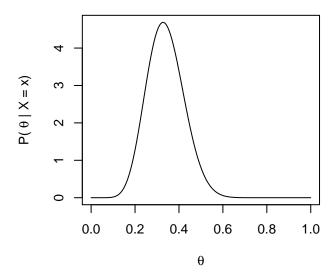
Posterior using Beta(0,0) Prior

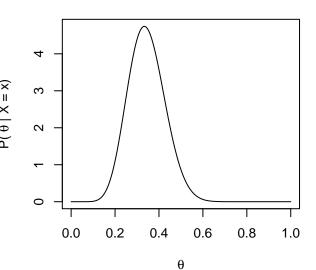
0.0 0.2 0.4 0.6 0.8 1.0

Posterior using Beta(.5,.5) Prior



Posterior using Beta(1,1) Prior

θ



Posterior using Beta(2,2) Prior

