rand(gp2, 1)
         sample3 = rand(gp3, 1);
In [7]:
         plot(
             scatter(x1, sample1, xlab="x", ylab="y", label="x -> 1.0:1.0:4.0"),
              scatter(x2, sample2, xlab="x", ylab="y", label="x -> 1.0:0.5:4.0"),
             scatter(x3, sample3, xlab="x", ylab="y", label="x -> 1.0:0.2:4.0")
Out[7]:
                               \bigcirc x -> 1.0:1.0:4.0
                                                                      x -> 1.0:0.5:4.0
             0.50
                                                     1.5
             0.25
                                                 > 1.0
             0.00
            -0.25
                                                     0.5
            -0.50
            -0.75
                                                     0.0
                           2
                                     3
                  1
                                                        1
                                                                       Χ
                                Χ
                               \bigcirc x -> 1.0:0.2:4.0
             -0.1
             -0.2
             -0.3
```