Example Bayesian Madel: y: ~ Biham (Ni, p) , i=1, ..., n (groups) p ~ Beta (d, 3) survival probability # of surviving individuals # of Initial individuals Posteria: [Ply] = [ylp][P] ~ IT EyilP3 CP] ~ (T (Ni) py (1-p) 1-y;) T(a+B) p (1-p) }-1 × β'ς ((-ρ) ΣΝ(-γ); ρ < - ((-ρ) β- (2 ρ ξ y; + 2 - 1 ξ (N; -y;) + β - (= Beta (Z y + L , Z (N; -y) + B)

Jecare une recognize the posterior distribution as a known form and hence know its normalizing constant!

Inproduction: Bayesian Br575: Probability distributions characterize stochasticity de rendom vombbles: 0- [0] pat or port Note: [0] = f(0) = F(0) = T(0) = 7and $[0] d\theta = 1$ When 2 quantities we can find conditione) distribution of one given the other: [0/y] = [7/0][0] = data rodel

[y]

Foremeter nodel postnin proportional ~ Cylo](6] w.s.t. 0 Note: [y] = Scy, 0] do = Scy 10] Co] do [mangine] distri of data (also prior prediction distri, and "evidence") Plug mangine I have cond. prob to get Beyer rule:

[8/y] = [y10][0] we usually only deal of surementary ble denonScylo][0]do is hard to calculate.

Bayesian model: date model y - [y(0] "likelihood" 0- [0] Prior Conditioning makes it easy to usually (y,0) - [y,0] i? specify! nond to specify drectly. The Bayes in model is generative! Con Simulate date of from it. First sample of from Co3 Second: sample of from Cy10] Probability distributions are essential elements of Degicin vodels. Lots to choose from, so memorite common ones: bironial, poisson, Normal, oanne, inv. game nultivariate Normal, etc... (you can also invent prob. distributions
if you need something special). they are observed. We rever observe

of so we use posterior [0] to lean about it. Posterior distri is optimal blend of likelihood and prion. Milwi. Nood problem: Style Jdo # 1