

2) "I have 3 kids. Each of them rolled a pair of dice. I have at least one boy who rolled (1,1)."

What is the prob. of 3 boys?

BBB = all 3 are boys

$\tilde{B}_s$  = at least one is a boy  
who rolled (1,1)

$$P(BBB | \tilde{B}_s) = \frac{P(\tilde{B}_s | BBB) P(BBB)}{P(\tilde{B}_s)}$$

$$P(BBB) = \frac{1}{8}$$

$$P(\tilde{B}_s | BBB) = 1 - (1 - \epsilon)^3$$

$$\epsilon = \text{prob. of } (1,1) = \frac{1}{36}$$

$$(1 - \epsilon)^3 = \text{prob. no one got } (1,1)$$

trick to calculate denom. in Bayes rule:

$$\begin{aligned} 1 &= \sum_A P(A|B) = \sum_A \frac{P(B|A)P(A)}{P(B)} \\ &= \frac{1}{P(B)} \sum_A P(B|A)P(A) \end{aligned}$$

$$\Rightarrow P(B) = \sum_A P(B|A)P(A) \quad \downarrow \frac{1}{8}$$

here:  $P(\tilde{B}_s) = \sum_{\substack{XYZ \\ \text{all 3 kid combo}}} P(\tilde{B}_s | XYZ) P(XYZ)$

$$P(\tilde{B}_s | GGG) = 0$$

$$P(\tilde{B}_s | BGG) = \epsilon$$

...



final result :

$$P(\tilde{B}_s) = \frac{1}{8} \epsilon (12 - 6\epsilon + \epsilon^2)$$

plug in Bayes:  $P(BBB | \tilde{B}_s) = \frac{1 - (1 - \epsilon)^3}{\epsilon (12 - 6\epsilon + \epsilon^2)}$

$$\epsilon = \frac{1}{36} \Rightarrow \approx 0.25 > \frac{1}{7}$$

limit of small  $\epsilon \approx \frac{1}{4} - \frac{\epsilon}{8}$

numerator: "likelihood"

more abstractly:

$$P(BBB | \tilde{B}_s) = \underbrace{\left[ \frac{P(\tilde{B}_s | BBB)}{P(\tilde{B}_s)} \right]}_{\text{"posterior"}} P(BBB)$$

"likelihood":  
prob. of data given the

prior knowledge (hypothesis)

Knowledge after accounting for data  $\tilde{B}_s$

rule for updating knowledge

"prior" knowledge before knowing  $\tilde{B}_s$

(hypothesis)

model fitting:

dataset  $\mathcal{D}$

model w/ some params  $\vec{w} = (w_1, w_2, \dots)$

$$P(\vec{w} | \mathcal{D}) = \frac{P(\mathcal{D} | \vec{w})}{P(\mathcal{D})} P(\vec{w})$$

posterior

prior

(reflects physical ranges of params)

Two major applications:

1) find "best" model parameters:

maximize  $\mathcal{P}(\vec{w} | \mathcal{D})$  w/ respect to  $\vec{w}$

$\Rightarrow \vec{w}^*$  is the "best" parameter set

$\Rightarrow$  MAP: maximum a posteriori fitting

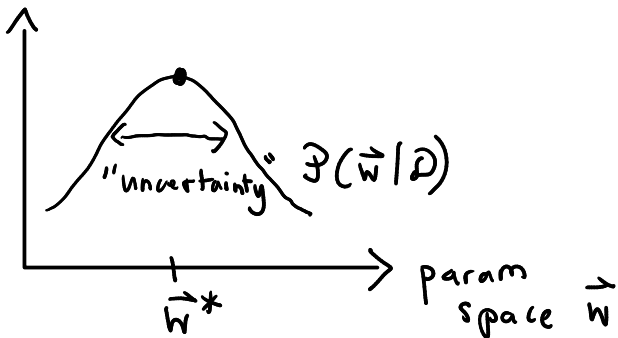
(typical model fitting: i.e. training neural networks)

2) find  $\mathcal{P}(\vec{w} | \mathcal{D})$  directly:

gives info about uncertainty of  $\vec{w}^*$  estimates

$\Rightarrow$  generally hard: Bayesian neural networking

$\Rightarrow$  neat trick from stat. mech that enables this (we will return to it!)



$$y = ax^2 + bx + c$$

