

Introduction to PHY657

Spring 2026

Learning goals

- ❑ Learn how to apply statistical methods to find the best solution to a specific problem
 - ❑ Check whether a specific model describes an observed data set reasonably well (hypothesis testing, classical statistics)
 - ❑ Develop predictions on some specific outcomes on the basis of a set of observations (linear regression in ML)

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- ❑ This is NOT a technical course (how to become better at python, although you should be able to improve your skills through the programming labs that you will work on); the main goal is to **deepen your knowledge of the toolkits available** to you to solve a specific problem and to reflect on the assumptions and methodology used.
What is the impact on the model assumption in shaping your answer?

Working in teams

- ❑ Balance between individual responsibilities and collaborative effort, good practice for real life
- ❑ What I would like you to do:
 - ❑ Discuss project before starting coding, try to choose a common approach
 - ❑ Collaborate in refining and debug code
 - ❑ Agree on a Jupyter notebook that will be submitted on behalf of the team
- ❑ During the regular session you should limit the discussion to your partner, although if there is a problem that benefits from a discussion that involves the whole class, we will have mini-breaks

Assessment

- ❑ Written work, Jupyter notebooks
- ❑ Participation in in-class module-end discussion, quality of submitted work, final project (see syllabus for details)

Module 1

Introduction to frequentist and Bayesian statistics and applications to model selection

DID THE SUN JUST EXPLODE?
(IT'S NIGHT, SO WE'RE NOT SURE.)

THIS NEUTRINO DETECTOR MEASURES
WHETHER THE SUN HAS GONE NOVA.

THEN, IT ROLLS TWO DICE. IF THEY
BOTH COME UP SIX, IT LIES TO US.
OTHERWISE, IT TELLS THE TRUTH.

LET'S TRY.

DETECTOR! HAS THE
SUN GONE NOVA?

ROLL
YES.

FREQUENTIST STATISTICIAN:

THE PROBABILITY OF THIS RESULT
HAPPENING BY CHANCE IS $\frac{1}{36} = 0.027$.
SINCE $p < 0.05$, I CONCLUDE
THAT THE SUN HAS EXPLODED.

BAYESIAN STATISTICIAN:

BET YOU \$50
IT HASN'T.

Probability theory

- **Mathematical probability** (Kolmogorov, 1933): any quantity that satisfies Kolmogorov axioms (defined for exclusive elementary events X_i in set Ω)
 - a) $P(X_i) \geq 0$ for all i
- **Frequentist approach**: probability related to frequency of observed events
- **Bayesian approach**: probability as “degree of belief”

Frequentist probability

- ❑ The frequentist probability of an event X_i is defined as the number of times X_i occurs $N(X_i)$ in N events
- ❑ $P(X_i) = \lim_{N \rightarrow \infty} \frac{N(X_i)}{N}$
- ❑ Frequentist probability was the “gold standard” as it is **objective**.
- ❑ In principle, it can be determined to any desired accuracy and does not depend upon the observer.

Building a model of the data

- ❑ Model is the full structure of $P(\text{data} | \text{parameters})$
 - ❑ Holding parameters fixed gives the **pdf** for the data
 - ❑ Holding data fixed gives a **likelihood function** for parameters
- ❑ Model can be interpreted as a quantitative summary of the analysis: e.g. which fundamental lesson we learned in our experiment? Note that the quality of the results is tied to how convincing the story is and how tightly it connects with a model.
- ❑ Both Bayesian and Frequentist methods start with the model

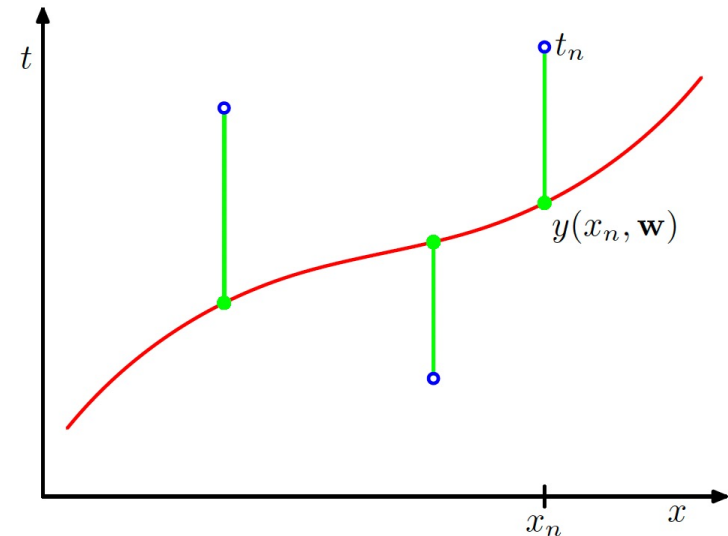
Point estimator – frequentist

- ❑ An estimator ε_w of a set of unknown parameters μ produces an estimate \hat{w} based on a data set X
- ❑ Goal is to find the estimator which gives estimate closest to the true value
 - ❑ Estimate: \hat{w} (also commonly $\hat{\theta}$)
 - ❑ True value: w
In general, w is a vector
- ❑ Example: the sample mean is an *estimator* for the population mean

Point estimator – frequentist

□ In your programming activities you will use the error function Error function $E(w)$ given by the sum of the squares of the difference between the model $y(X, w)$ for any given w and the corresponding target values t_n so that we minimize

$$\square E(w) = \frac{1}{2} \sum_{n=1}^N \{y(X_n, w) - t_n\}^2$$



Choice of the model

- ❑ In activity 1 you will experiment with different models by changing the order of the polynomial PDF
- ❑ The minimizations have unique solution because of the linear dependence of the derivatives of the error function with respect to $\{w\}$
- ❑ Check quality of the model by using a test set (predictive value):
- ❑ calculate $E(\hat{w})$ for test set and calculate $\sqrt{\frac{2E(\hat{w})}{N}}$, note: the use of training and test sets will be a dominant theme throughout the semester
- ❑ You will see the results of the overfitting

Mitigation of overfitting

❑ Regularization adds penalty term to error function

$$\square E(w) = \underbrace{\frac{1}{2} \sum_{n=1}^N \{y(X_n, w) - t_n\}^2}_{\text{Sum of squares error}} + \underbrace{\frac{\lambda}{2} ||w||^2}_{\text{Regularization term}}$$

❑ Where $||w||^2 = w_0^2 + w_1^2 + w_2^2 + \dots + w_M^2$ and λ controls the relative importance of the regularization

❑ λ is a *hyperparameter* to be tuned

❑ Will explore more in the exercises

Fundamentals of Probability

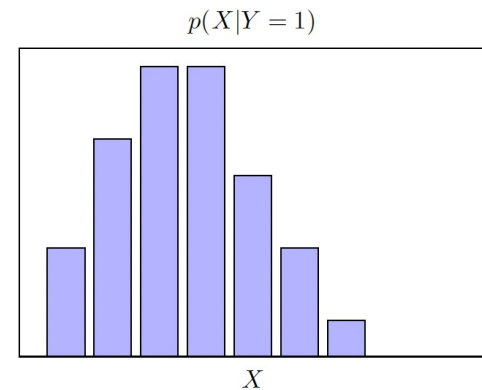
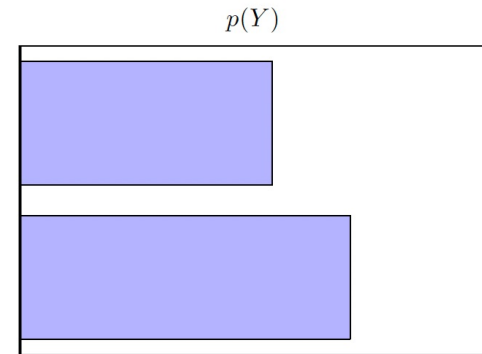
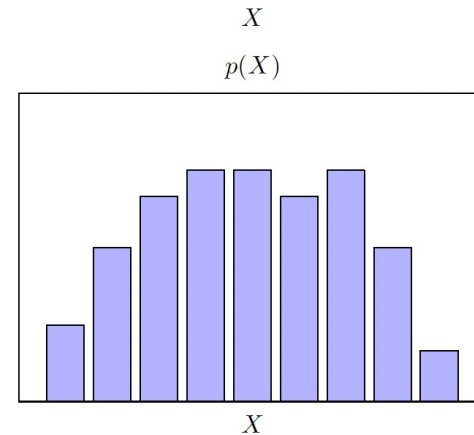
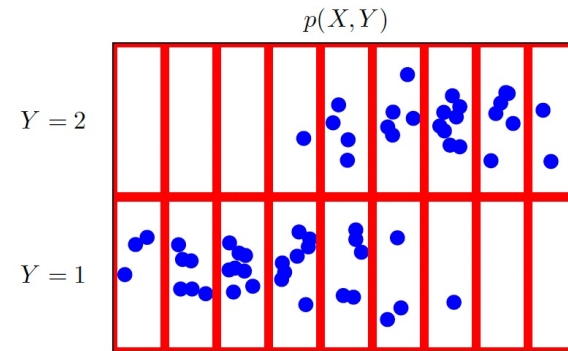
❑ Random variable: X which can take on values of x_i

❑ E.g. X is the face of a die, which can take on values x_i of $\{1-6\}$

❑ $p(X)$ – **Marginal probability** of random variable X

❑ $p(X, Y)$ – **Joint probability** of X and Y

❑ $p(X|Y)$ – **Conditional probability** of X given that Y occurred



Fundamentals of Probability

❑ **Sum Rule:** $p(X) = \sum_Y p(X, Y)$ - 'marginalized over Y '

❑ **Product Rule:** $p(X, Y) = p(Y|X)p(X)$

❑ Sum rule and product rule combined show symmetry $p(X, Y) = p(Y, X)$

❑ Importantly $p(X|Y)$ is NOT equal to $p(Y|X)$

Bayes Theorem

□ Combining sum and product rules we arrive at *Bayes' theorem*

$$p(Y|X) = \frac{p(X|Y)p(Y)}{p(X)}$$

□ Fundamental relationship between conditional probabilities

□ NOT Bayesian statistics, but has a Bayesian and frequentist interpretation

Monty Hall problem

- Suppose you are playing a shell game where 3 cups are shuffled and need to guess which cup which has the ball under it.
- You choose cup A
- The shuffler then removes cup C (they are not allowed to remove the cup with the ball)
- You are then given the option to switch to cup B

What should you choose?

Monty Hall problem

- Start of the game $P(A) = P(B) = P(C) = \frac{1}{3}$

Monty Hall problem

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Monty Hall problem

- Start of the game $P(A) = P(B) = P(C) = \frac{1}{3}$
- Prior probabilities $P(H_A) = P(H_B) = P(H_C) = \frac{1}{3}$
- Consider 'likelihood Cup C is then taken out of the game = E_C '
 - If the ball is in A:
 - $P(E_C|H_A) = \frac{1}{2}$
 - If the ball is in B:
 - $P(E_C|H_B) = 1$
 - If the ball is in C:
 - $P(E_C|H_C) = 0$

Monty Hall problem

- Bayes theorem $P(H_i|E_C) = P(E_C|H_i)P(H_i)/P(E_C)$

Monty Hall problem

- Bayes theorem $P(H_i|E_C) = P(E_C|H_I)P(H_i)/P(E_C)$
- Compute marginal probability
 - $P(E_C) = \sum P(E_C|H_I)P(H_i)$
 - $P(E_C) = \frac{1}{2} * \frac{1}{3} + 1 * \frac{1}{3} + 0 * \frac{1}{3} = \frac{1}{2}$

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- Posterior for keeping cup A vs switching to cup B

$$P(H_A|E_C) = \frac{P(E_C|H_A)P(H_A)}{P(E_C)} = \frac{\frac{1}{2} * \frac{1}{3}}{\frac{1}{2}} = \frac{1}{3}$$

$$P(H_B|E_C) = \frac{P(E_C|H_B)P(H_B)}{P(E_C)} = \frac{1 * \frac{1}{3}}{\frac{1}{2}} = \frac{2}{3}$$