

The Frequentist Approach

- Step 1) collect data

$$\text{Data: } X = \{x_1, x_2, \dots, x_n\}$$

- Step 2) write down likelihood

$$\text{Likelihood: } L = \prod_{i=1}^n f(x_i; \mu, \sigma^2)$$

- Step 3) $\mu, \sigma^2 \rightarrow \arg \max_{\mu, \sigma^2} L$



The Bayesian Approach

- μ, σ^2 random variable
- We don't solve for μ, σ^2
- instead, we find $p(\mu, \sigma^2 | X)$
- We don't find "number", will find "distribution"

Sampling

- $\mathcal{D}_1 \sim \mathcal{D}_2 \rightarrow \mathcal{D}_1 \approx \mathcal{D}_2$

Machine Learning Models

- E.g) Linear regression

$$y = w^T x \quad (w \in \mathbb{R}^{d \times 1} \text{ or } \mathbb{R}^{d \times d})$$

Machine Learning Models (Bayesian)

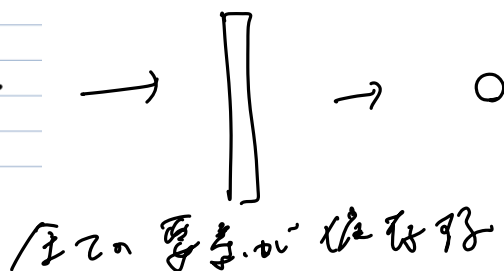
- 1200 Random Variable
- $w \in \mathbb{R}^{n \times 1}$ of c , $p(w | X, Y)$ の推定
学習データ

Bayesian Networks

- 変数間の関係と確率の設計を要する
- E.g.) #1 hours of study
#2 hours of video games
#3 hours of sleep

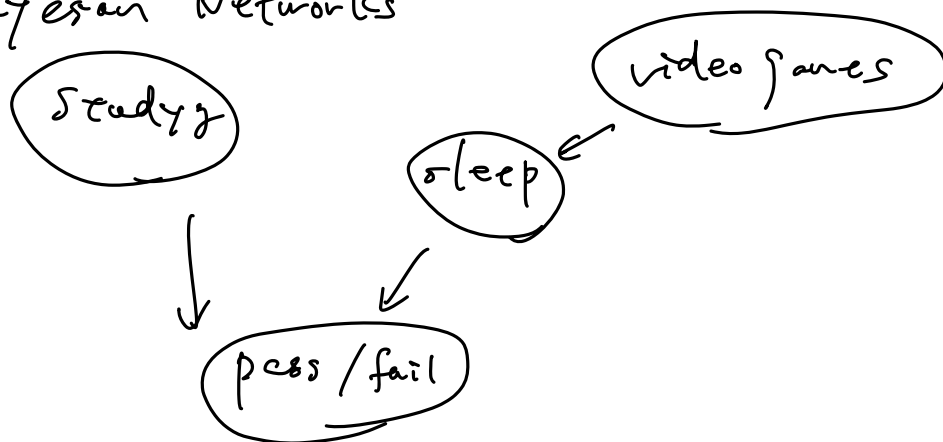
Deep learning

#1 hours of study
#2 hours of video games
#3 hours of sleep



1200 変数の確率分布

Bayesian Networks



- Y, explicitly,
明示的に