

# Likelihood and Bayesian inference

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# Inference methods

## 1. Maximum likelihood

# Inference methods

**1. Maximum likelihood**

**2. Bayesian inference**

# Inference methods

- 1. Maximum likelihood**
- 2. Bayesian inference**
- 3. Approximate Bayesian computation**

# Inference methods

- 1. Maximum likelihood**
- 2. Bayesian inference**
- 3. Approximate Bayesian computation**
- 4. Machine learning**

# Inference methods

**1. Maximum likelihood**

**2. Bayesian inference**

Vitor Sousa  


**3. Approximate Bayesian computation**

**4. Machine learning**

# Inference methods

**1. Maximum likelihood**

**2. Bayesian inference**

**3. Approximate Bayesian computation**

**4. Machine learning**

Vitor Sousa

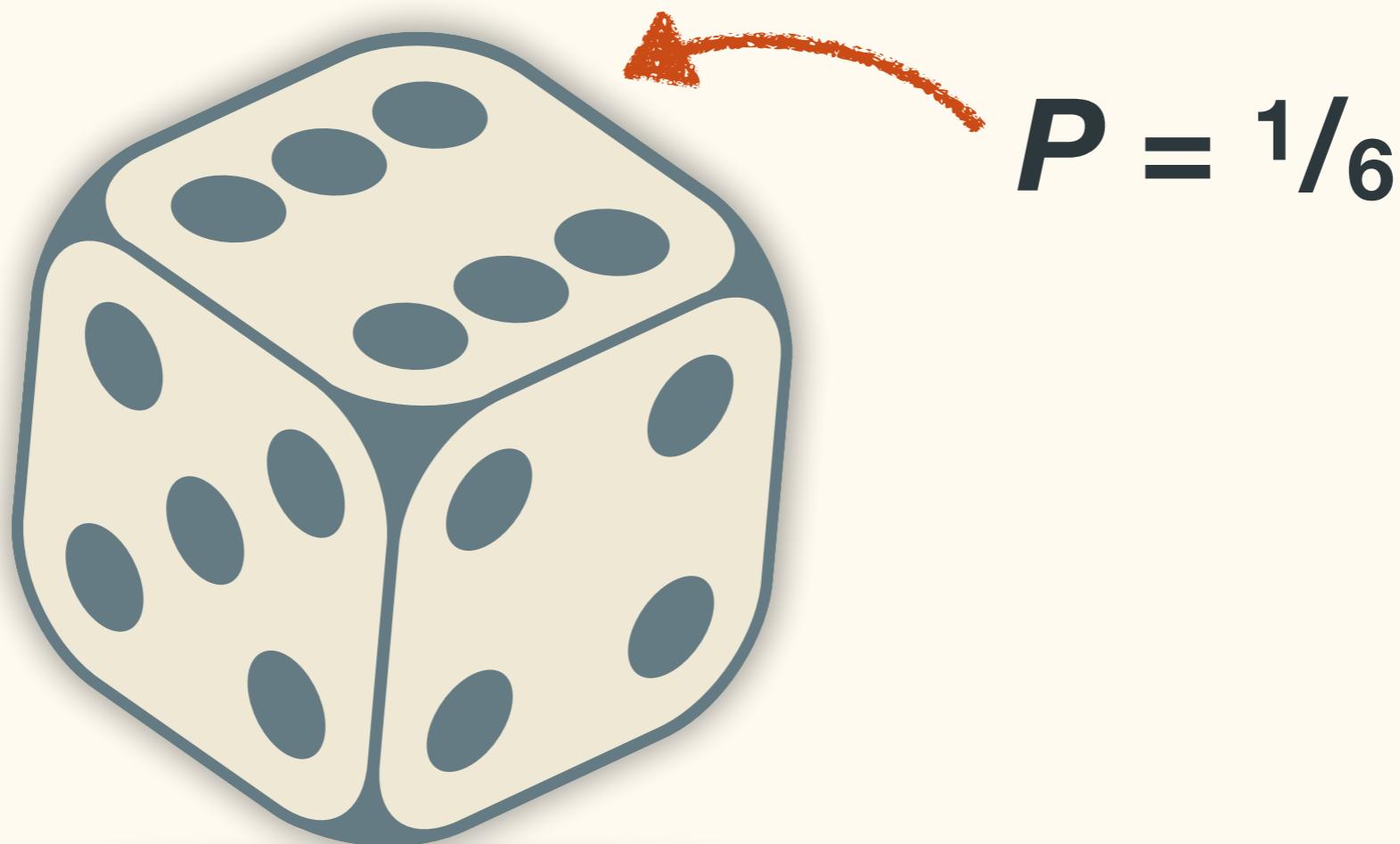
Flora Jay,  
Matteo Fumagalli

# Likelihood

# Probability

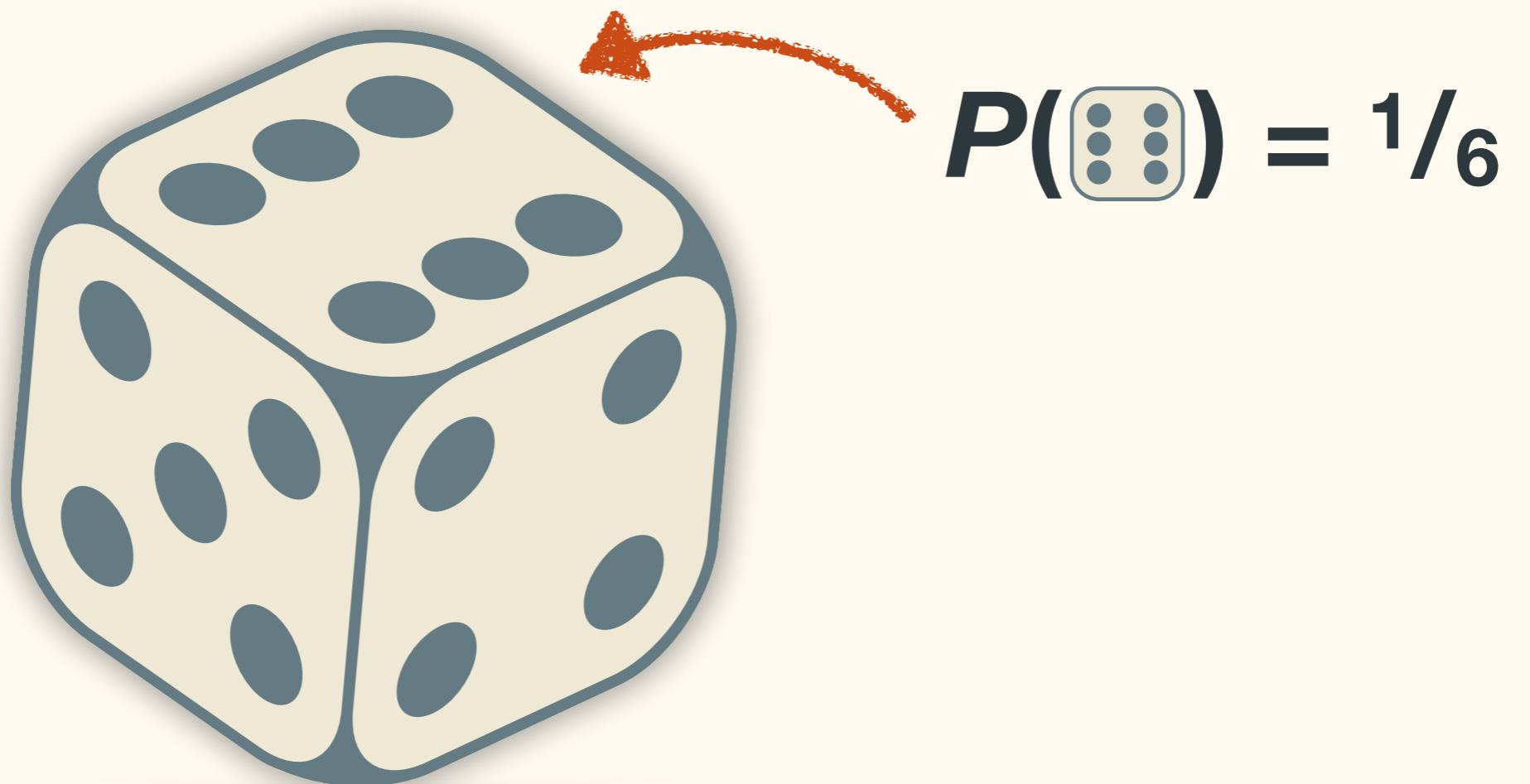
# Probability

# Probability



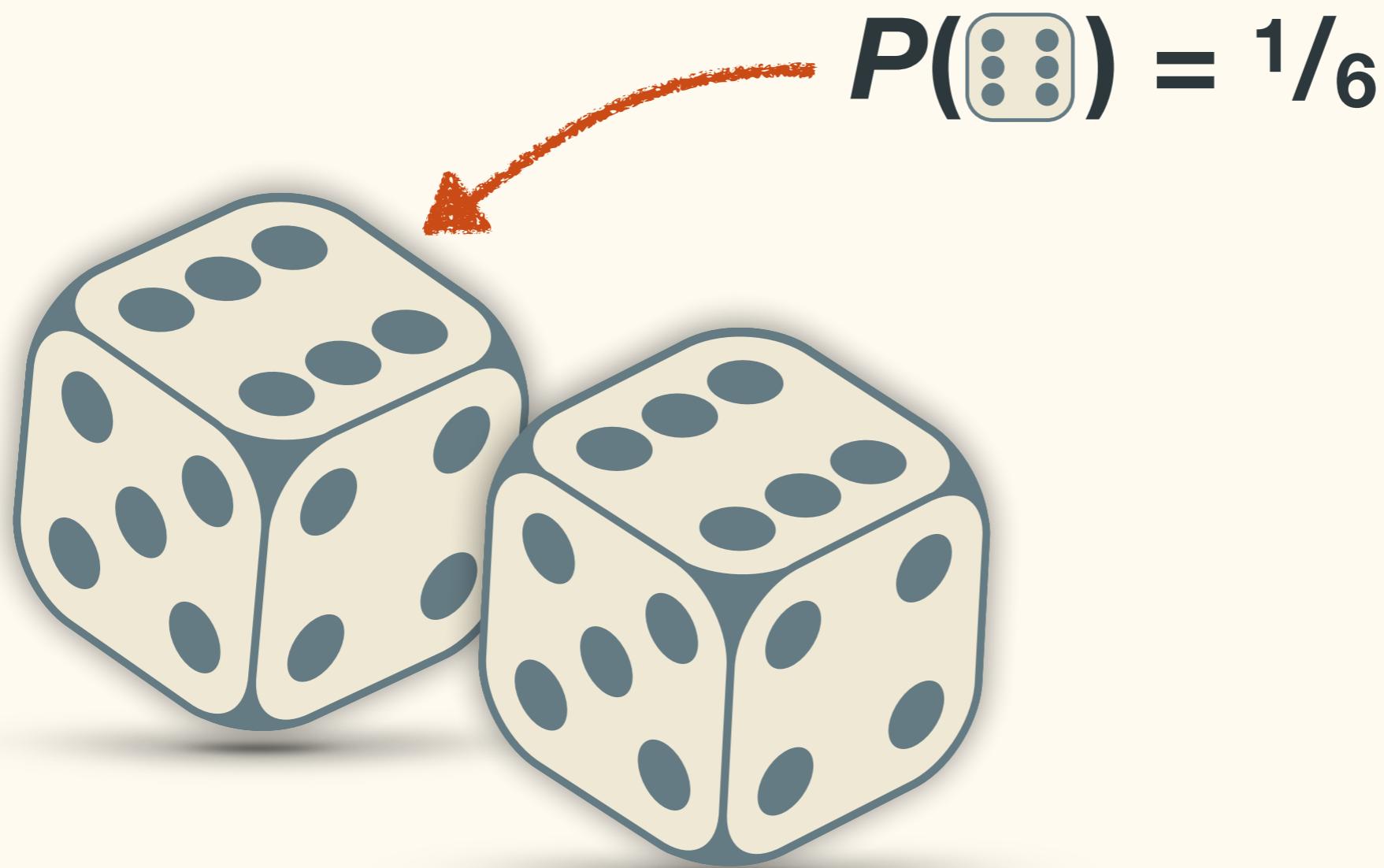
$$P = 1/6$$

# Probability

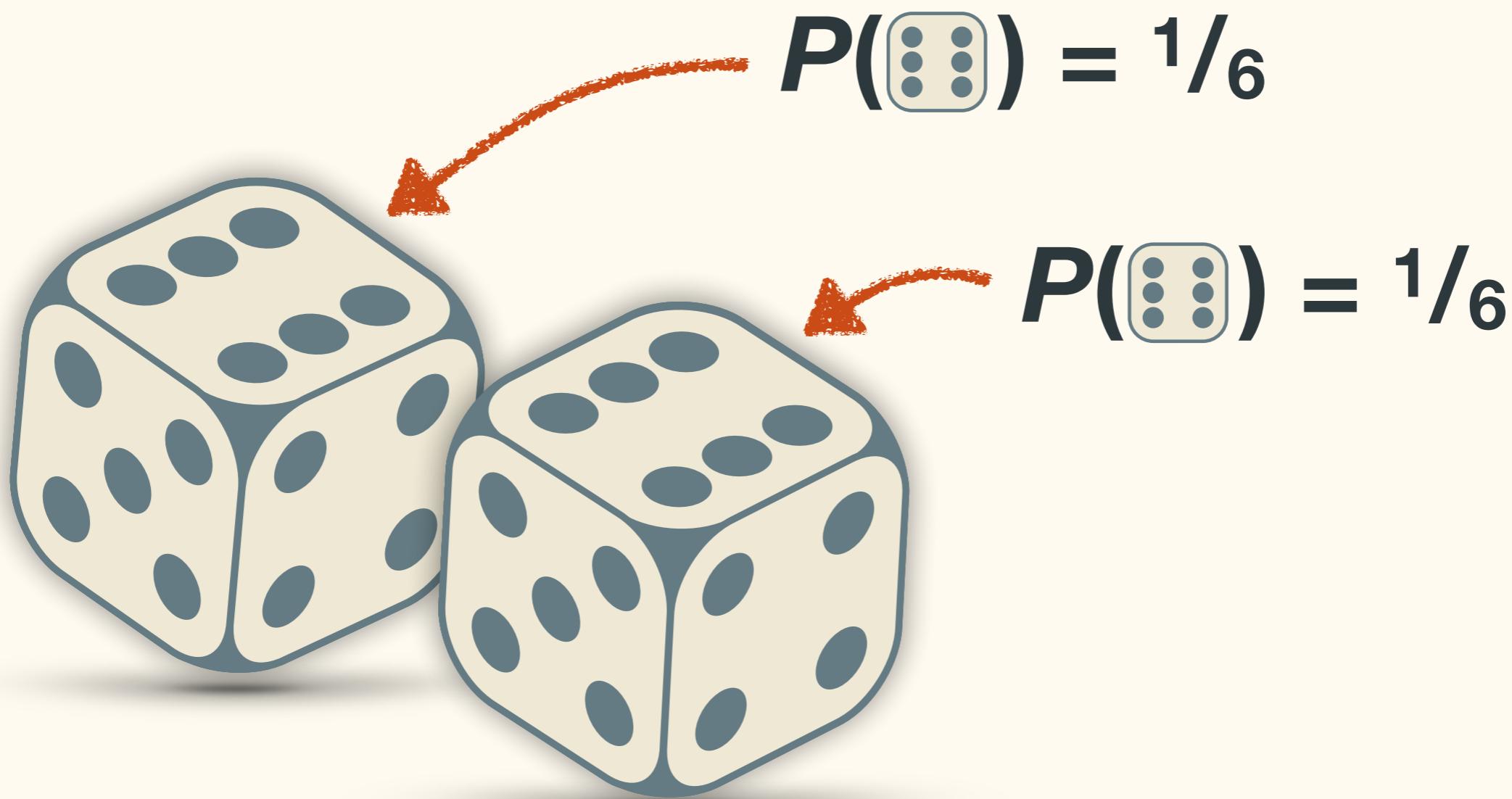


# Probability

# Probability

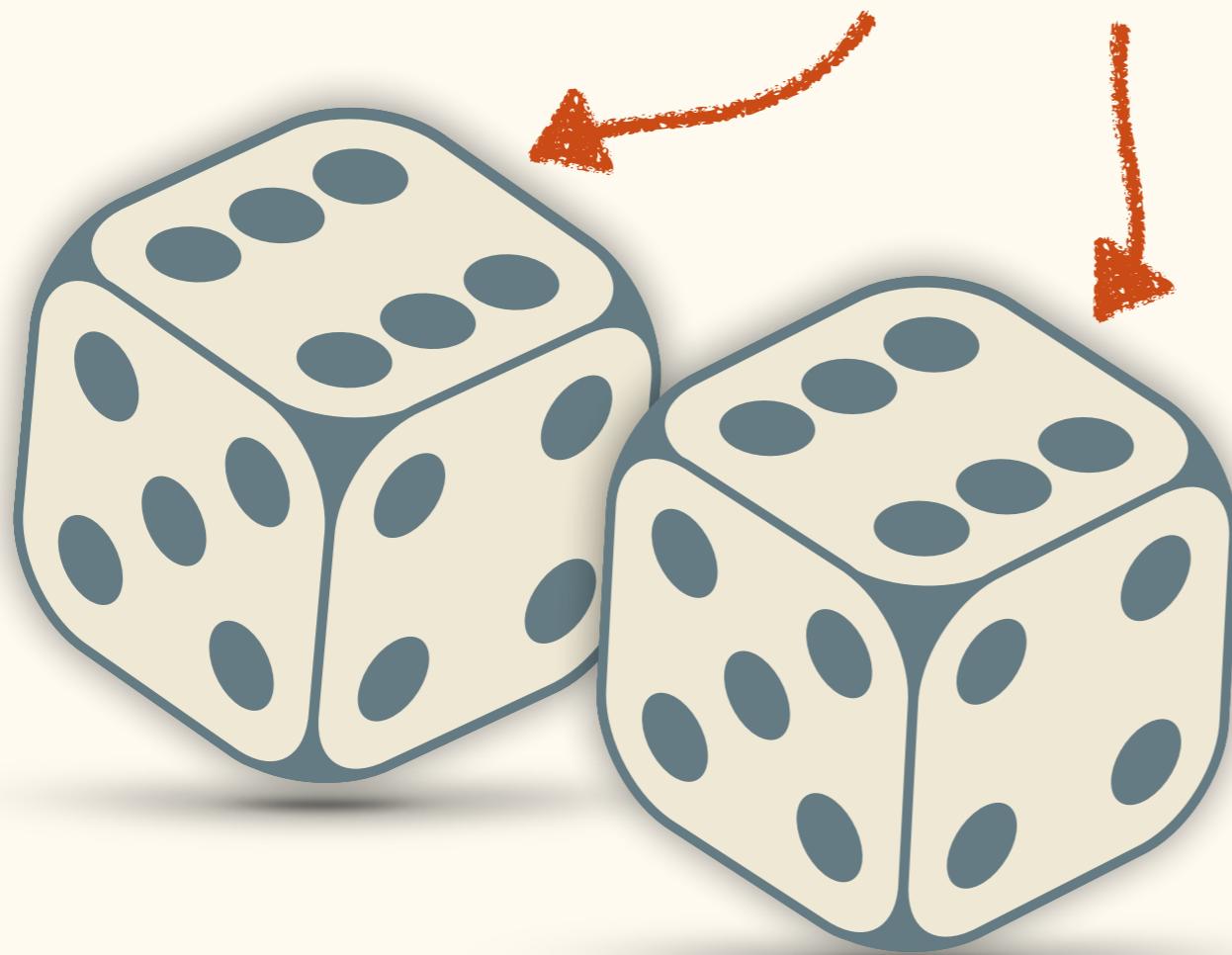


# Probability



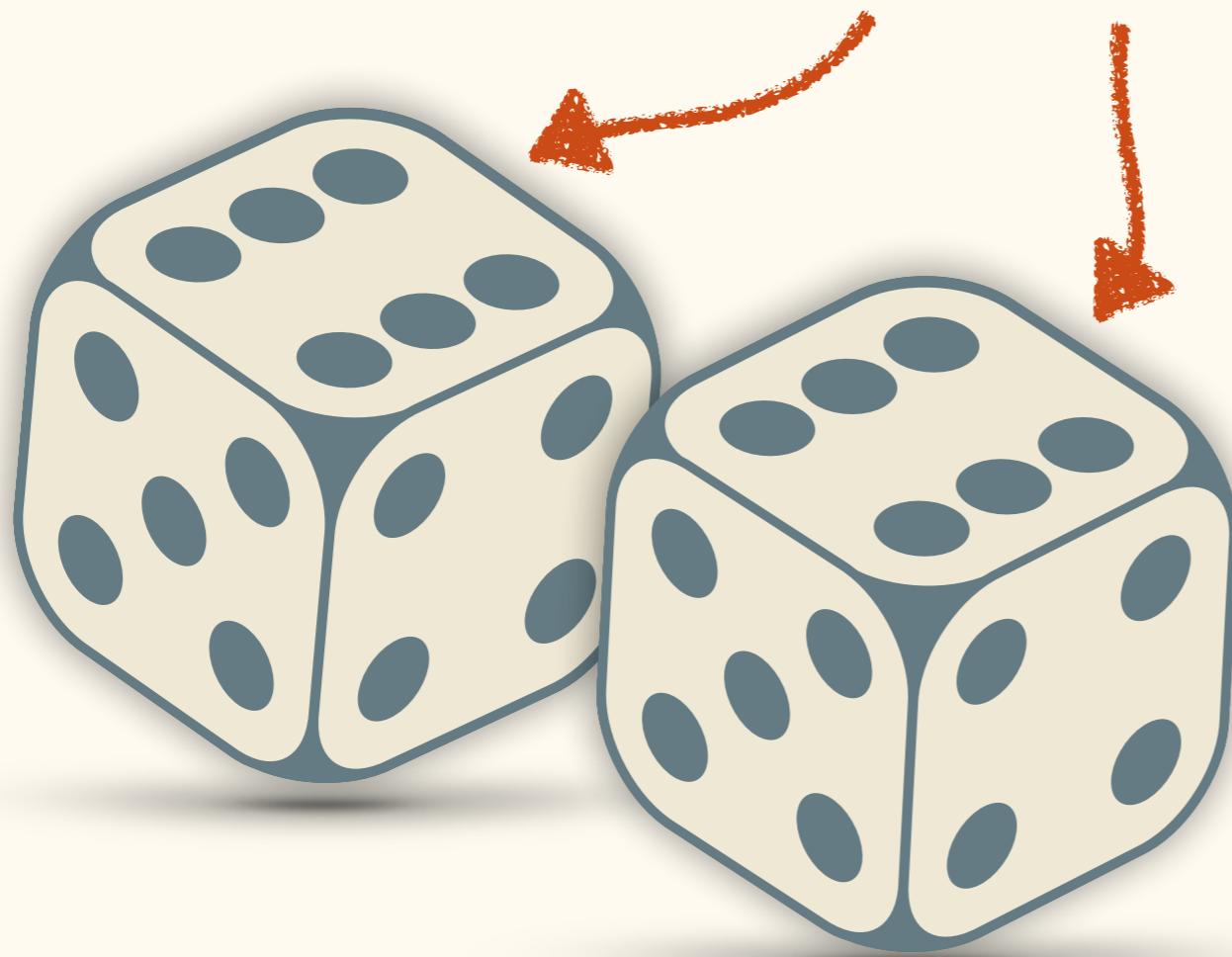
# Probability

$$P(\square \text{ & } \square) = 1/6 \times 1/6$$



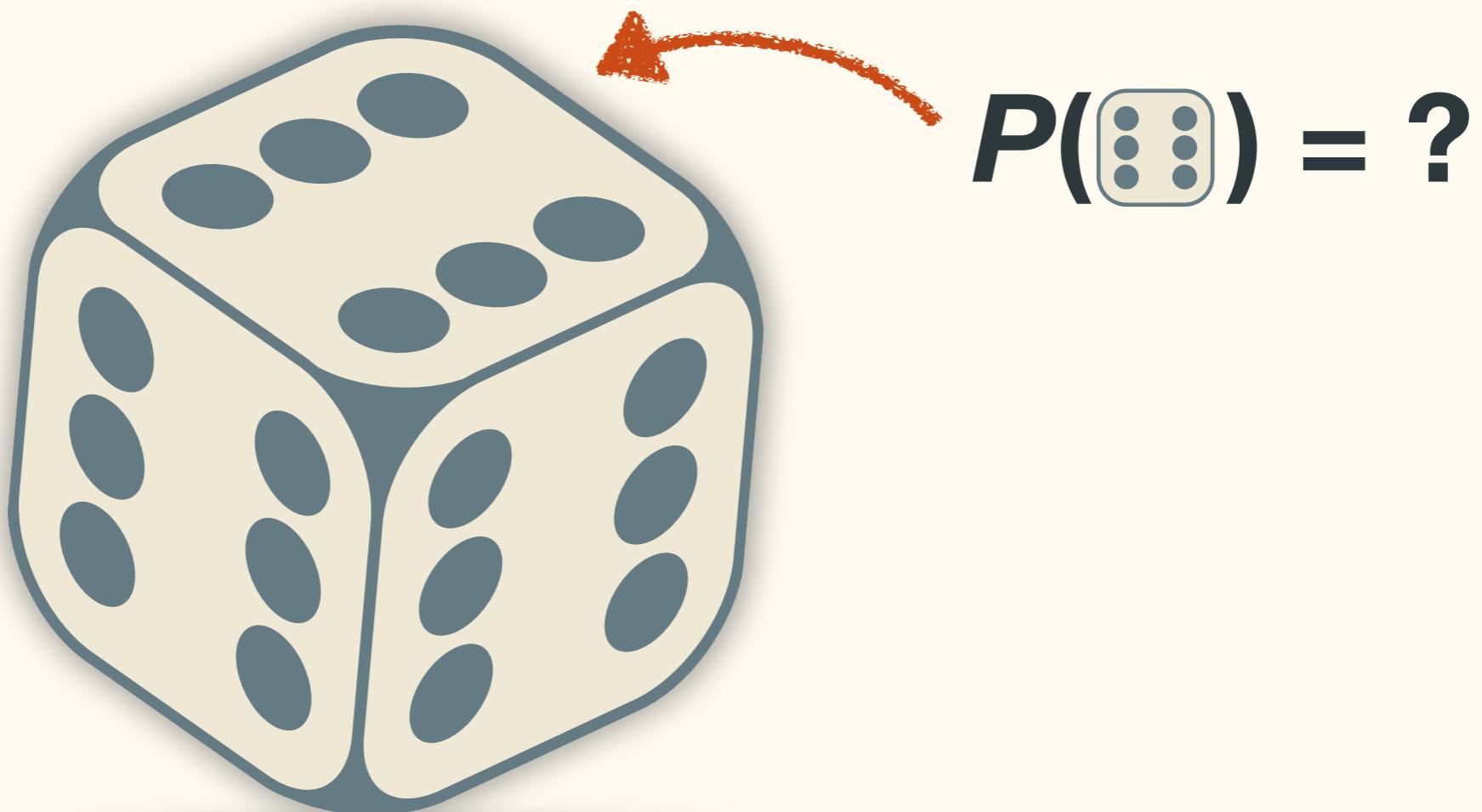
# Probability

$$P(\square \text{ & } \square) = 1/6 \times 1/6 = 1/36$$

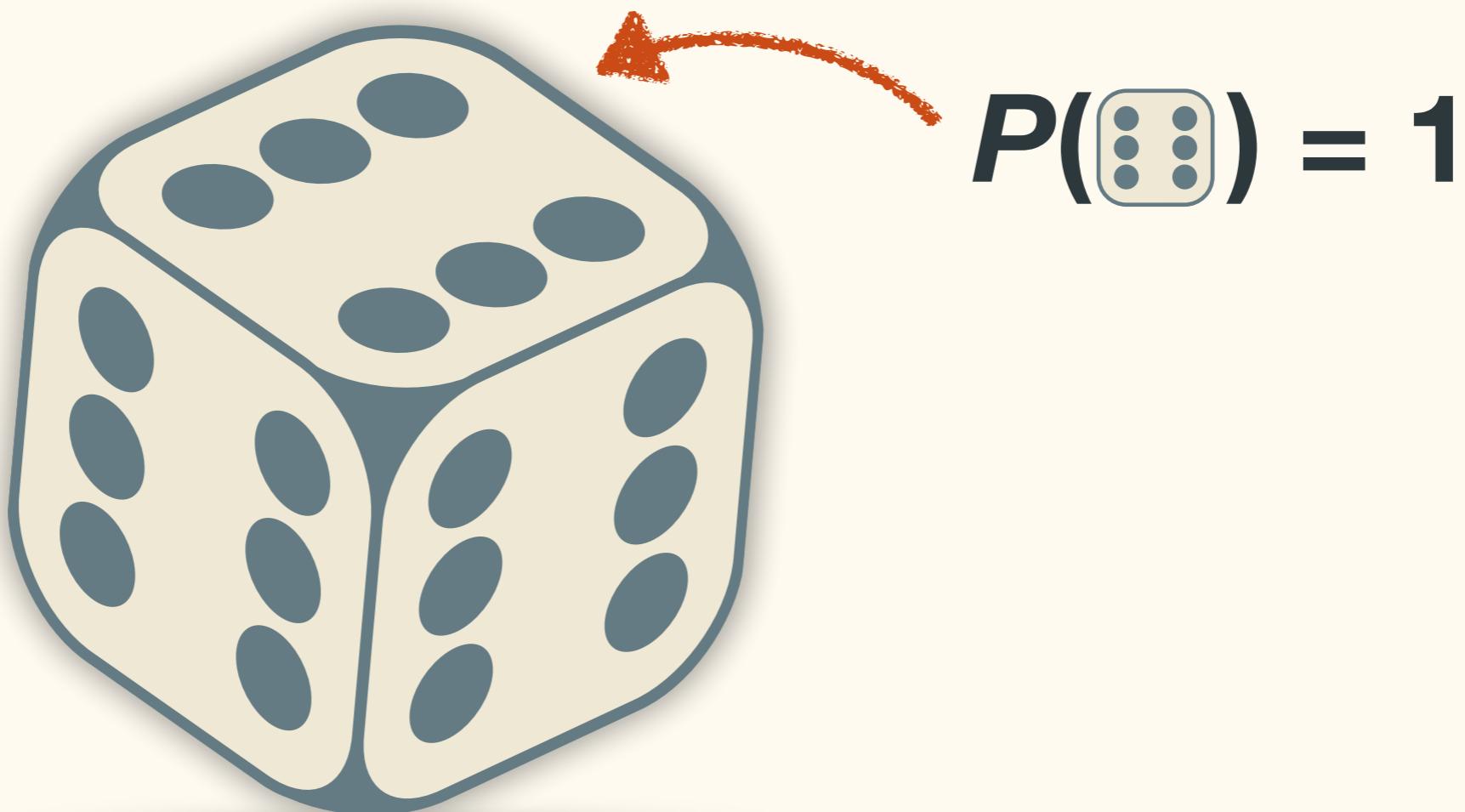


# Probability

# Probability

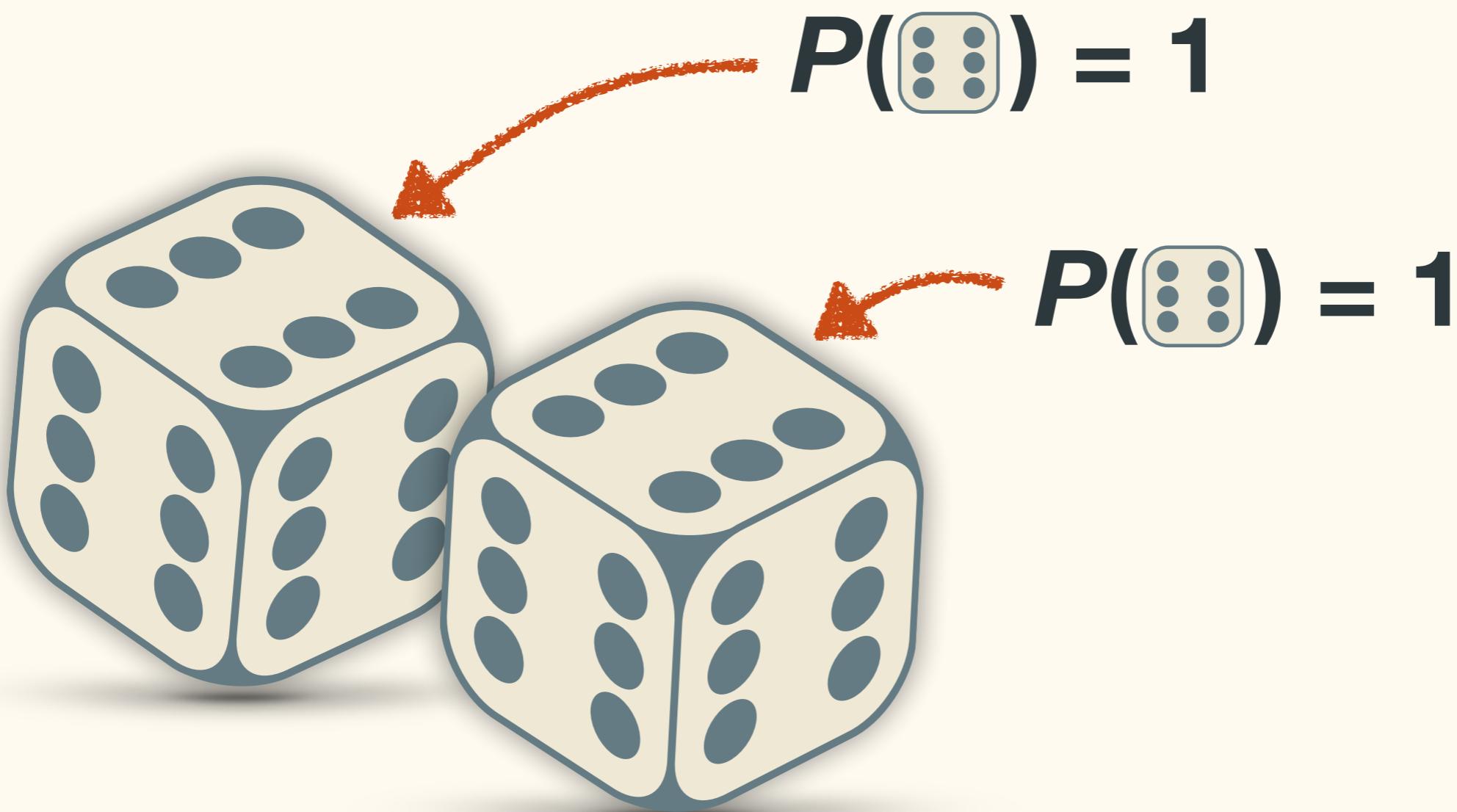


# Probability



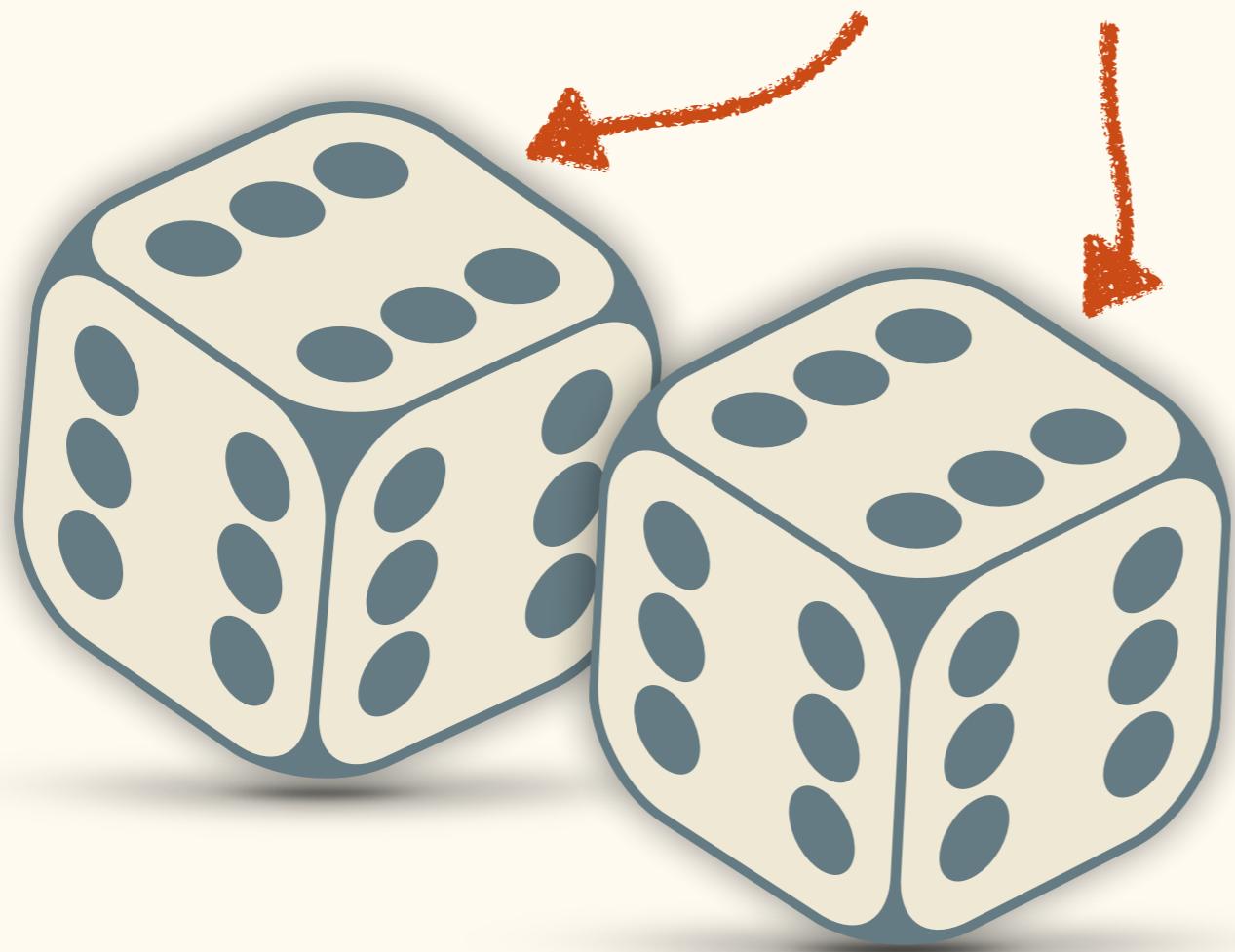
# Probability

# Probability



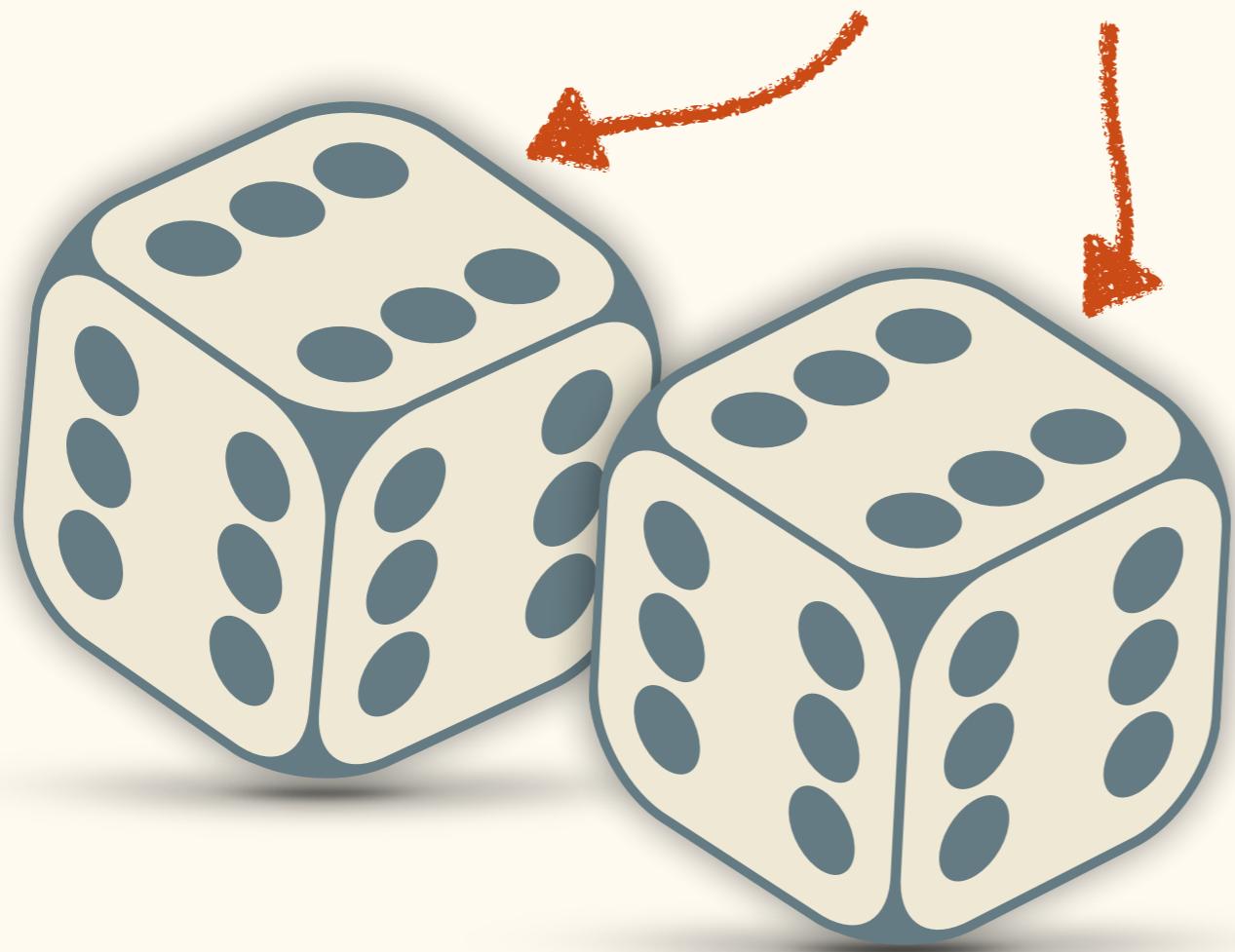
# Probability

$$P(\square \text{ & } \square) = 1 \times 1$$



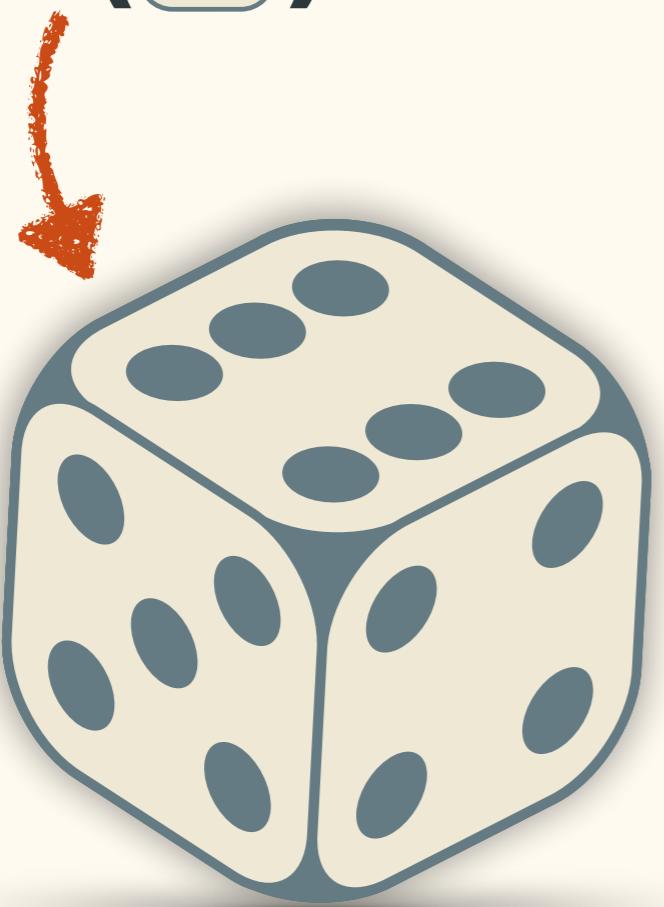
# Probability

$$P(\square \text{ & } \square) = 1 \times 1 = 1$$

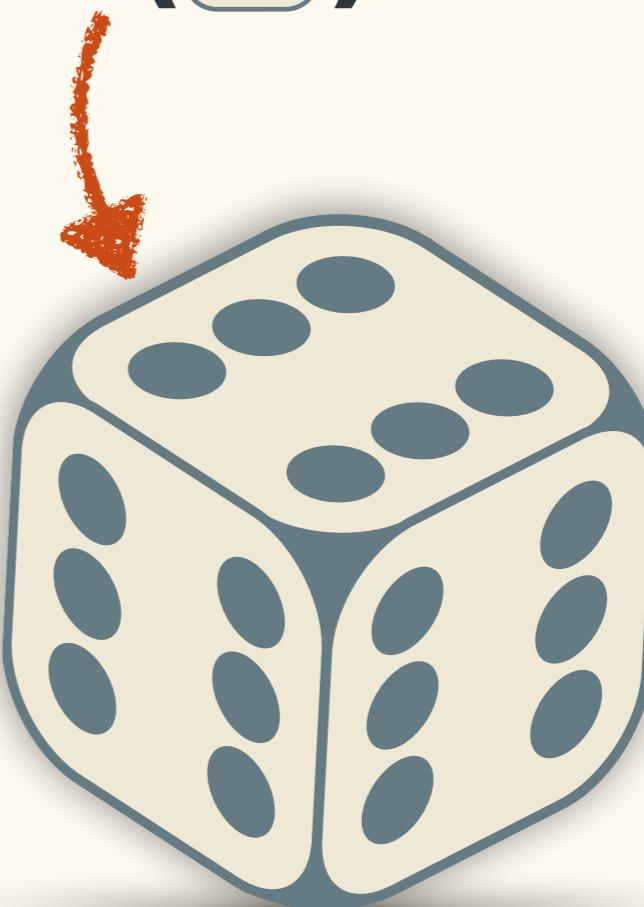


# Probability

$$P(\square) = 1/6$$



$$P(\square) = 1$$



# Probability

$$P(\square | \text{dice}) = 1/6$$



Observation

# Probability

$$P(\square | \square) = 1/6$$



**Result**

# Probability

“under the assumption of”  
“given”

$$P(\text{Result} | \text{given}) = 1/6$$

# Probability

“under the assumption of”  
“given”

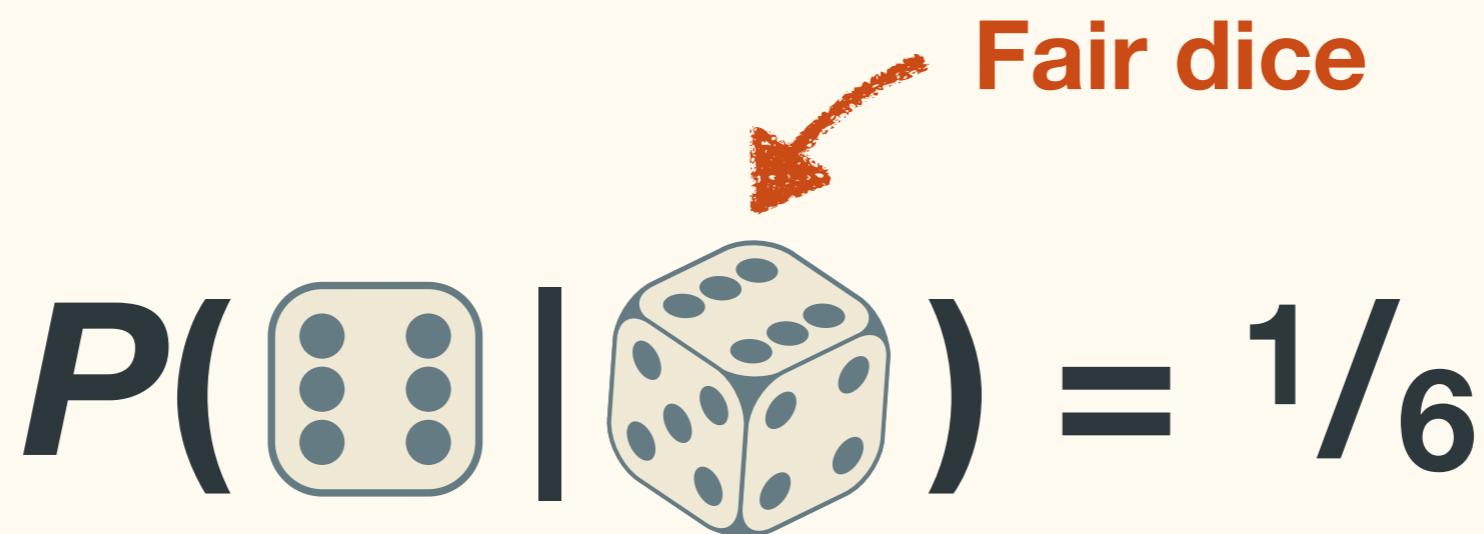
$$P(\text{Result} | \text{Model}) = 1/6$$

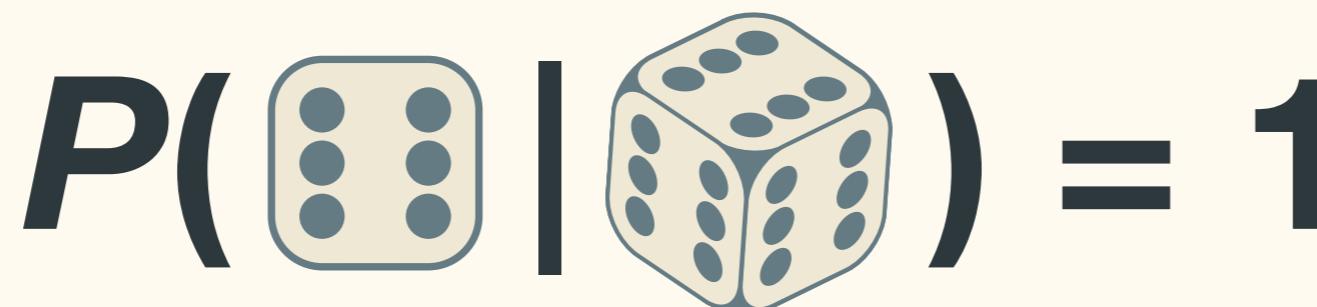
Result                      Model  
(fair dice)

# Probability

$$P(\text{ } \square \text{ } | \text{ } \square \text{ }) = 1/6$$

Fair dice



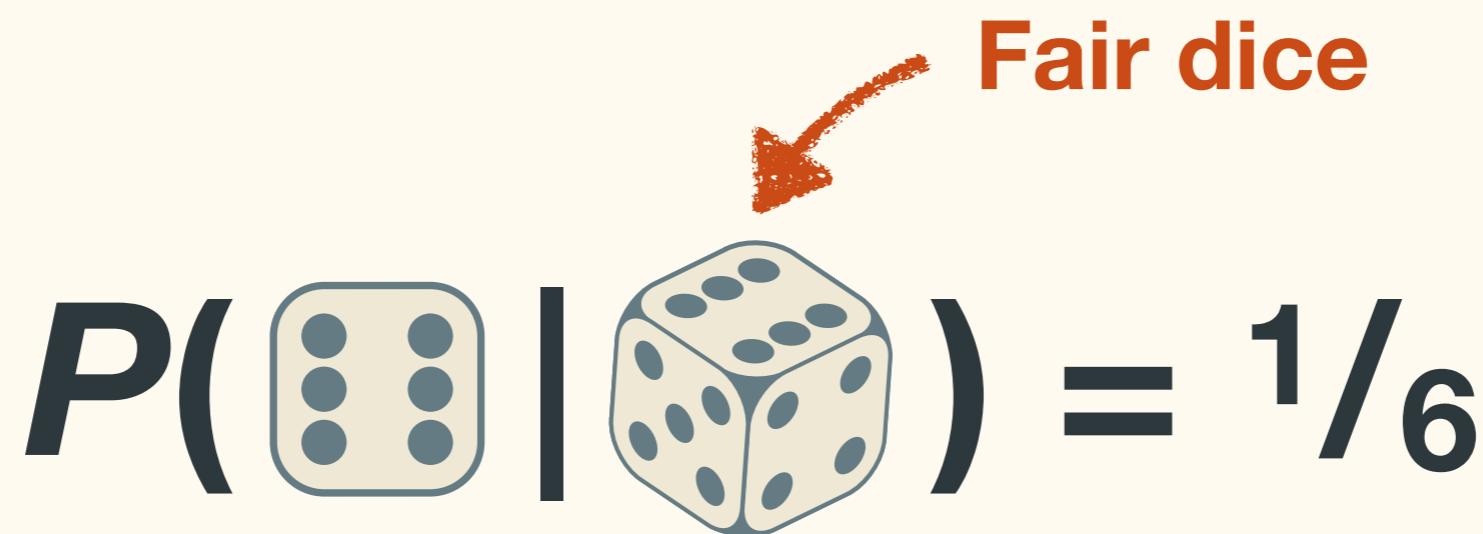
$$P(\text{ } \square \text{ } | \text{ } \square \text{ }) = 1$$


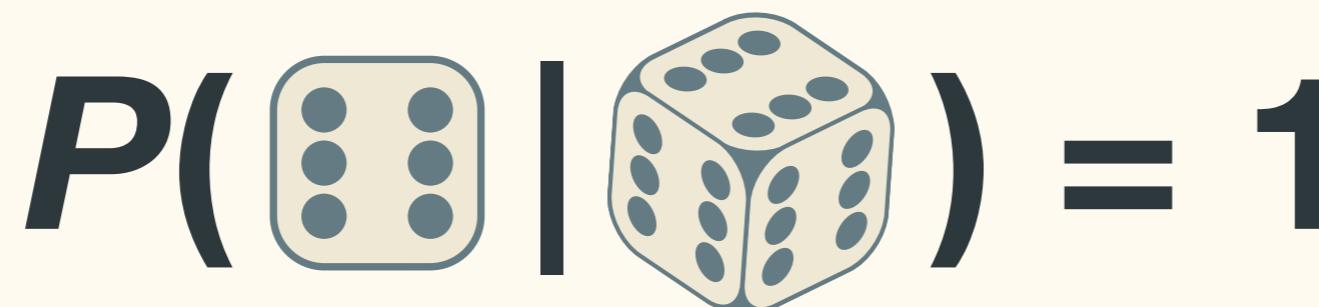
Trick dice

# Probability

$$P(\text{ } \square \text{ } | \text{ } \square \text{ }) = 1/6$$

Fair dice



$$P(\text{ } \square \text{ } | \text{ } \square \text{ }) = 1$$


Trick dice

# Likelihood

Fair dice

$$L(\text{Fair dice} \mid \text{Outcome}) = 1/6$$

Trick dice

$$L(\text{Trick dice} \mid \text{Outcome}) = 1$$

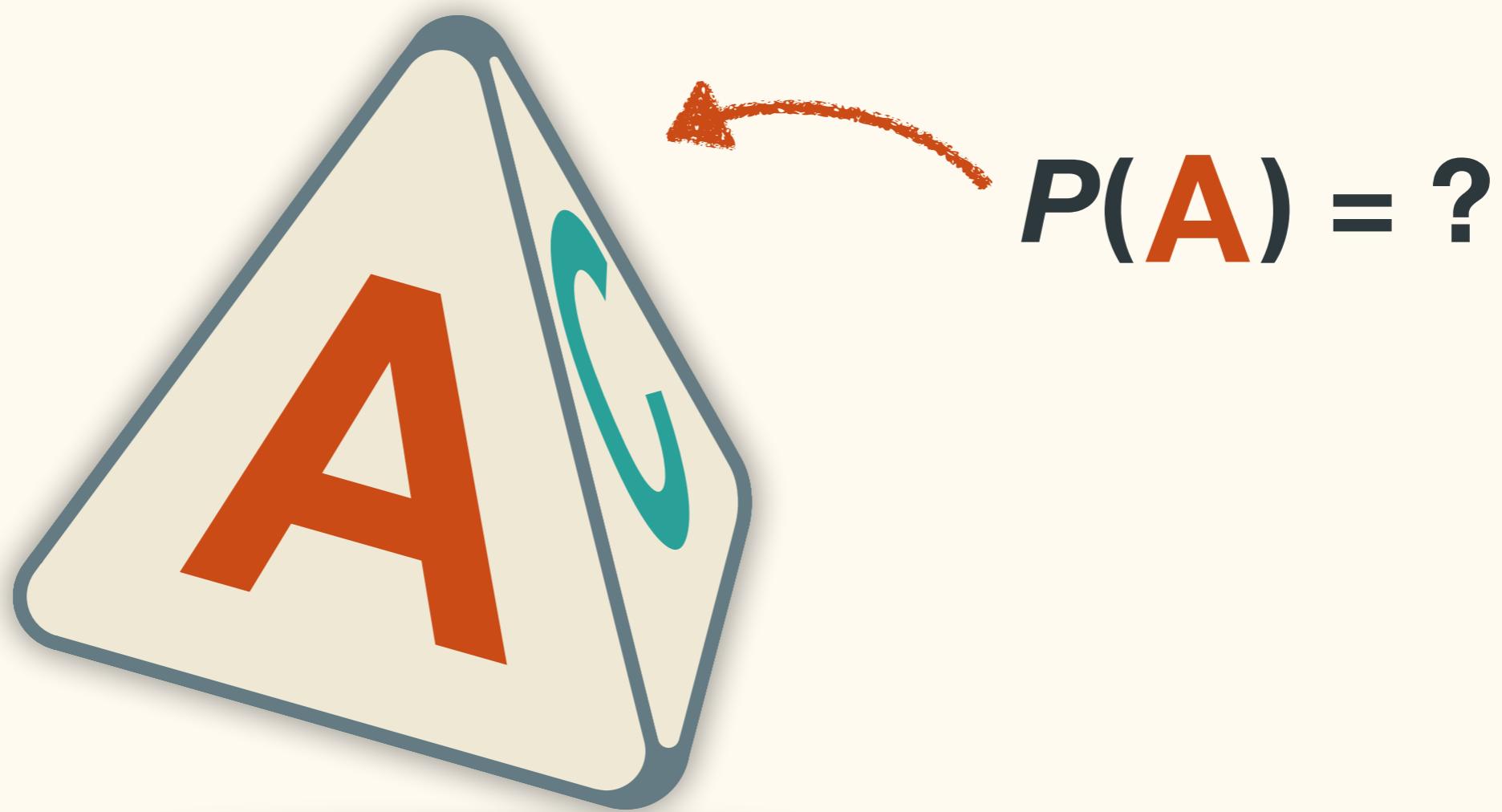
# Likelihood

$$L(\text{dice} | \text{obs}) = P(\text{obs} | \text{dice})$$

# Probability



# Probability



# Probability

$$P(A) = 1/4$$



$$P(A) = 1$$



# Probability

$$P(A | \overset{\text{A, C, G, T}}{\triangle}) = \frac{1}{4}$$

$$P(A | \overset{\text{Only A}}{\triangle}) = 1$$

# Probability

$$P(A | \overset{\text{A, C, G, T}}{\triangle}) = \frac{1}{4}$$

$$P(A | \overset{\text{Only A}}{\triangle}) = 1$$

# Likelihood

$$L(\text{A} \mid \text{A}) = \frac{1}{4}$$

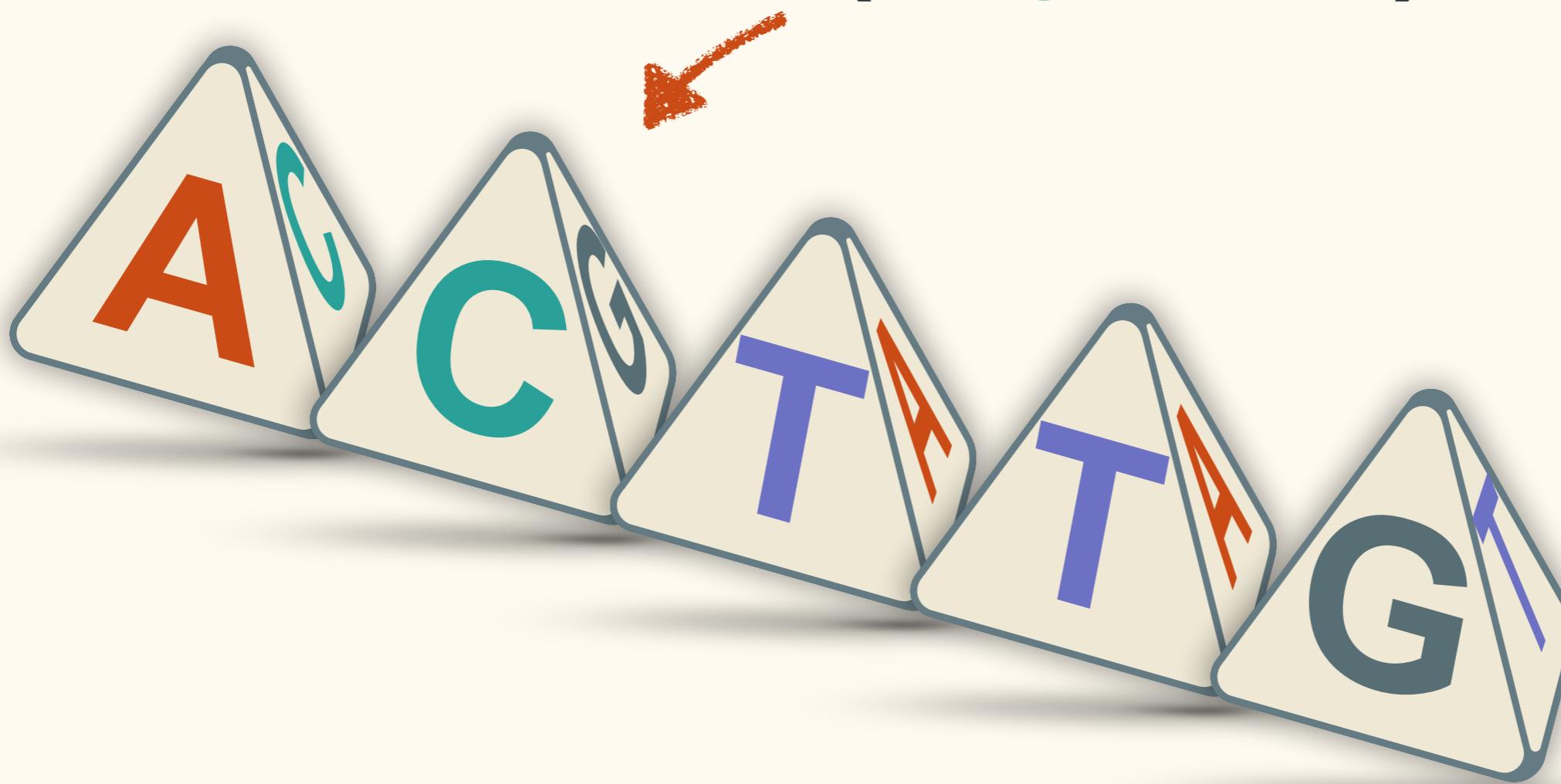
A triangle icon containing the letter A. Above it, a red arrow points to the text "A, C, G, T".

$$L(\text{A} \mid \text{A}) = 1$$

A triangle icon containing the letter A. Below it, a red arrow points to the text "Only A".

# Probability

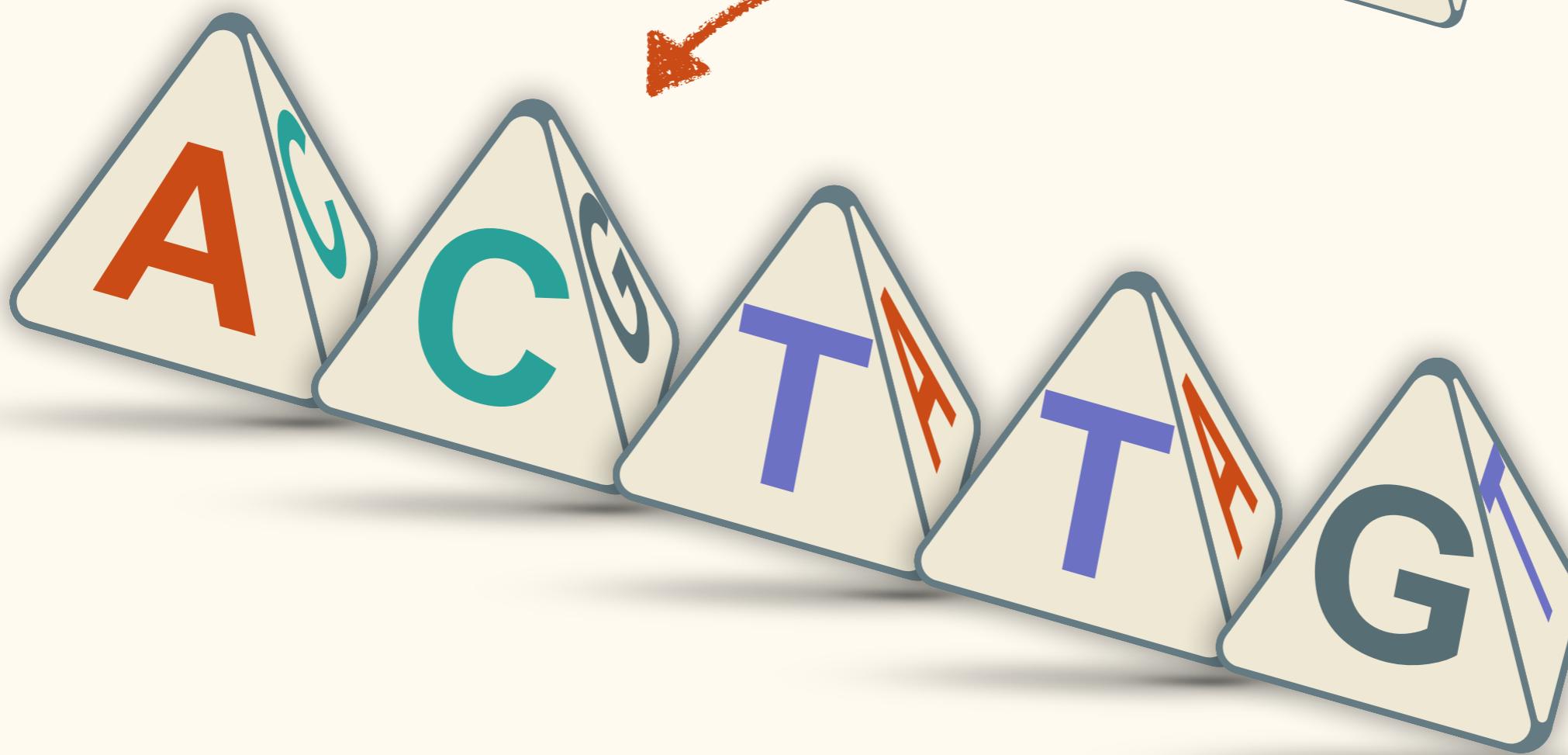
$P(\text{ACTTG}) = ?$



# Probability

A, C, G, T

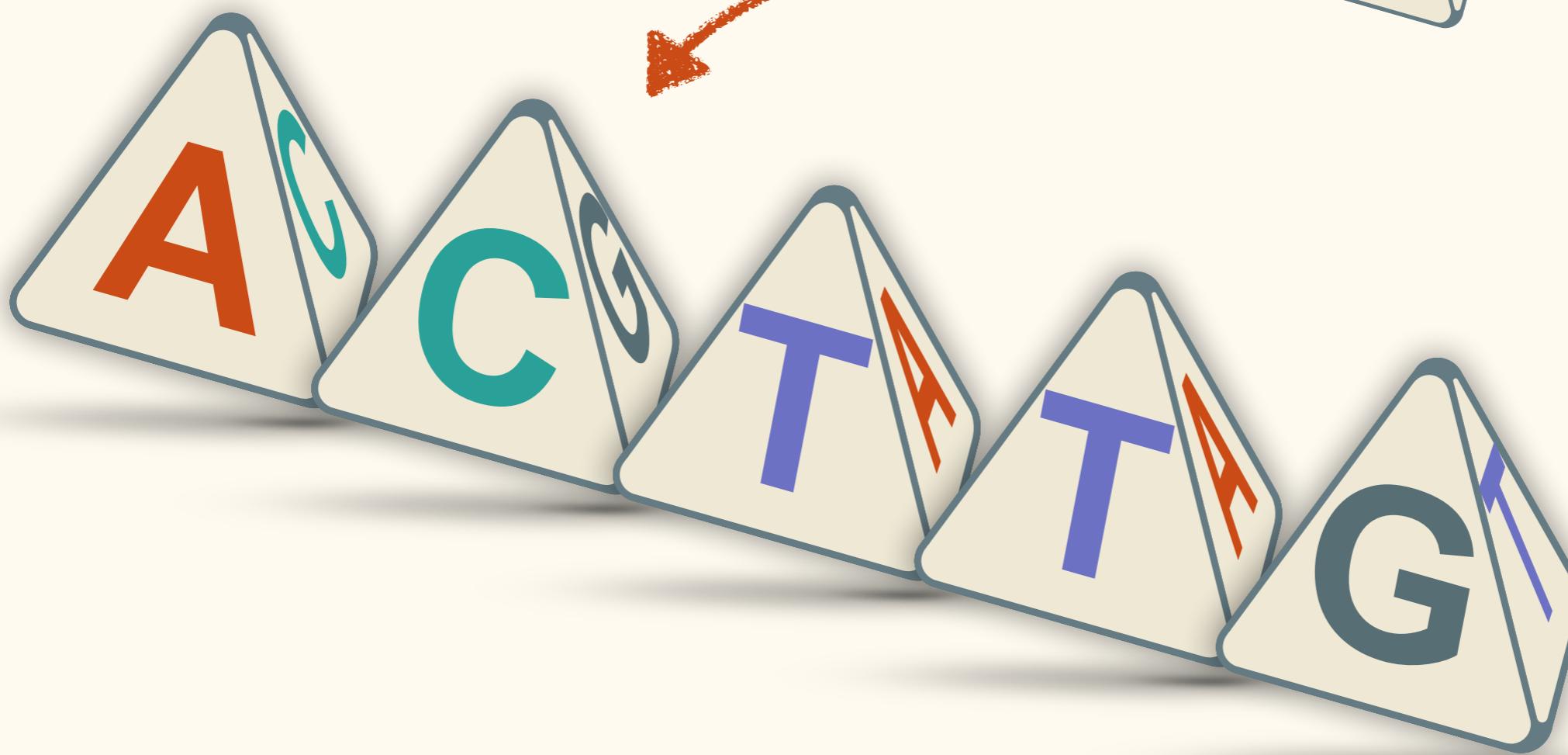
$$P(\text{ACTTG} \mid \text{A}) = ?$$



# Probability

A, C, G, T

$$P(\text{ACTTG} \mid \text{A}) = ?$$



# Probability

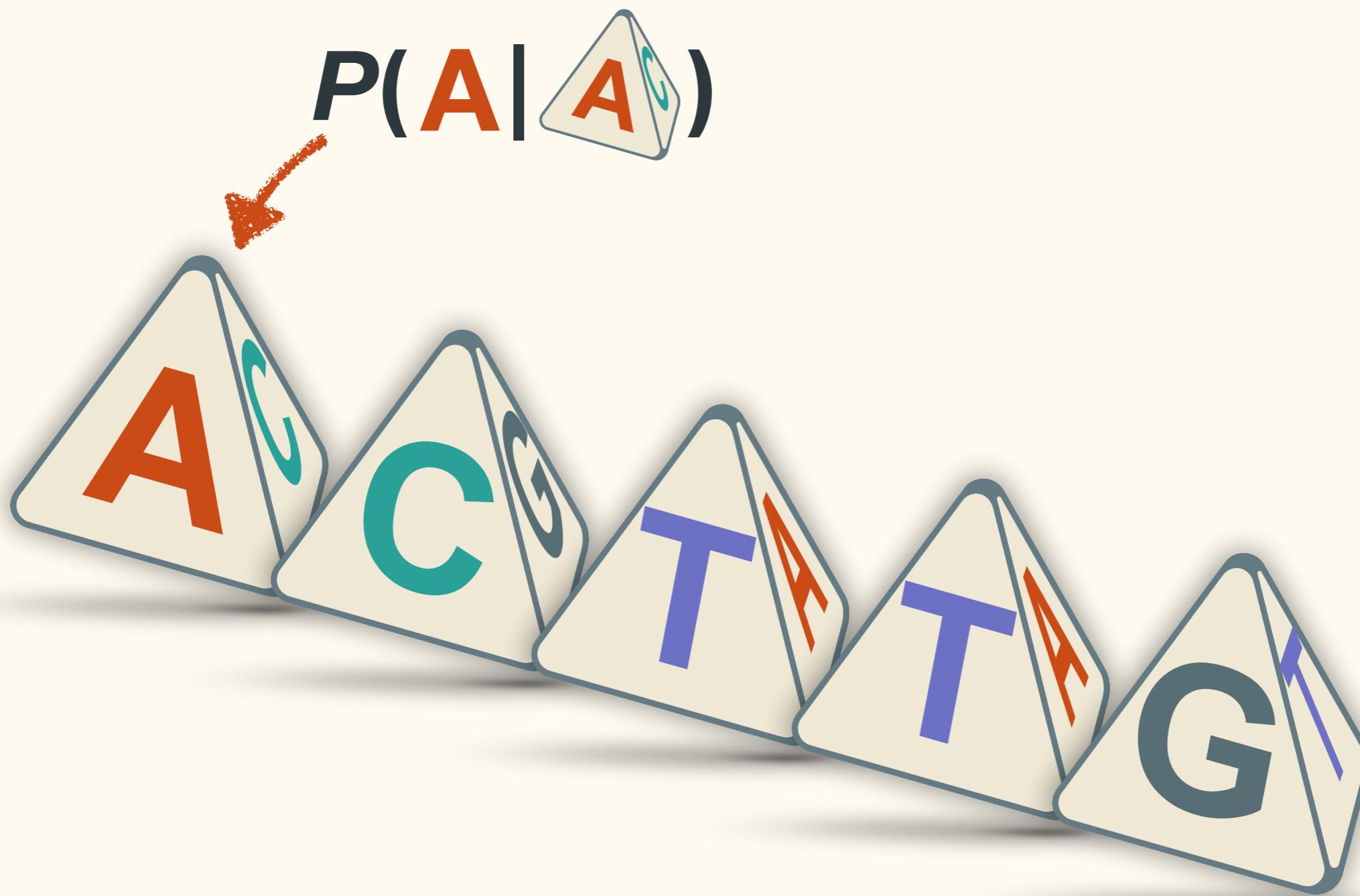
A, C, G, T



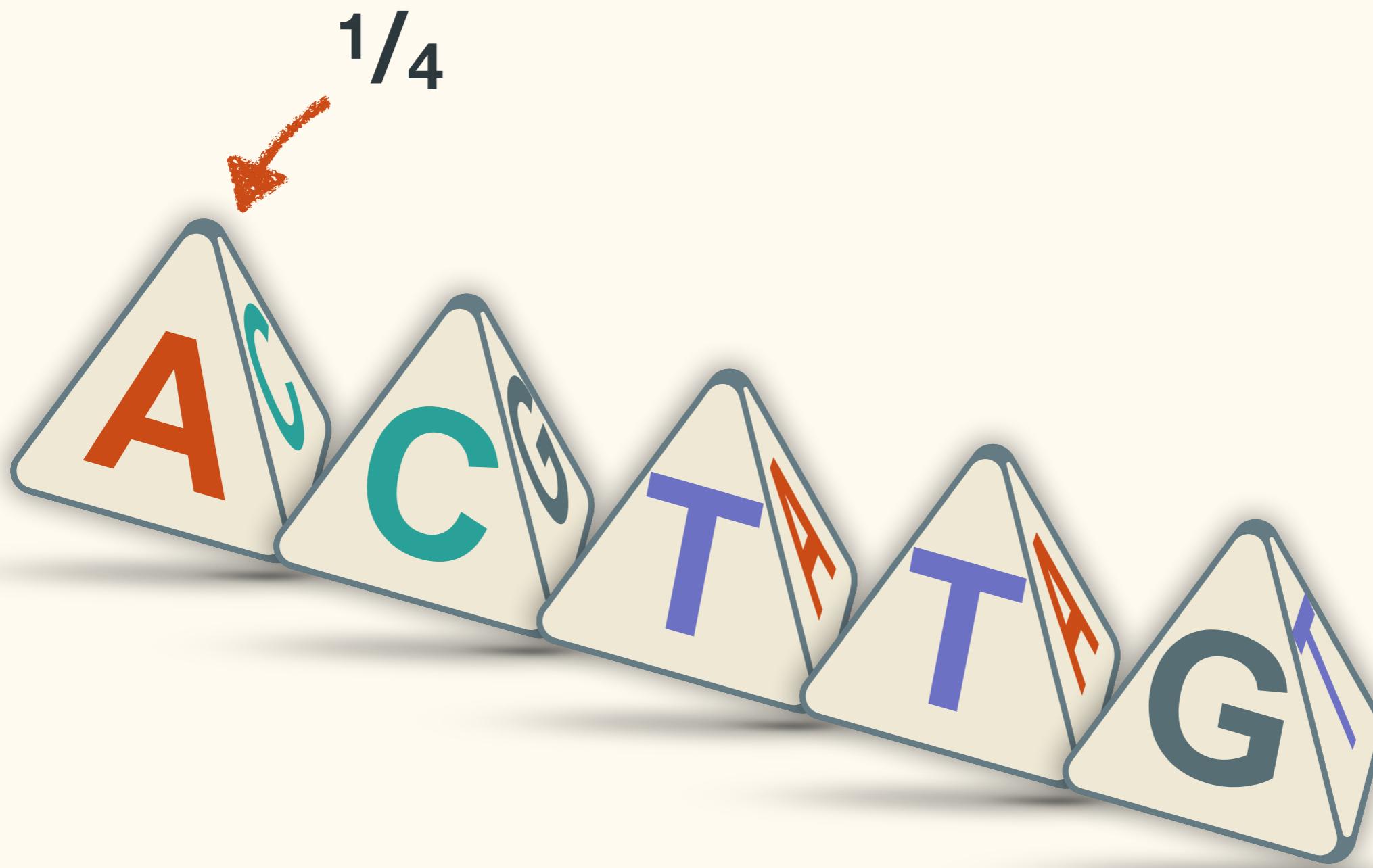
$$P(A \& C \& T \& T \& G \mid \text{A}) = ?$$



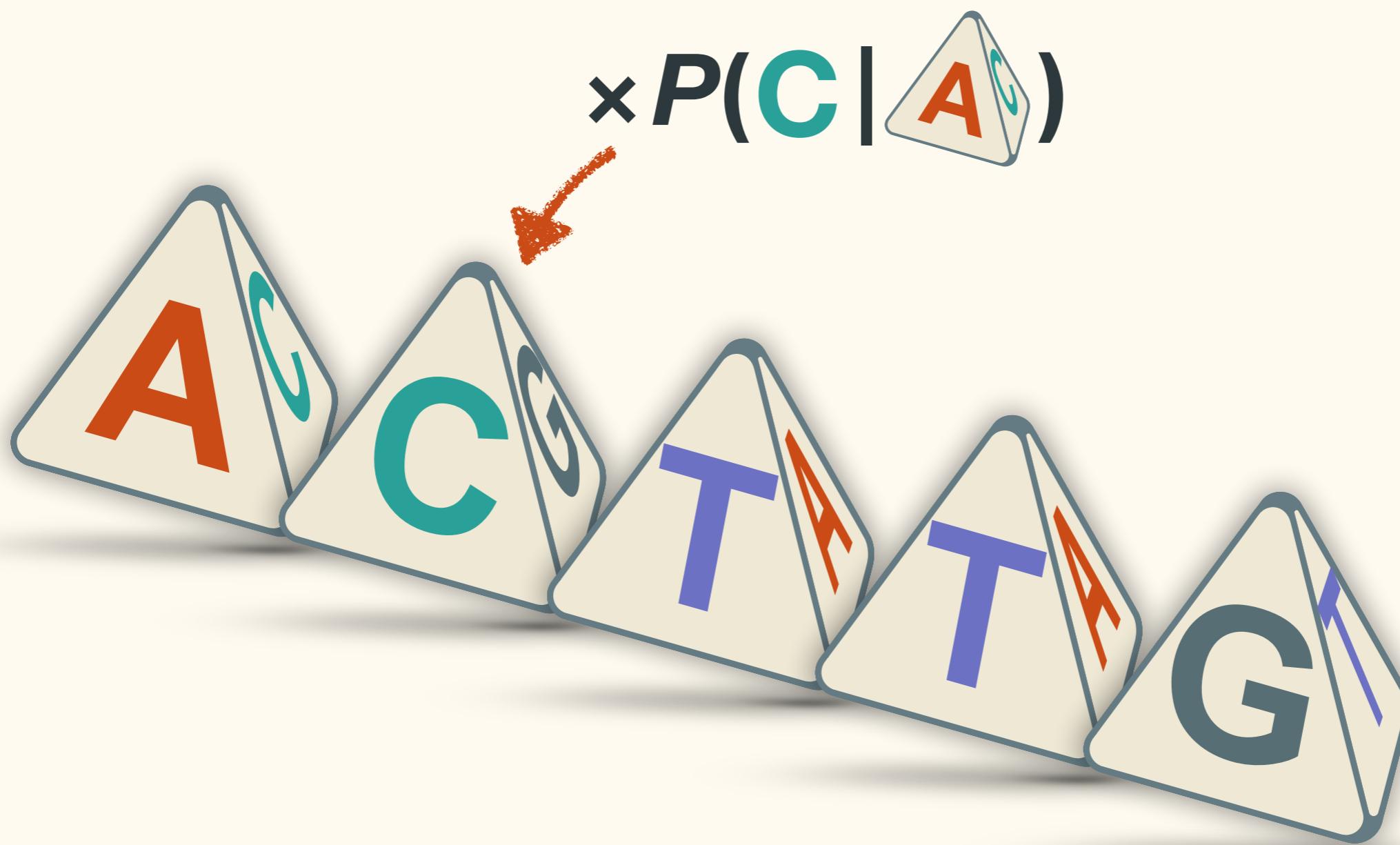
# Probability



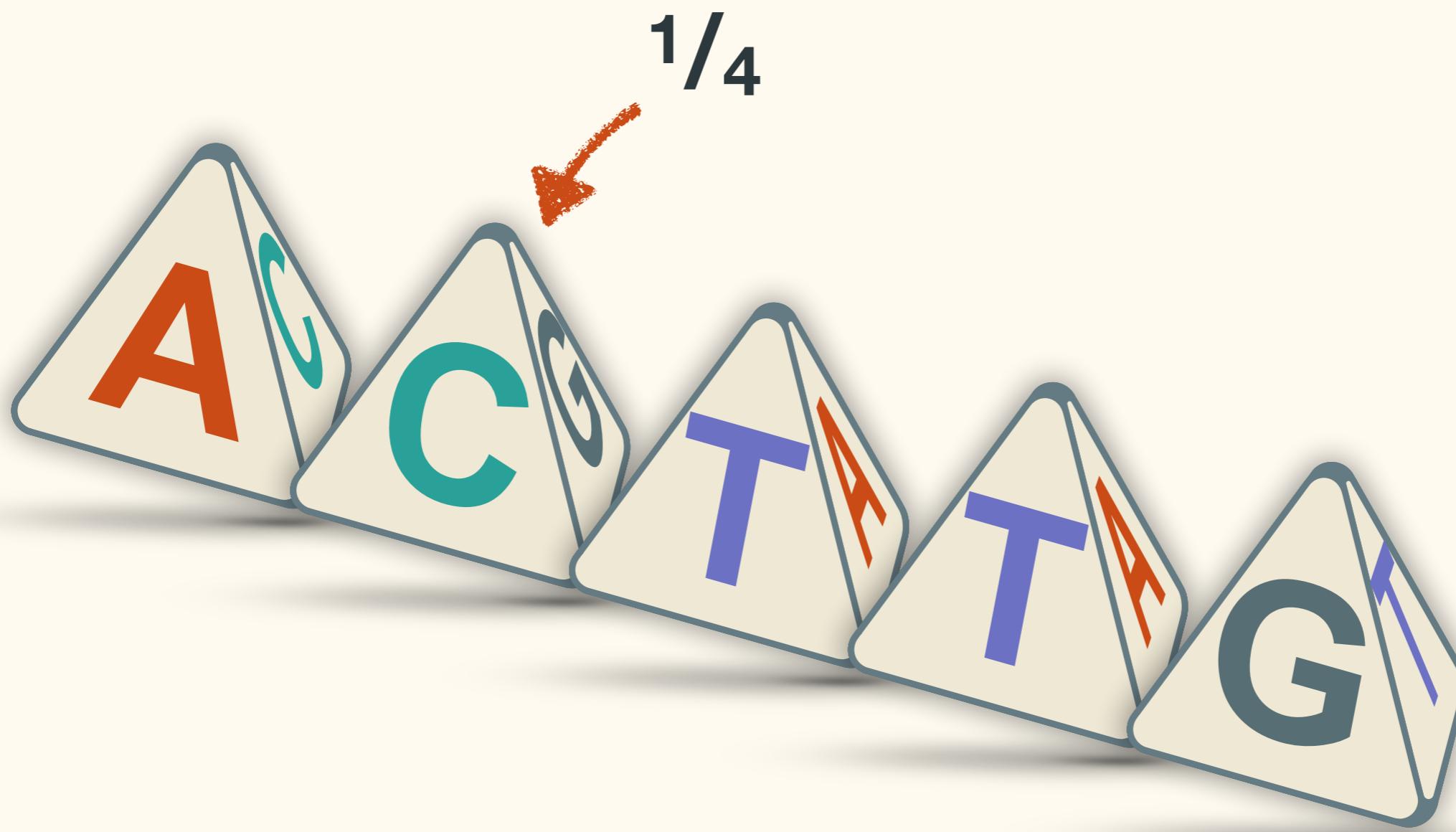
# Probability



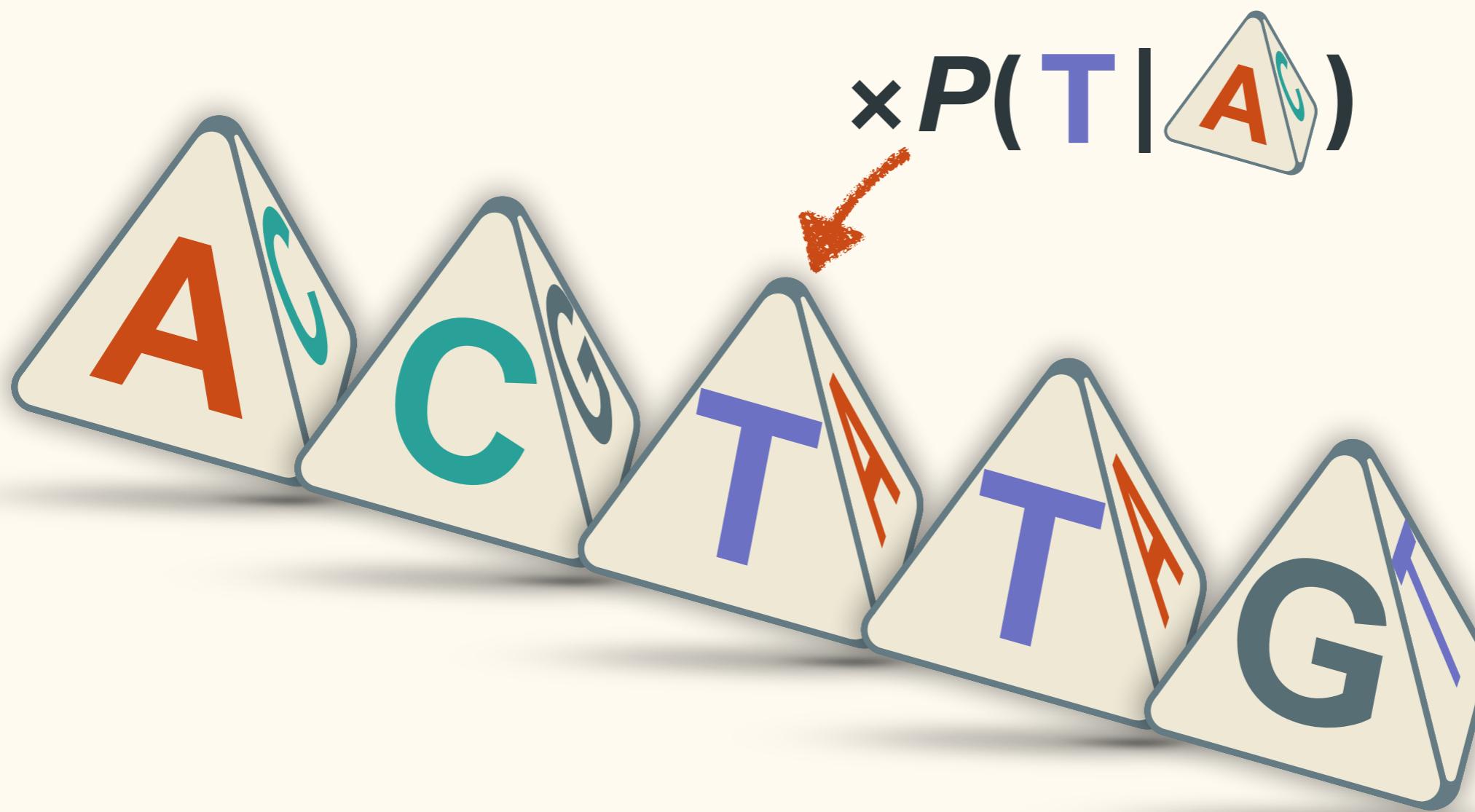
# Probability



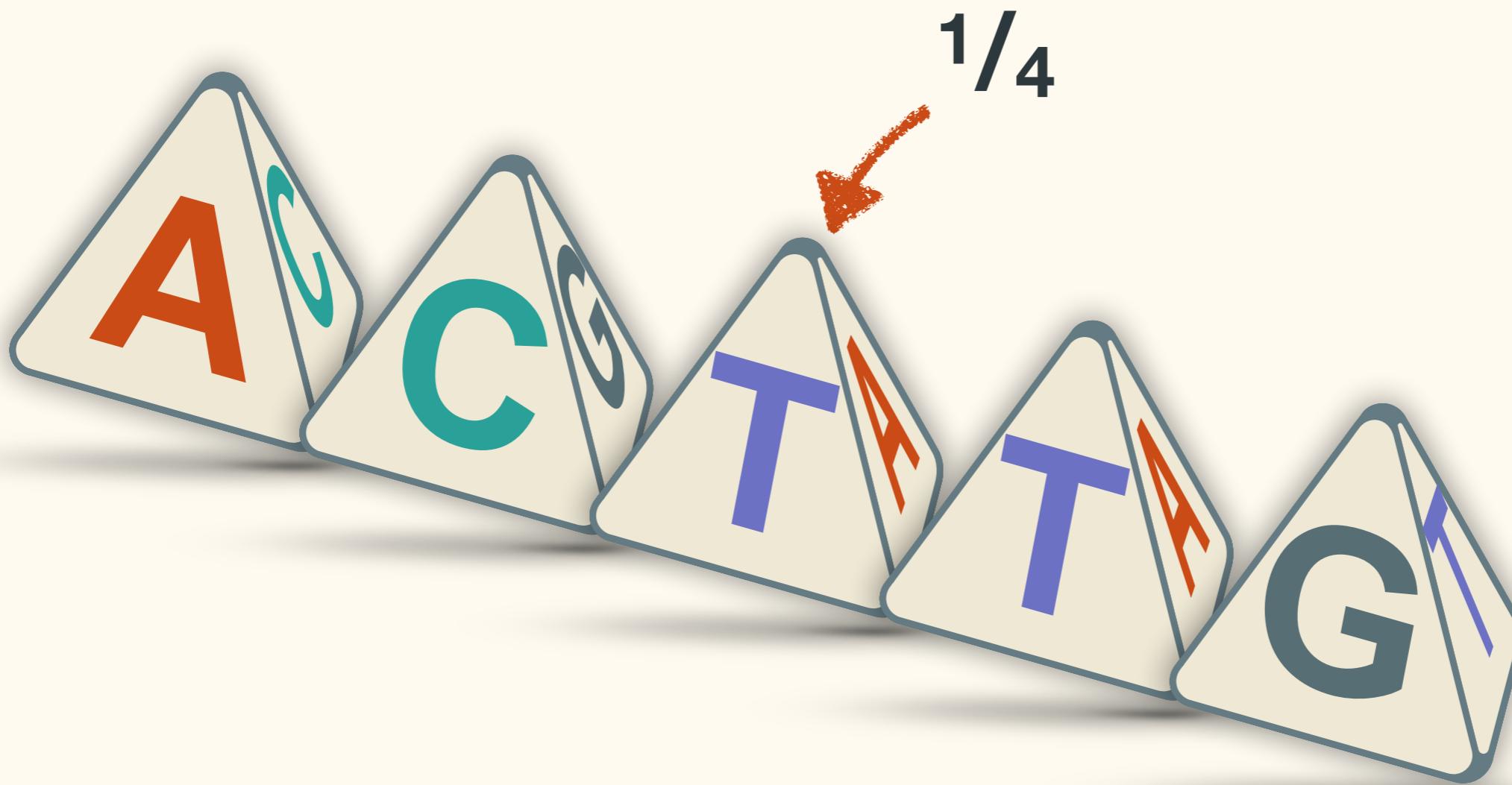
# Probability



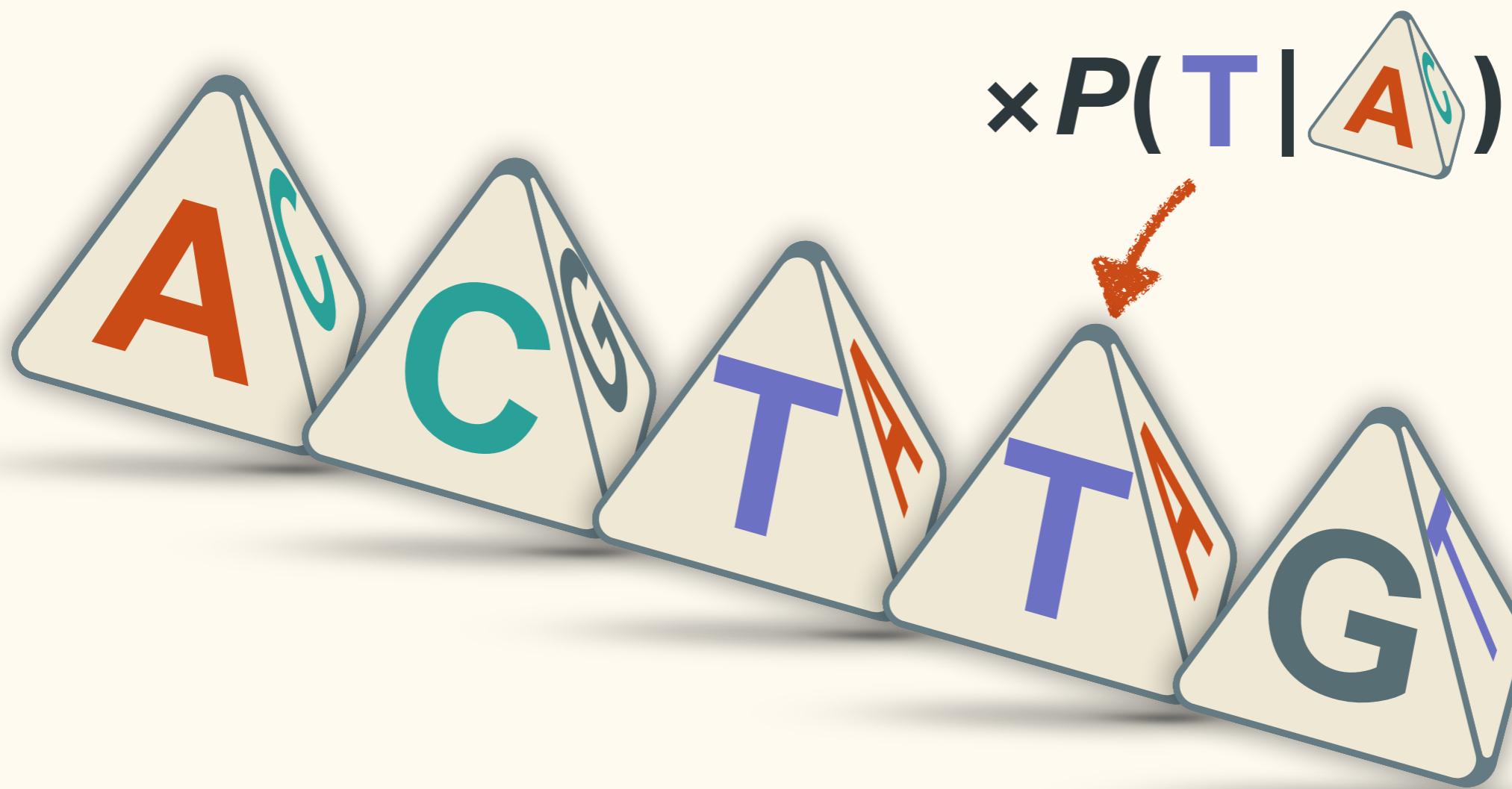
# Probability



# Probability



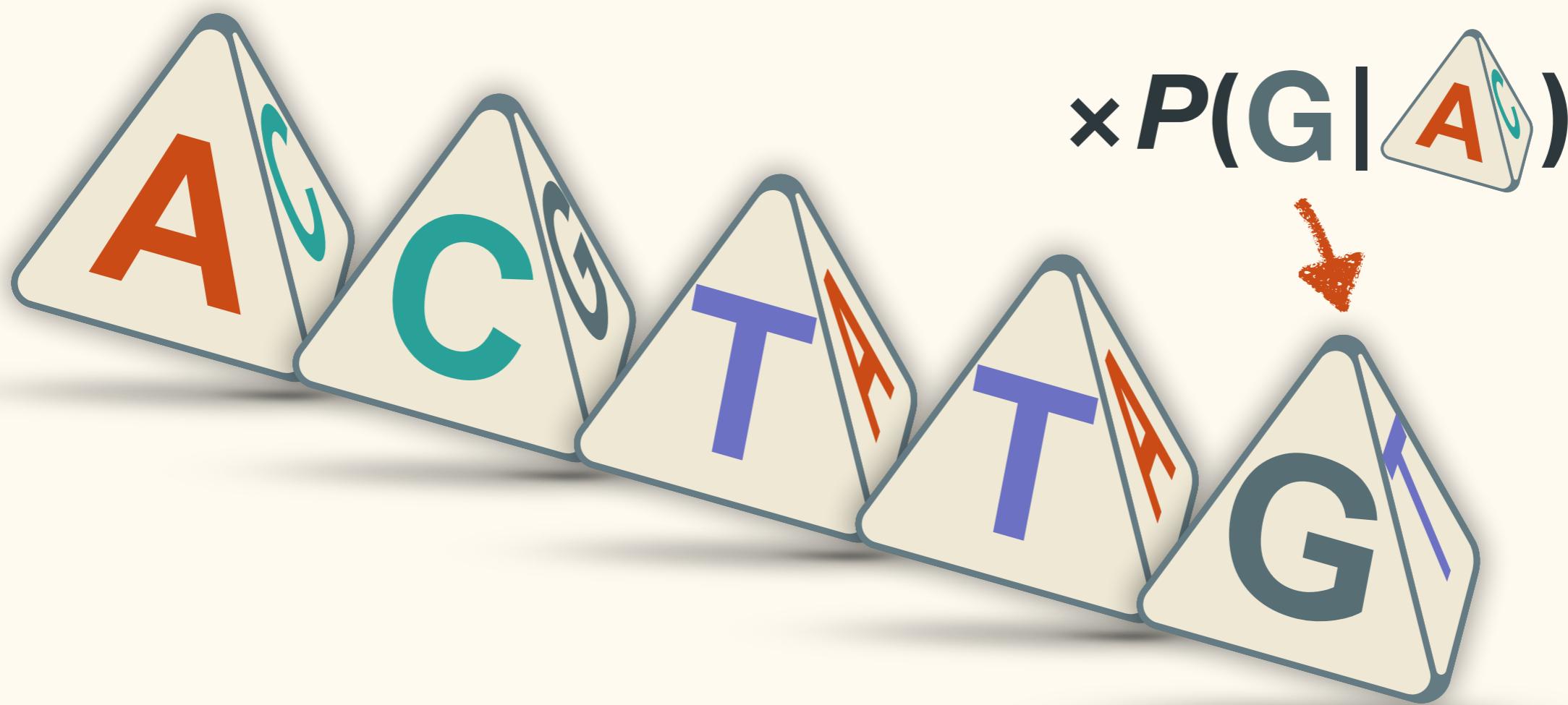
# Probability



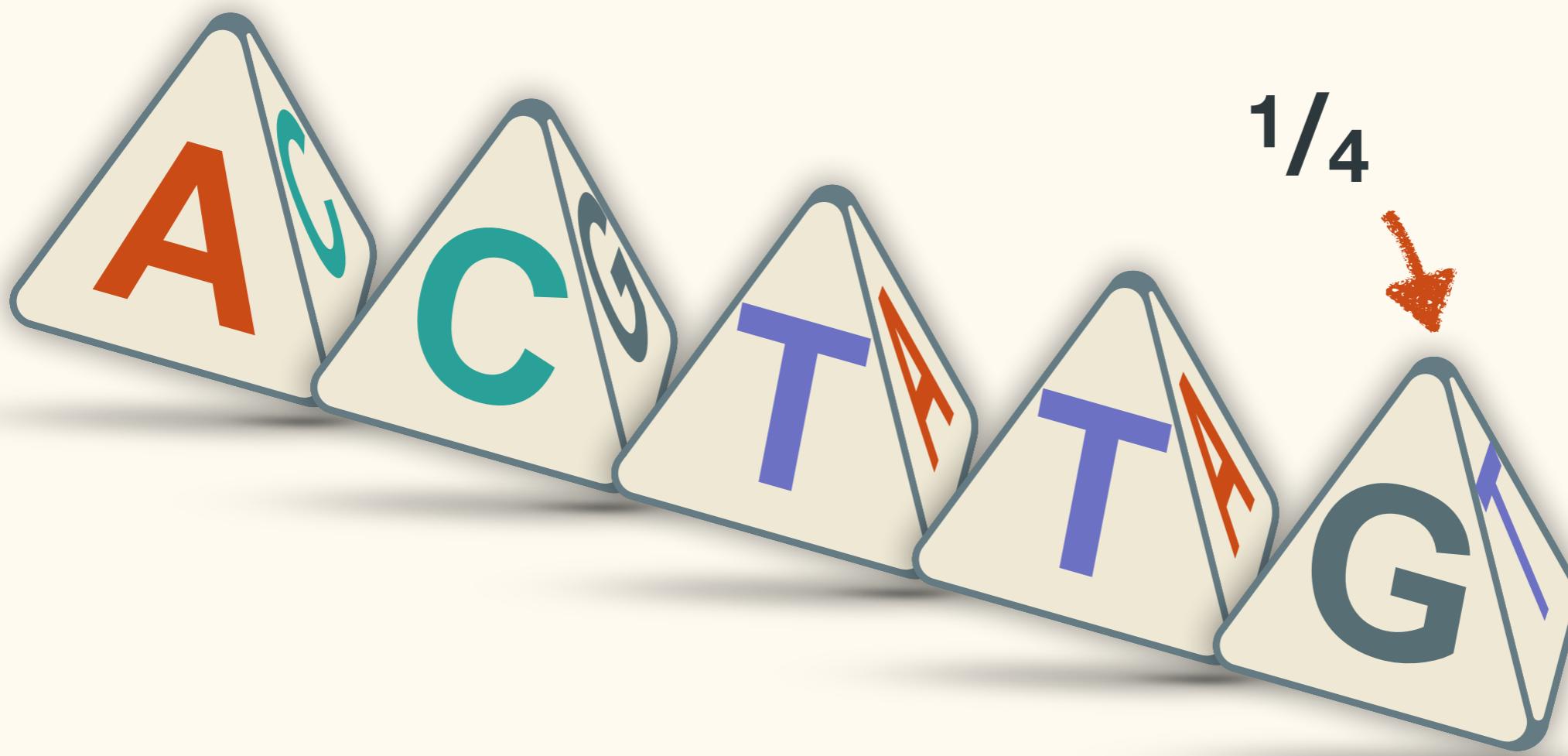
# Probability



# Probability

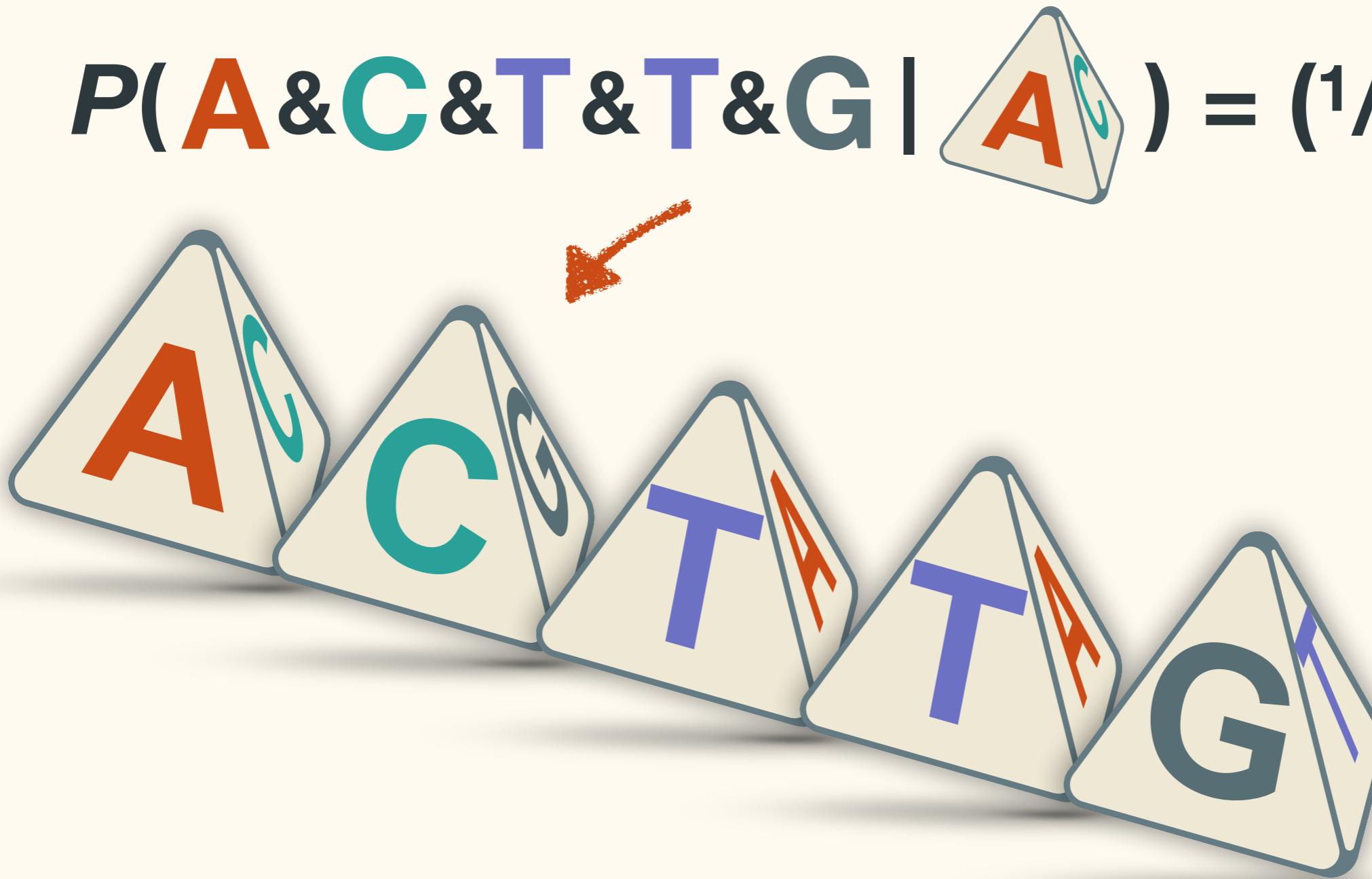


# Probability



# Probability

$$P(A \& C \& T \& T \& G | A) = (1/4)^5$$

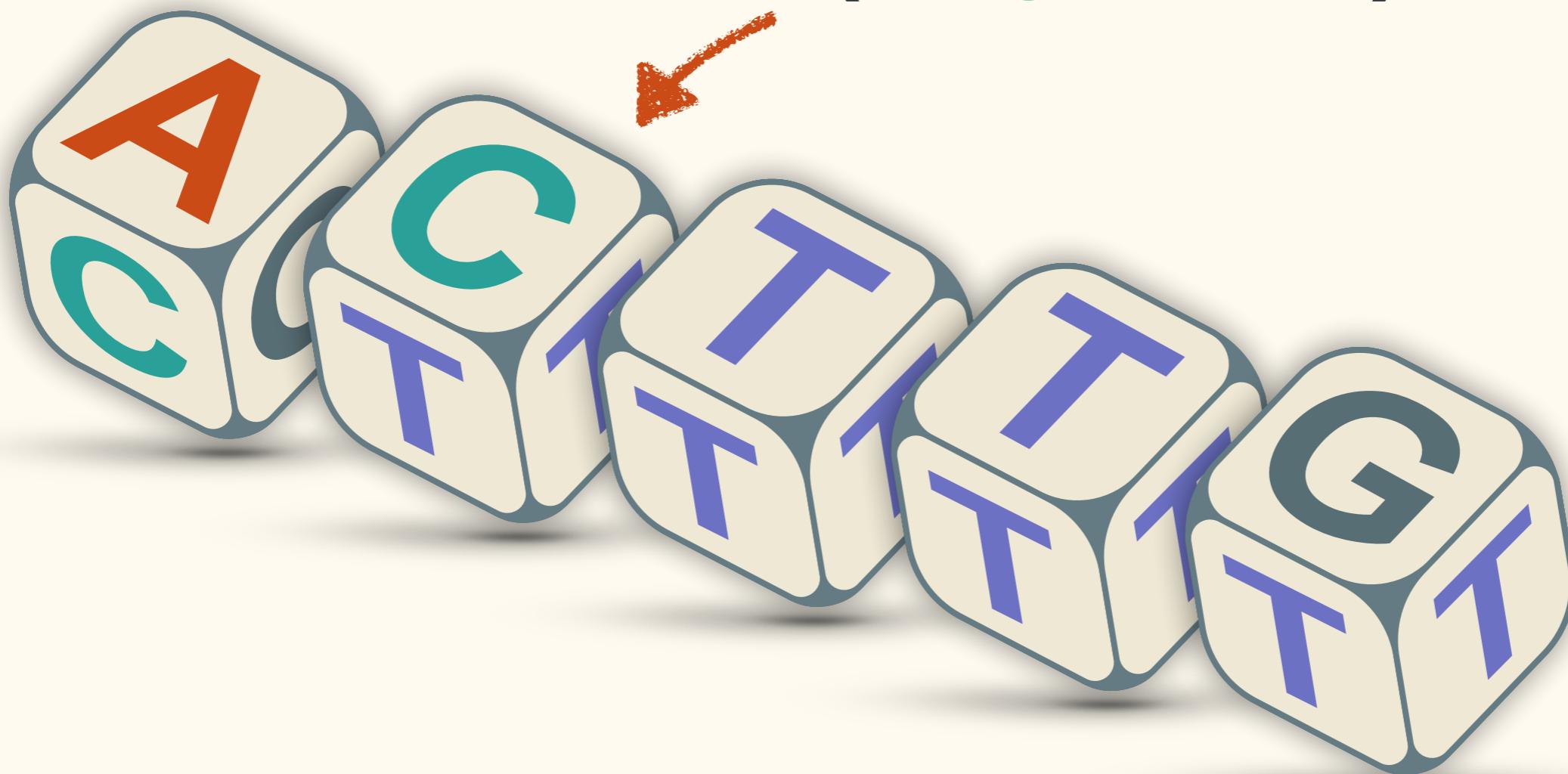


# Probability



# Probability

$$P(\text{ACTTG}) = ?$$

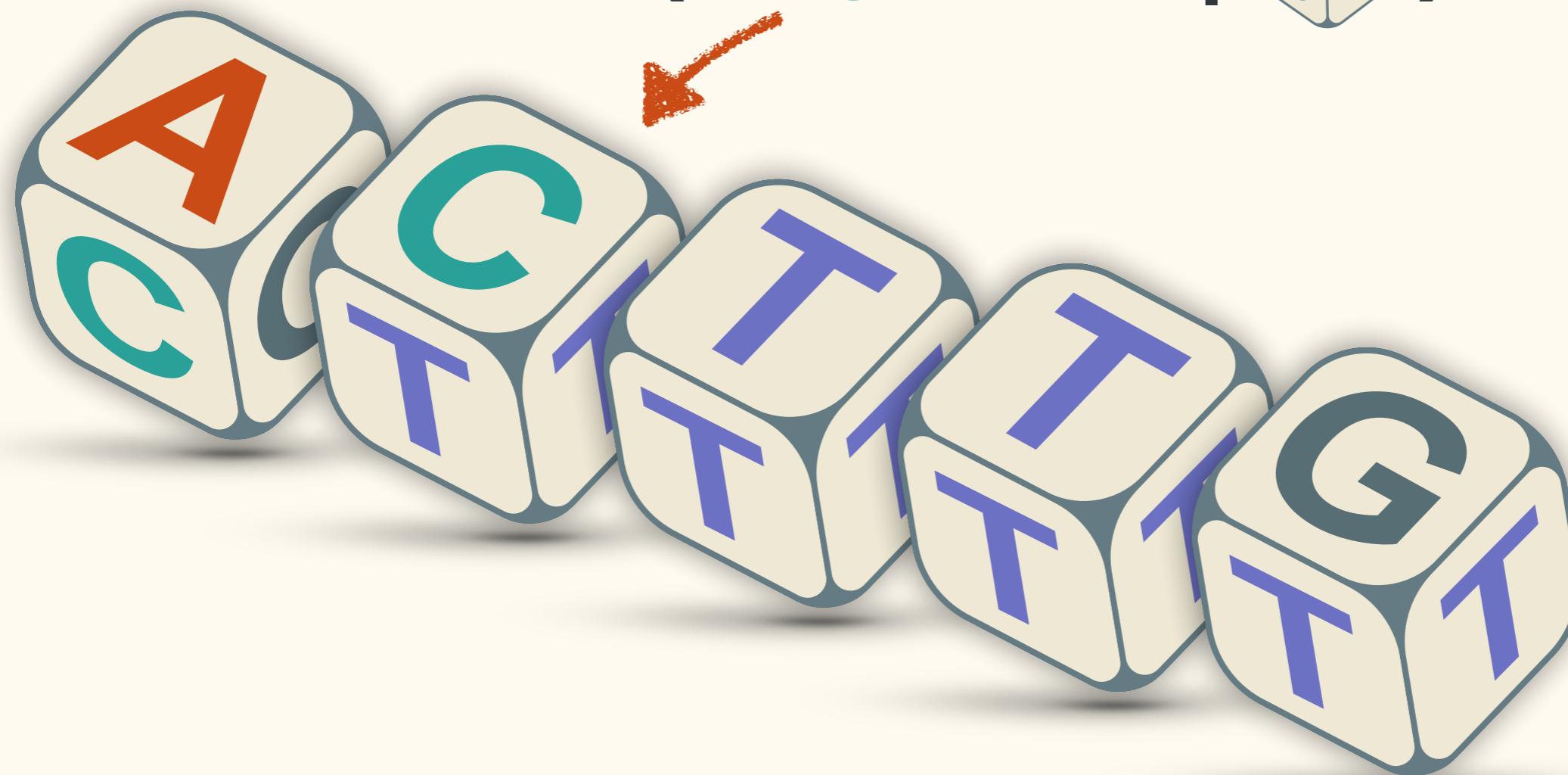


# Probability

$f(T) > f(A), f(C), f(G)$



$$P(\text{ACTTG} \mid \text{CG}) = ?$$

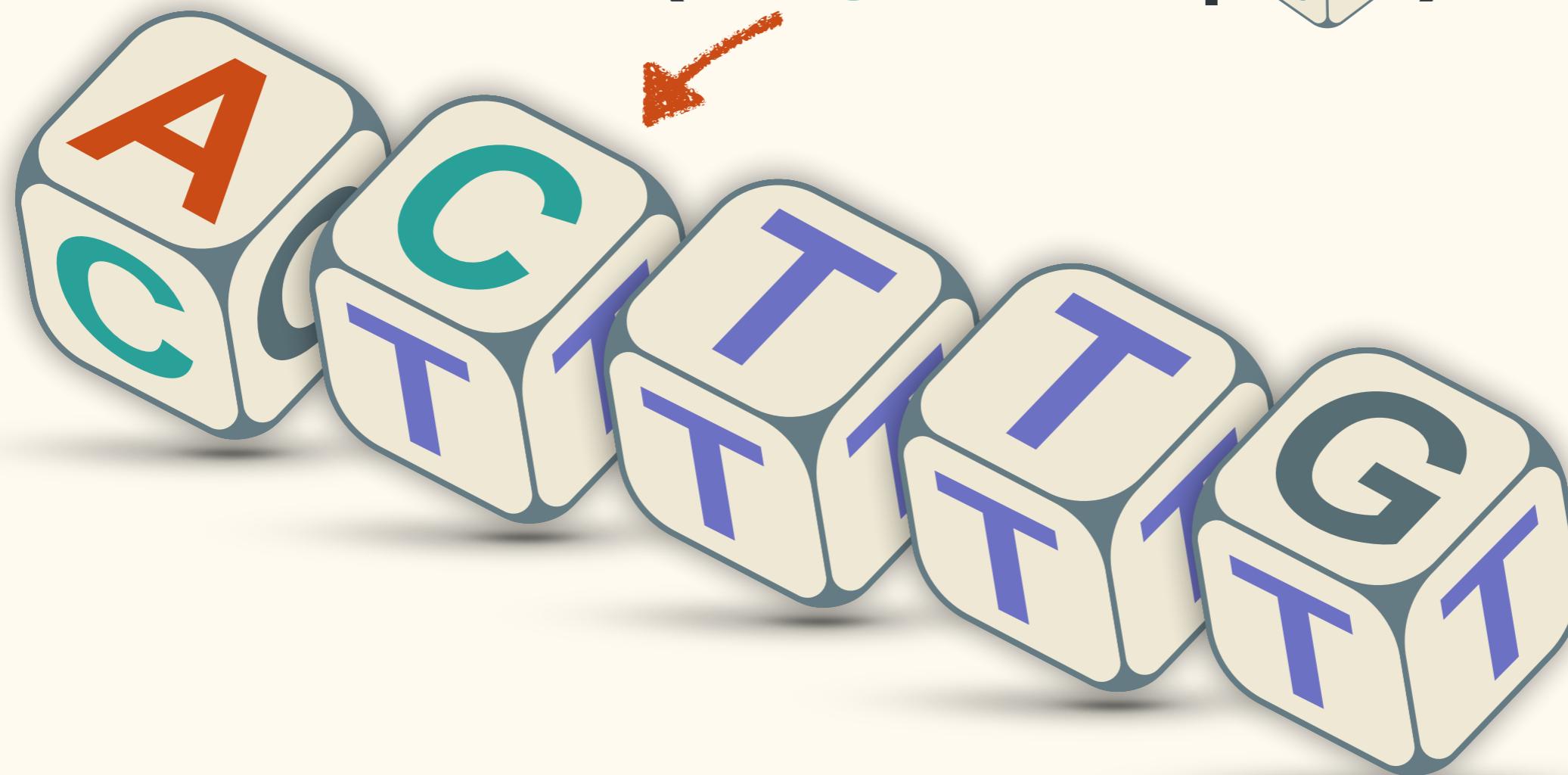


# Probability

$f(T) > f(A), f(C), f(G)$



$$P(\text{ACTTG} \mid \text{CG}) = ?$$

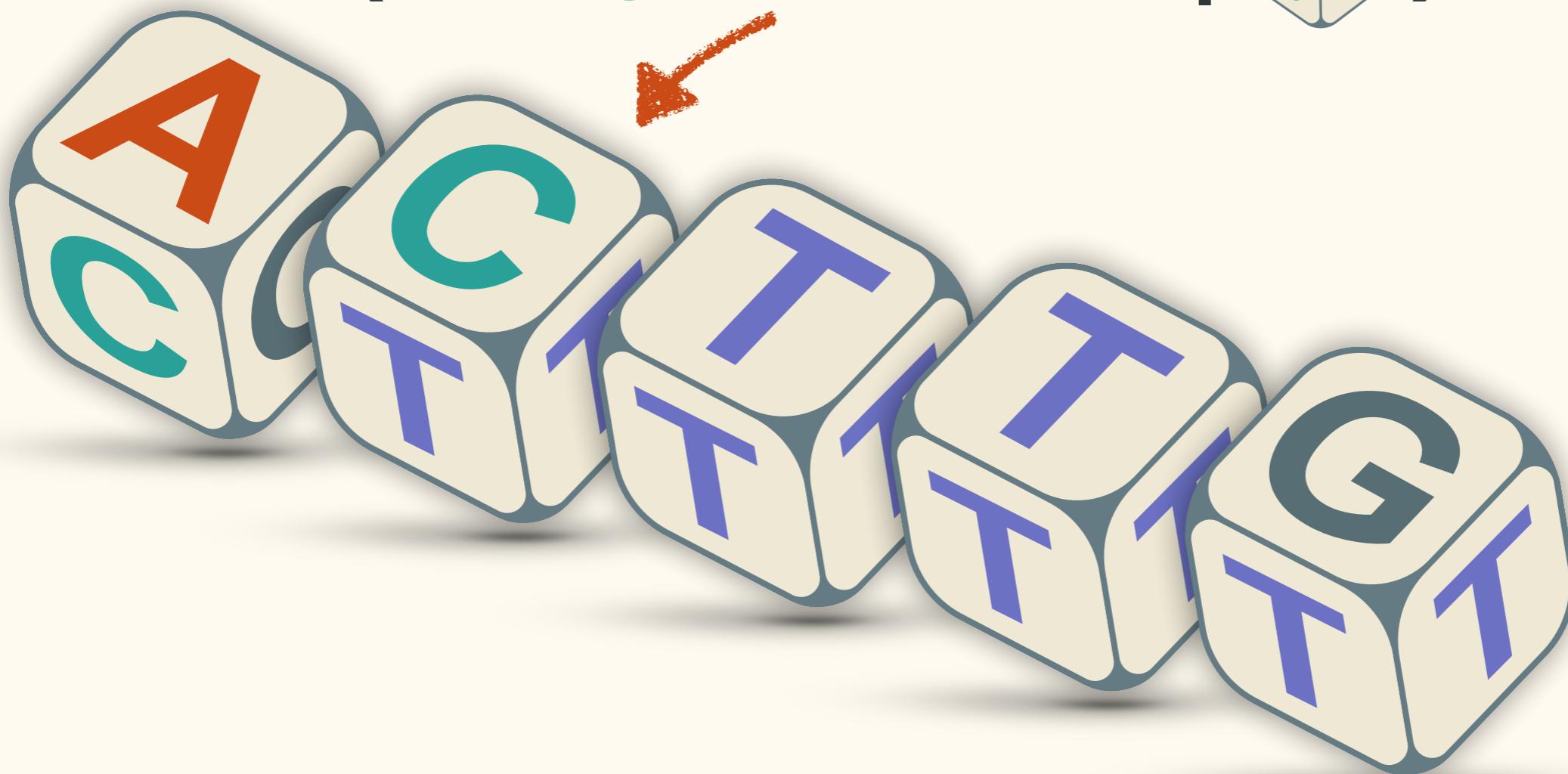


# Probability

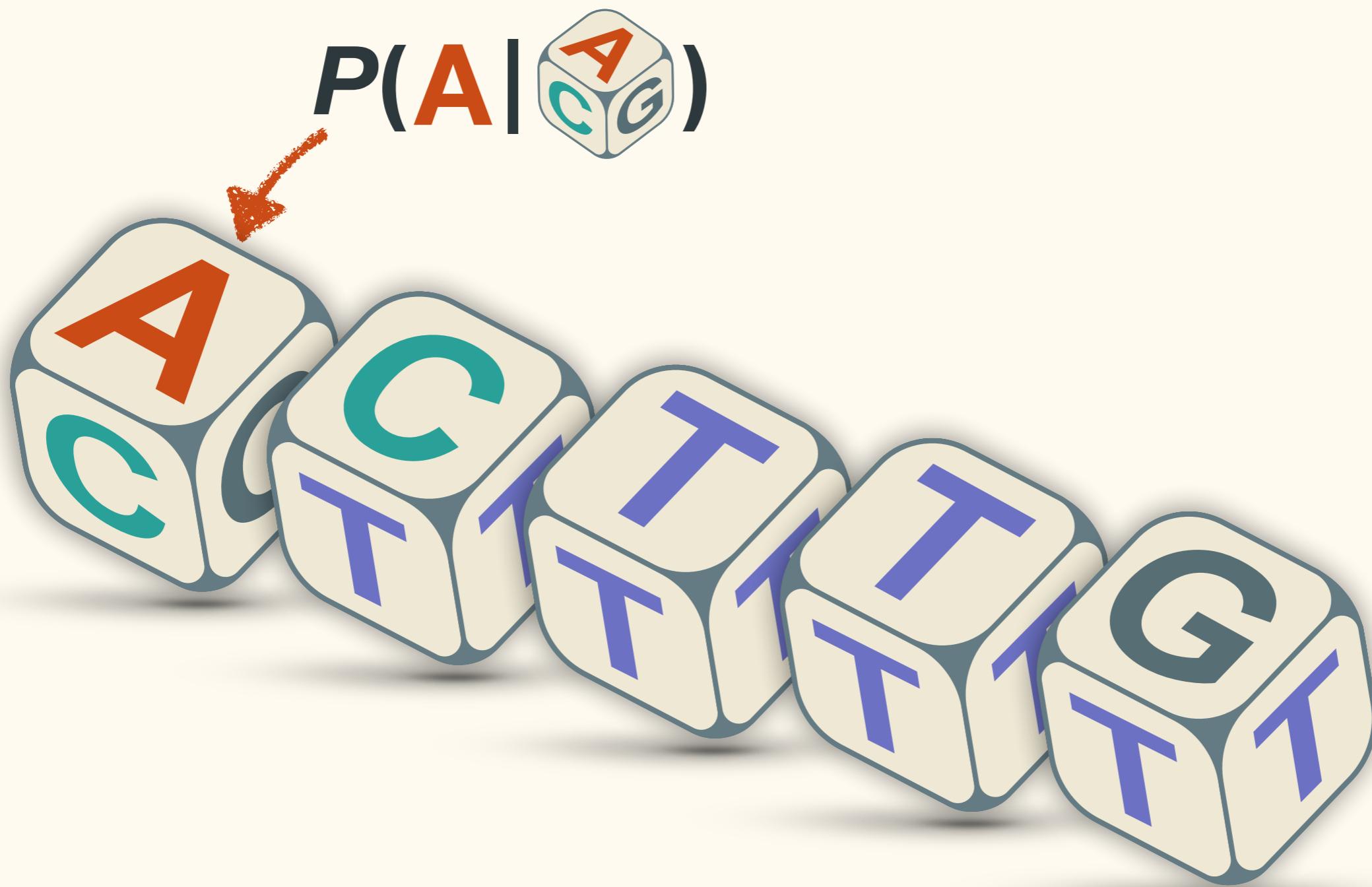
$f(T) > f(A), f(C), f(G)$



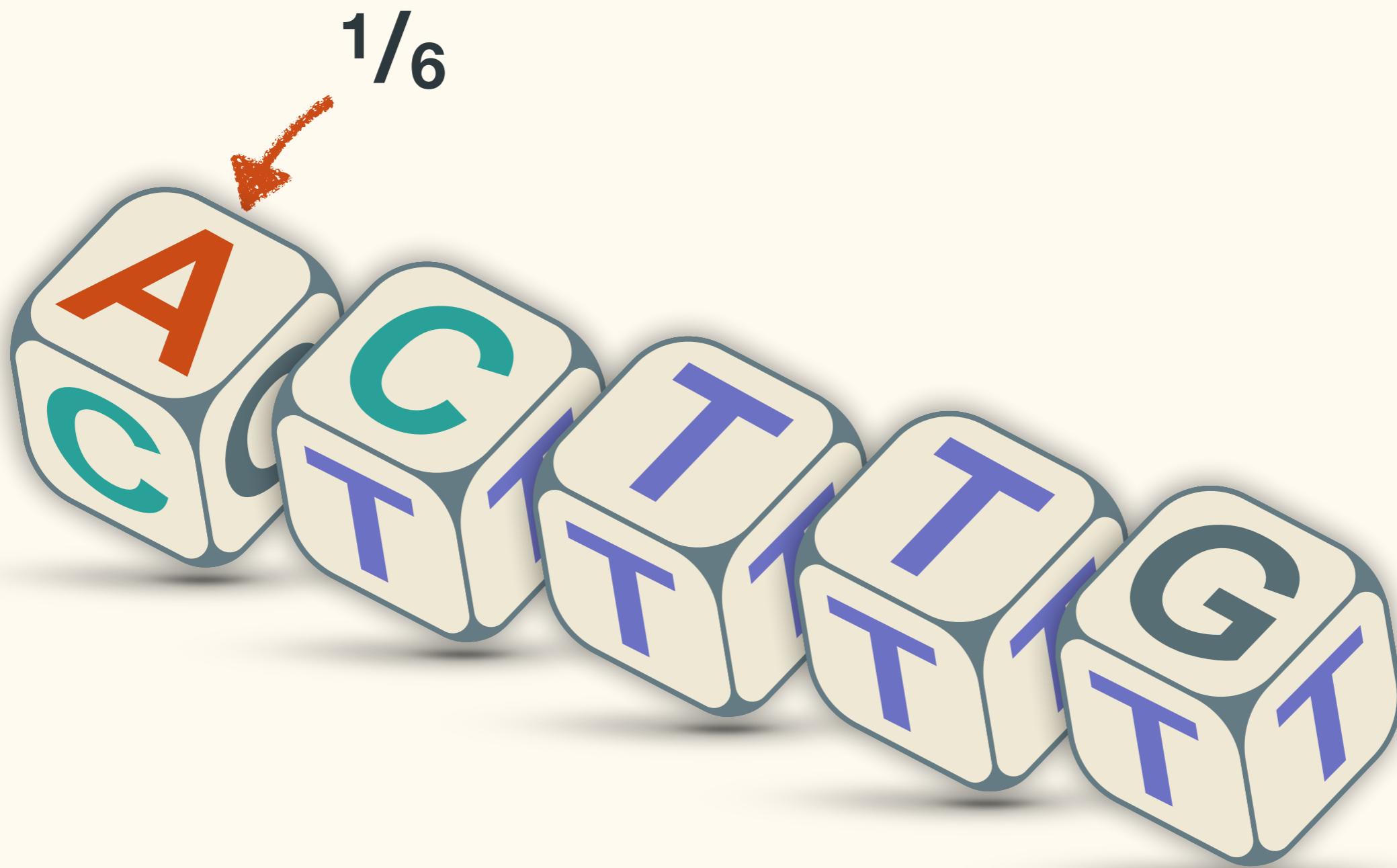
$$P(A \& C \& T \& T \& G \mid \text{dice}) = ?$$



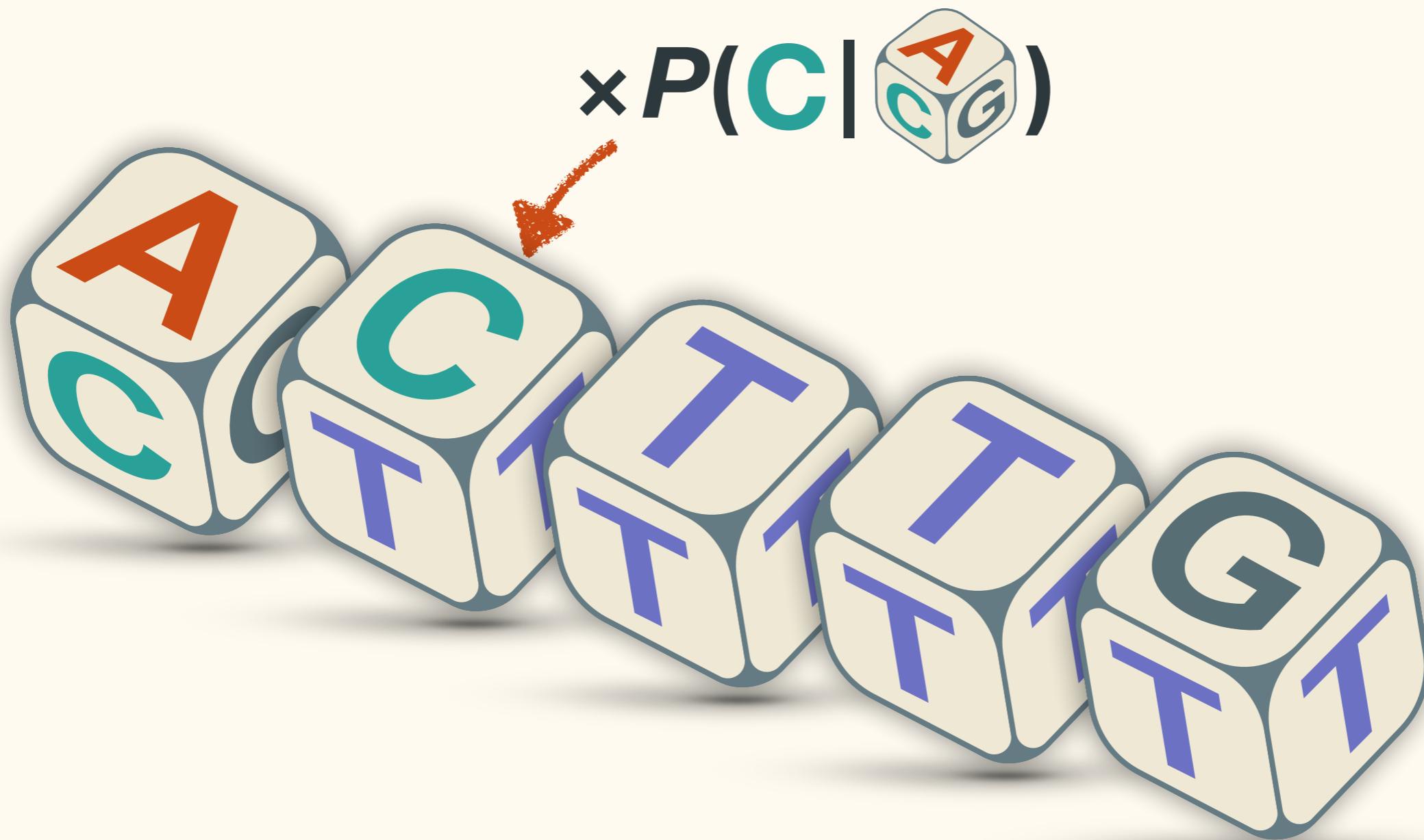
# Probability



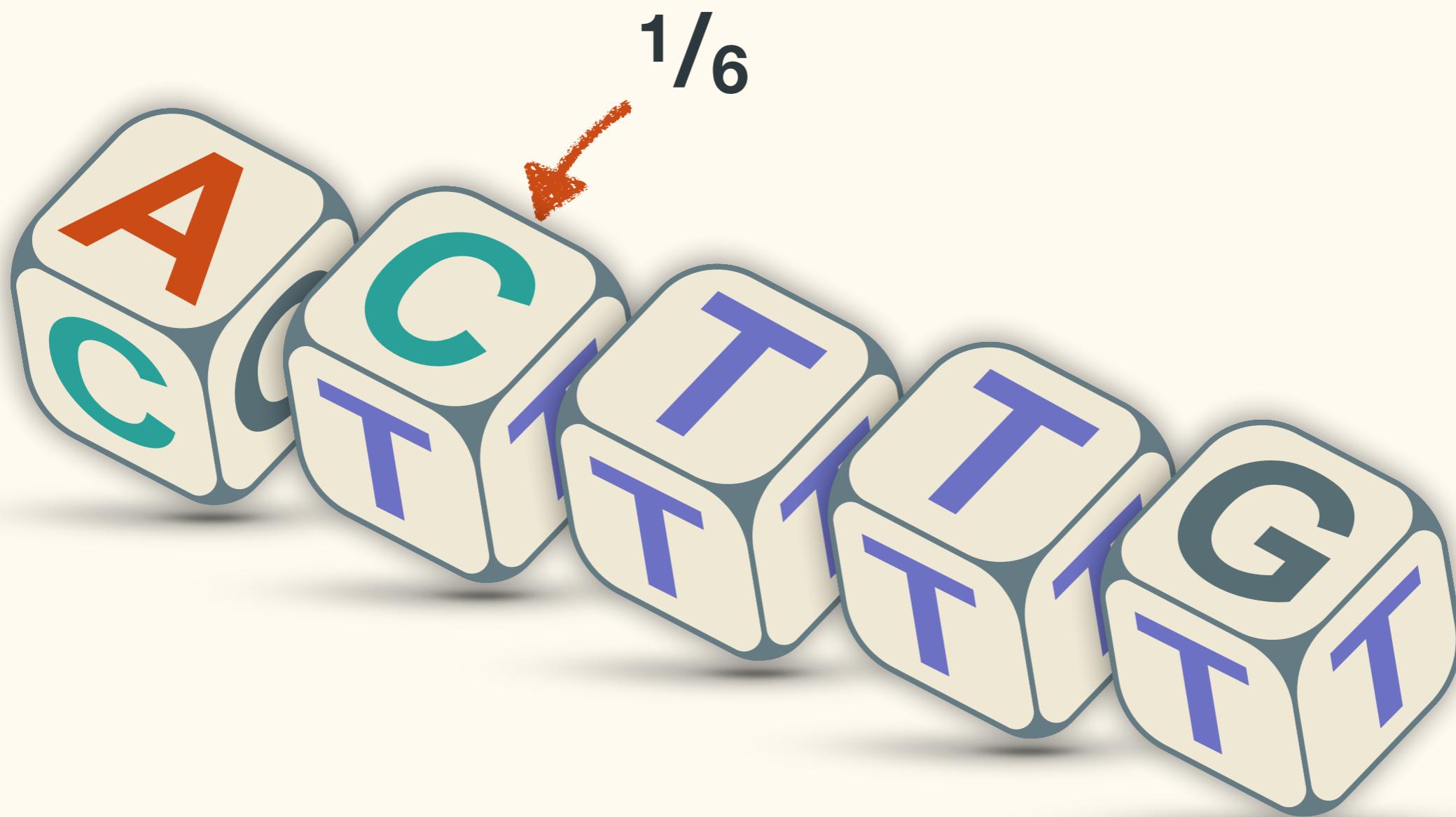
# Probability



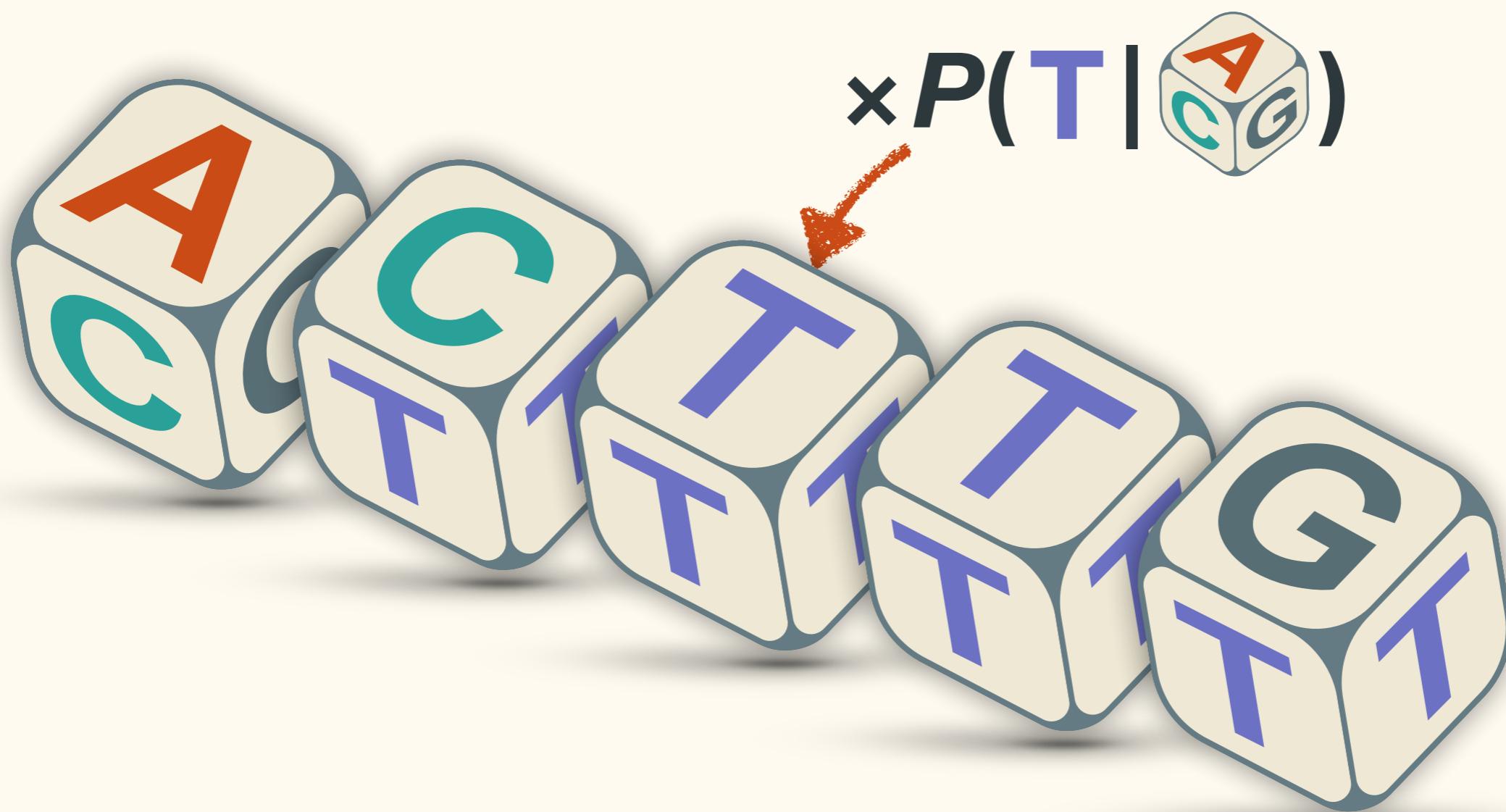
# Probability



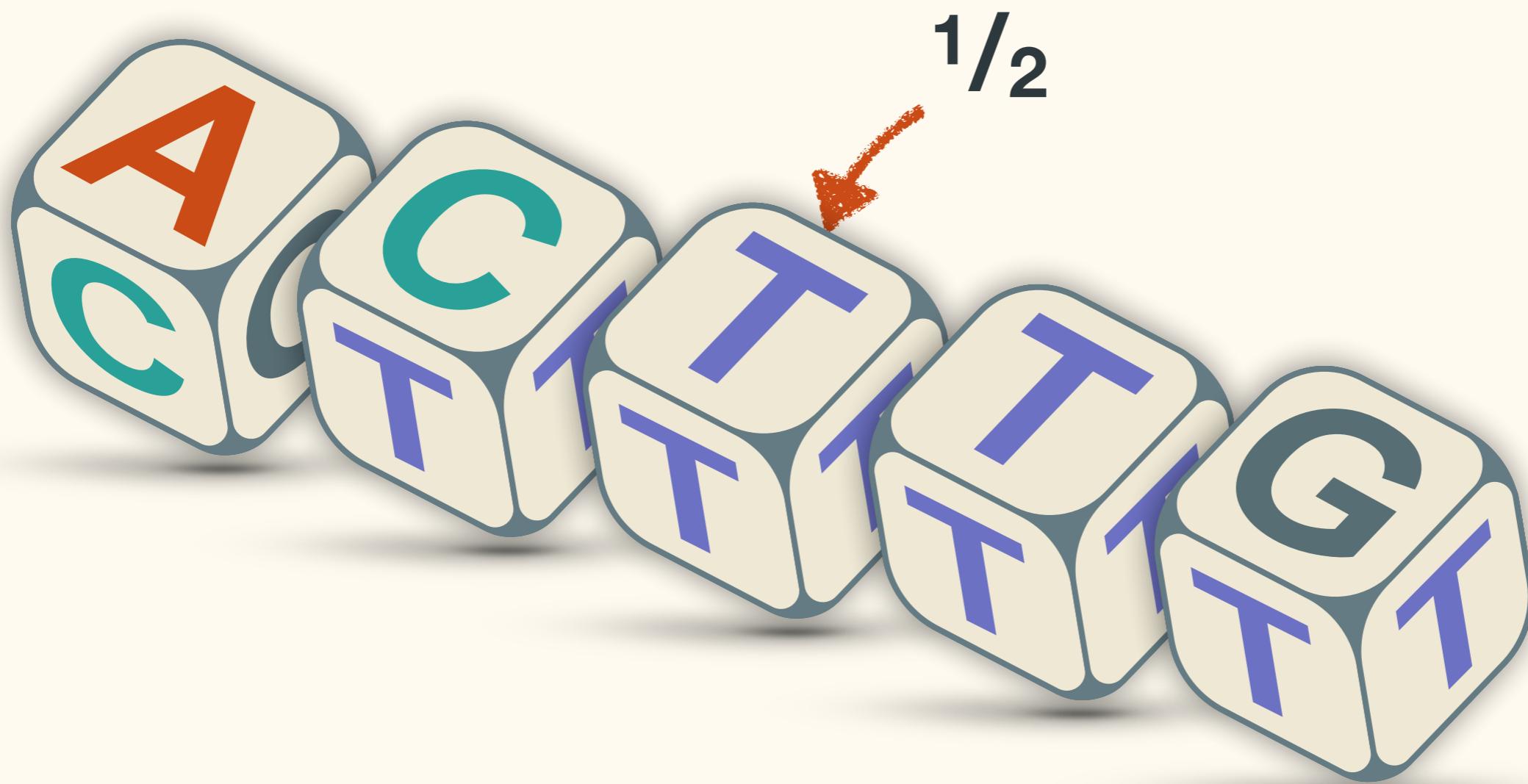
# Probability



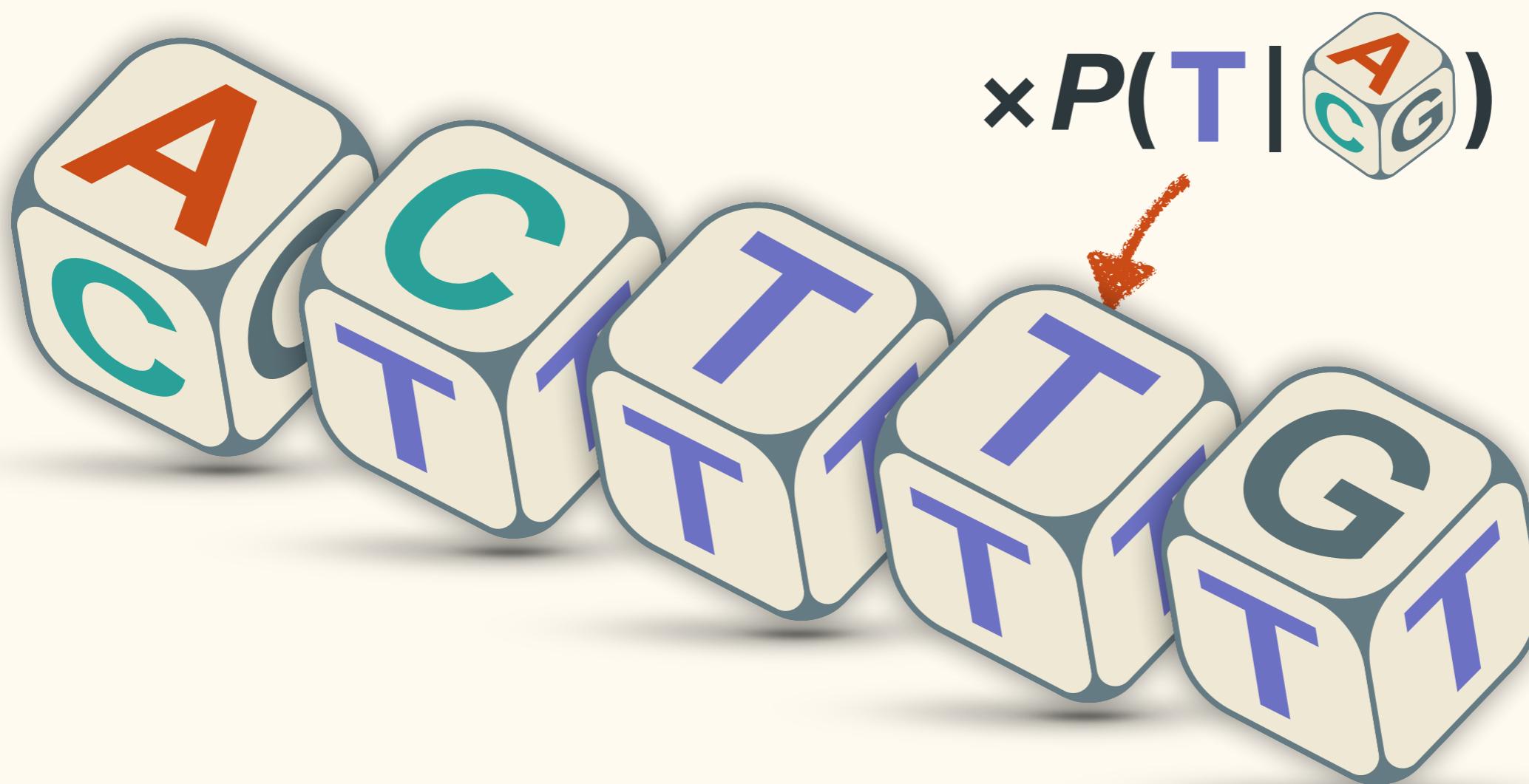
# Probability



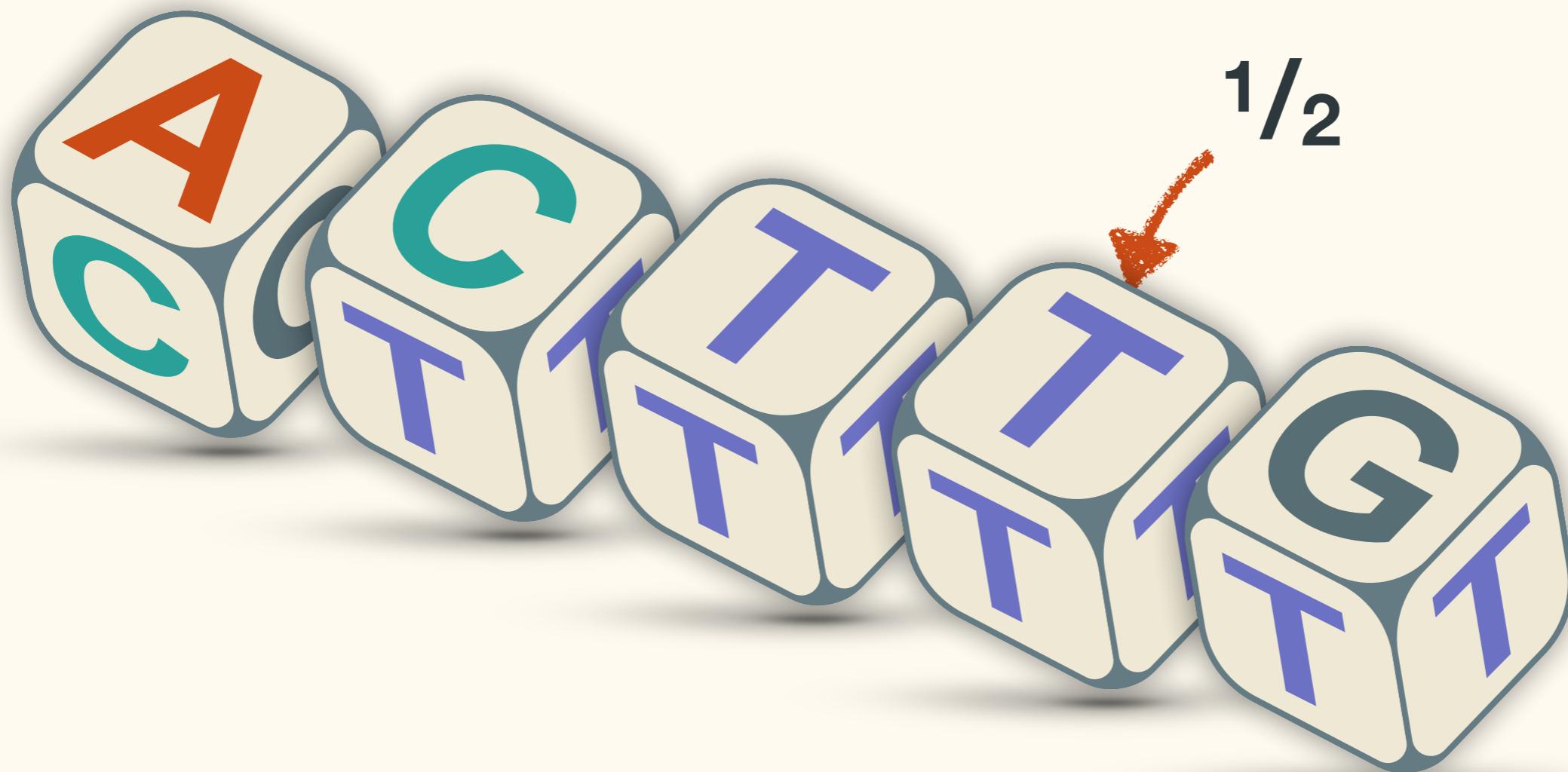
# Probability



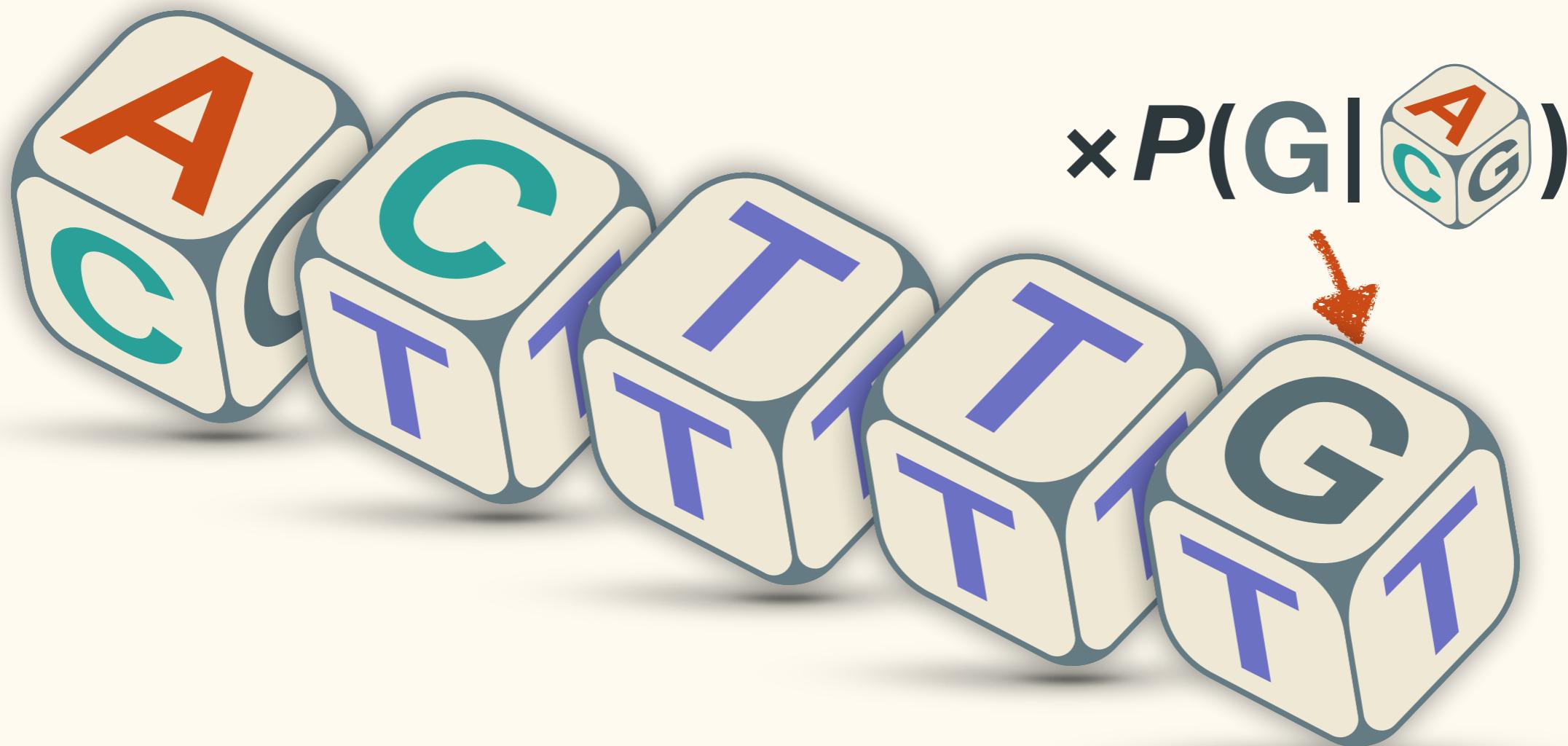
# Probability



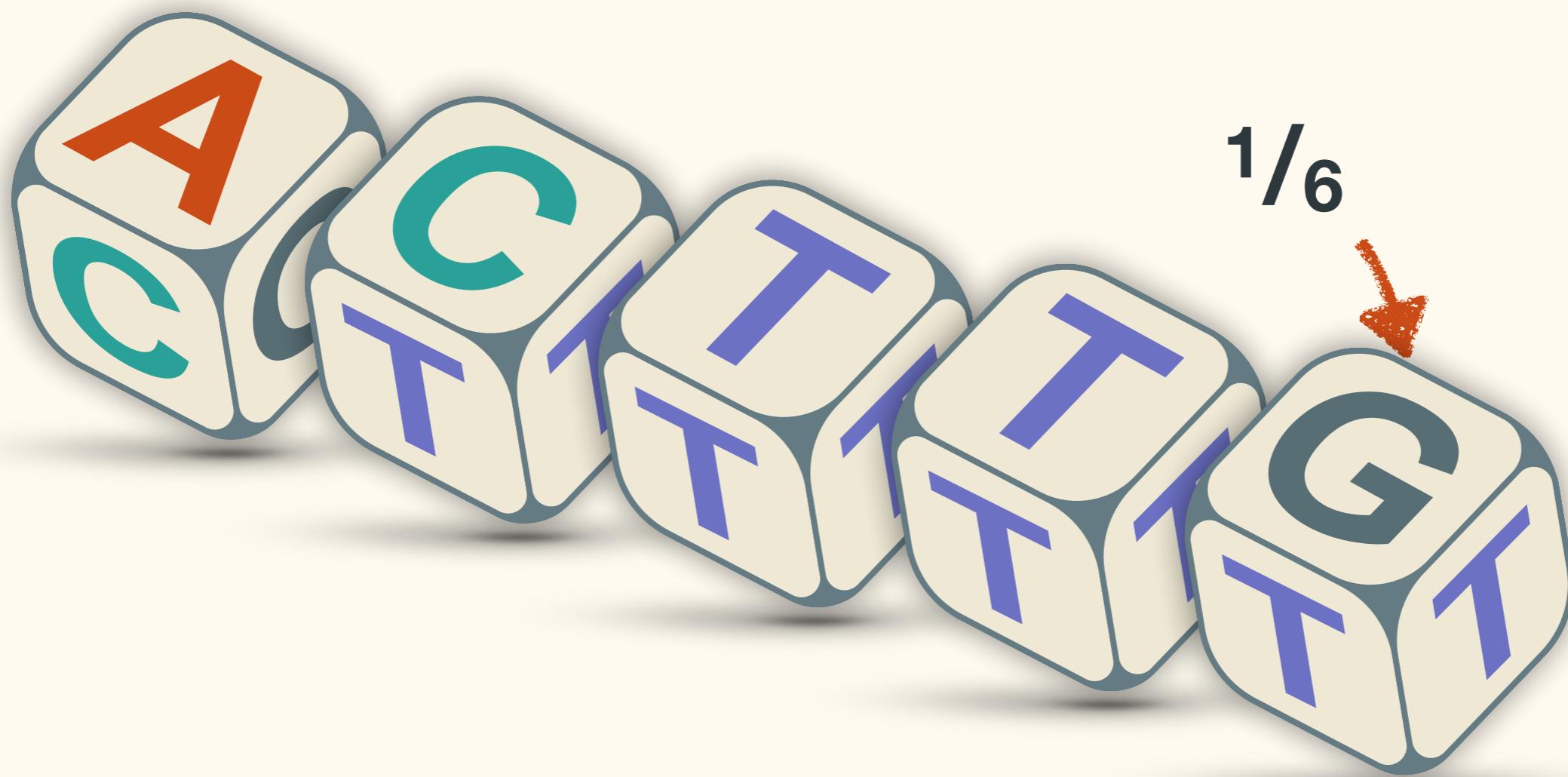
# Probability



# Probability



# Probability



# Probability

$$P(A \& C \& T \& T \& G | \text{ACG}) = ?$$



# Probability

$$P(\text{A\&C\&T\&T\&G} \mid \text{ACG}) = (1/6)^3 (1/2)^2$$



# Probability

$$P(\text{A\&C\&T\&T\&G} \mid \text{triangle}) = (1/4)^5$$

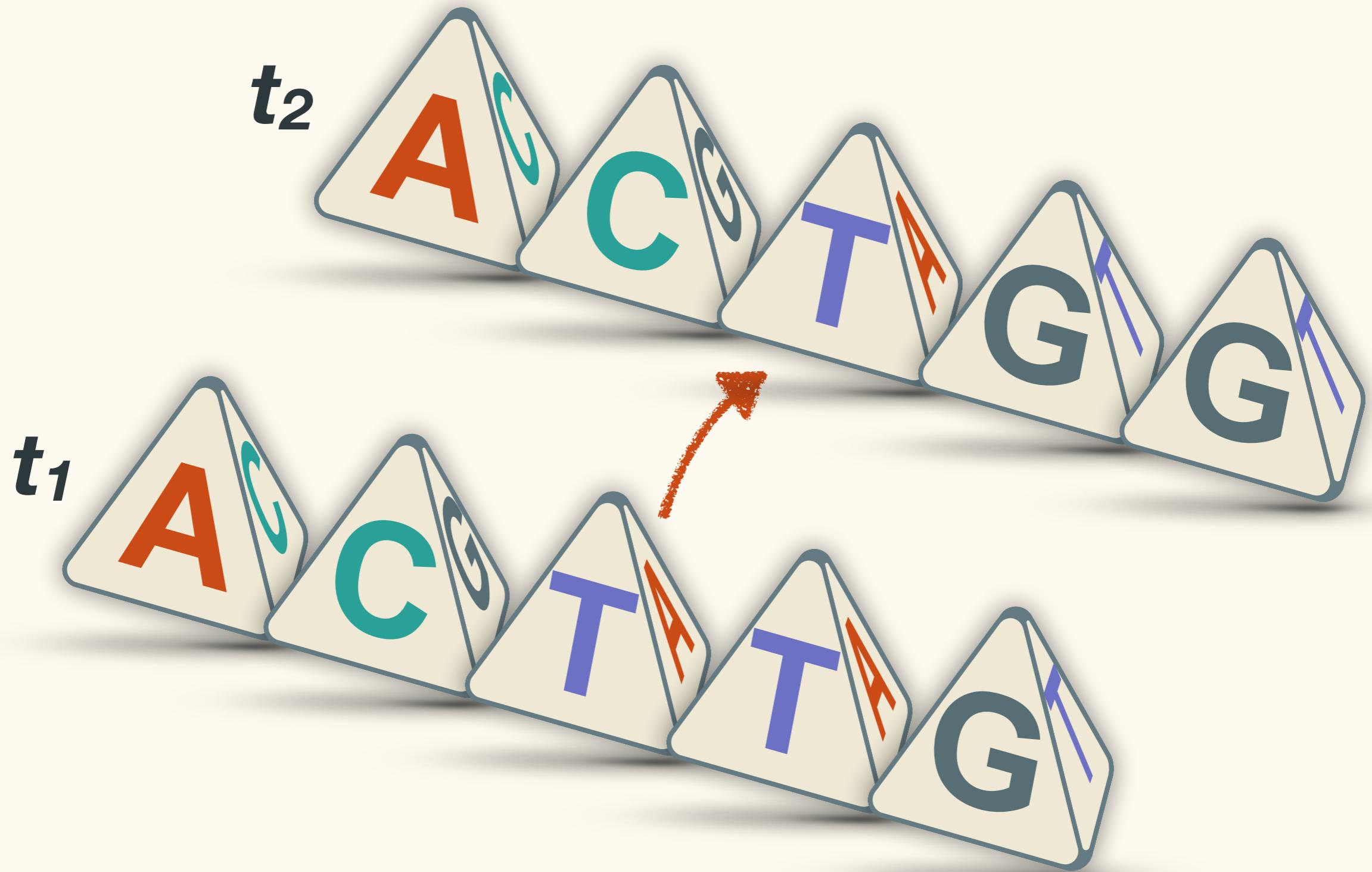
$$P(\text{A\&C\&T\&T\&G} \mid \text{dice}) = (1/6)^3 (1/2)^2$$

# Probability

$$P(\text{A\&C\&T\&T\&G} \mid \text{A}) = 0.0010$$

$$P(\text{A\&C\&T\&T\&G} \mid \text{A}) = 0.0012$$

# Probability

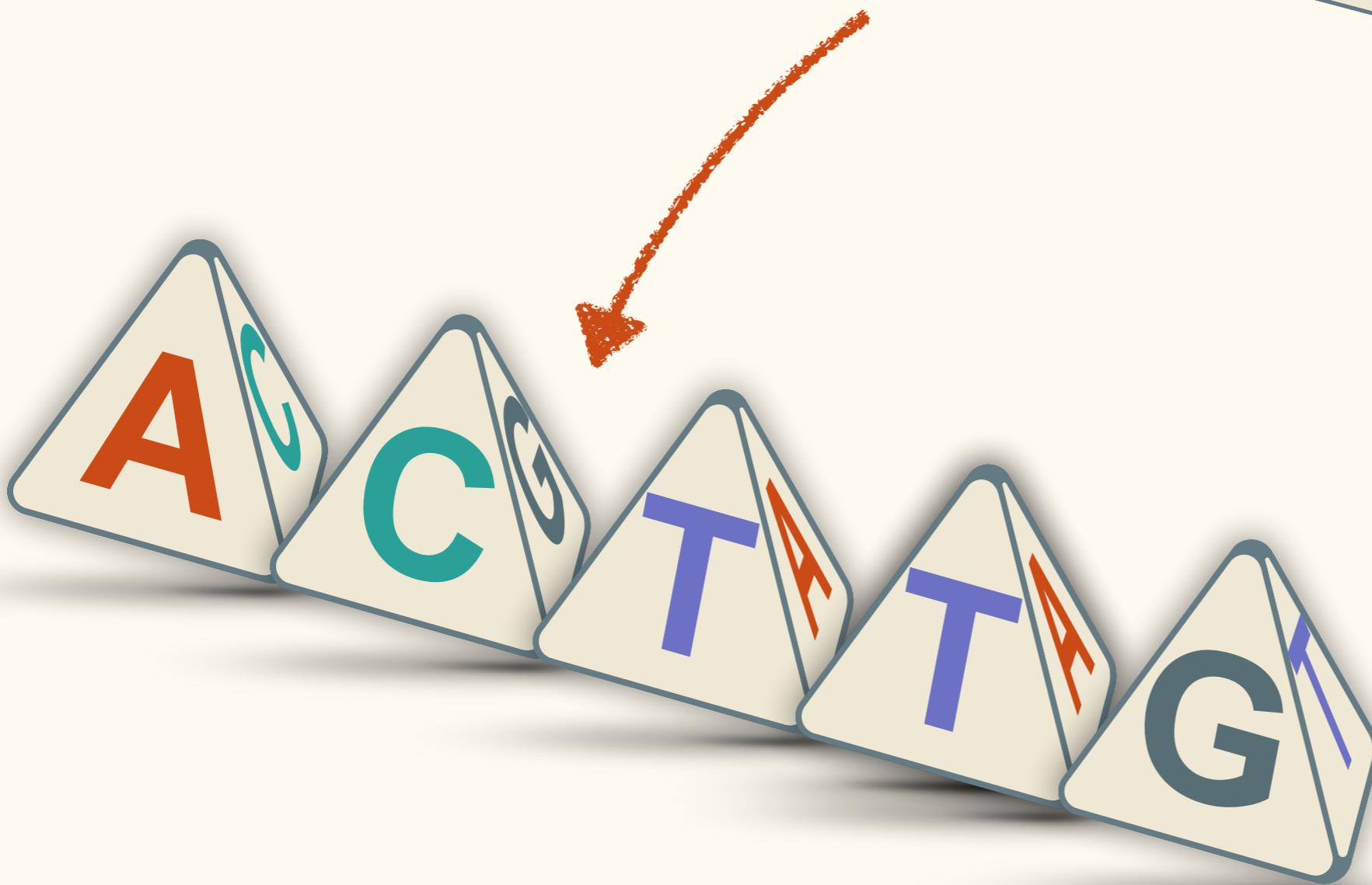
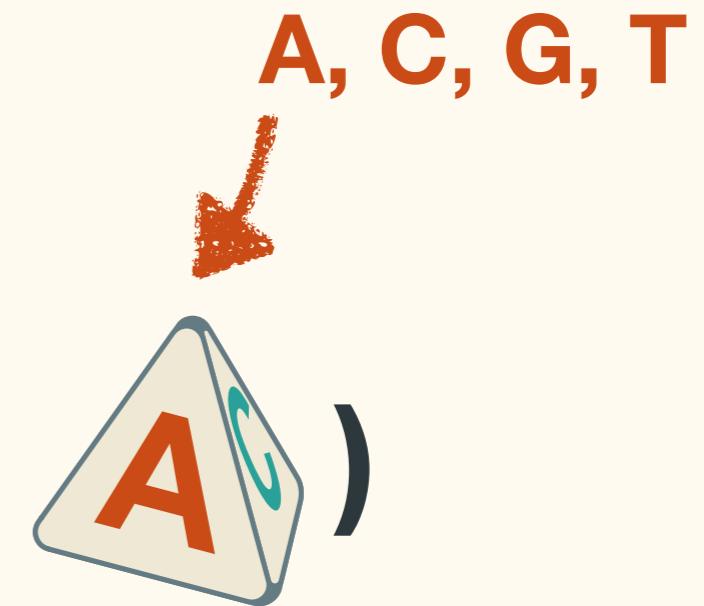


# Probability

$$P(\begin{matrix} \text{A} & \text{C} & \text{T} & \text{T} & \text{G} \\ \text{A} & \text{C} & \text{T} & \text{G} & \end{matrix}) = ?$$

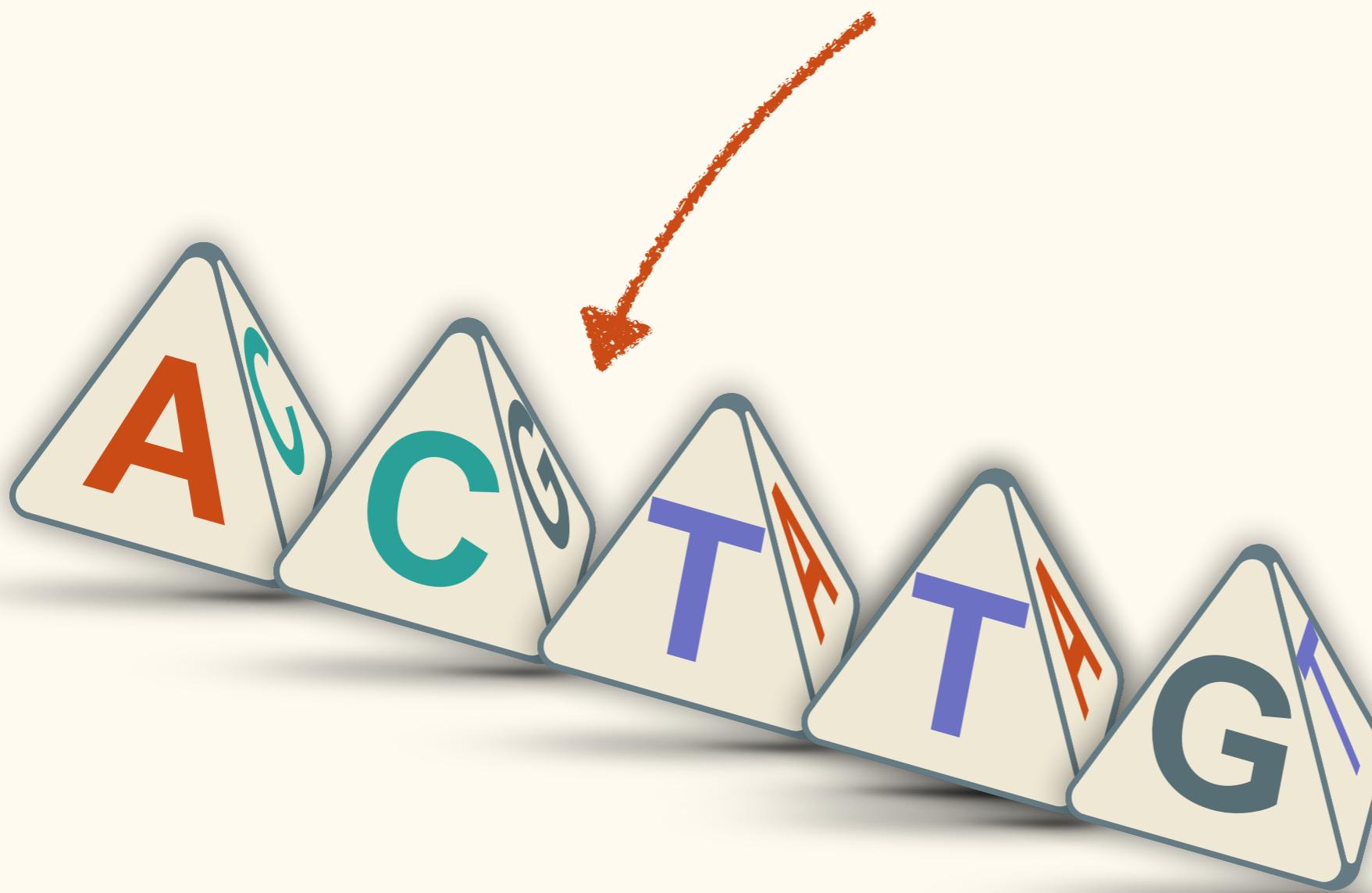


# Probability

$$P(\text{ACTTG} | \text{A})$$


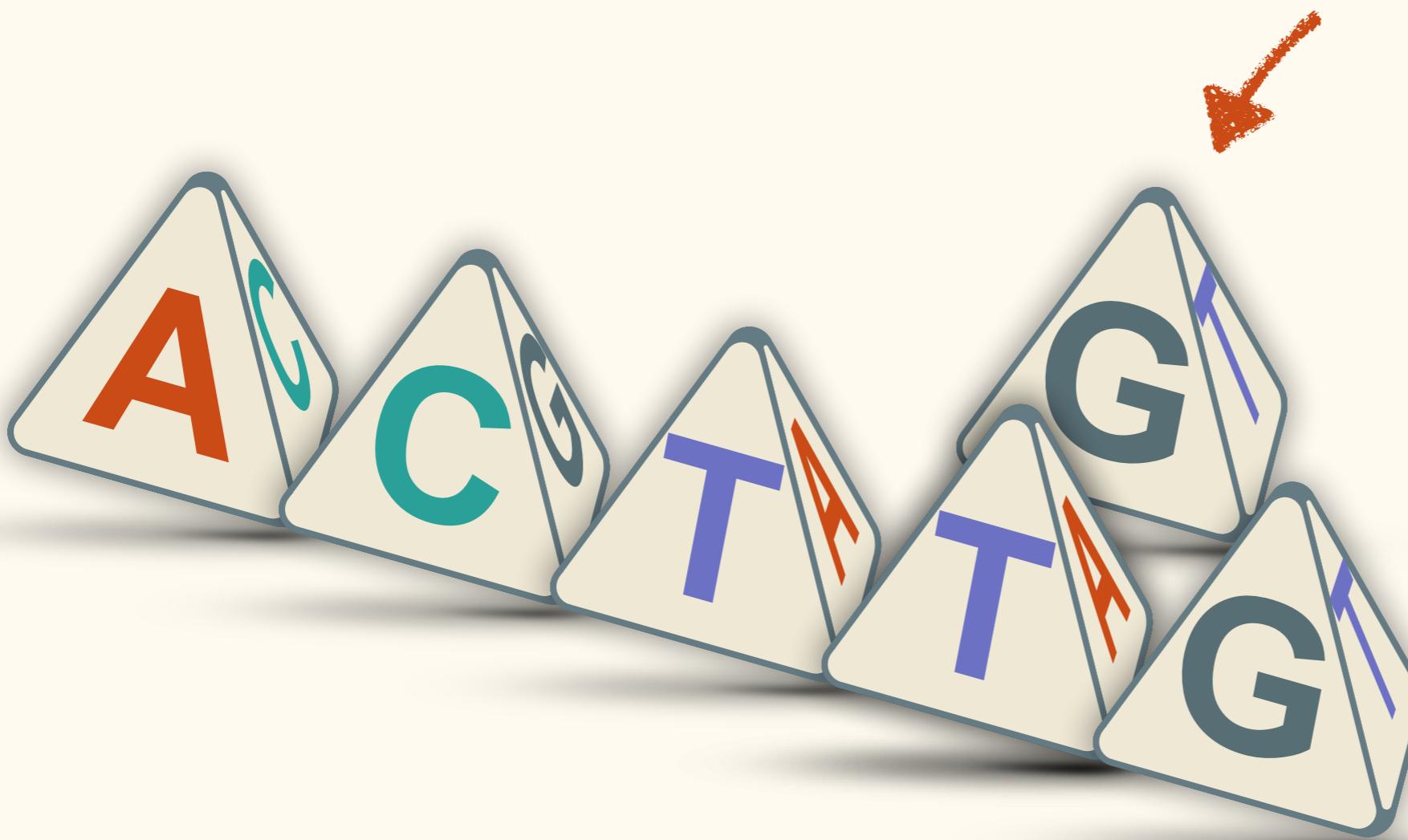
# Probability

0.0010

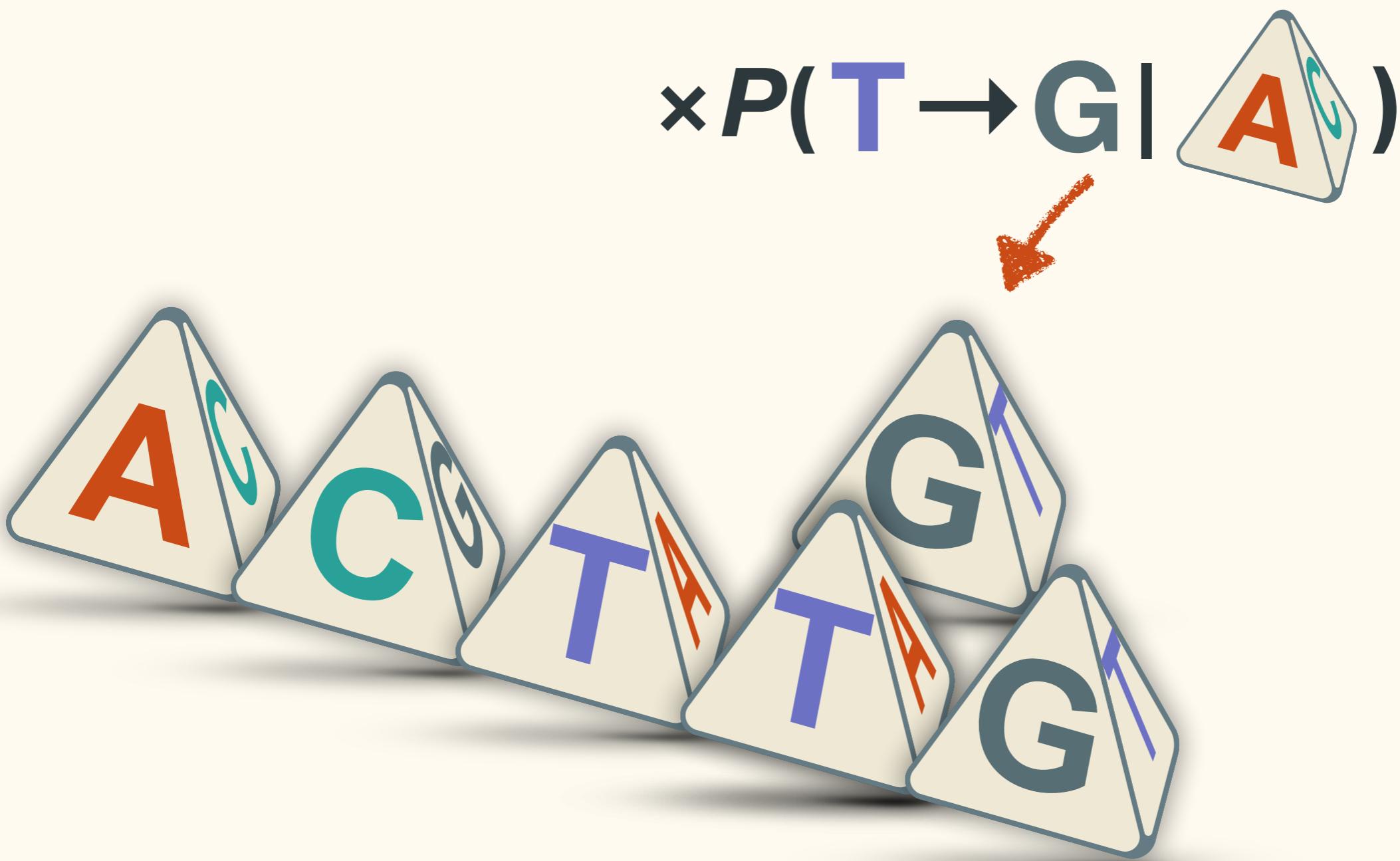


# Probability

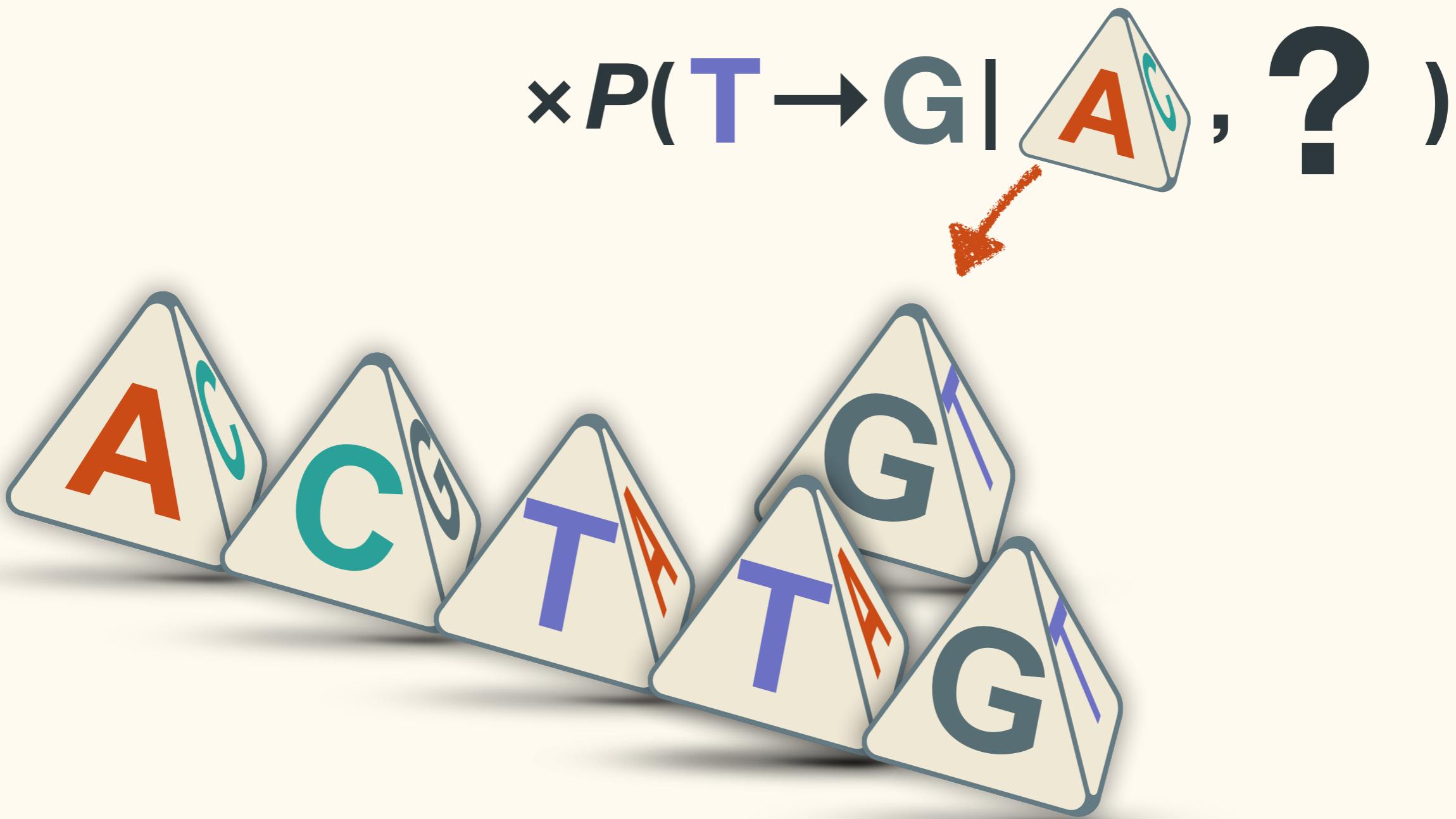
$\times P(T \rightarrow G)$



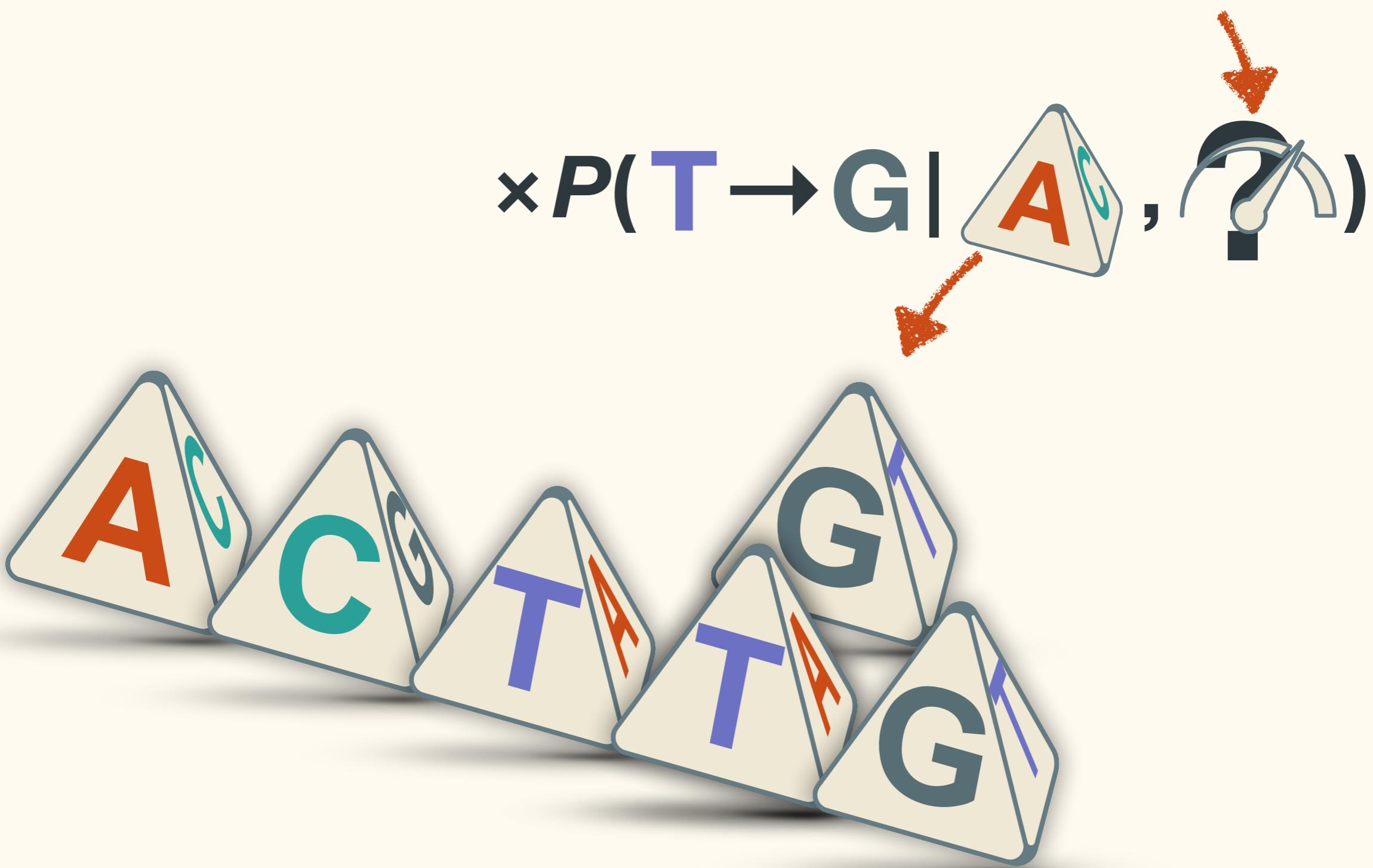
# Probability



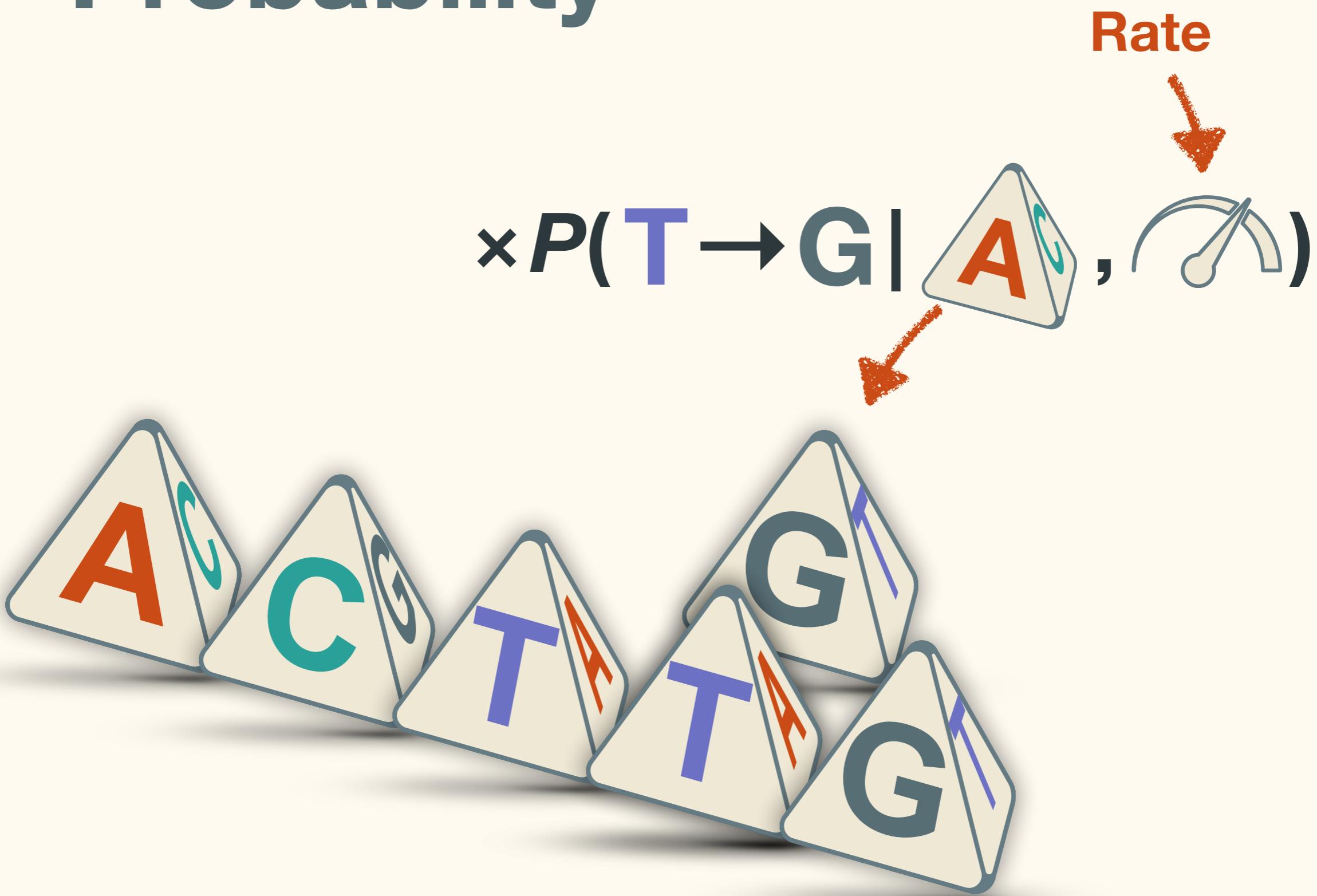
# Probability



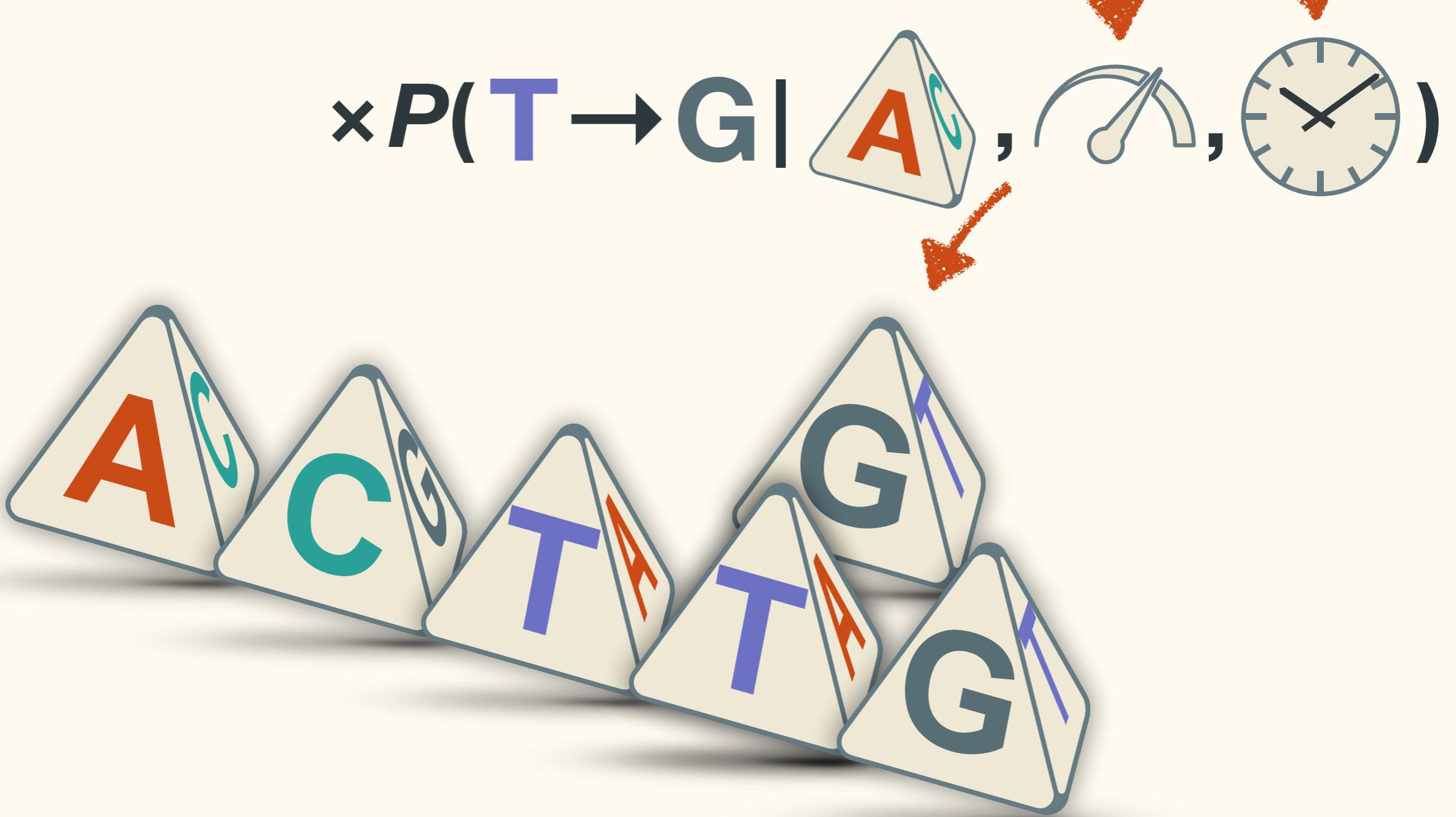
# Probability



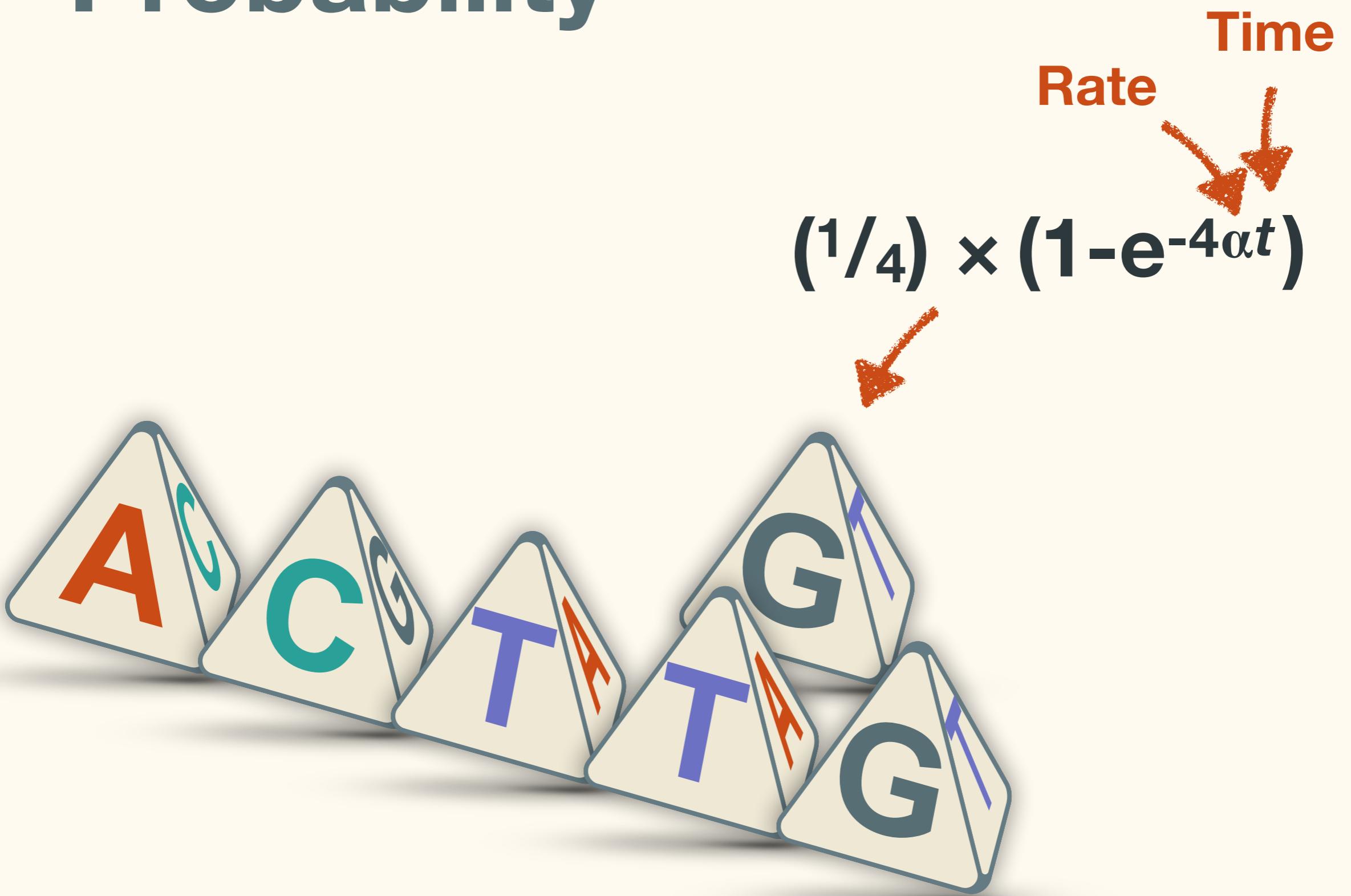
# Probability



# Probability



# Probability



# Probability

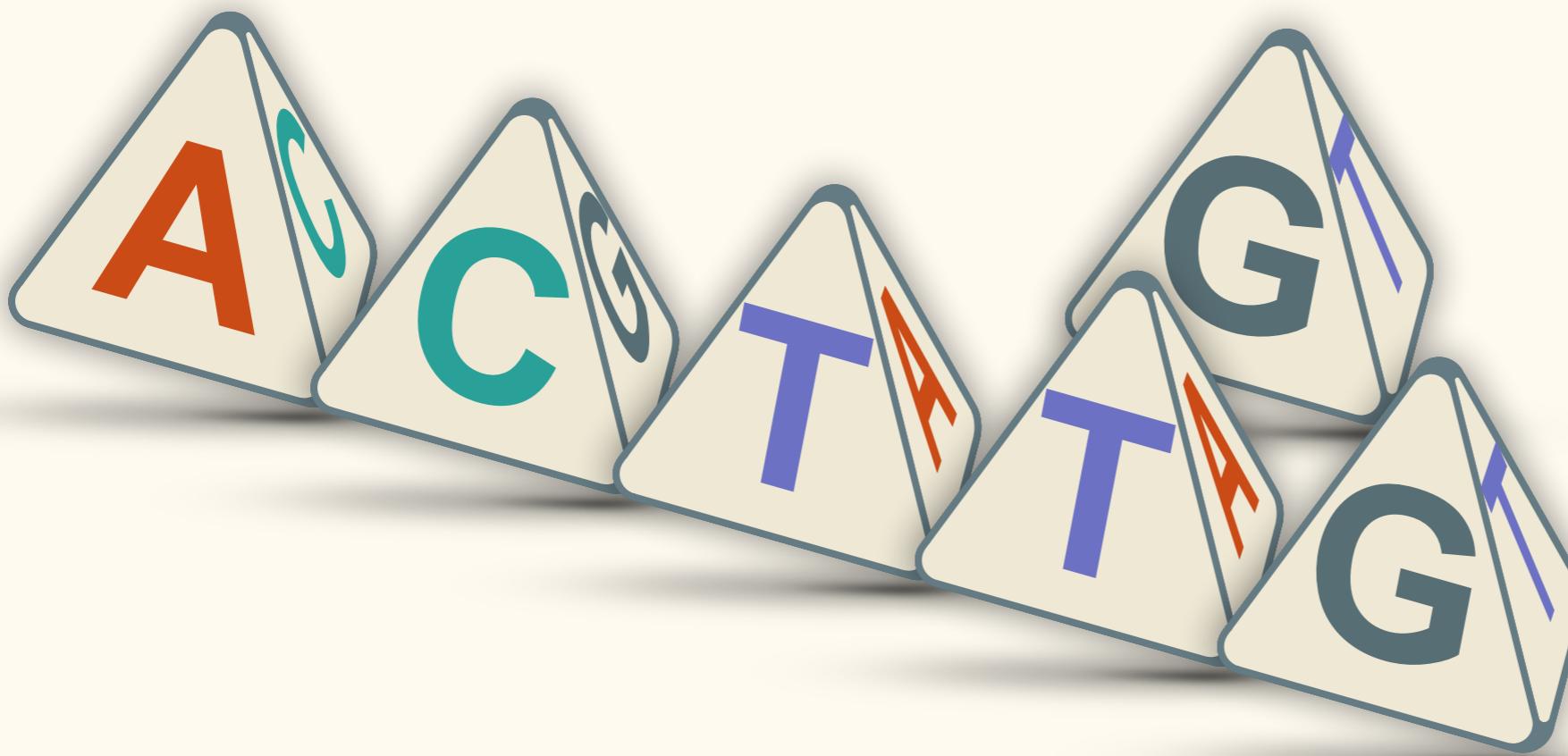
$\times P(T \rightarrow G |$



Rate



Time



# Probability

$\times P(T \rightarrow G | A, \text{Rate} = 1, \text{Time})$



# Probability

$\times P(T \rightarrow G | A, \text{Rate} = 1, \text{Time} = 1)$



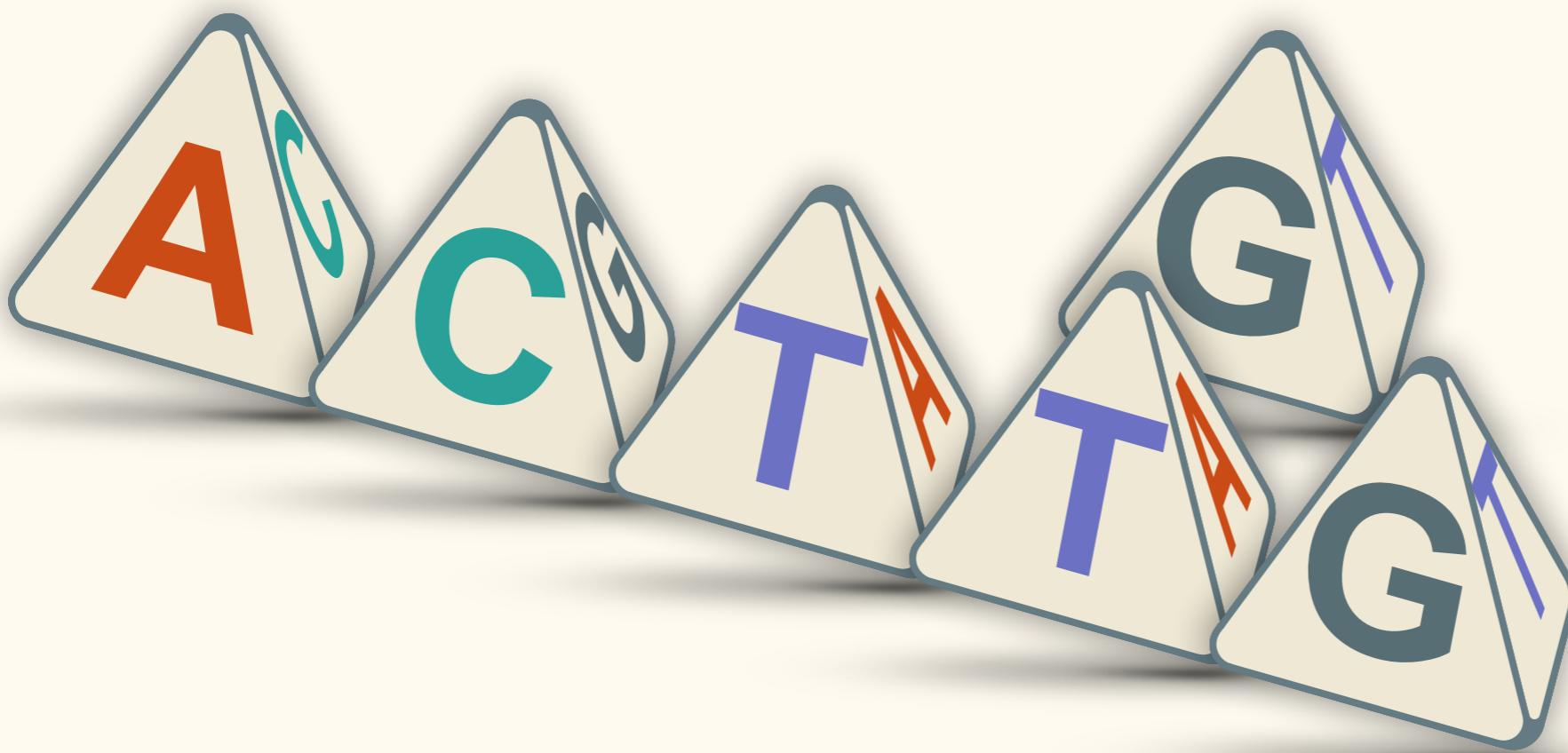
# Probability

$\times P(T \rightarrow G | A, \text{Rate} = 1, \text{Time} = 1)$

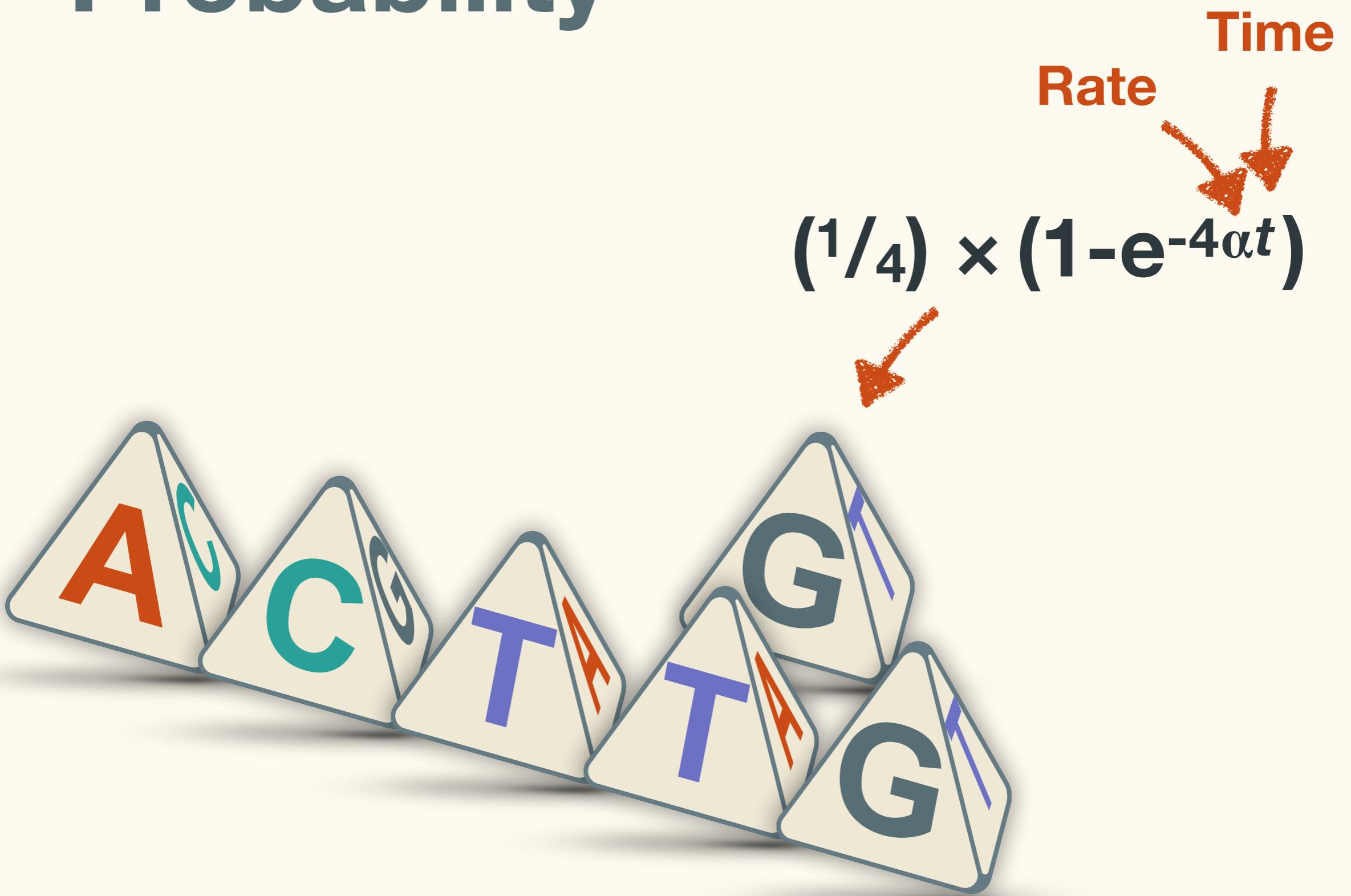


# Probability

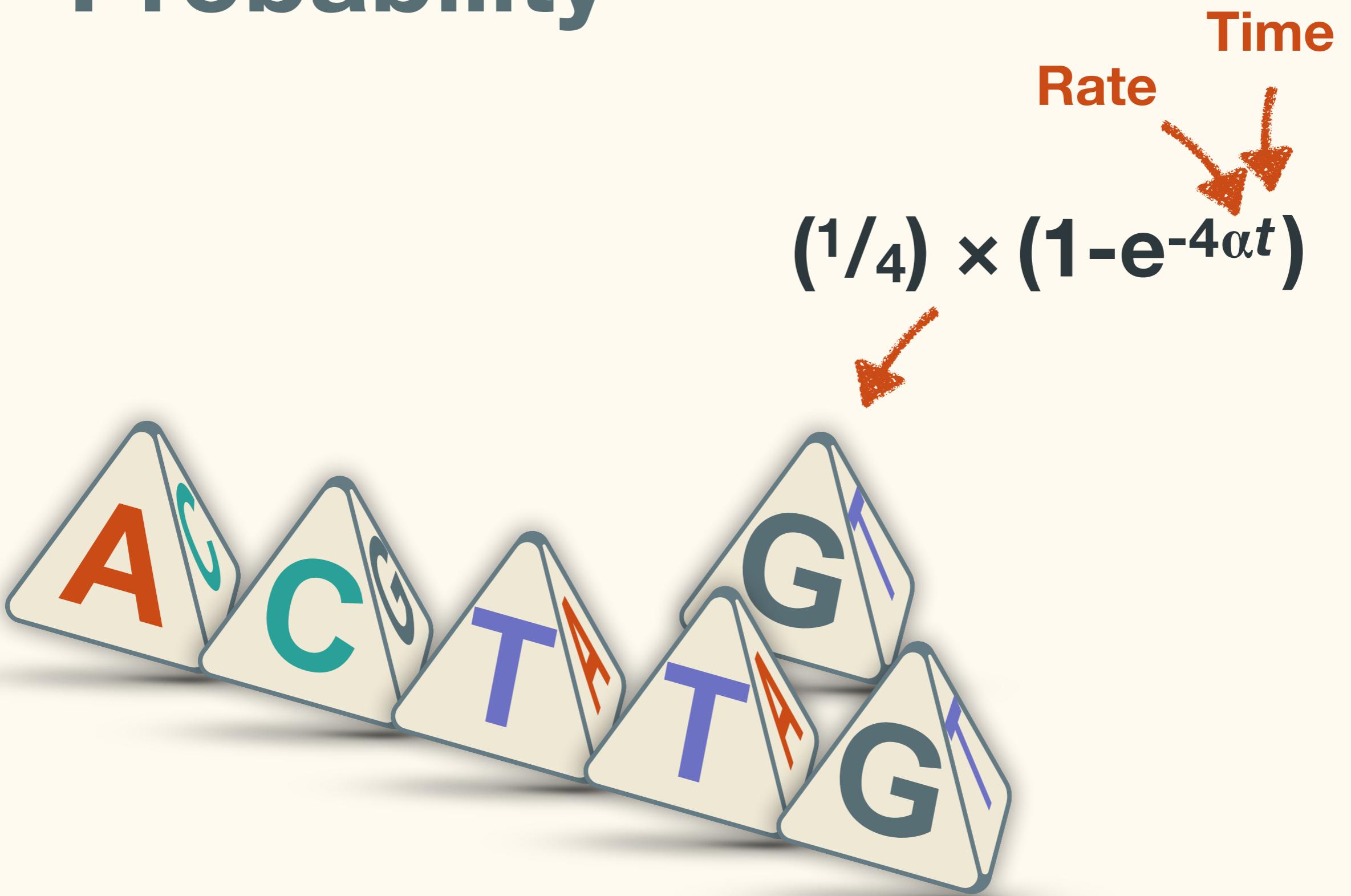
$\times P(T \rightarrow G | M_1)$



# Probability



# Probability

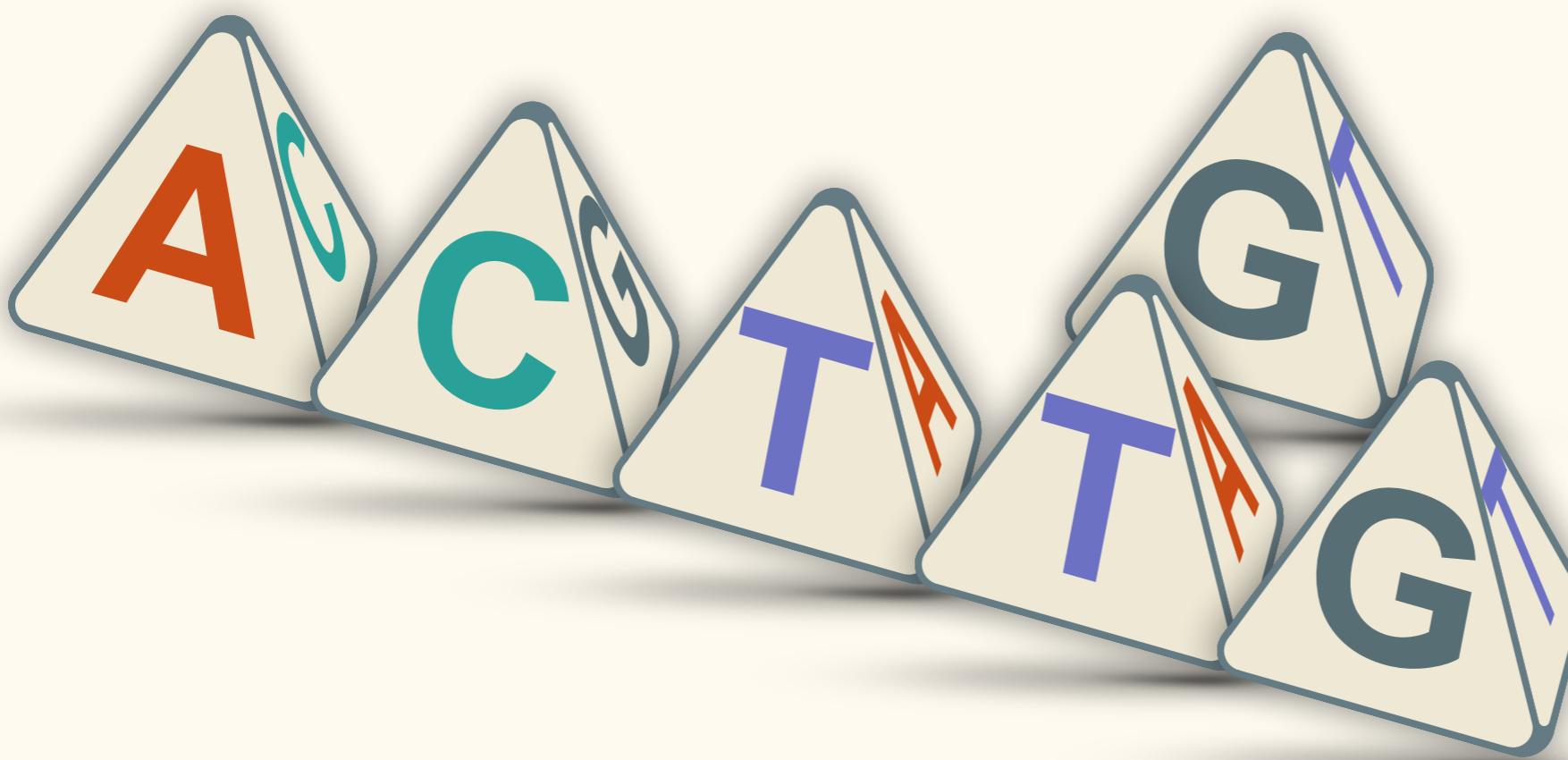


# Probability

Time

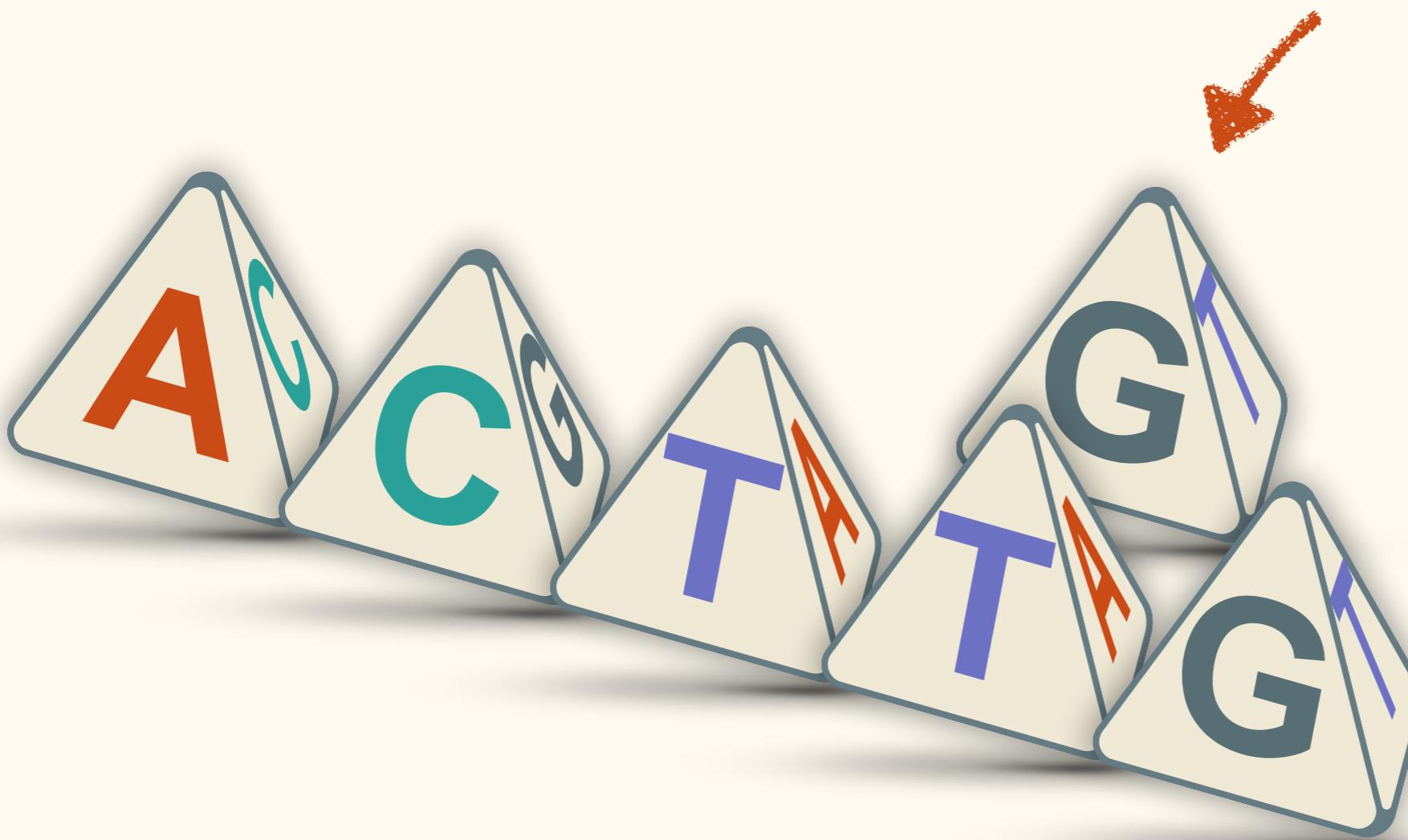


$$(1/4) \times (1 - e^{-4t})$$



# Probability

0.2454

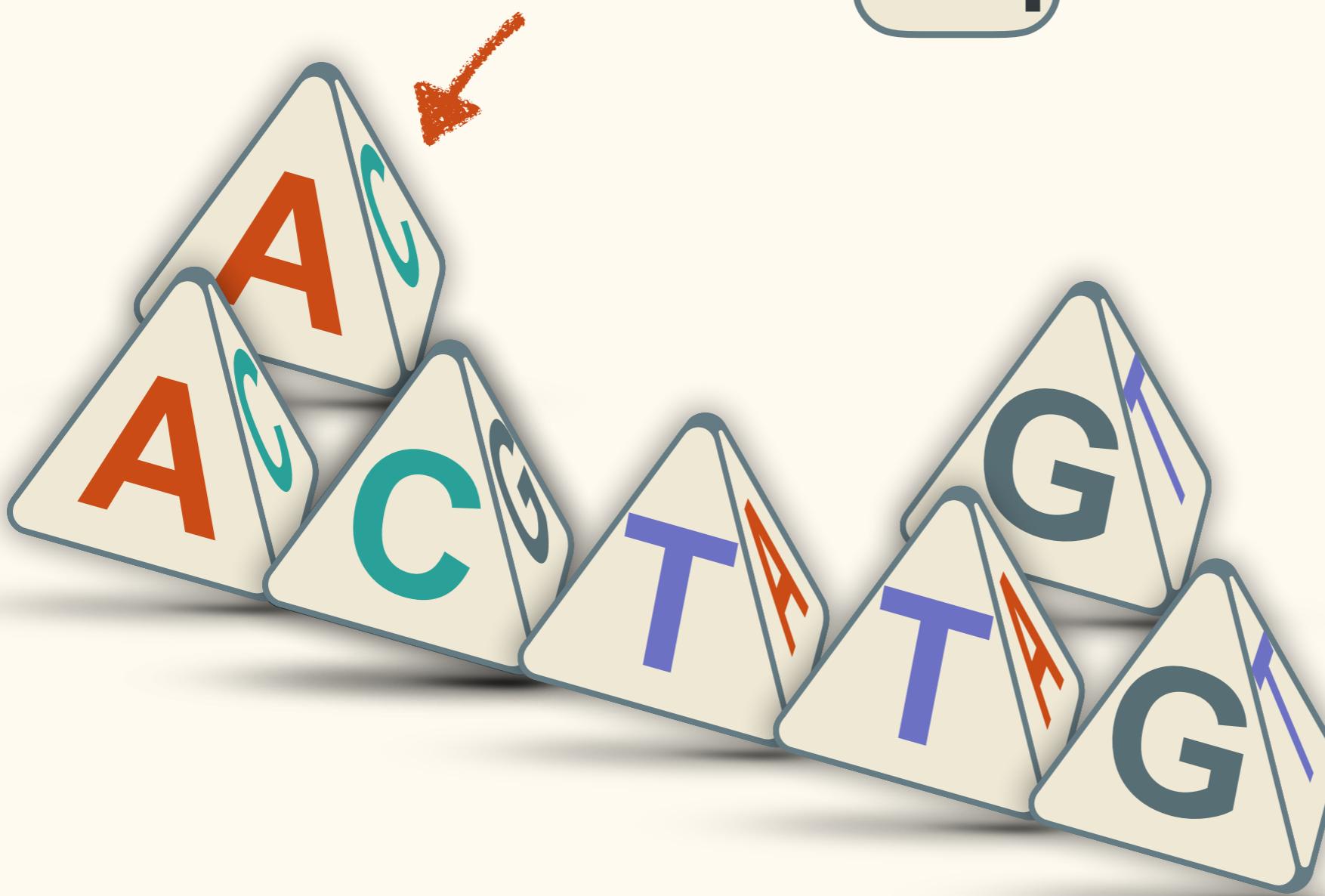


# Probability

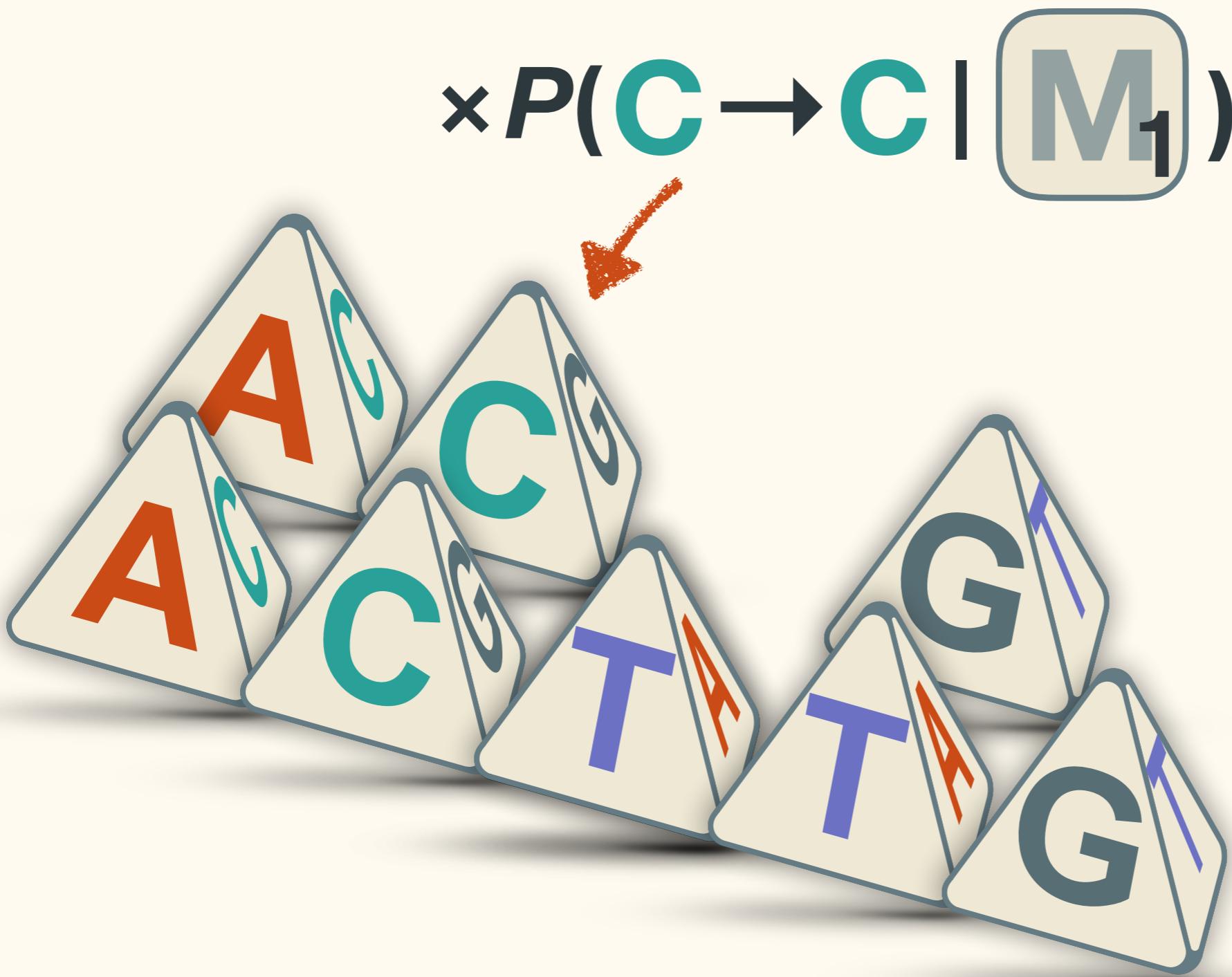
$$P(\begin{matrix} \text{ACTTG} \\ \text{ACTGG} \end{matrix} \mid M_1) = ?$$


# Probability

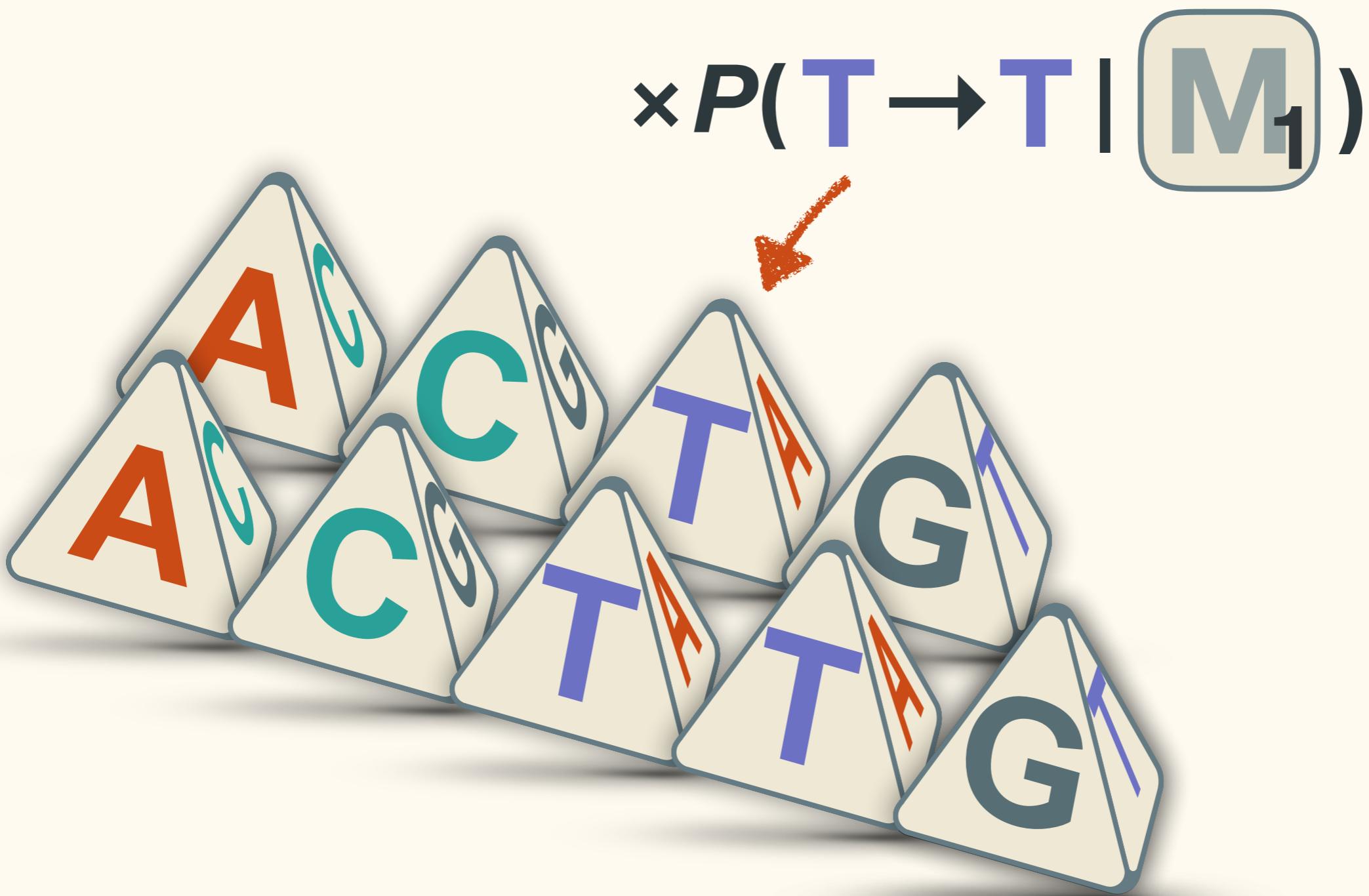
$\times P(A \rightarrow A | M_1)$



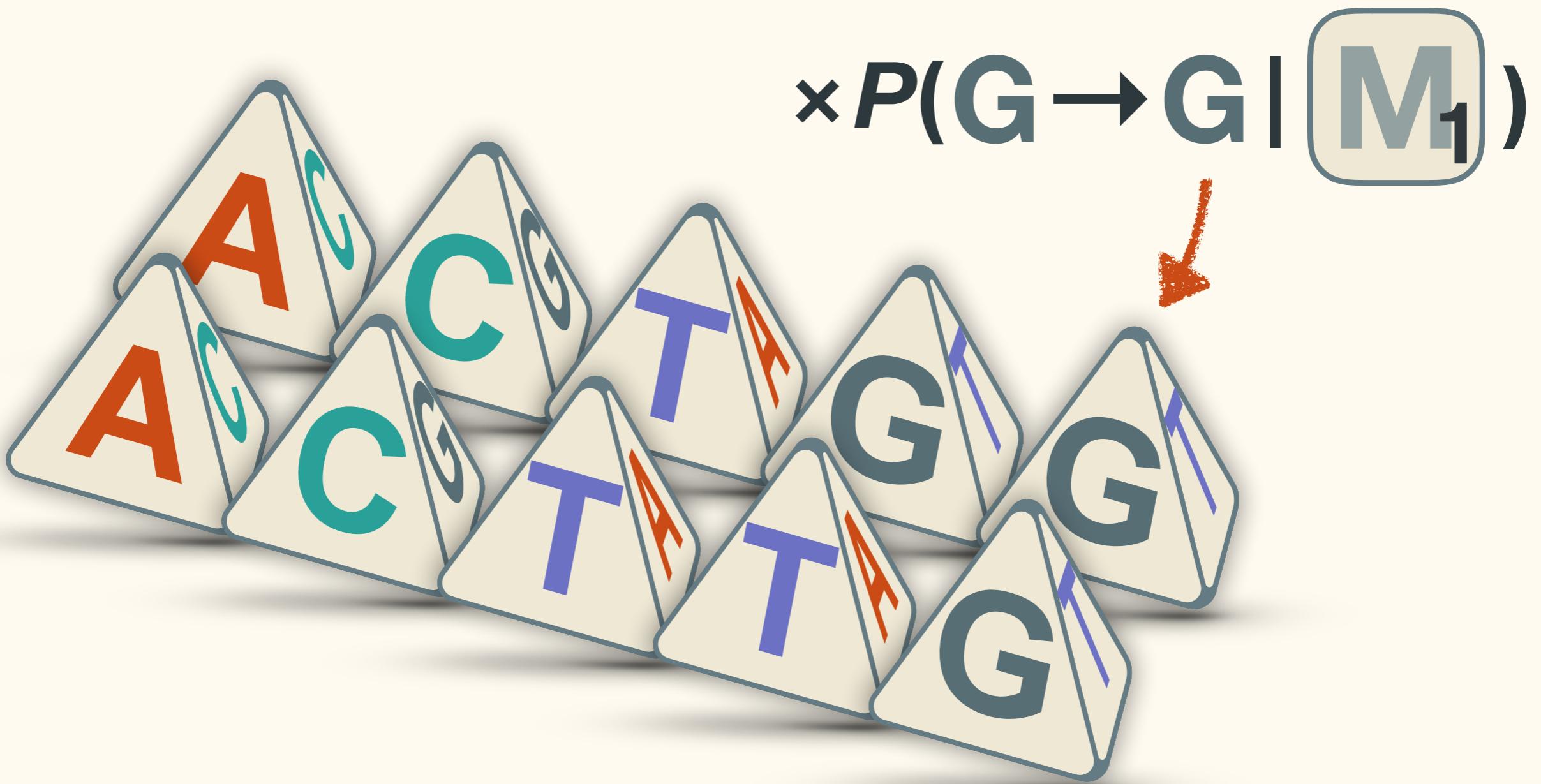
# Probability



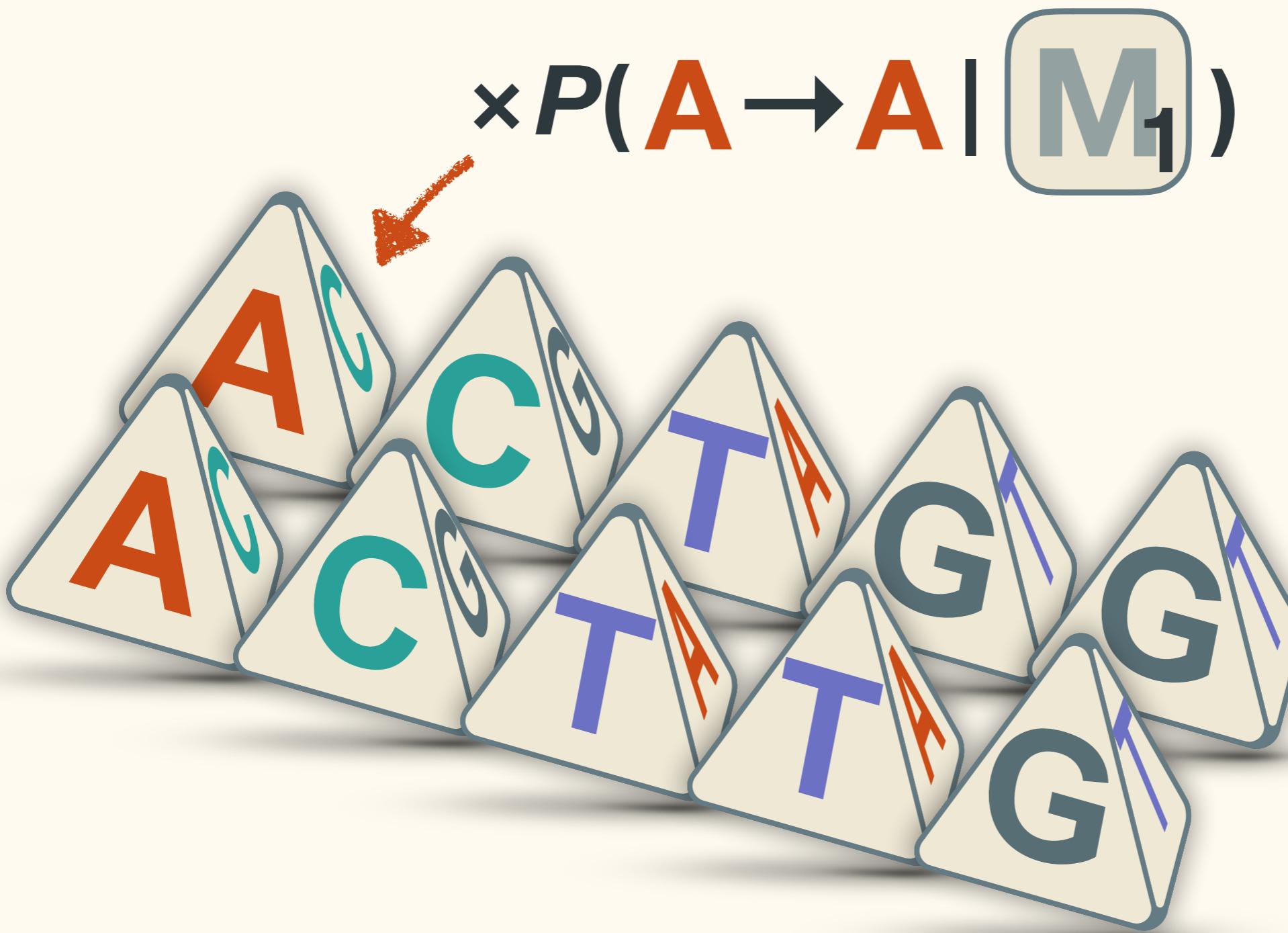
# Probability



# Probability



# Probability



# Probability

$$(1/4) \times (1 - e^{-4at}) + e^{-4at}$$



# Probability

Rate

$$(1/4) \times (1 - e^{-4at}) + e^{-4at}$$



# Probability

Time

$$(1/4) \times (1 - e^{-4at}) + e^{-4at}$$



# Probability

Time

$$(1/4) \times (1 - e^{-4at}) + e^{-4at}$$



# Probability

0.2637



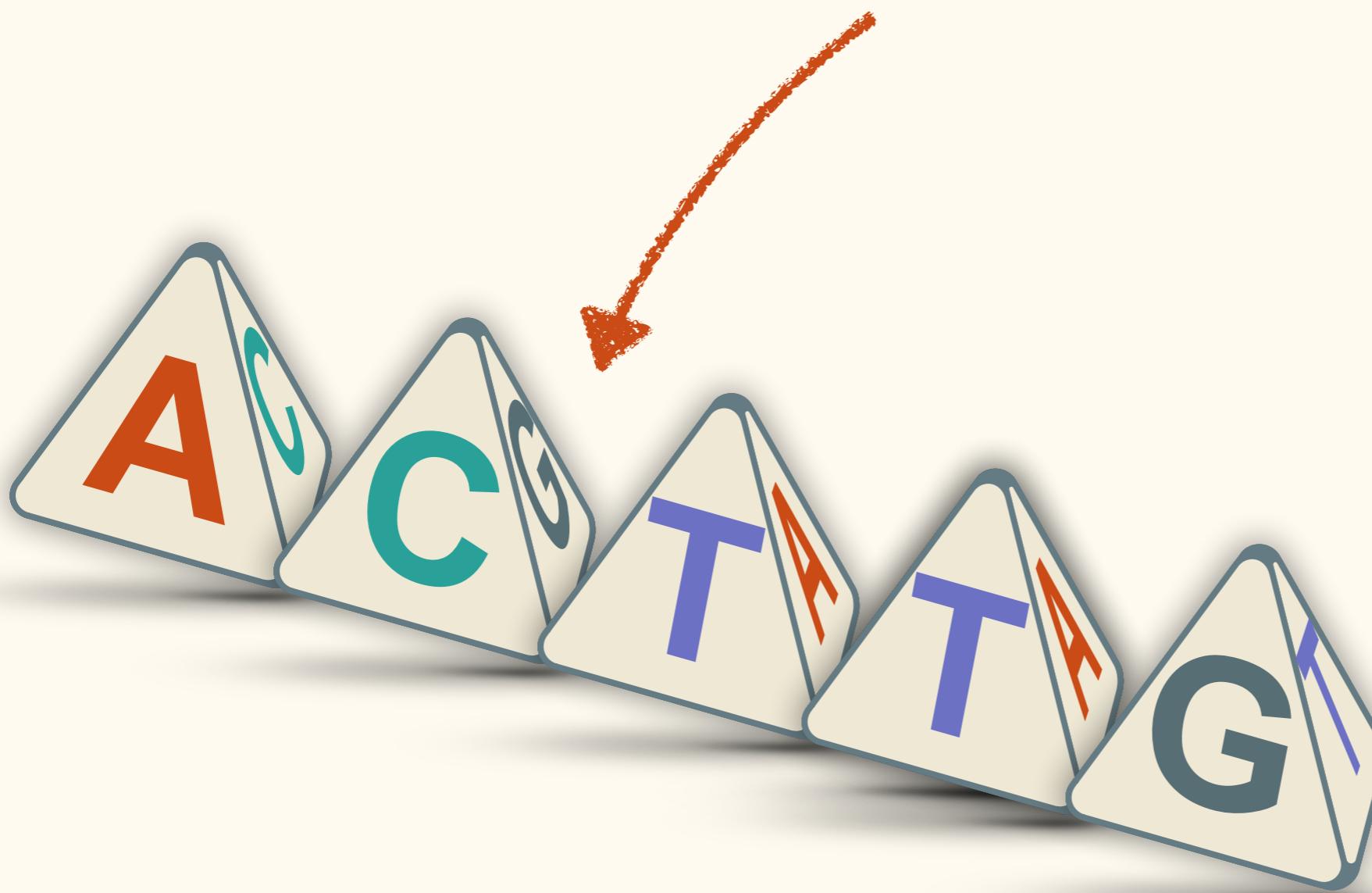
# Probability

$$P(\begin{matrix} \text{ACTTG} \\ \text{ACTGG} \end{matrix} \mid M_1) = ?$$

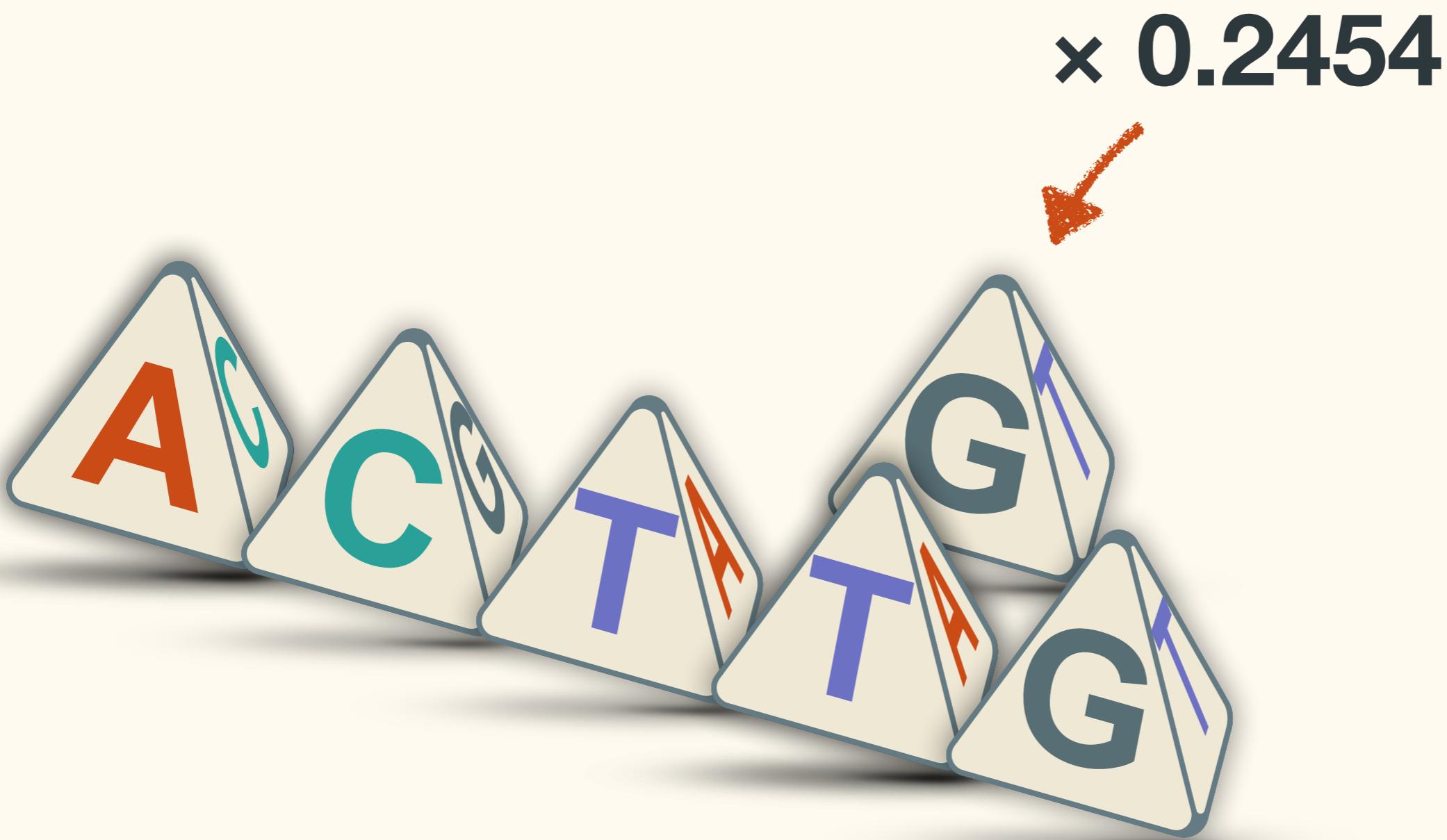


# Probability

0.0010

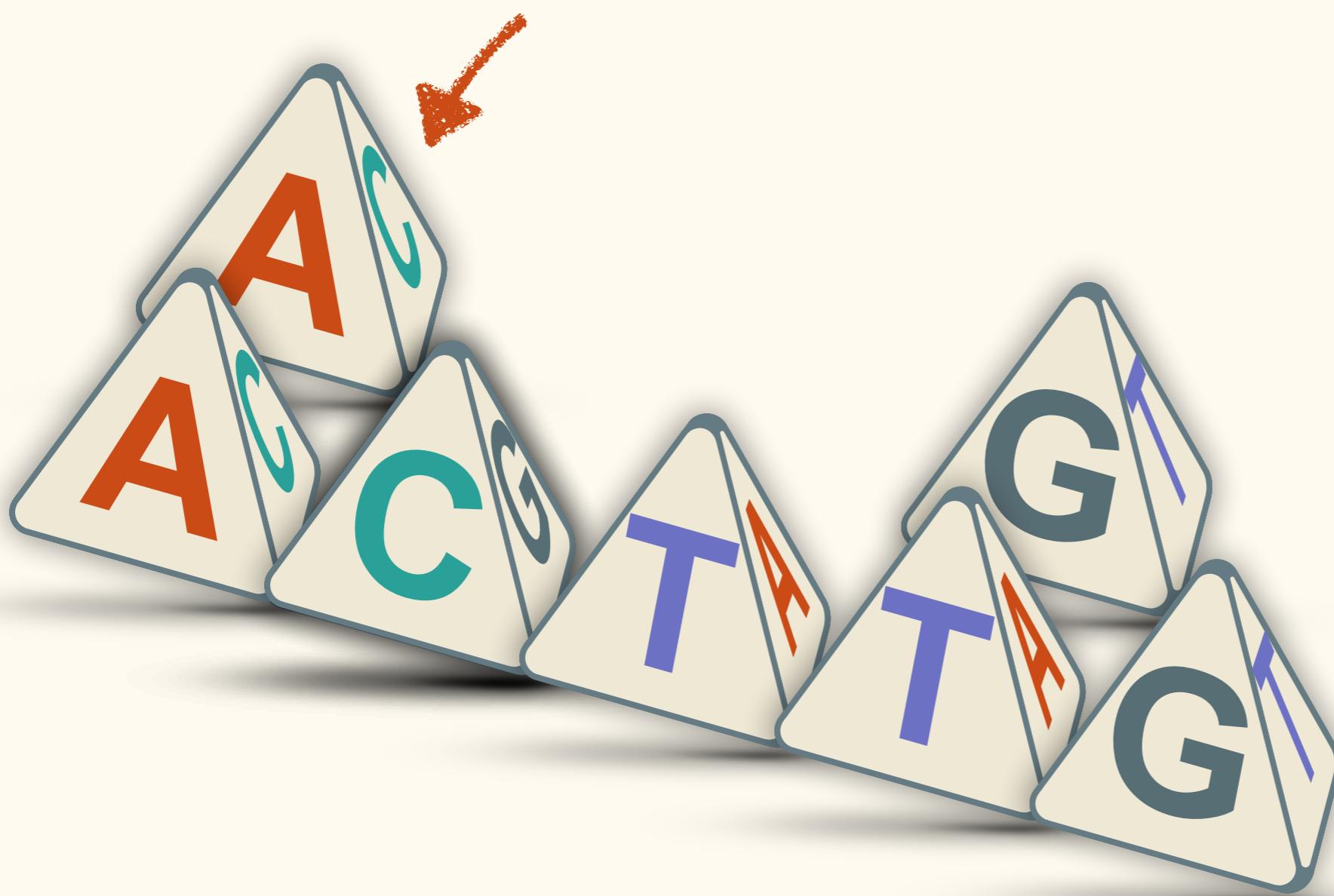


# Probability



# Probability

$\times 0.2637$

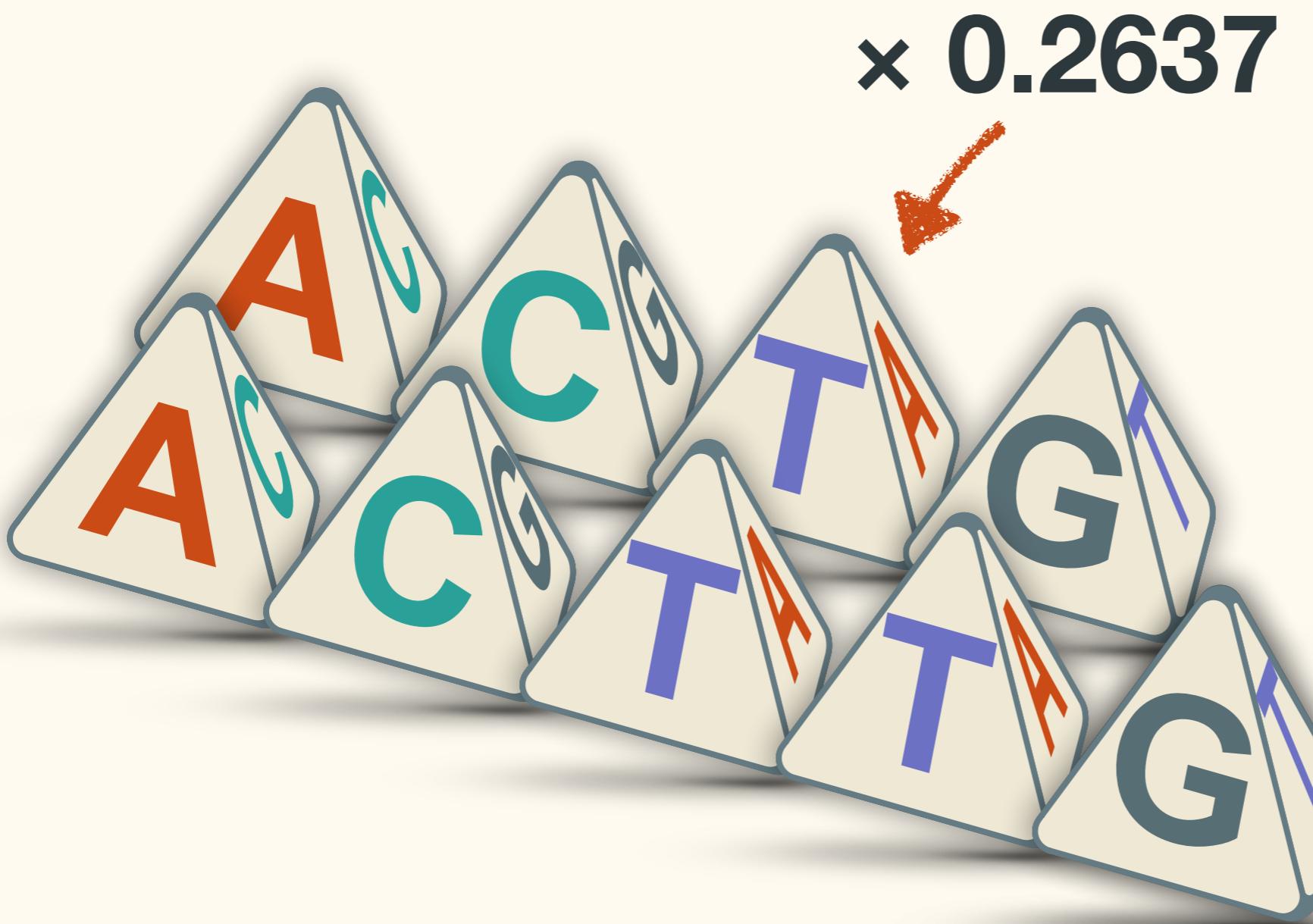


# Probability

$\times 0.2637$



# Probability



# Probability



# Probability

$$P(\begin{matrix} \text{A} \\ \text{C} \\ \text{T} \\ \text{T} \\ \text{G} \end{matrix} | \begin{matrix} \text{A} \\ \text{C} \\ \text{T} \\ \text{G} \\ \text{G} \end{matrix} | M_1) = 0.0000015$$



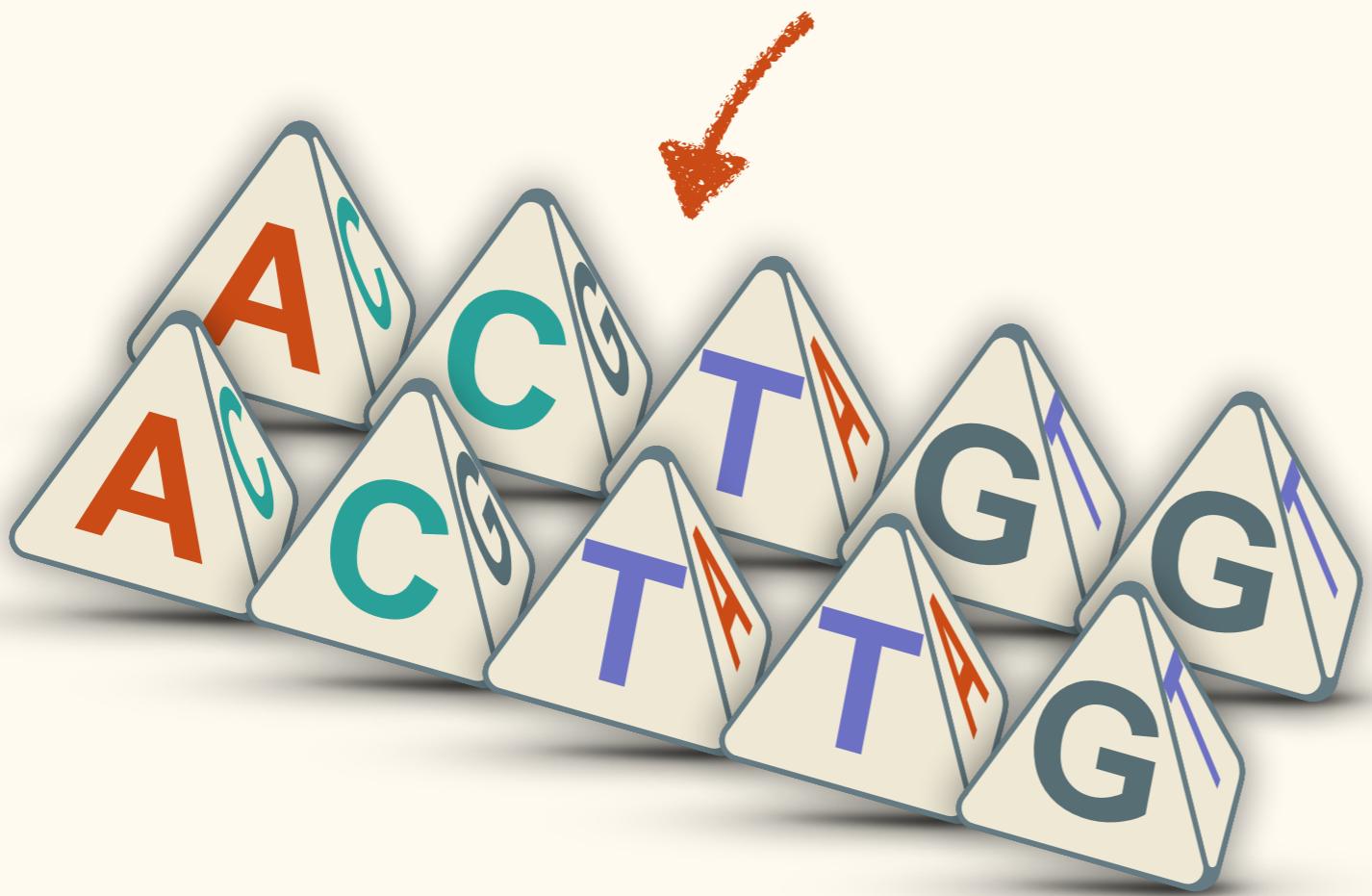
# Likelihood

$$L(M_1 | \begin{matrix} ACTTGA \\ ACTGG \end{matrix}) = 0.0000015$$



# Likelihood

$$\log(L(M_1 | \text{ACTTG} | \text{ACTGG})) = -13.4$$



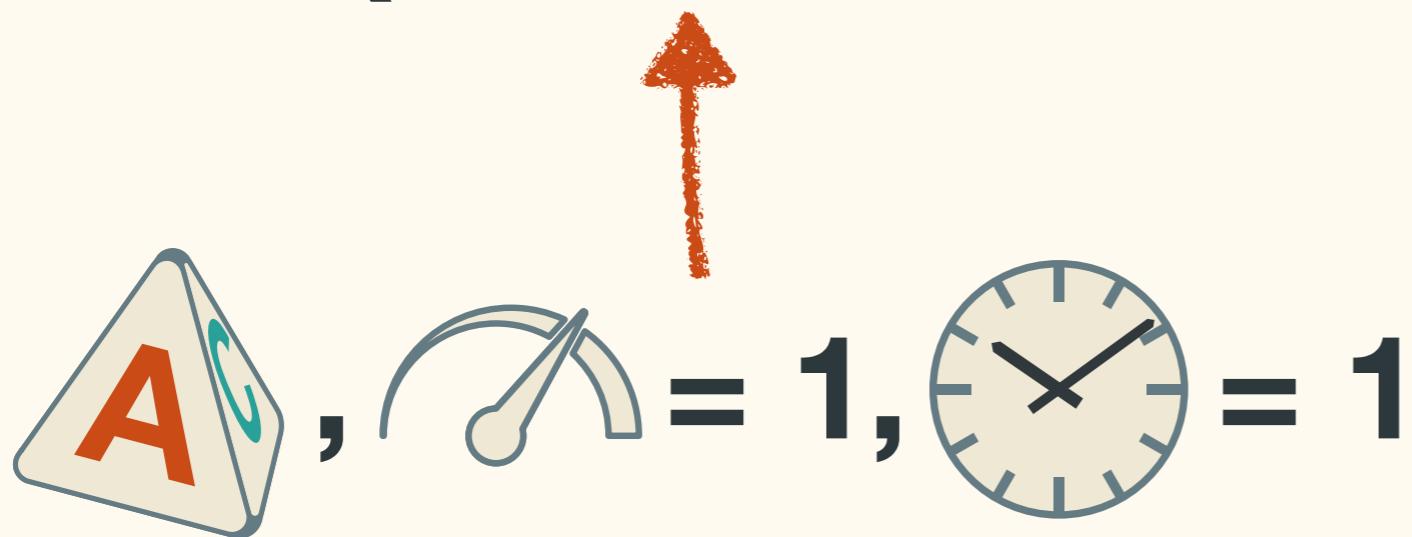
# Likelihood

$$\log(L(M_1 | \text{ACTTG} | \text{ACTGG})) = -13.4$$



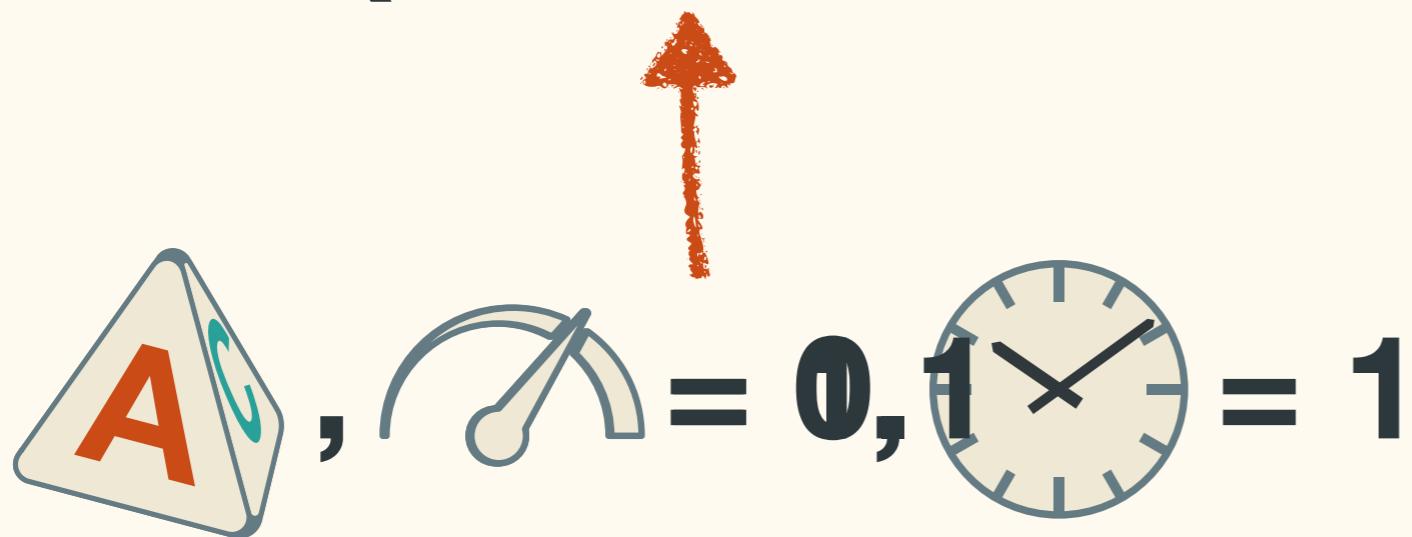
# Likelihood

$$\log(L(M_1 | \text{ACTTG} | \text{ACTGG})) = -13.4$$



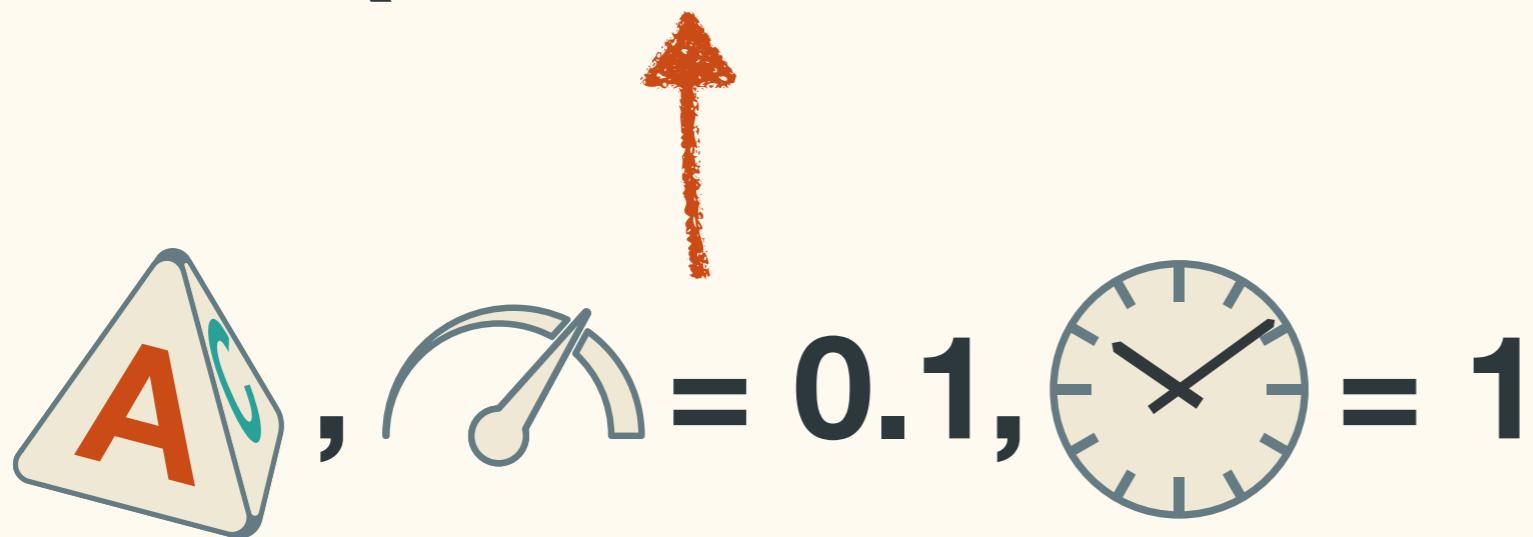
# Likelihood

$$\log(L(M_1 | \text{ACTTG} | \text{ACTGG})) = -13.4$$



# Likelihood

$$\log(L(M_2 | \text{ACTTG} | \text{ACTGG})) = -13.4$$



# Likelihood

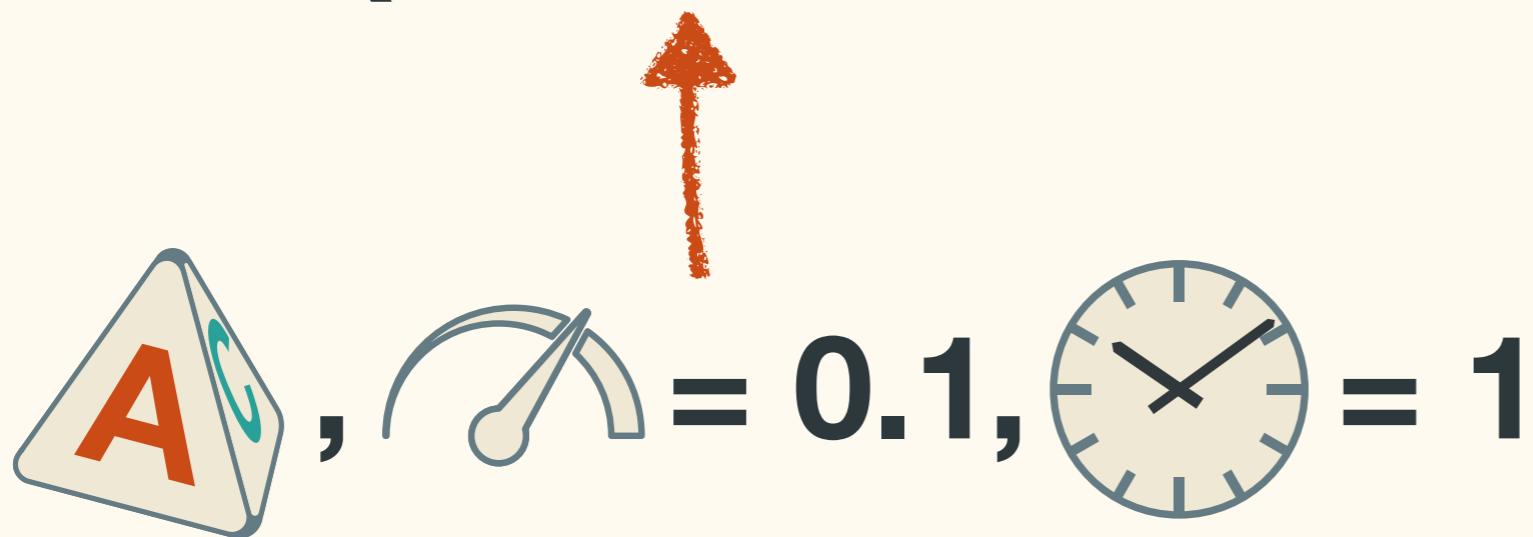
$$\log(L(M_2 | \text{ACTTG} | \text{ACTGG})) = -10.3$$



 ,  = 0.1,  = 1

# Likelihood

$$\log(L(M_2 | \text{ACTTG} | \text{ACTGG})) = -10.3$$



# Likelihood

$$\log(L(M_1 | \begin{matrix} \text{ACTTG} \\ \text{ACTGG} \end{matrix})) = -13.4$$

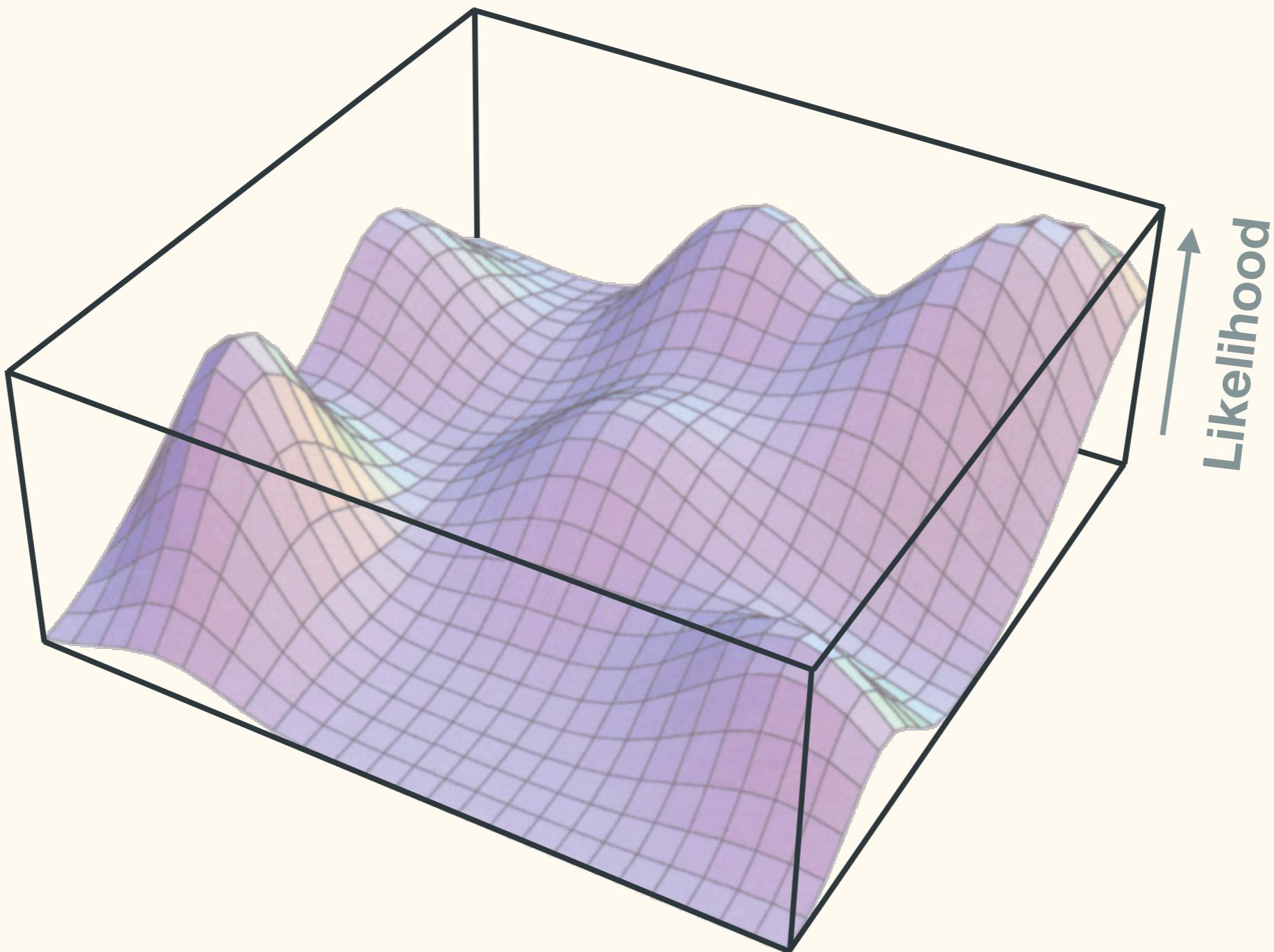
$$\log(L(M_2 | \begin{matrix} \text{ACTTG} \\ \text{AACTGG} \end{matrix})) = -10.3$$

# Estimating model parameters using likelihood

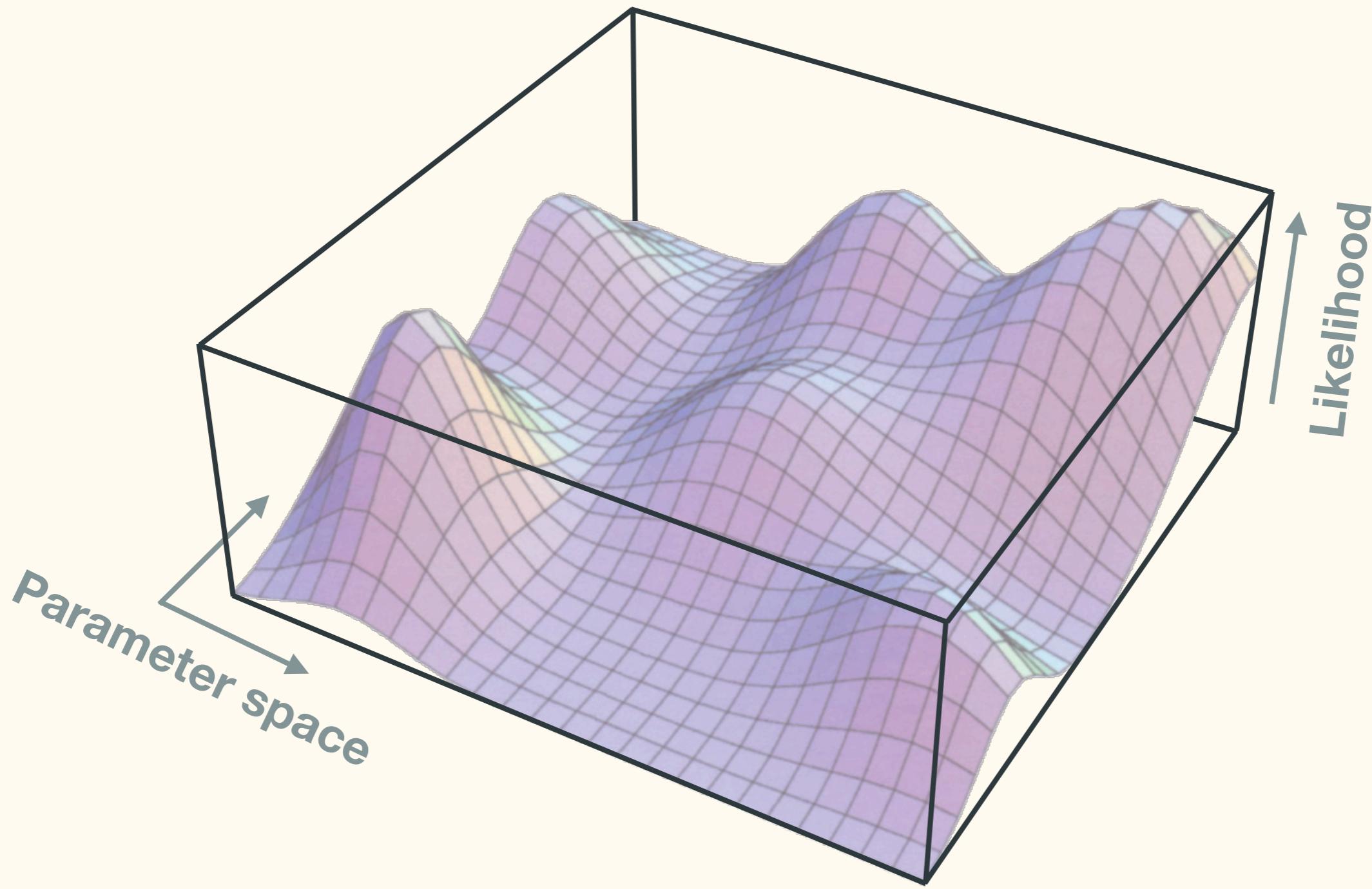
# Estimating model parameters using likelihood

# Maximum likelihood

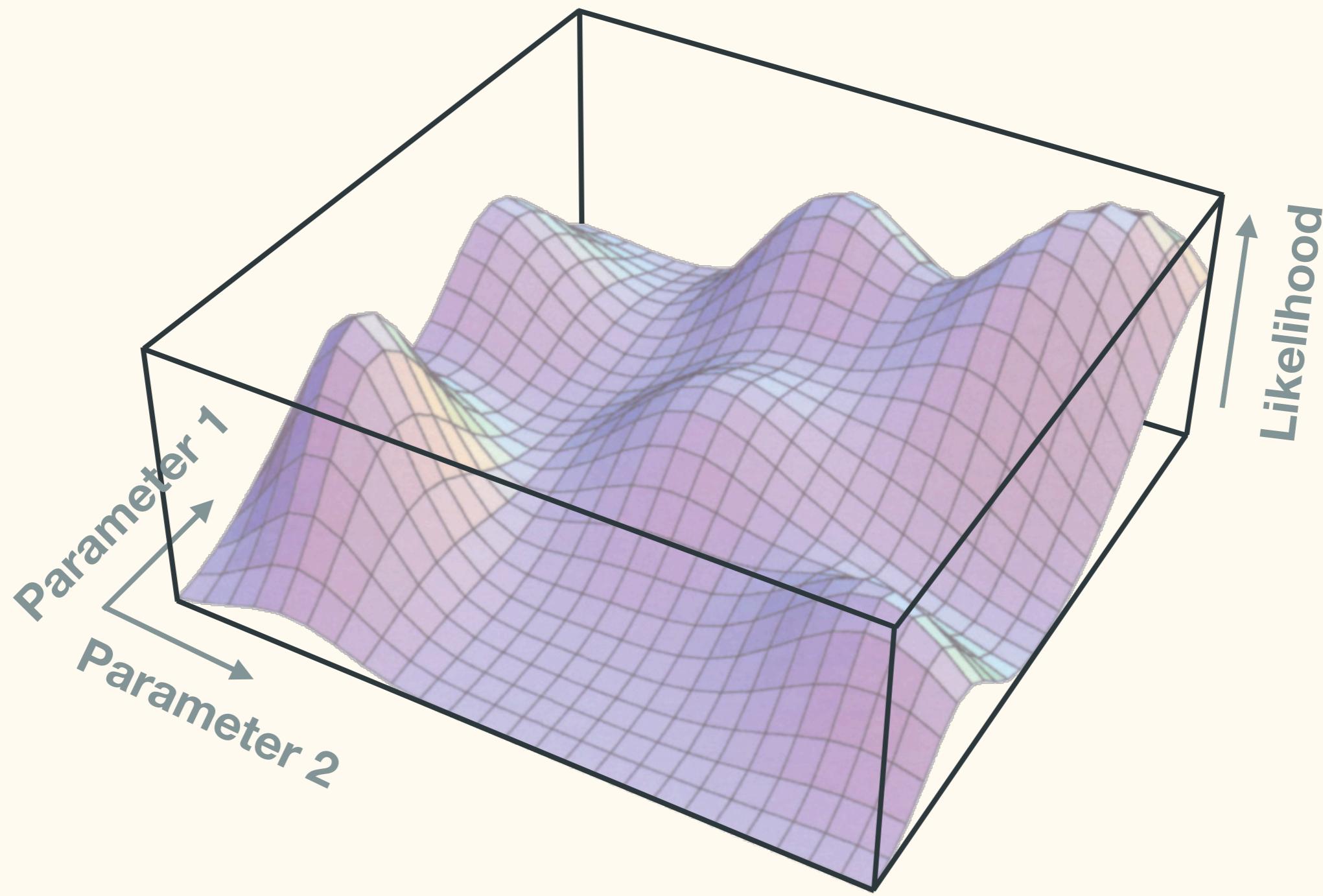
# Likelihood surface



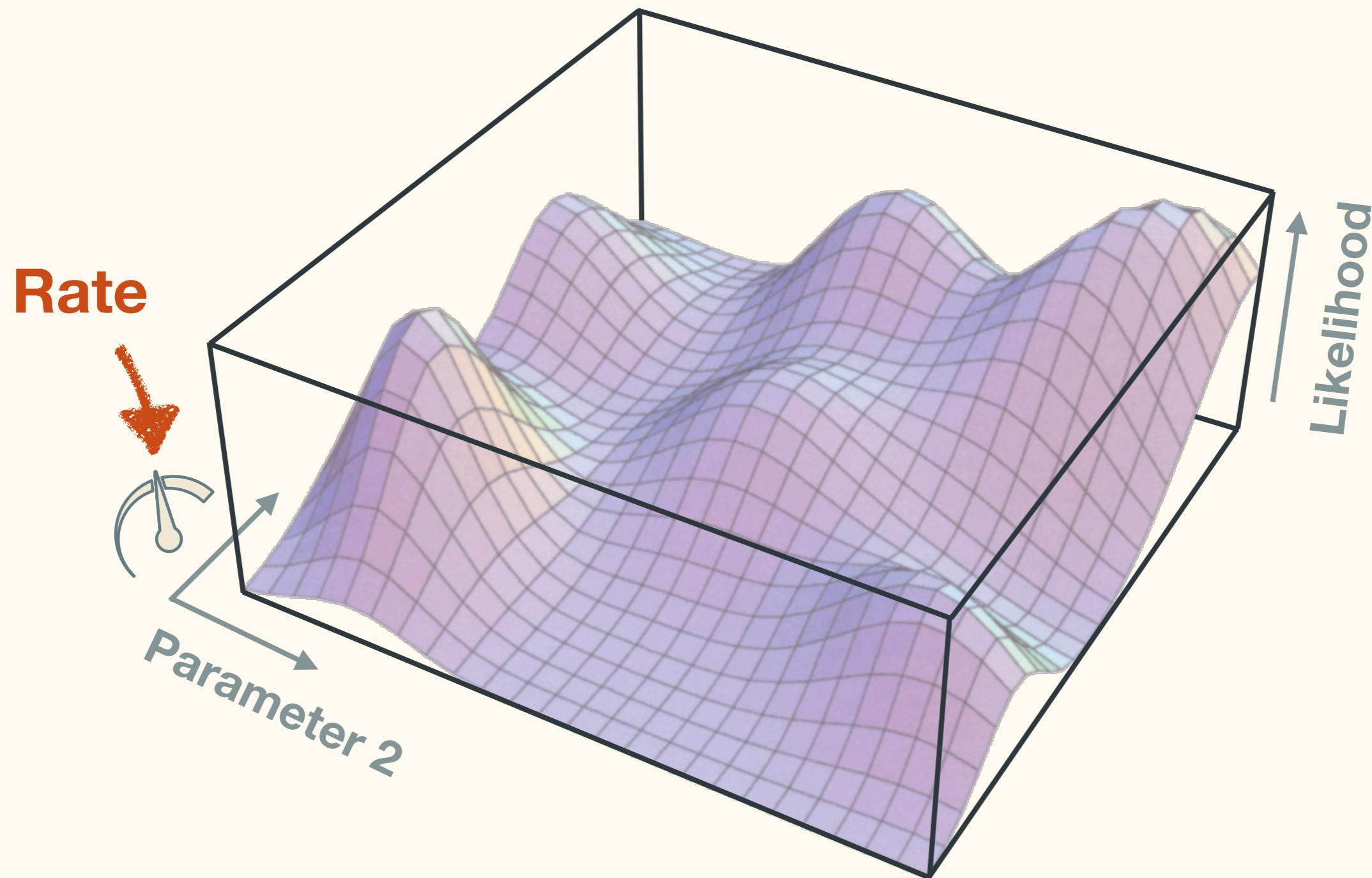
# Likelihood surface



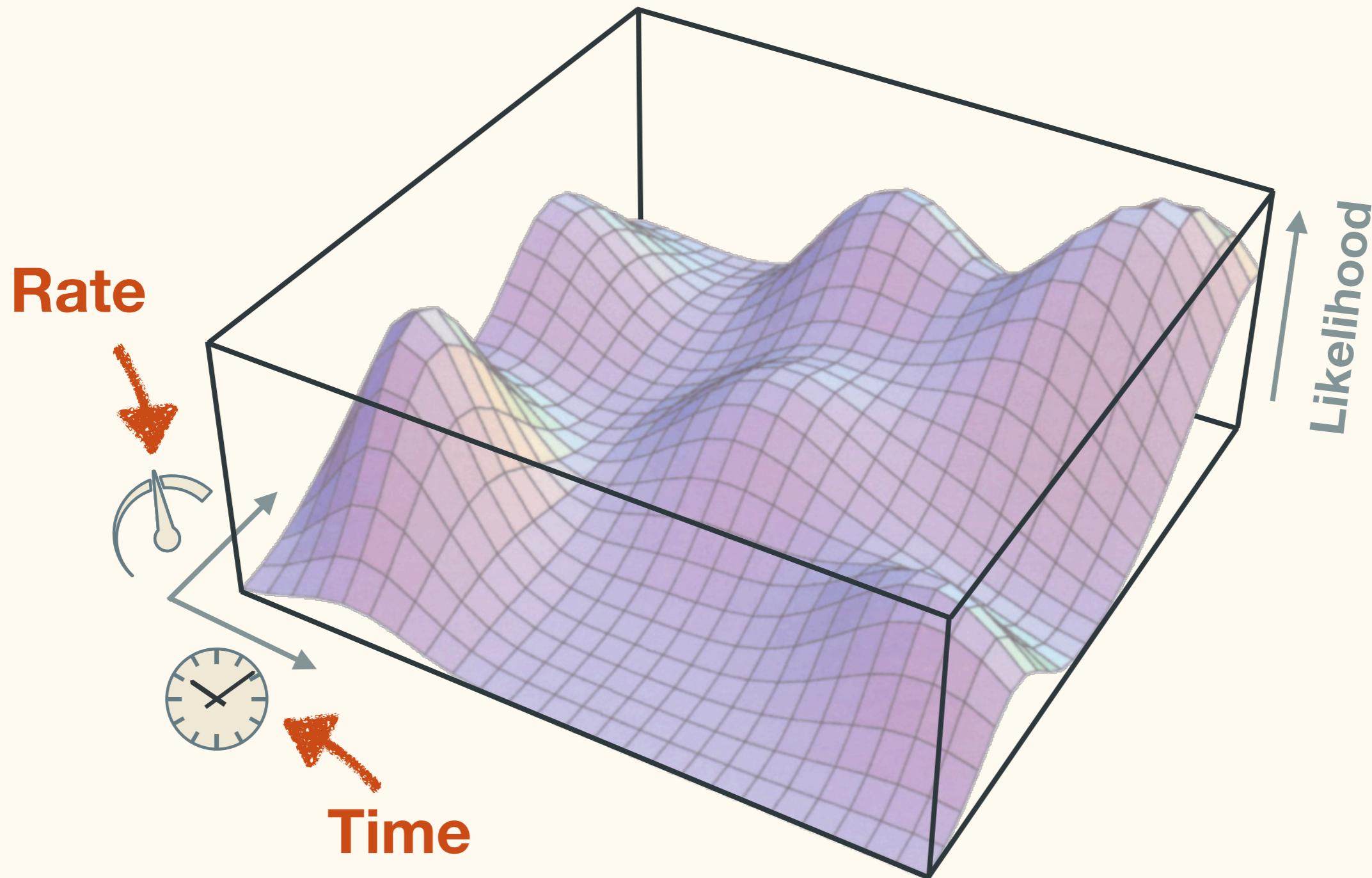
# Likelihood surface



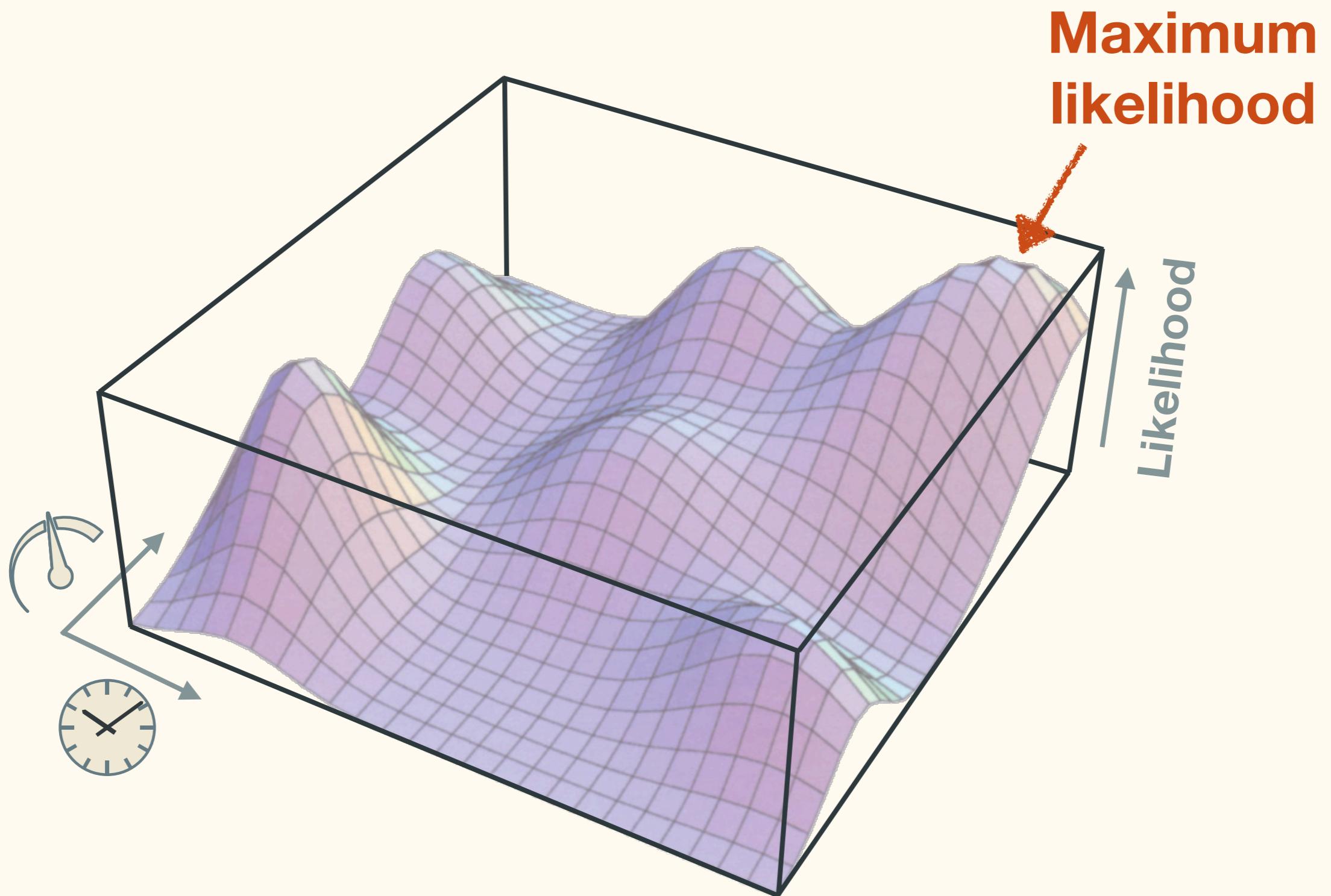
# Likelihood surface



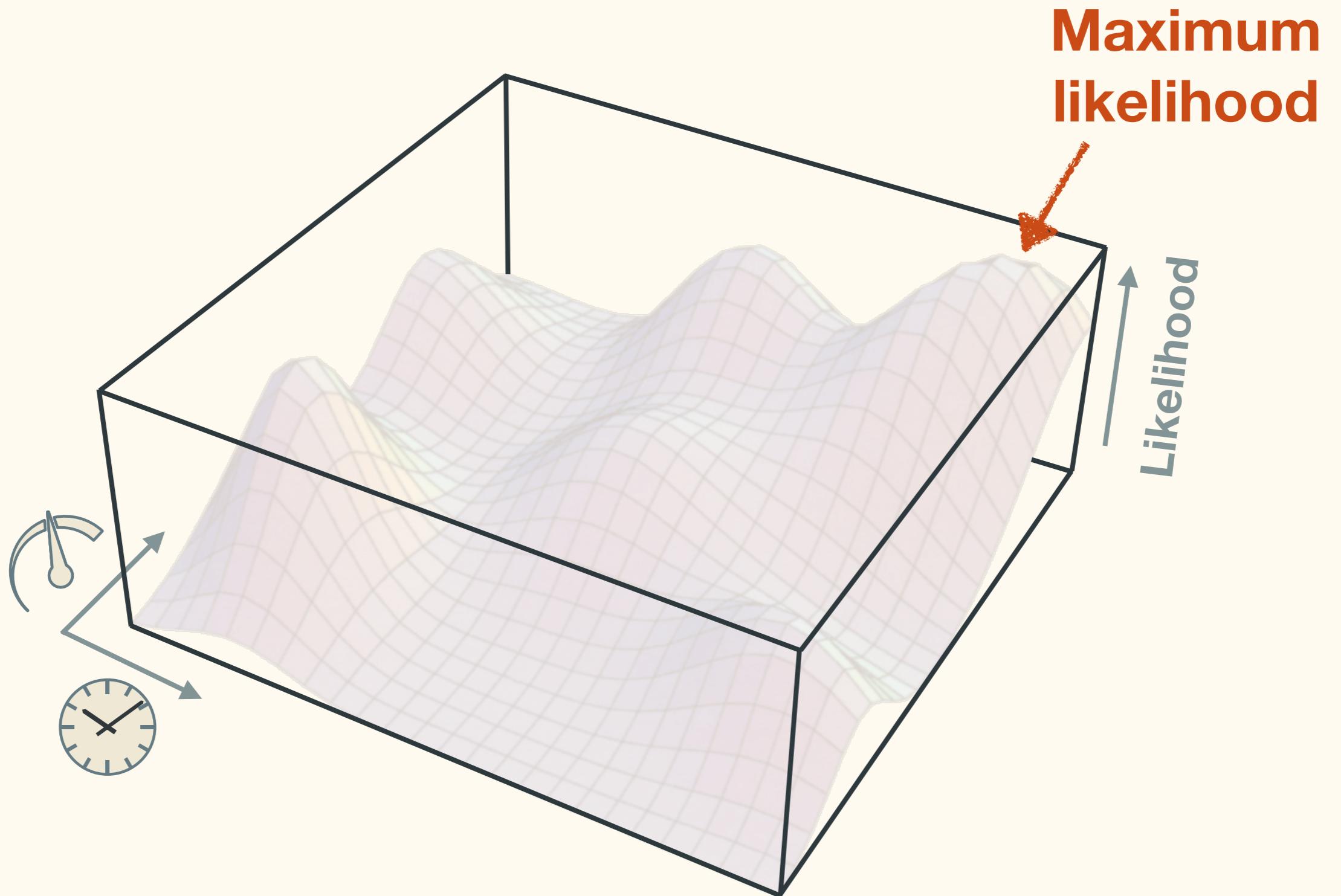
# Likelihood surface



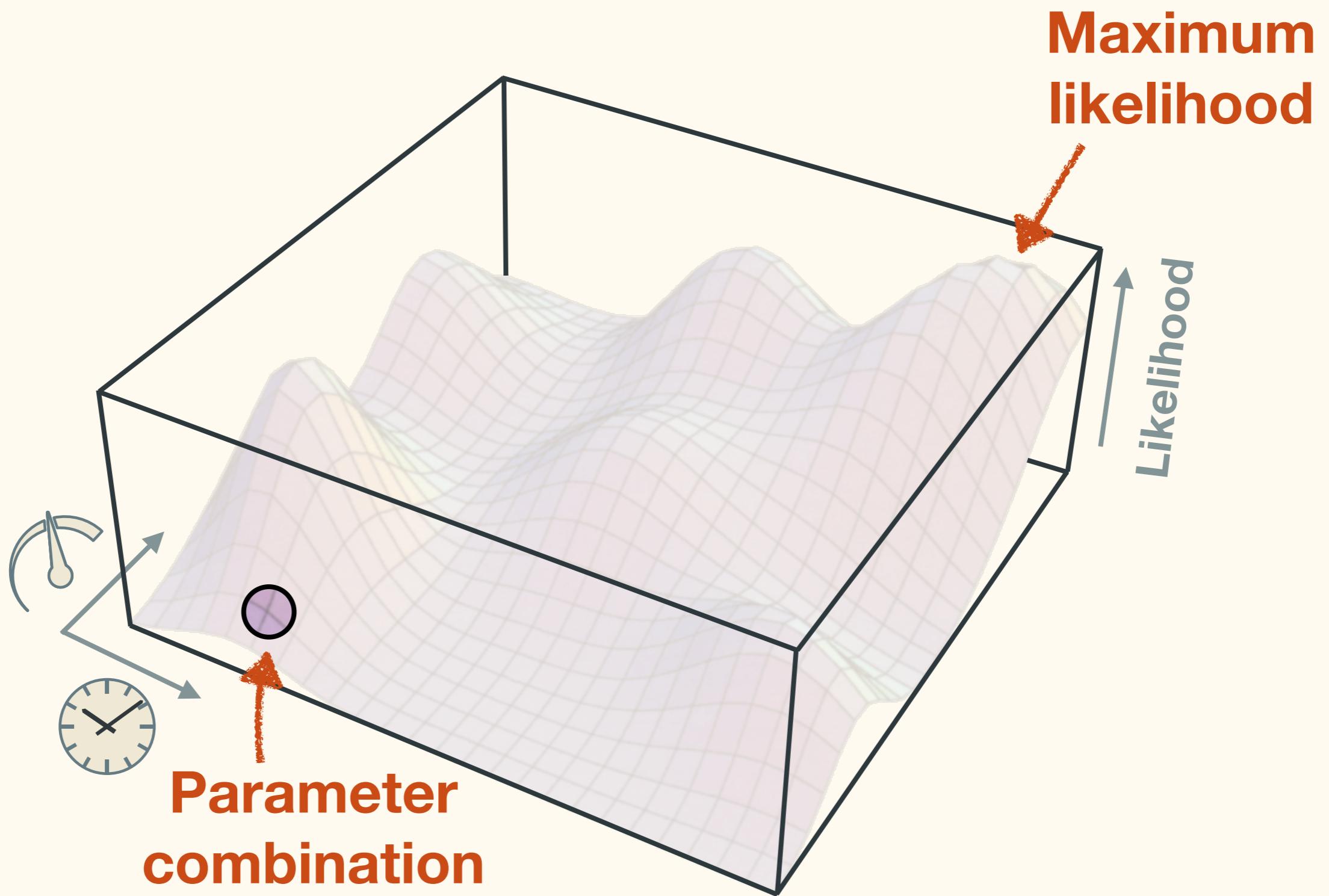
# Likelihood surface



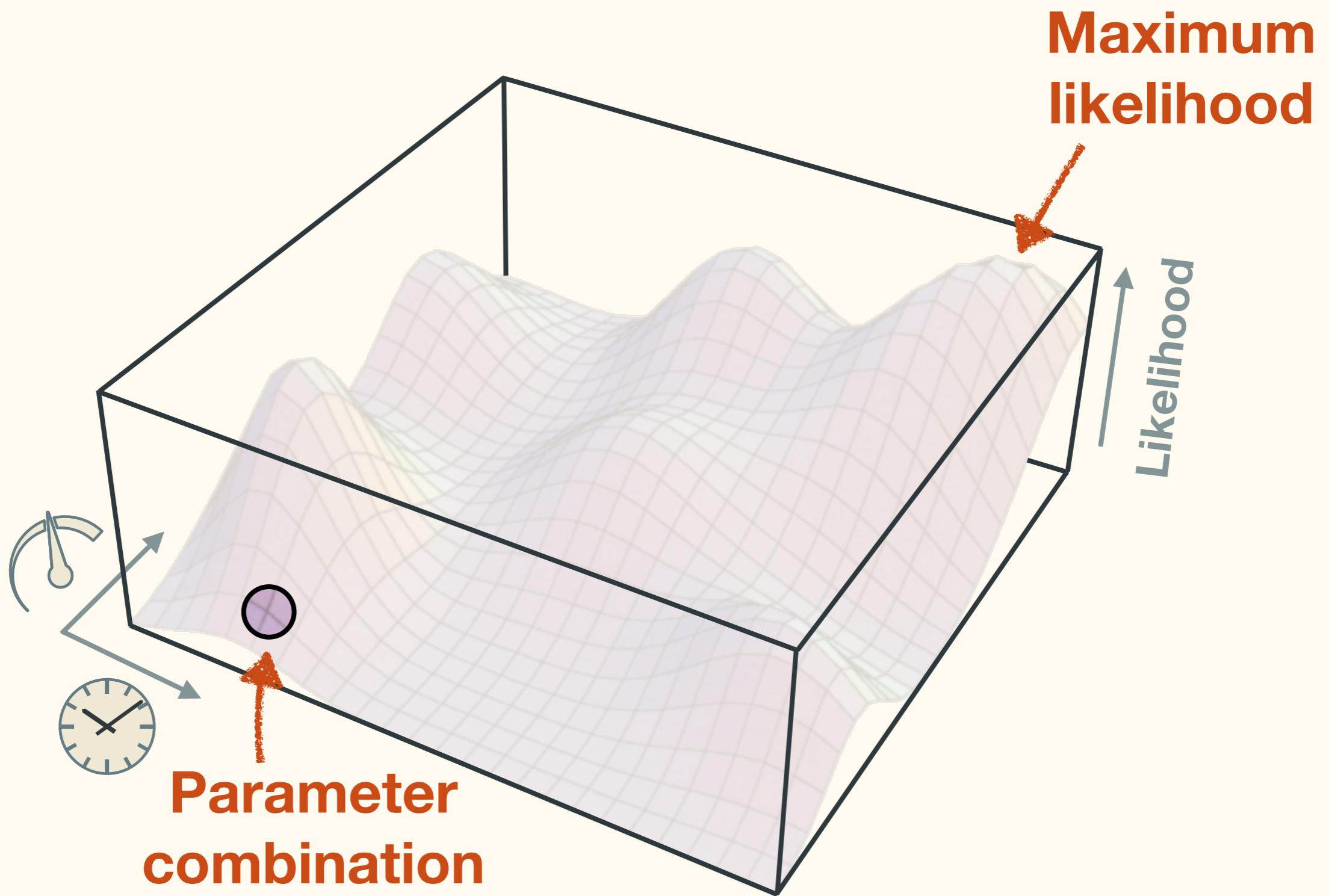
# Likelihood surface



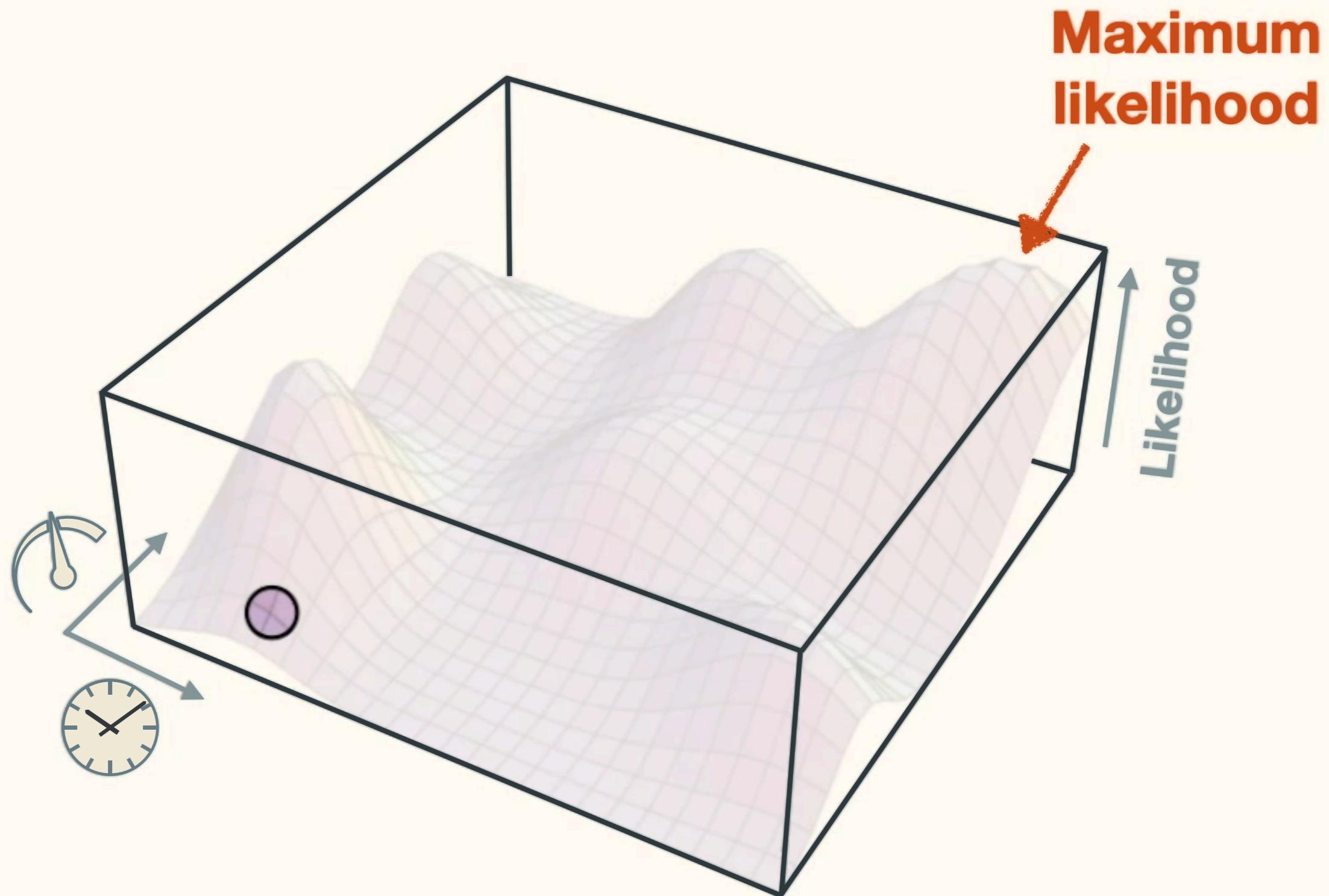
# Likelihood surface



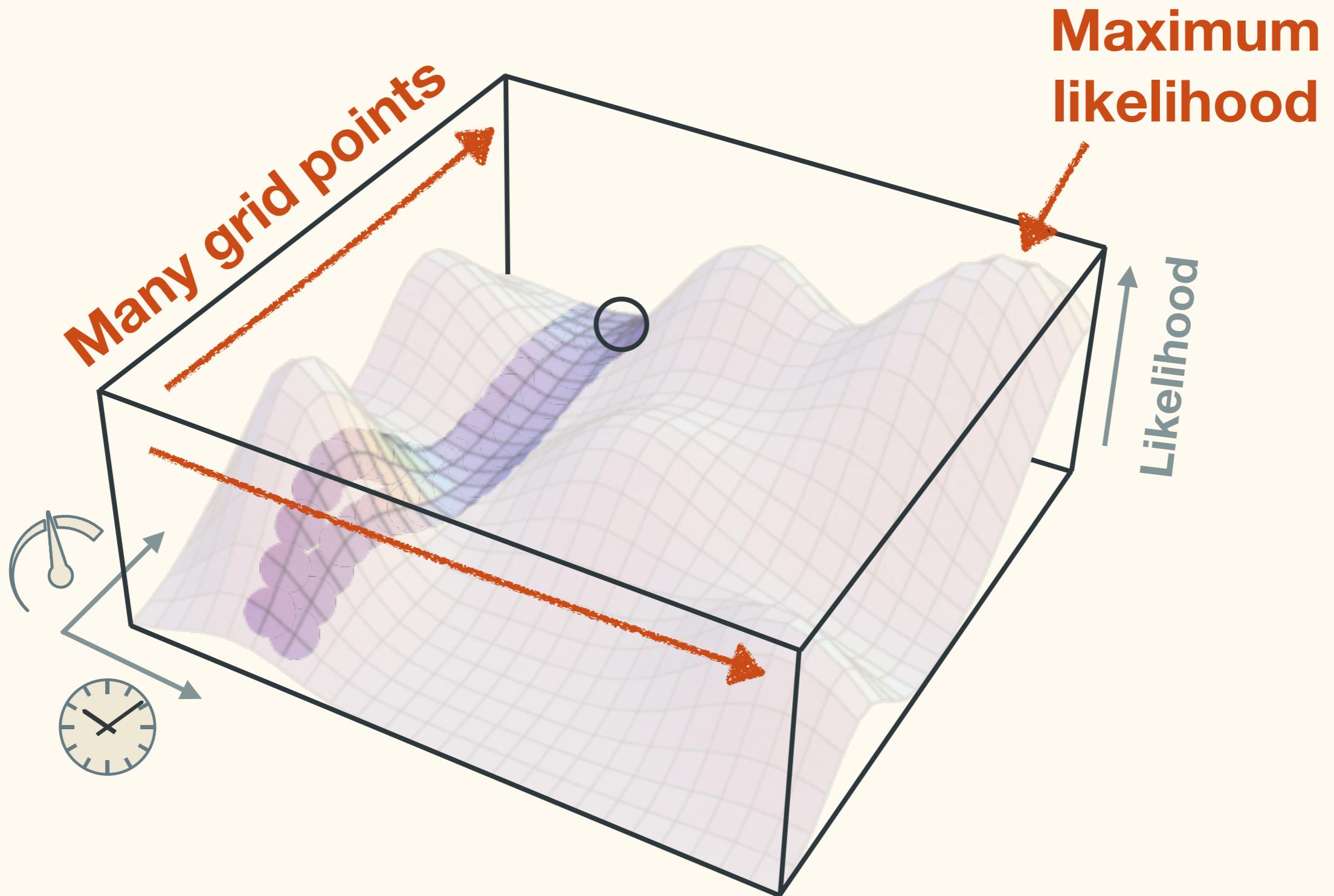
# Likelihood surface



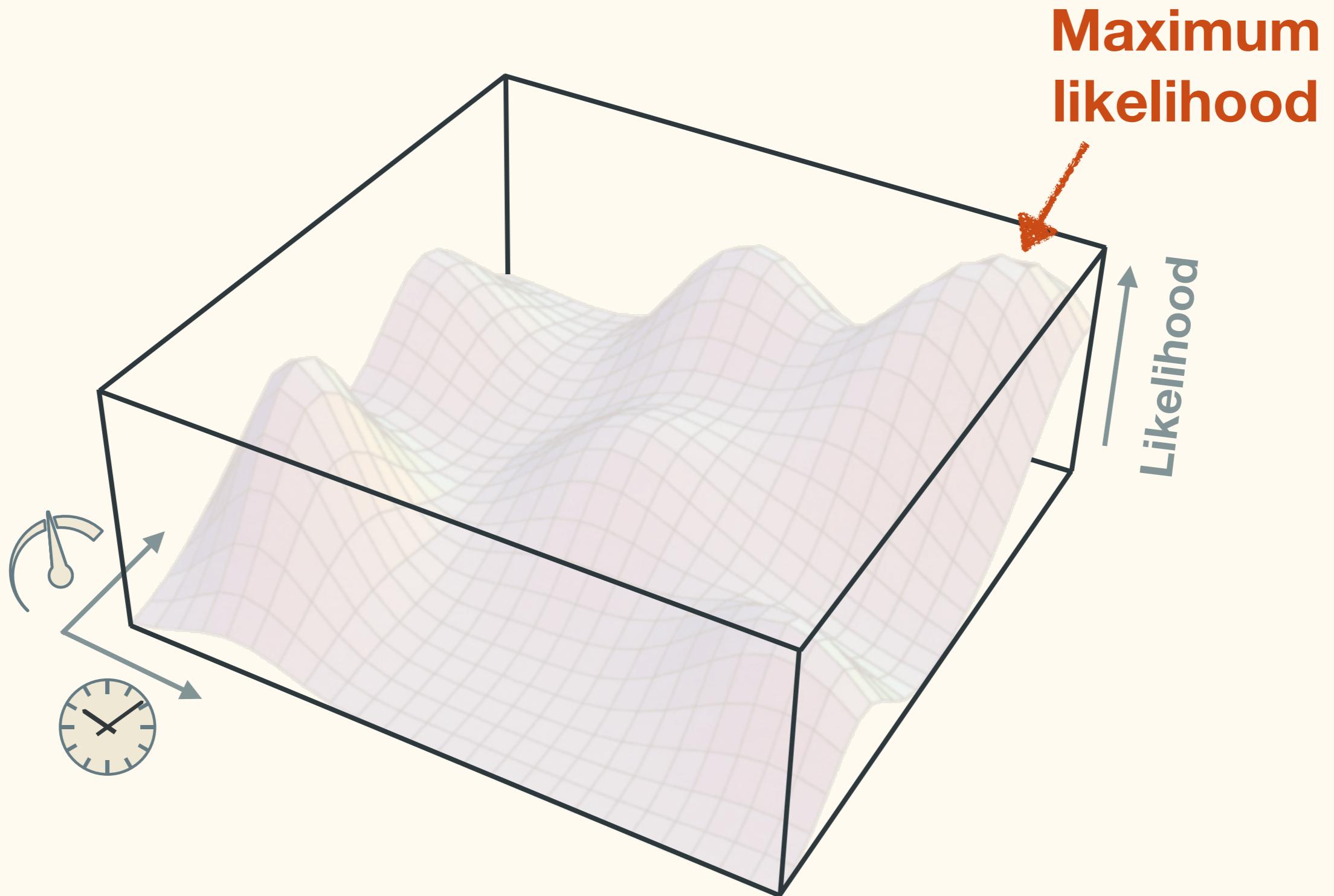
# Grid search



# Grid search

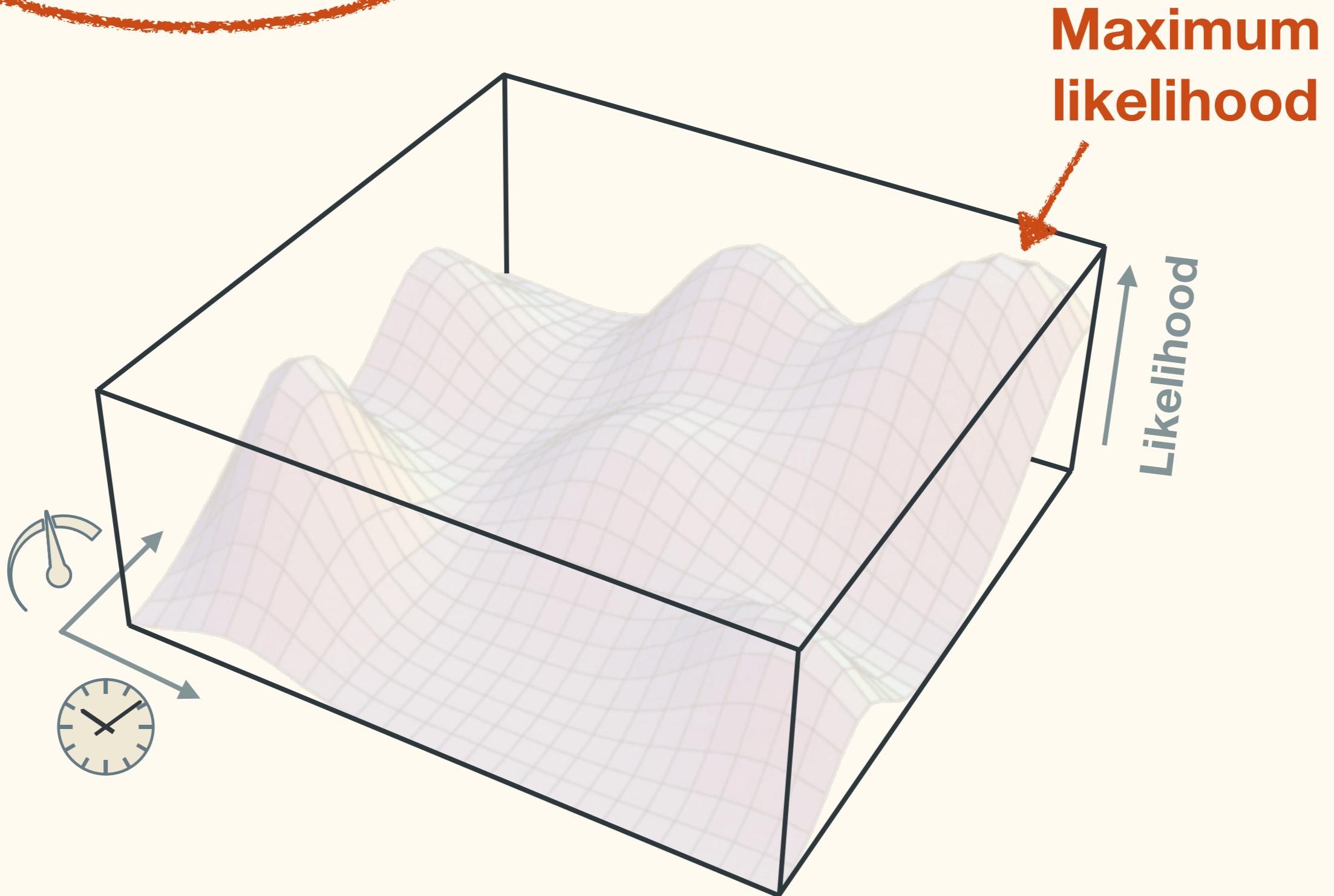


# Heuristic search



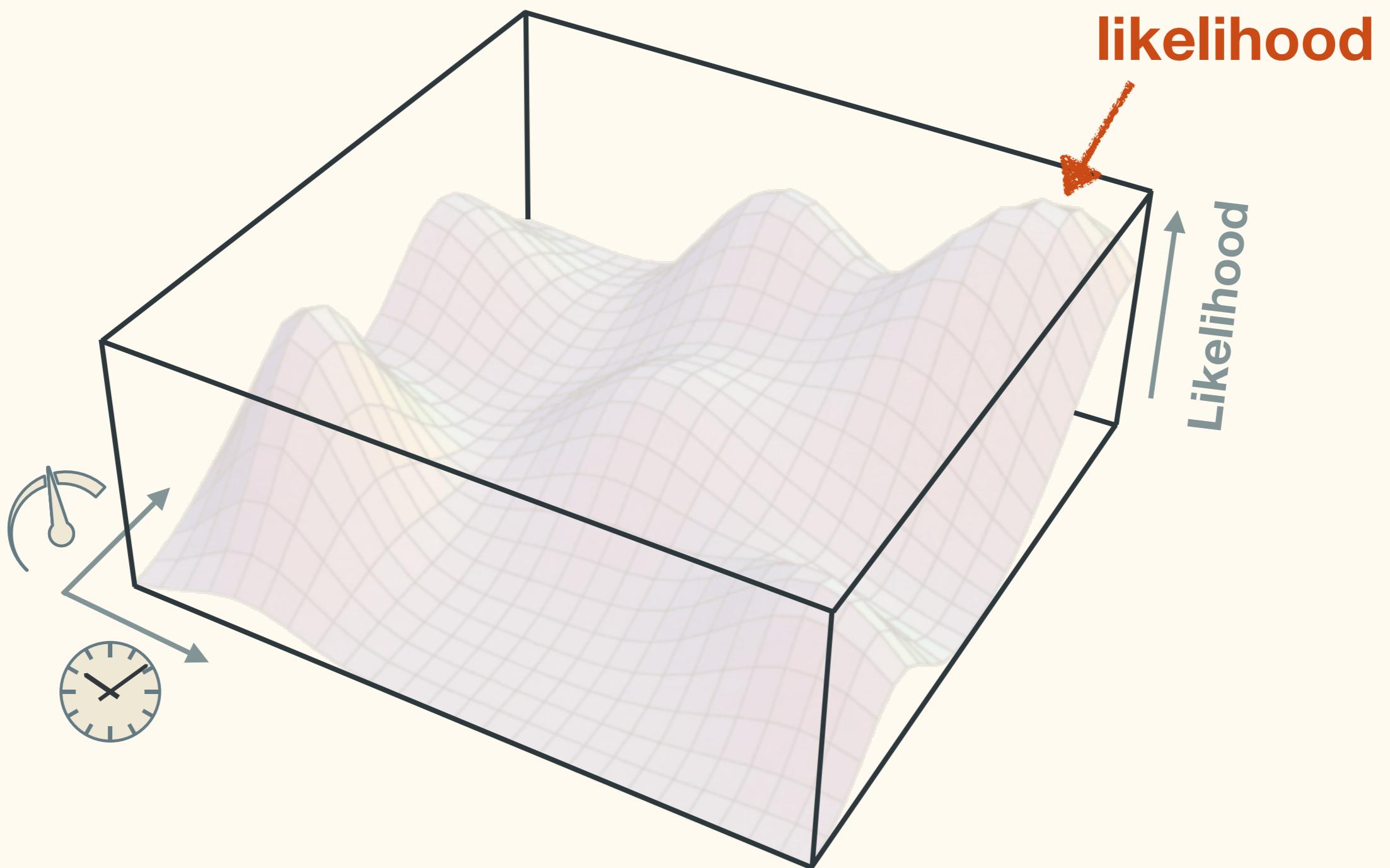
“proceeding to a solution by trial and error”

# Heuristic search



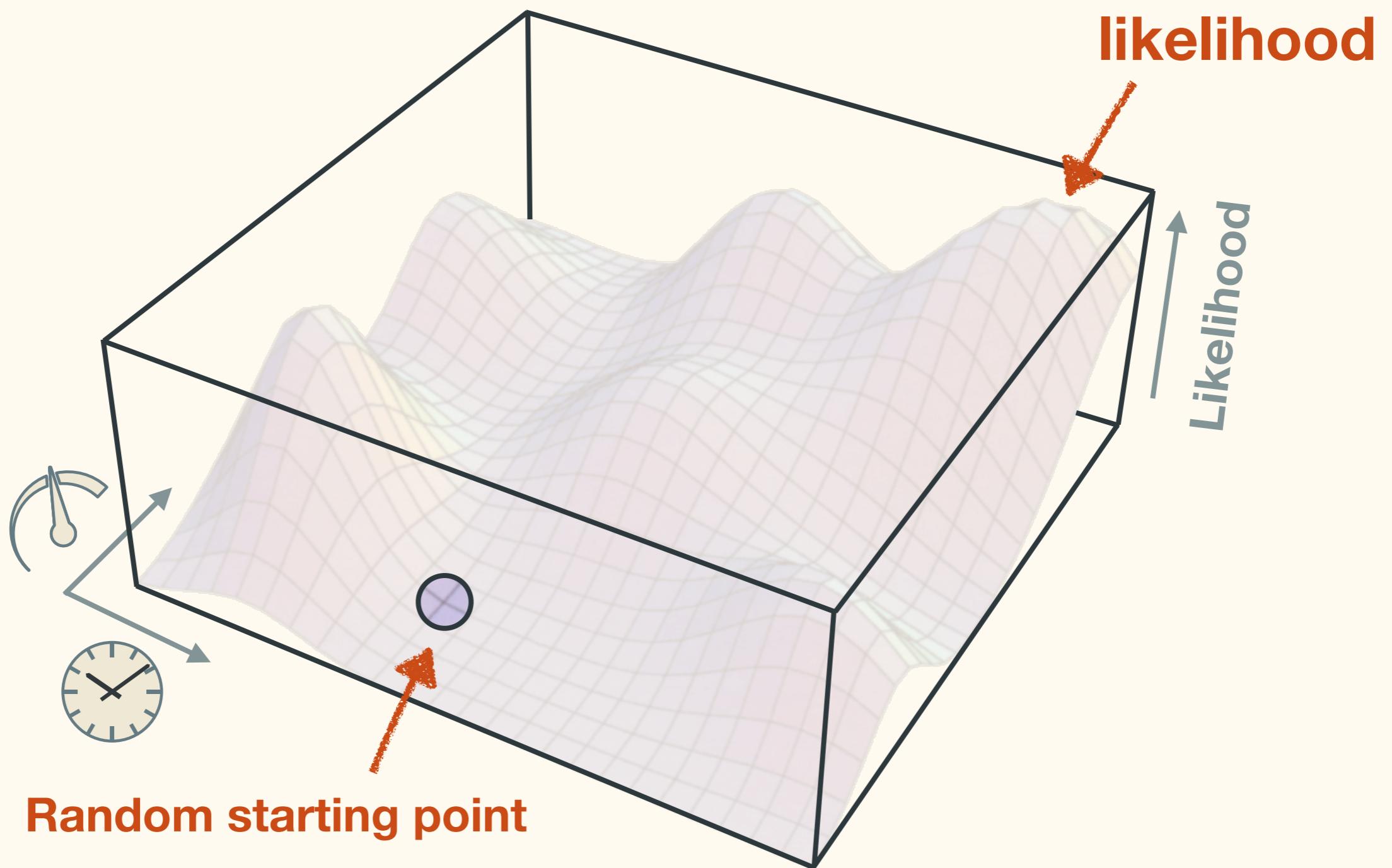
# Heuristic search

## Hill climbing



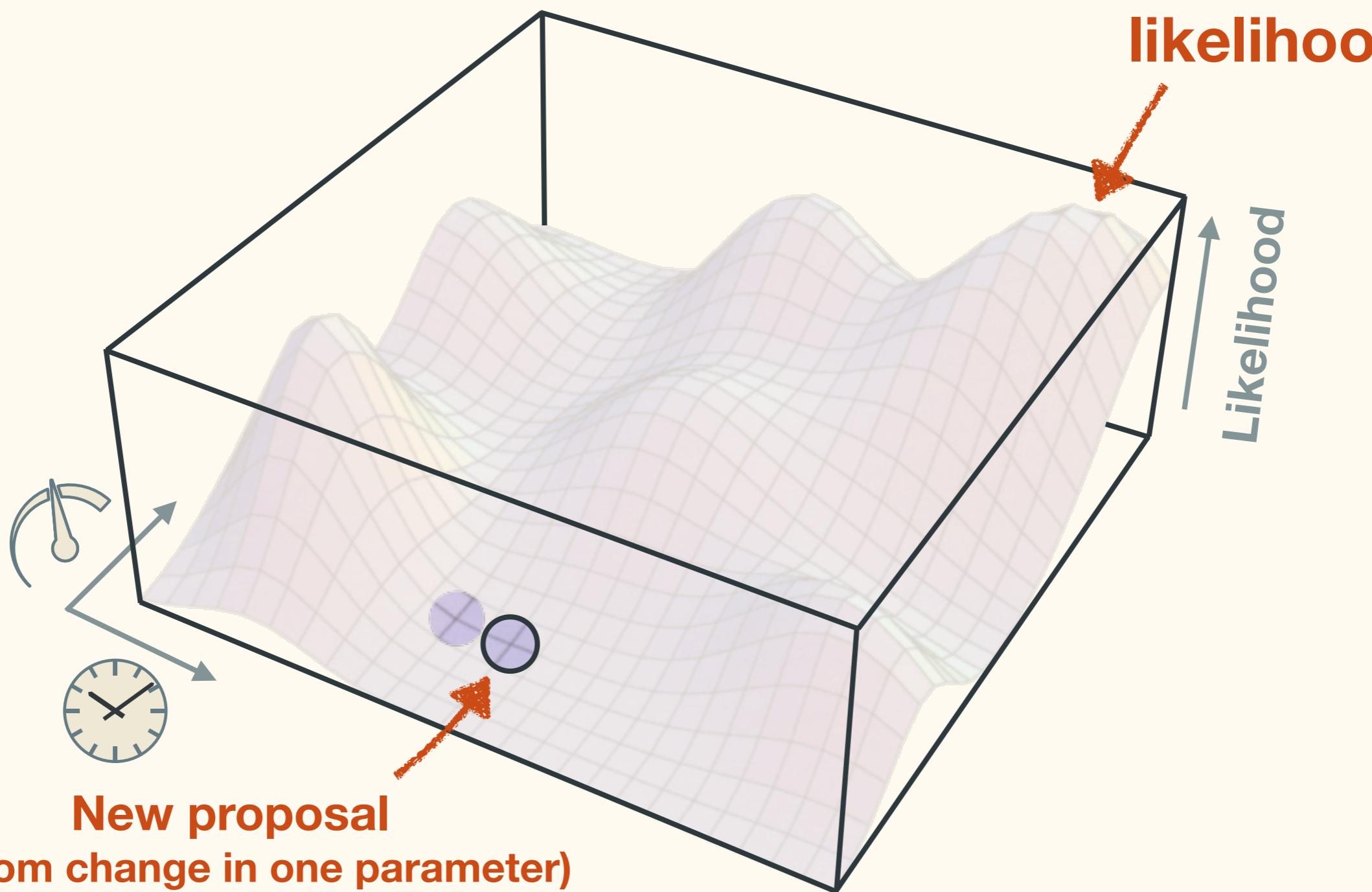
# Heuristic search

## Hill climbing



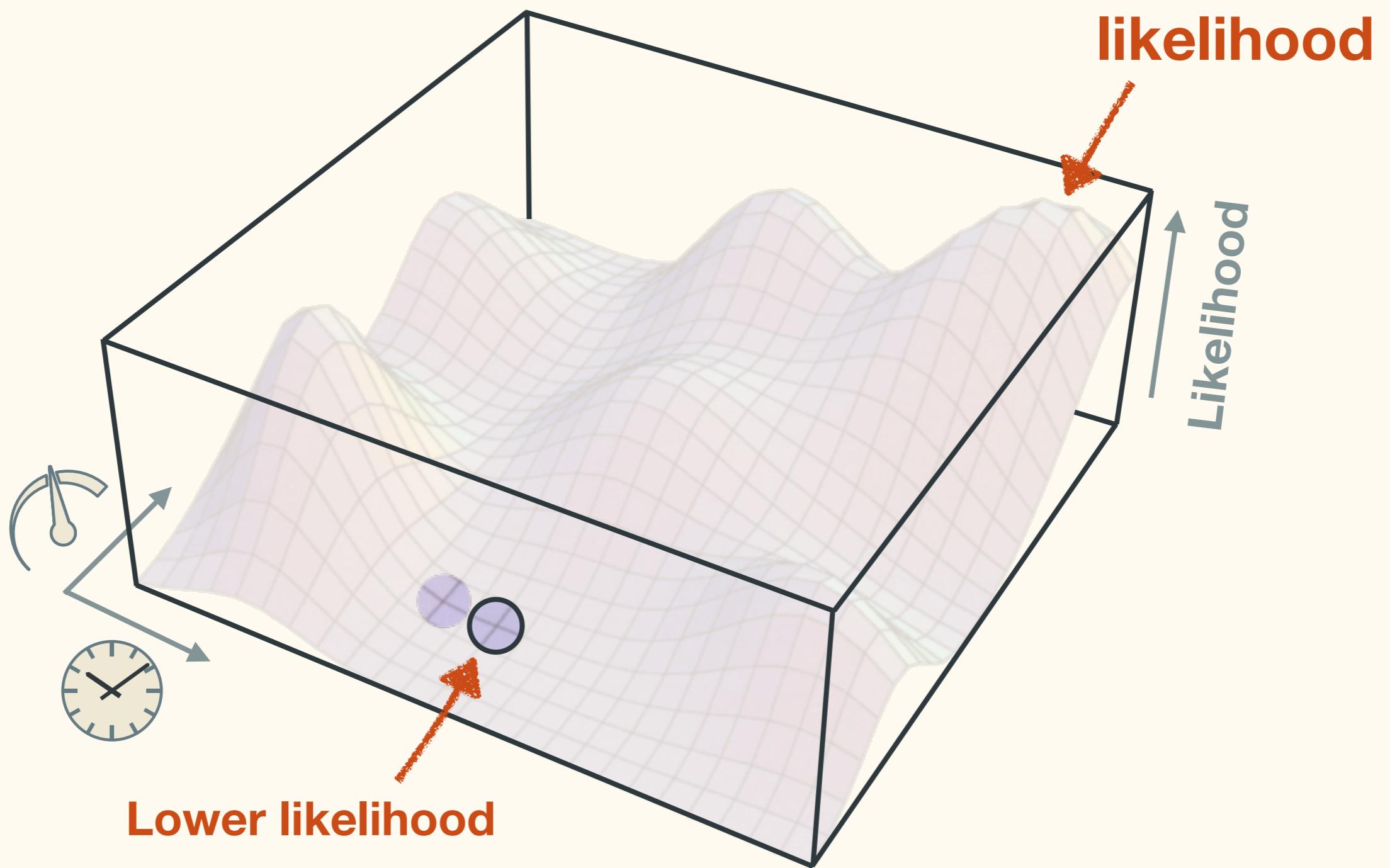
# Heuristic search

## Hill climbing



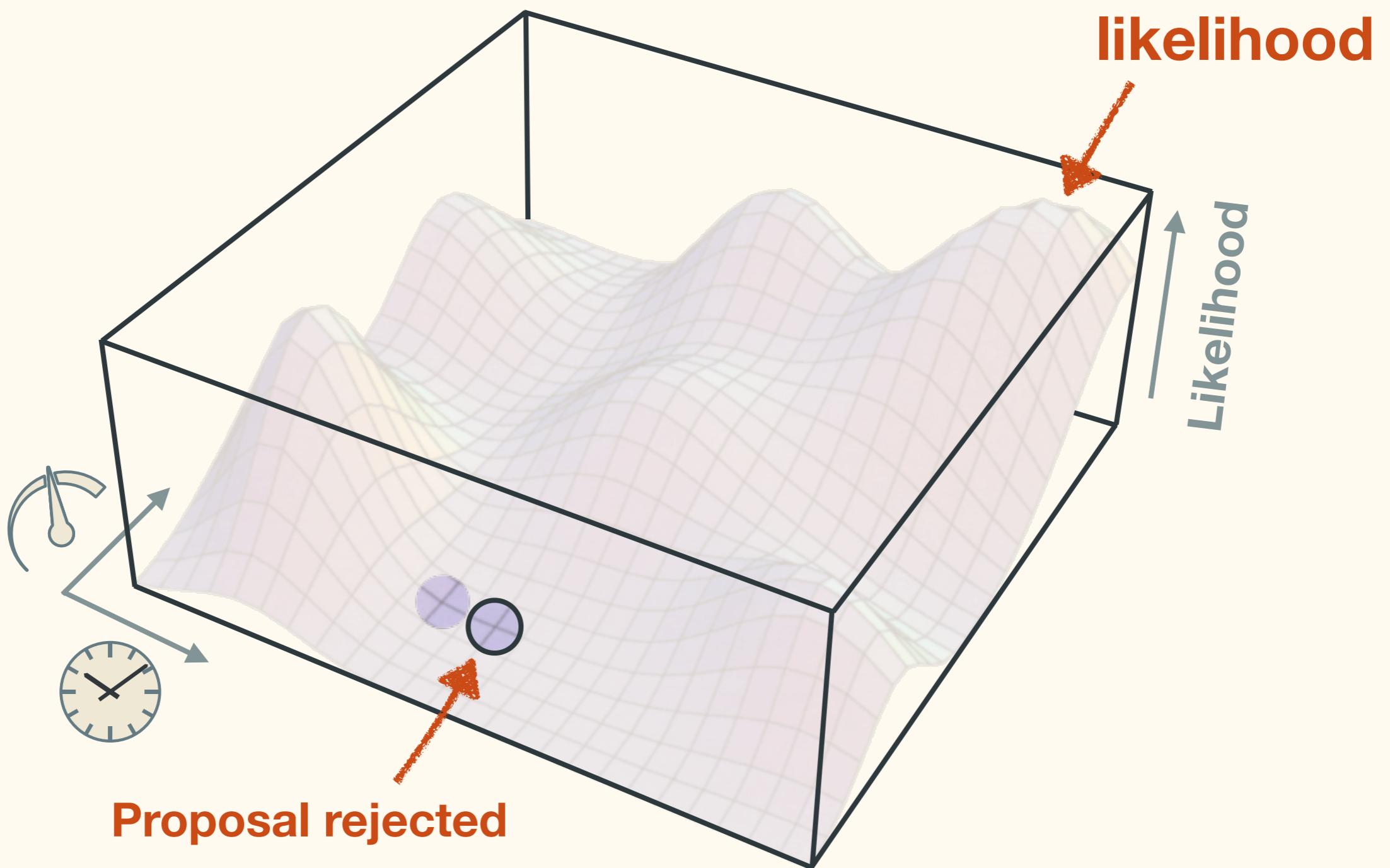
# Heuristic search

## Hill climbing



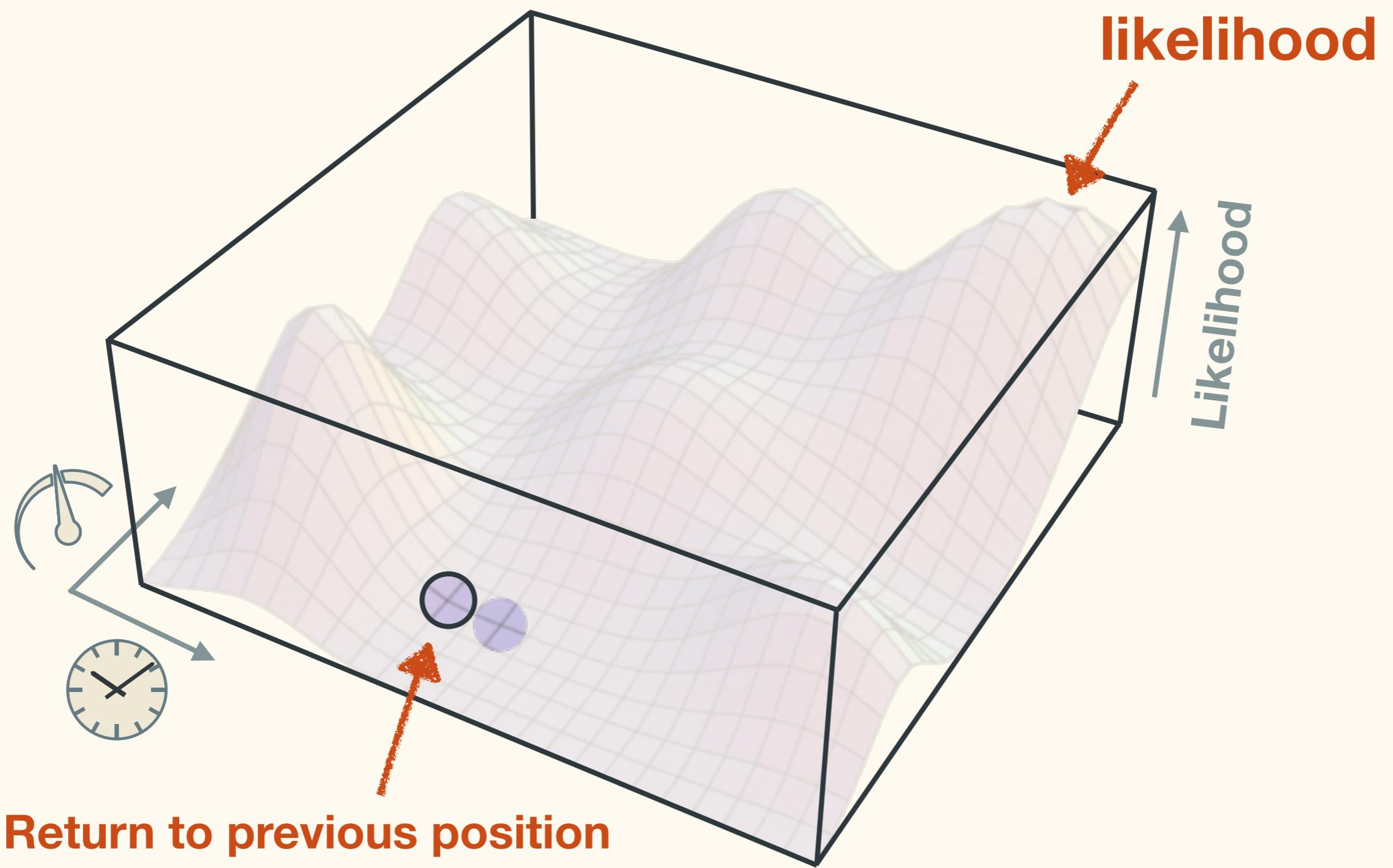
# Heuristic search

## Hill climbing



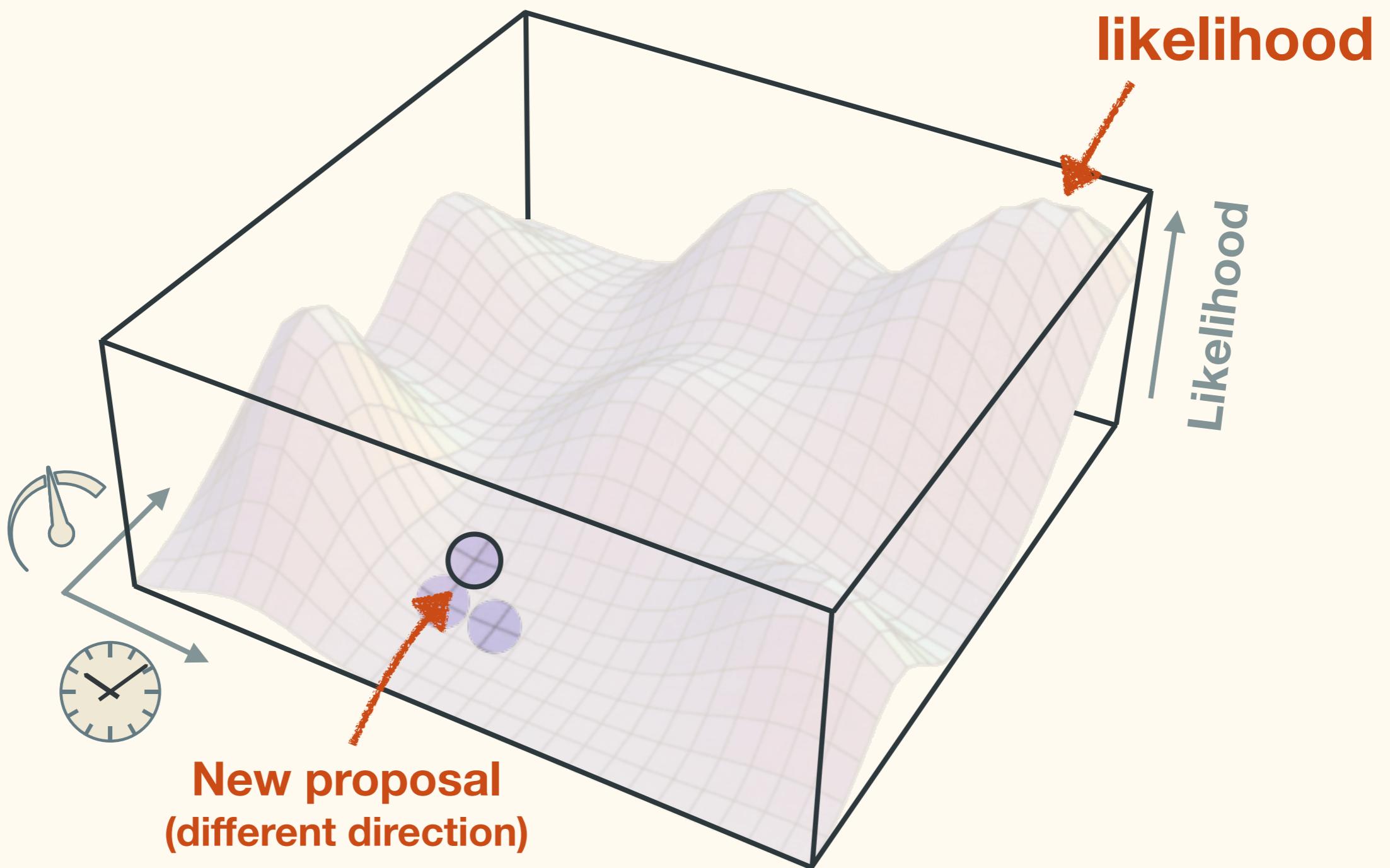
# Heuristic search

## Hill climbing



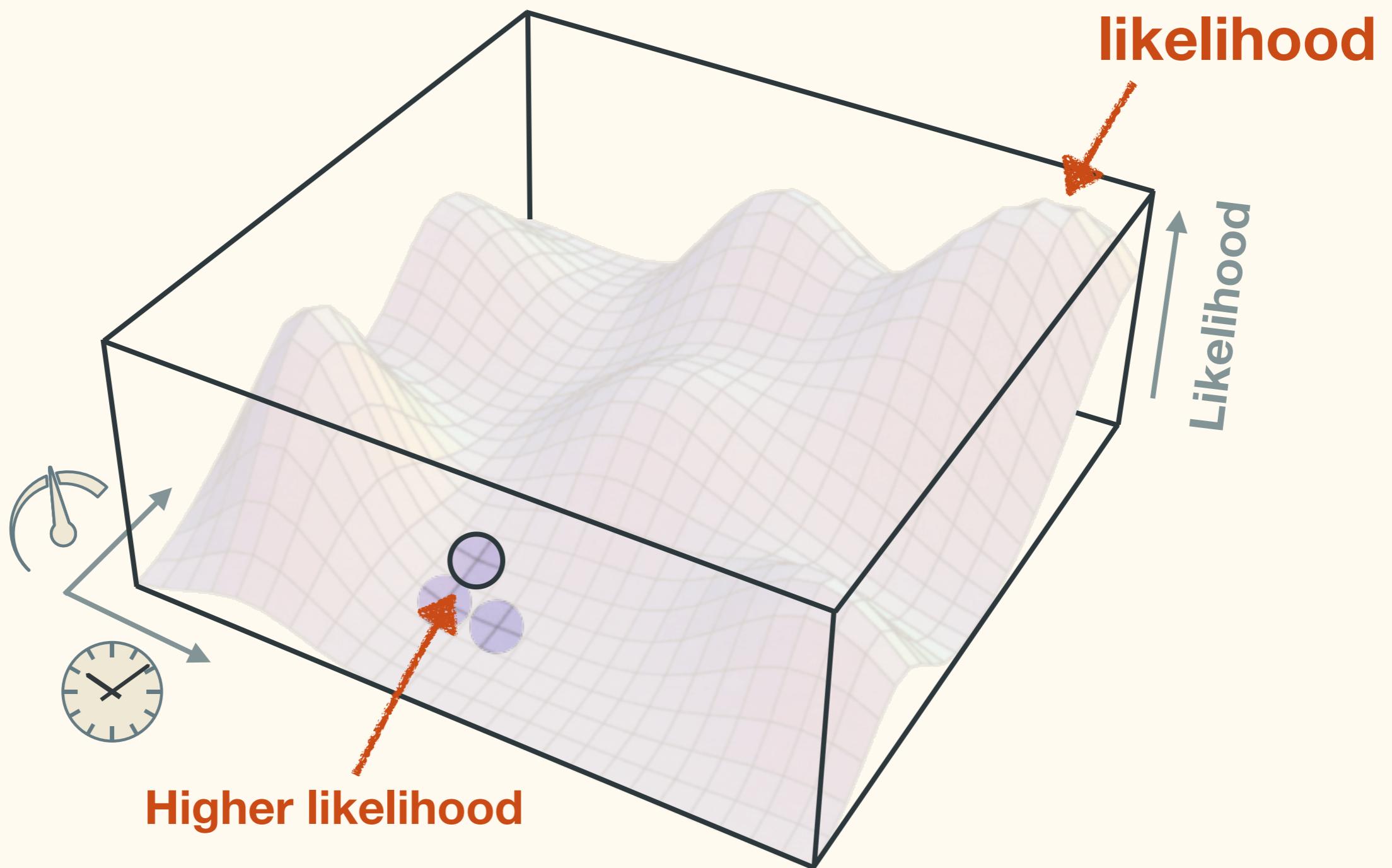
# Heuristic search

## Hill climbing



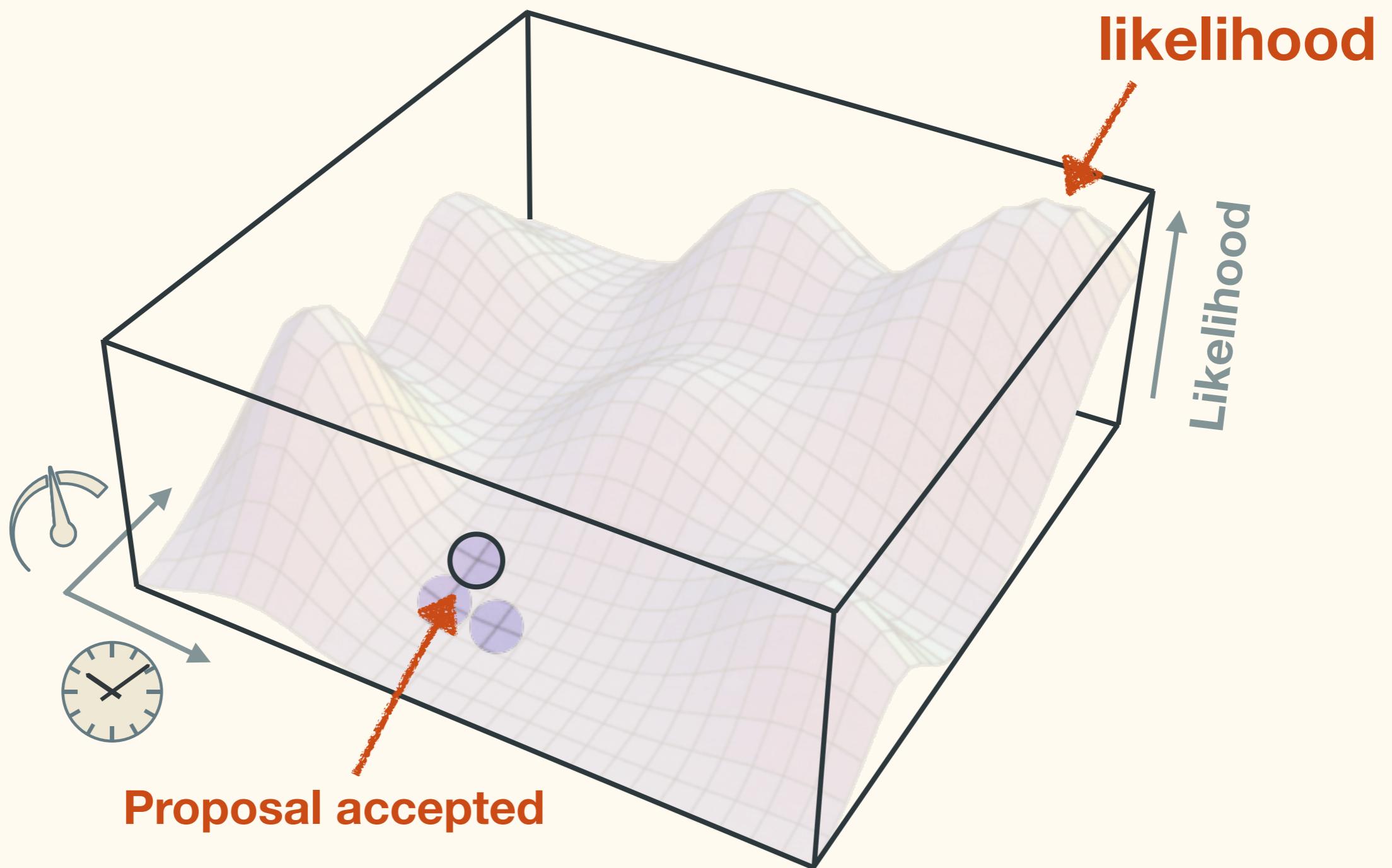
# Heuristic search

## Hill climbing



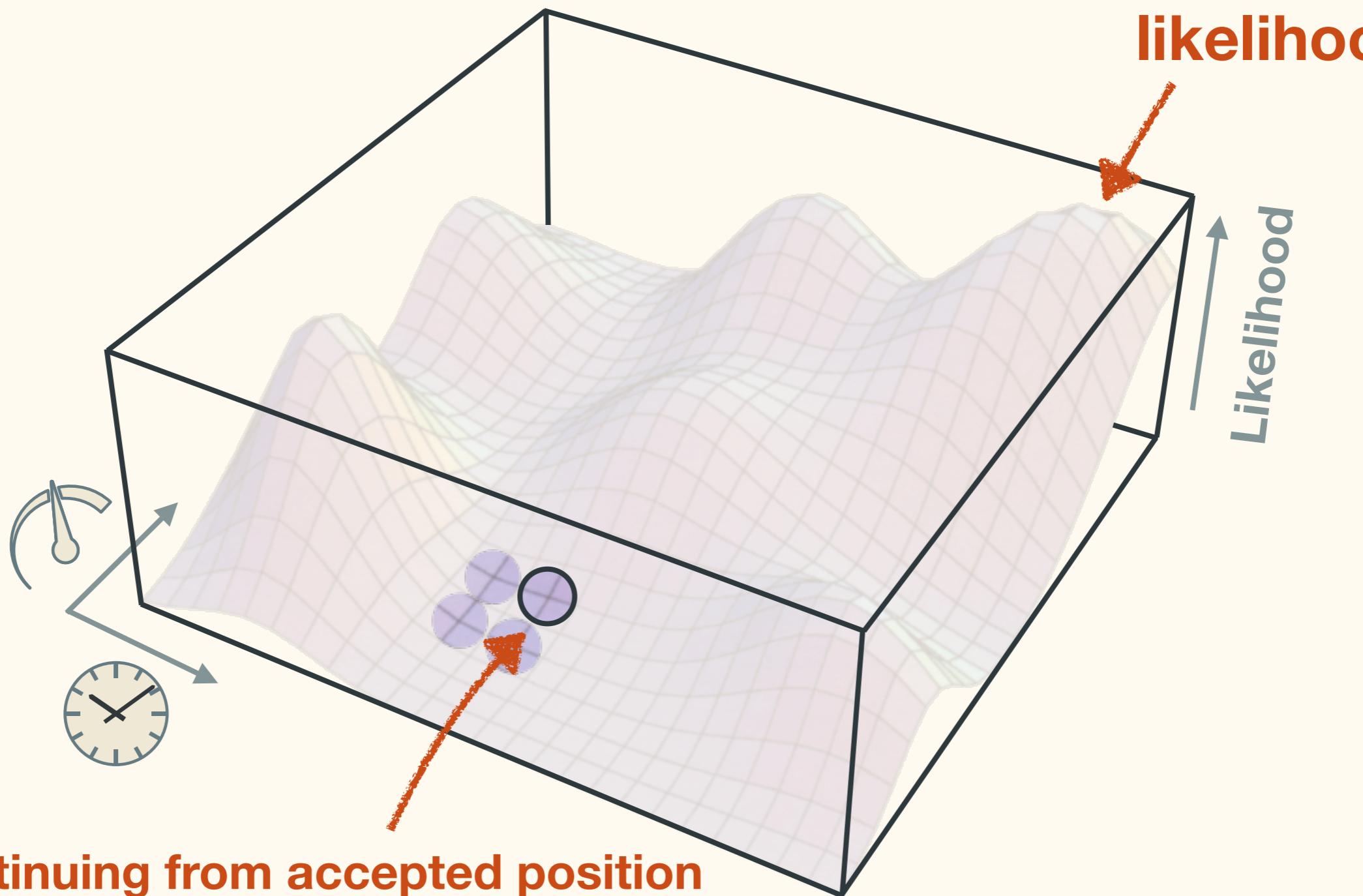
# Heuristic search

## Hill climbing



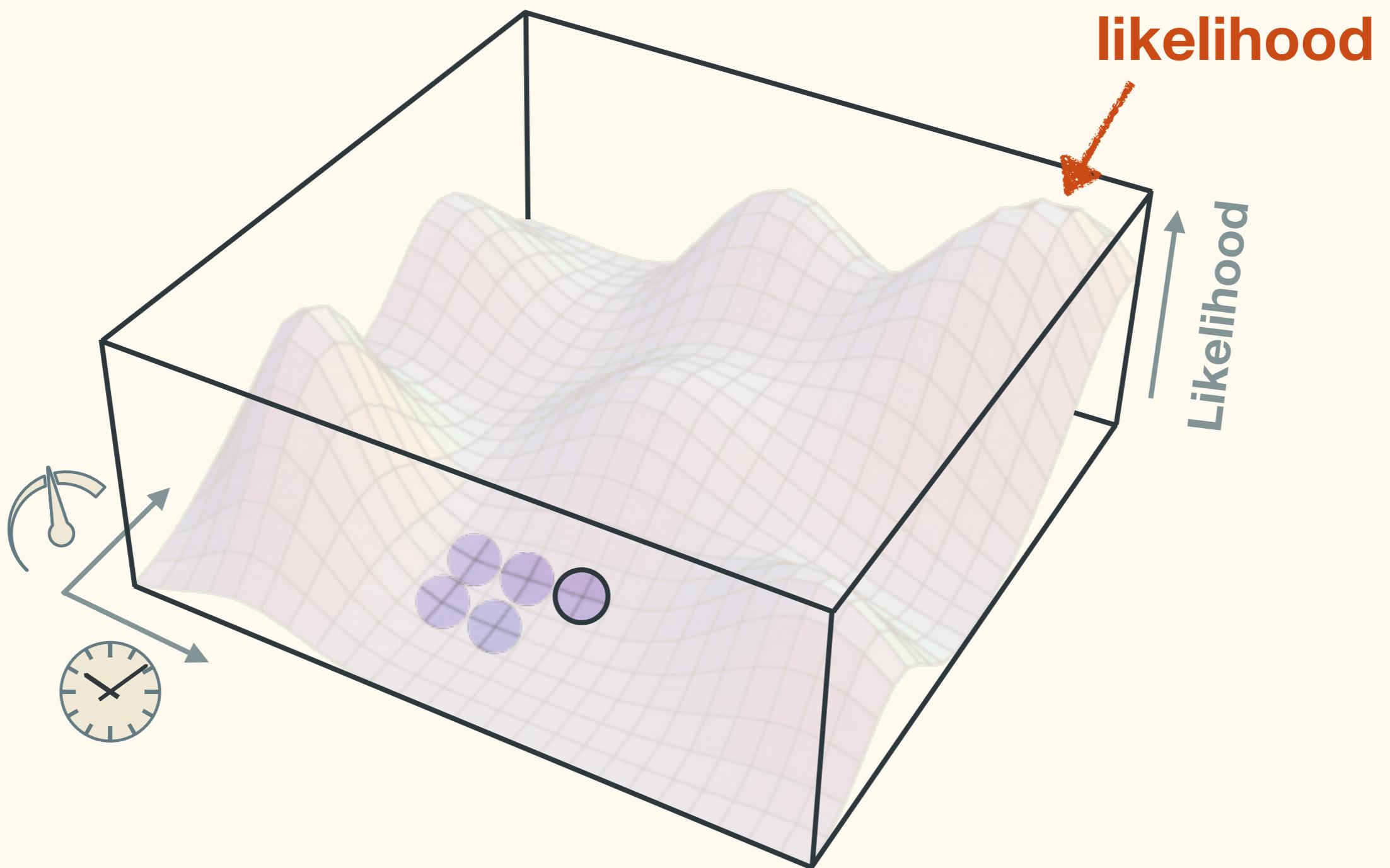
# Heuristic search

## Hill climbing



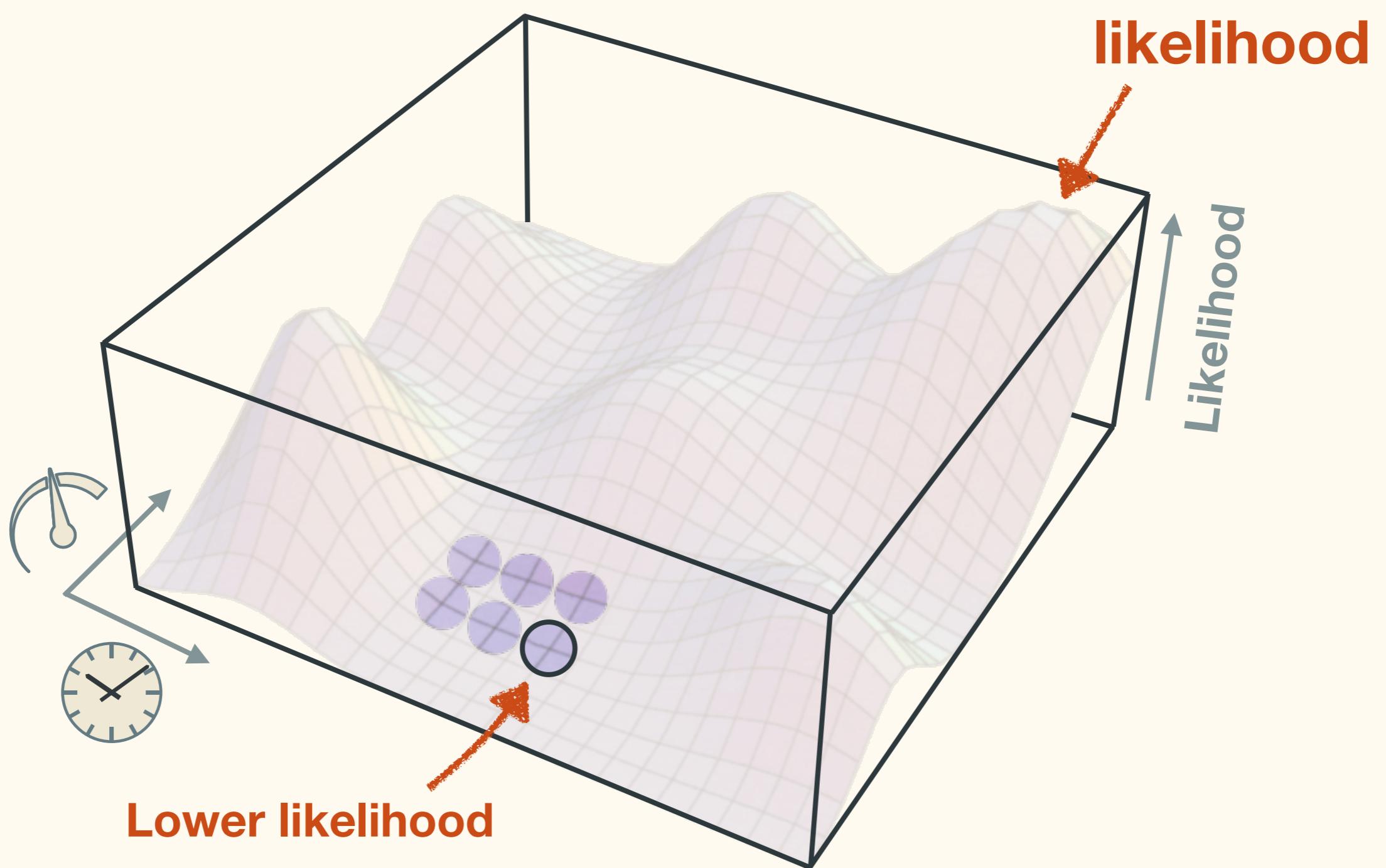
# Heuristic search

## Hill climbing



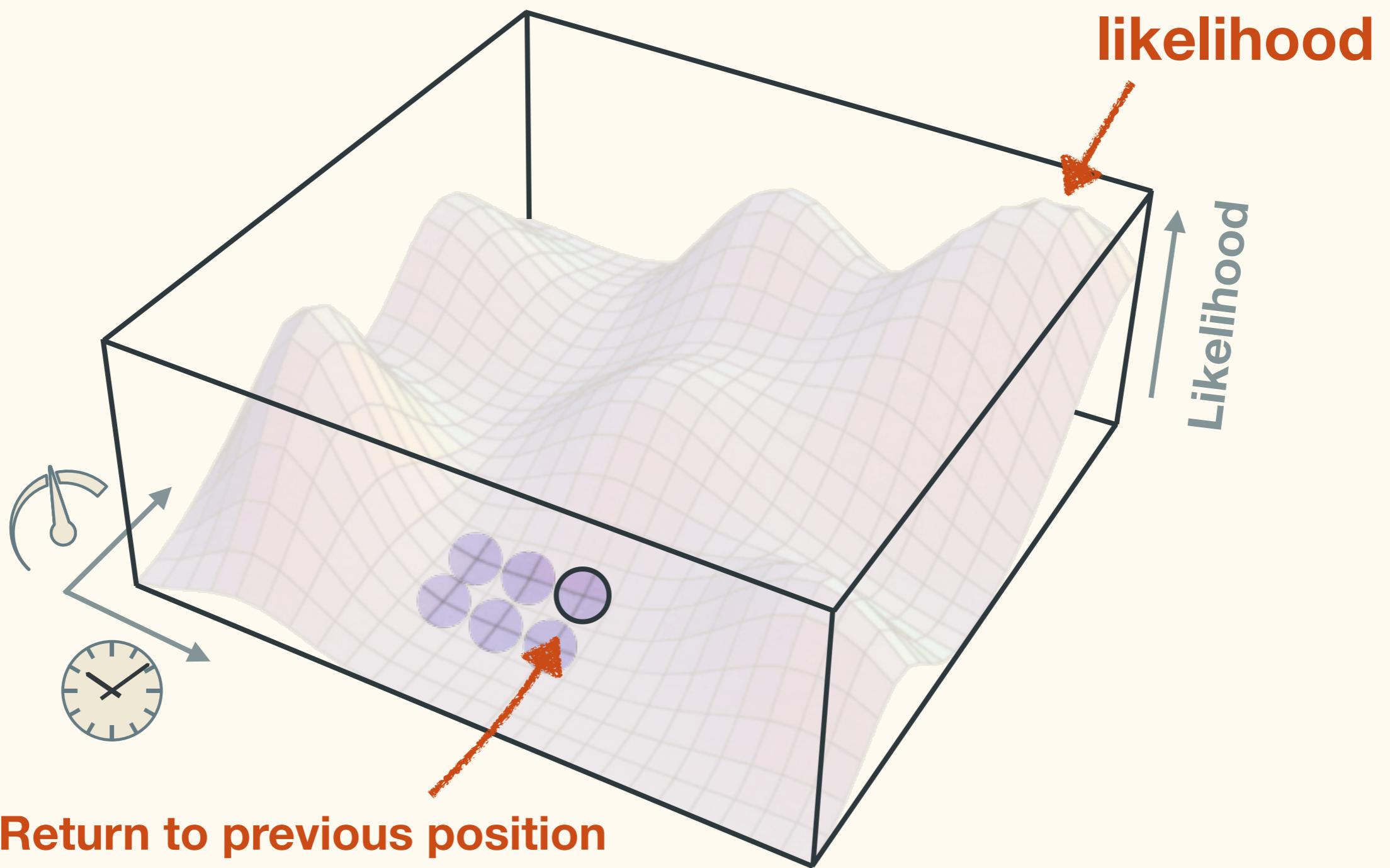
# Heuristic search

## Hill climbing



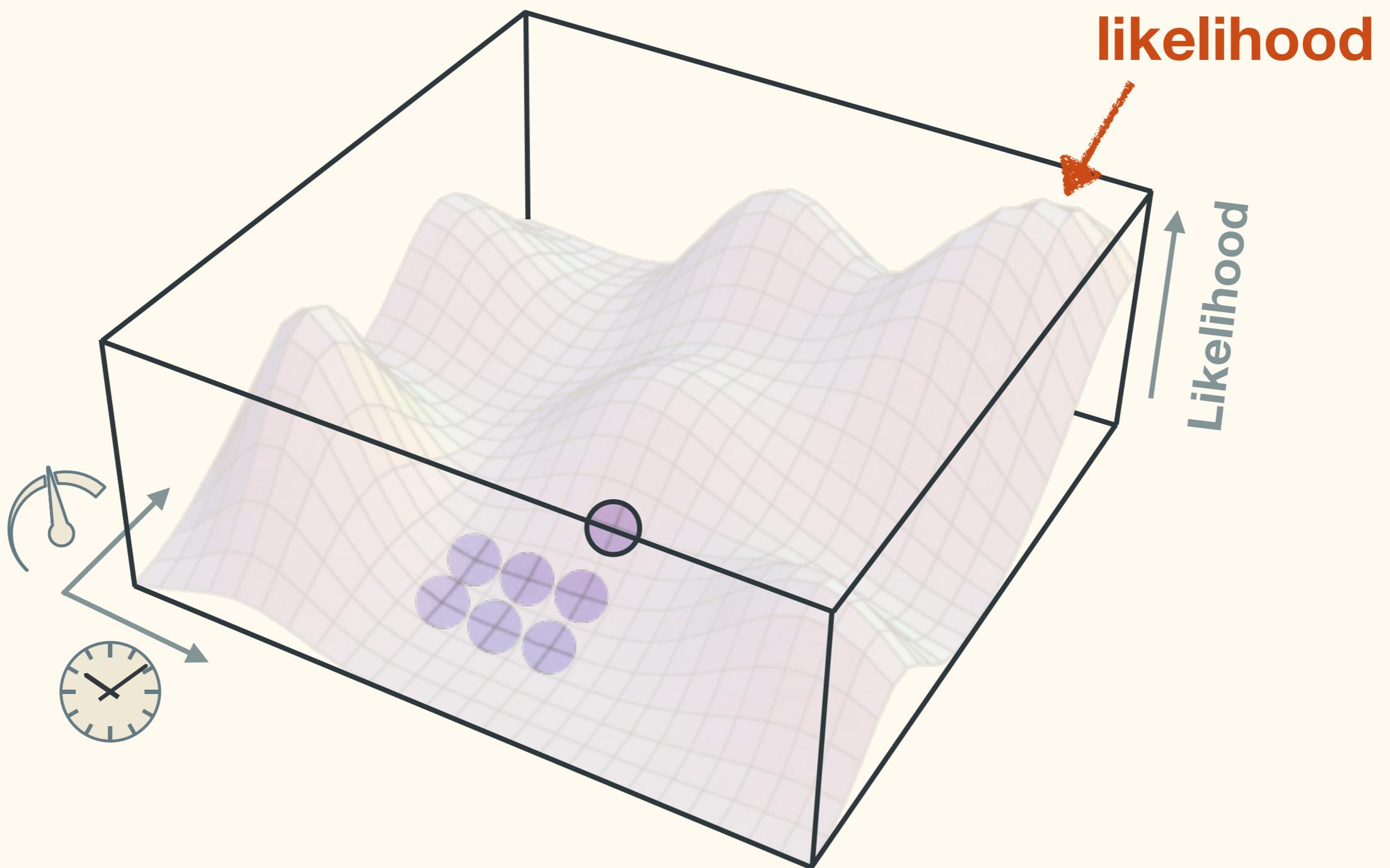
# Heuristic search

## Hill climbing



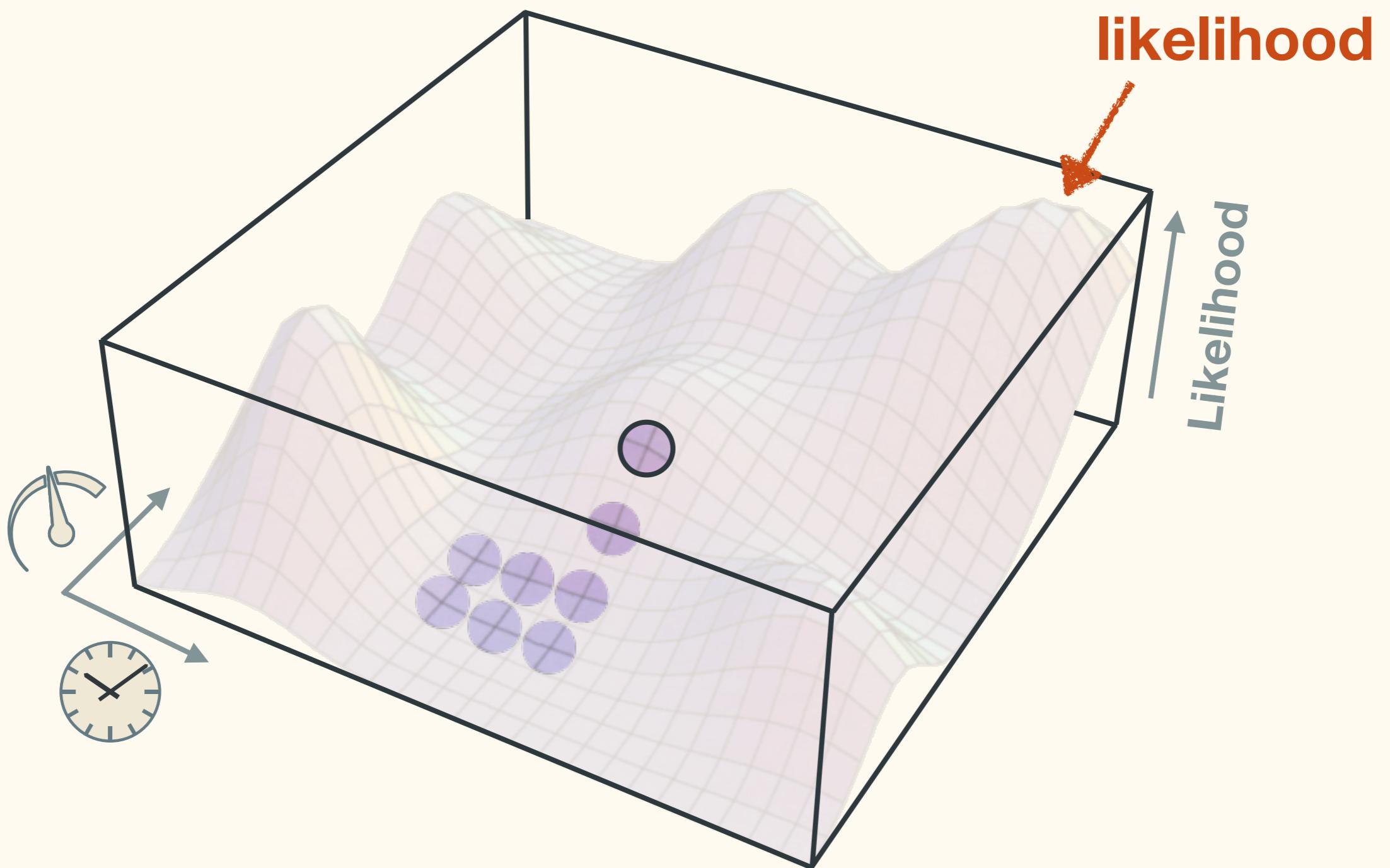
# Heuristic search

## Hill climbing



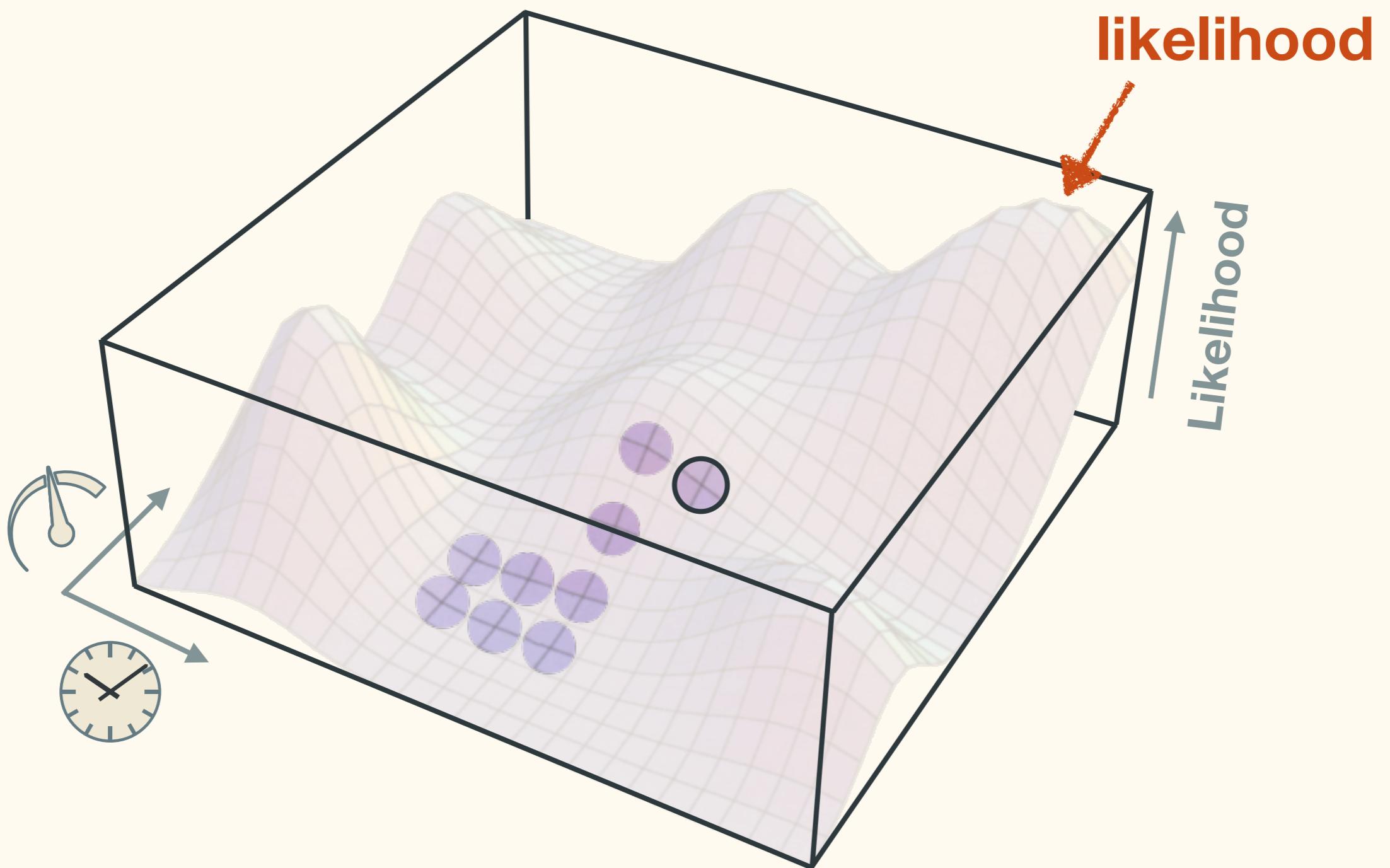
# Heuristic search

## Hill climbing



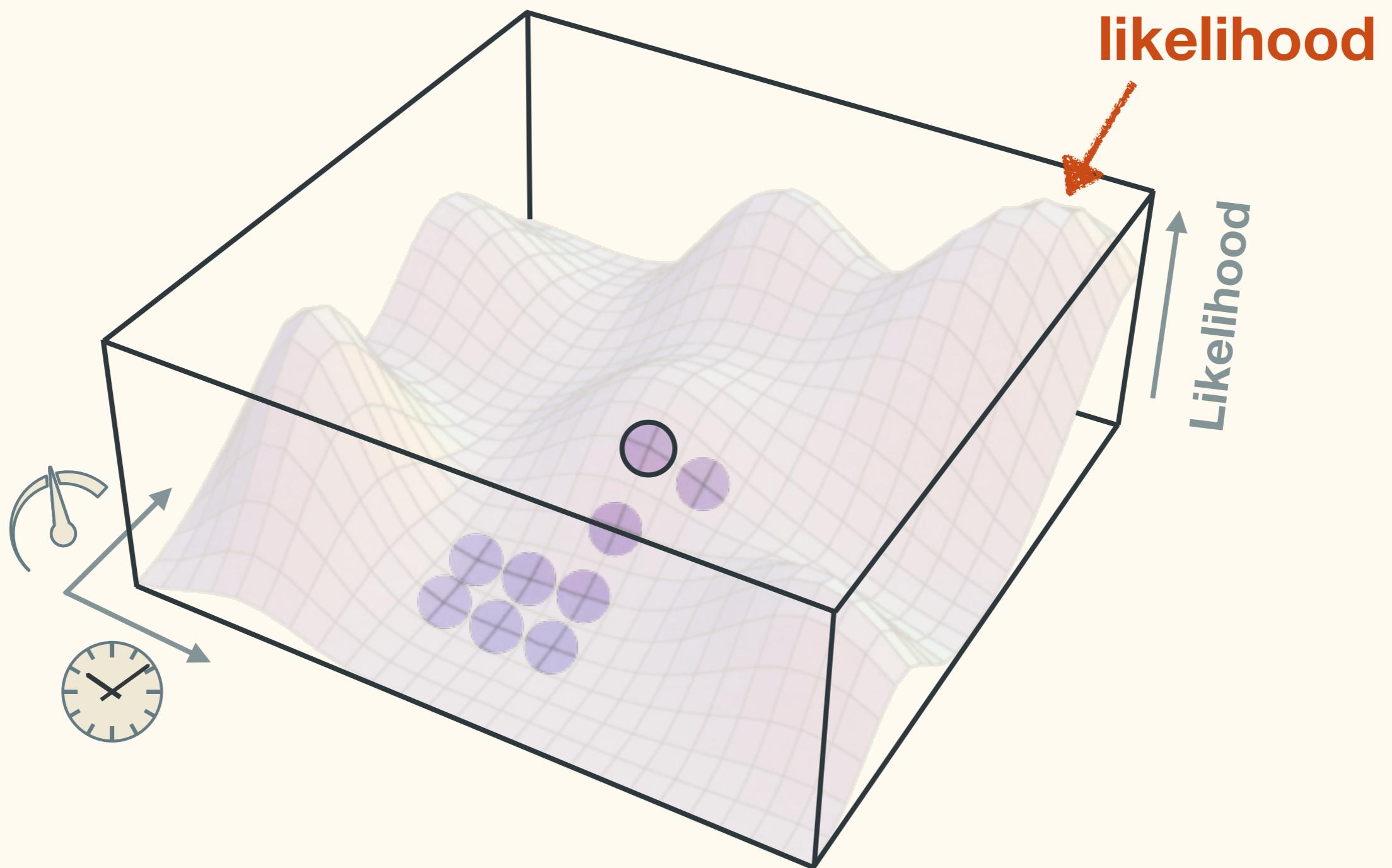
# Heuristic search

## Hill climbing



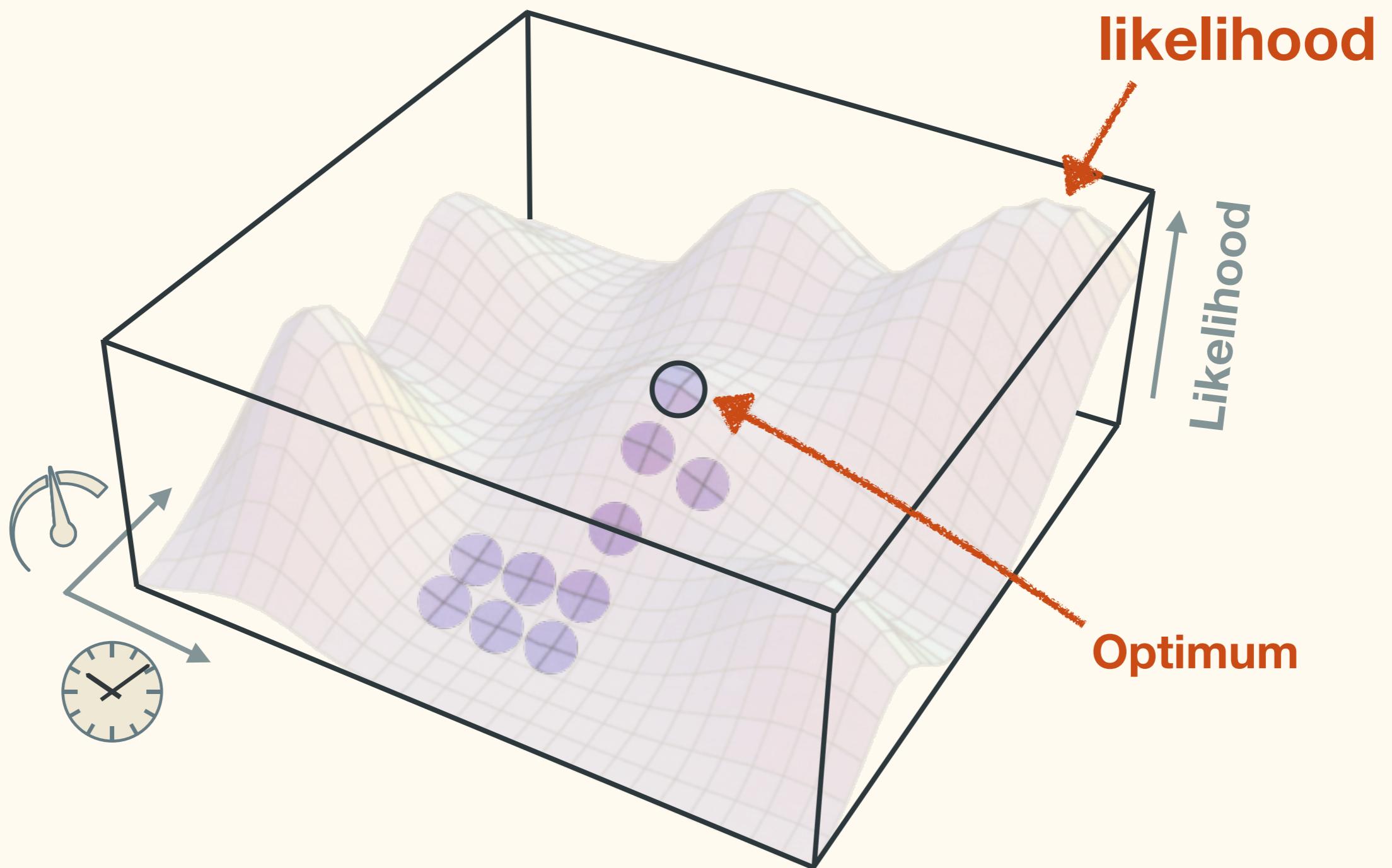
# Heuristic search

## Hill climbing



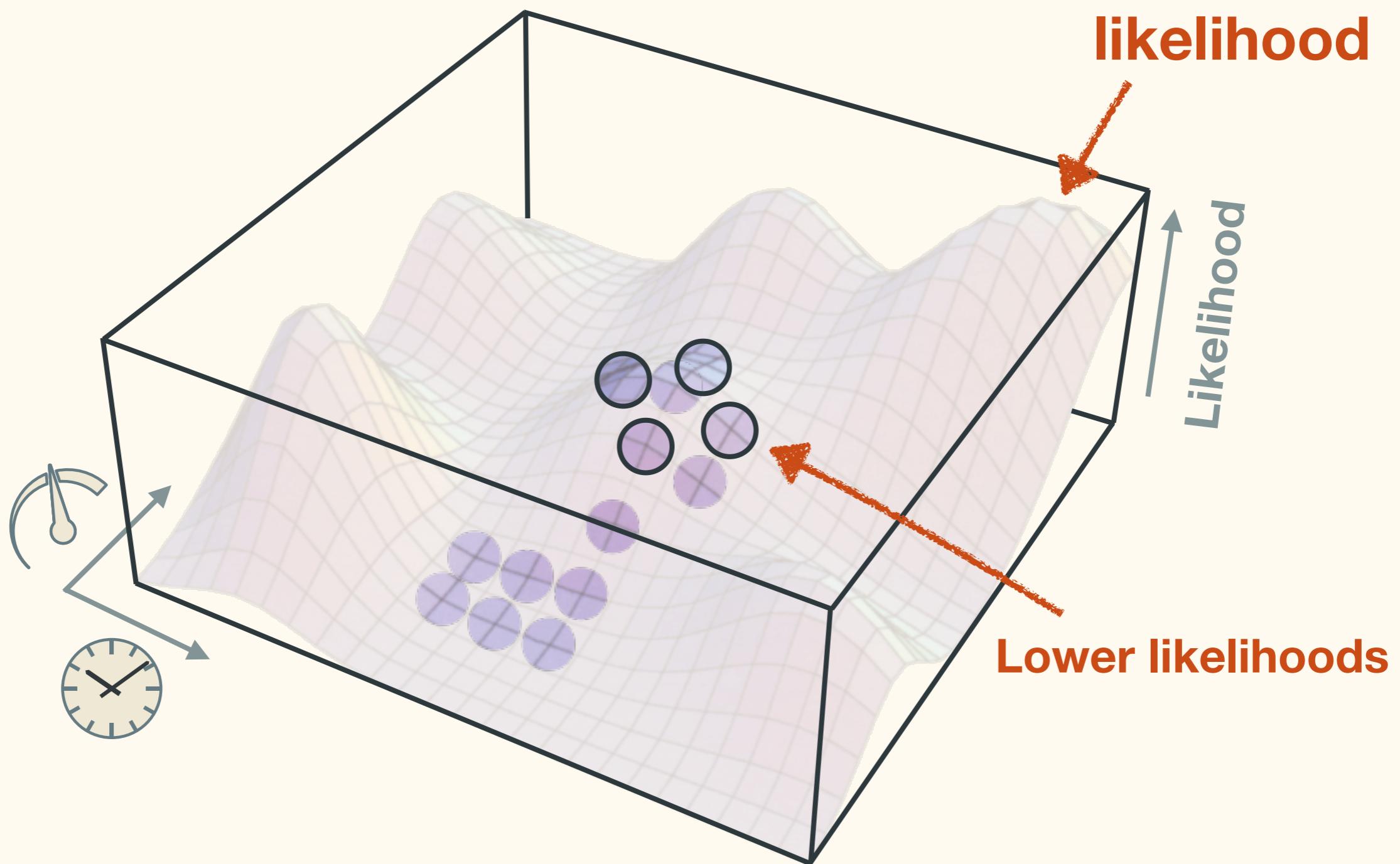
# Heuristic search

## Hill climbing



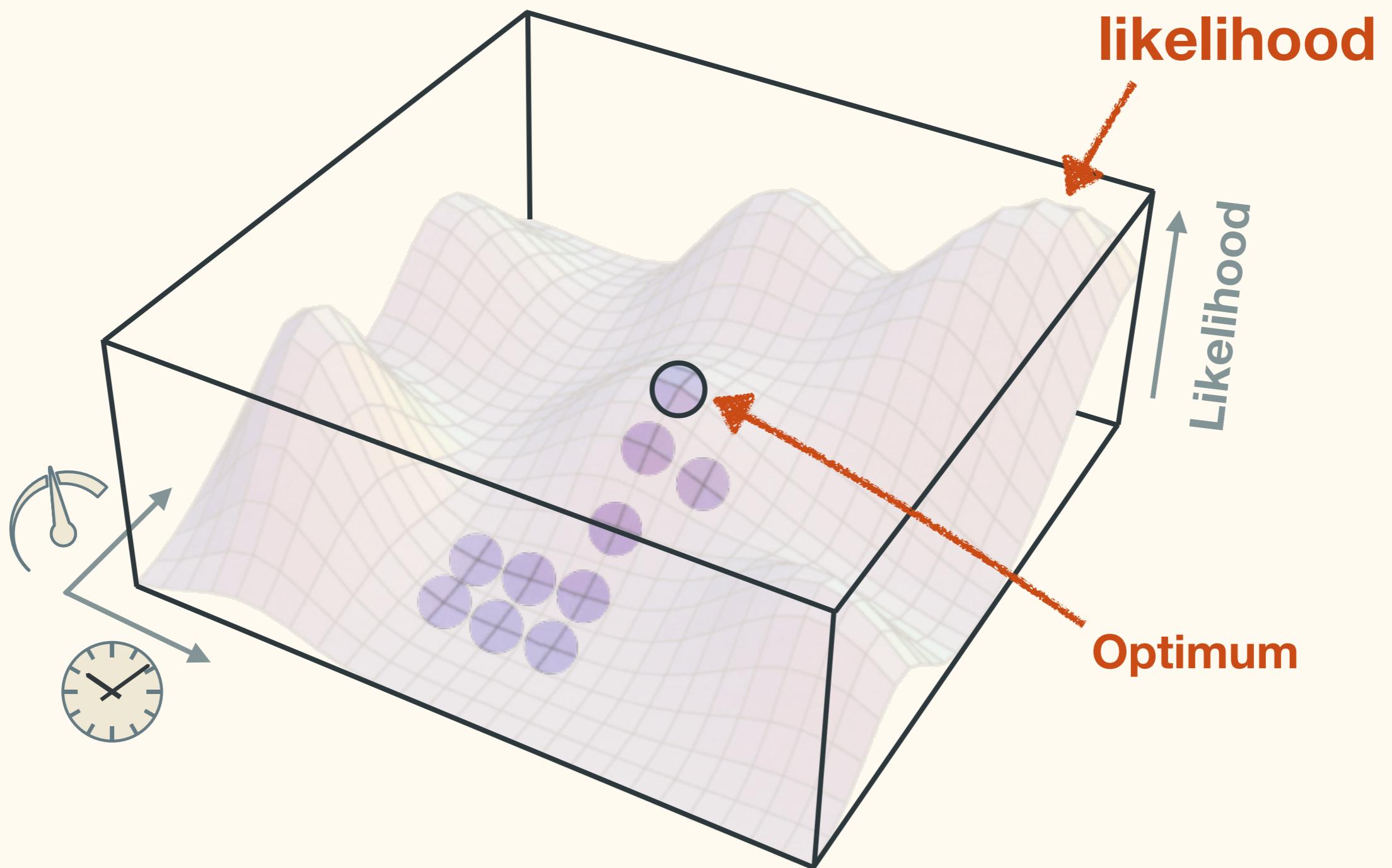
# Heuristic search

## Hill climbing



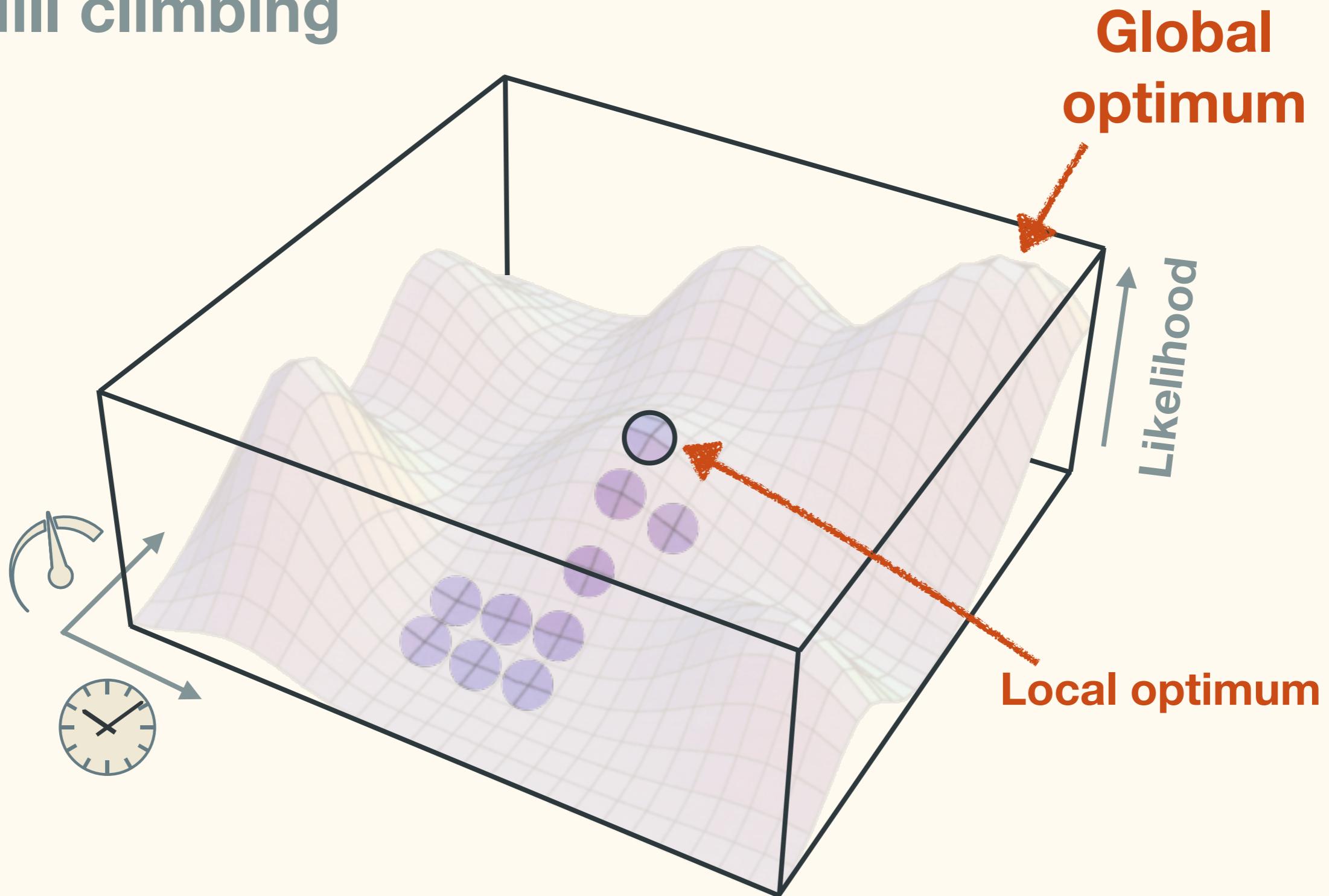
# Heuristic search

## Hill climbing



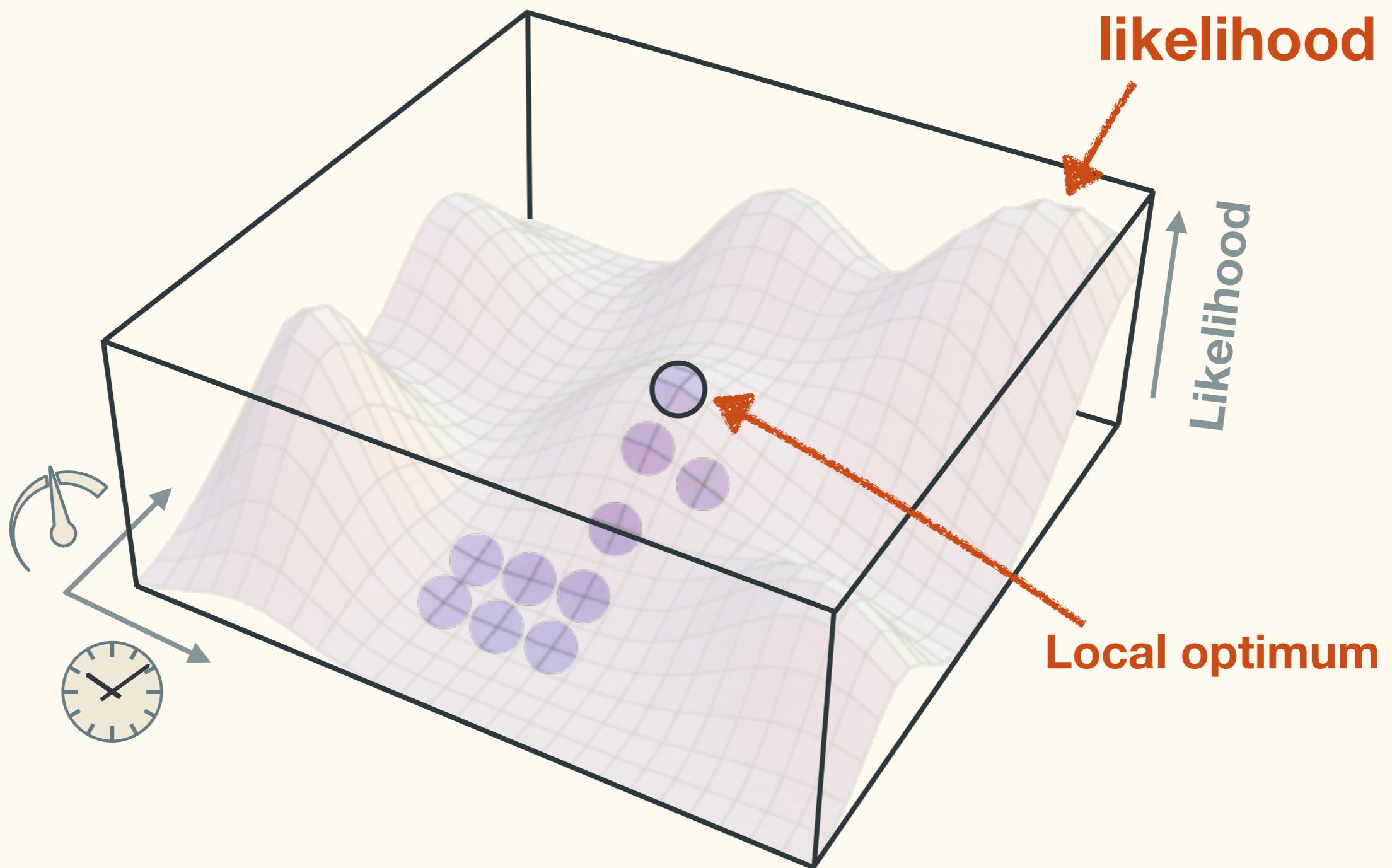
# Heuristic search

## Hill climbing



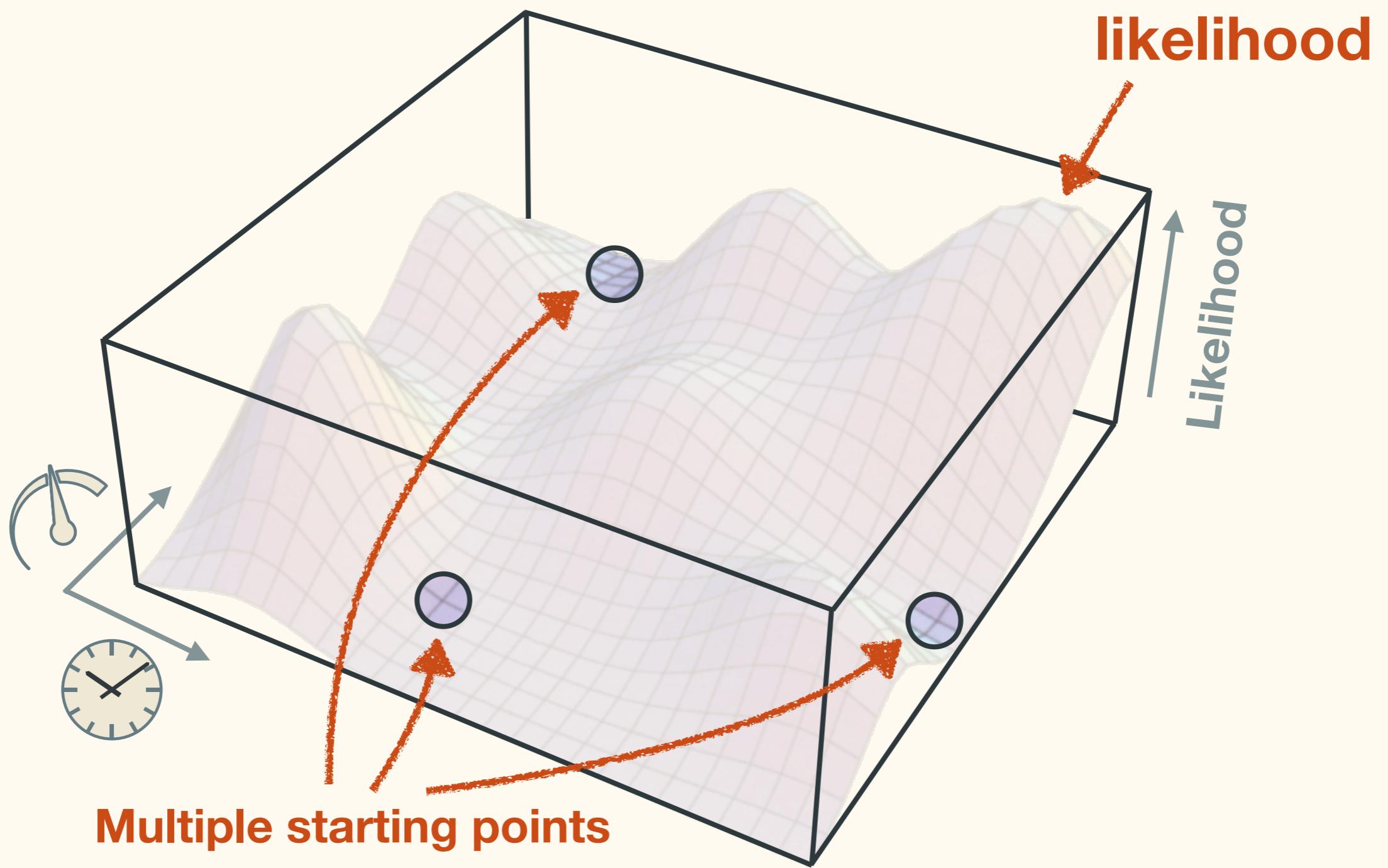
# Heuristic search

## Hill climbing



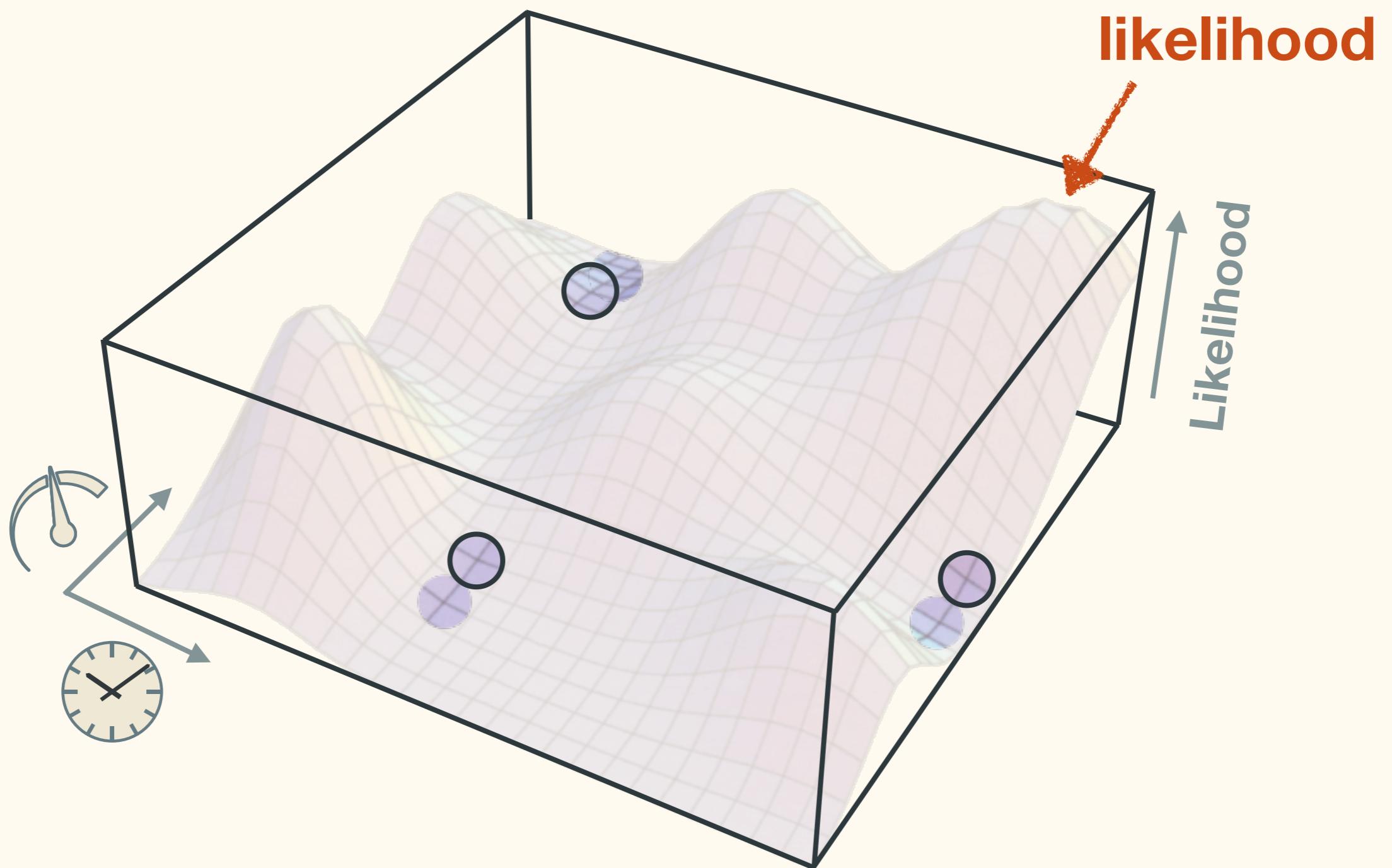
# Heuristic search

## Hill climbing



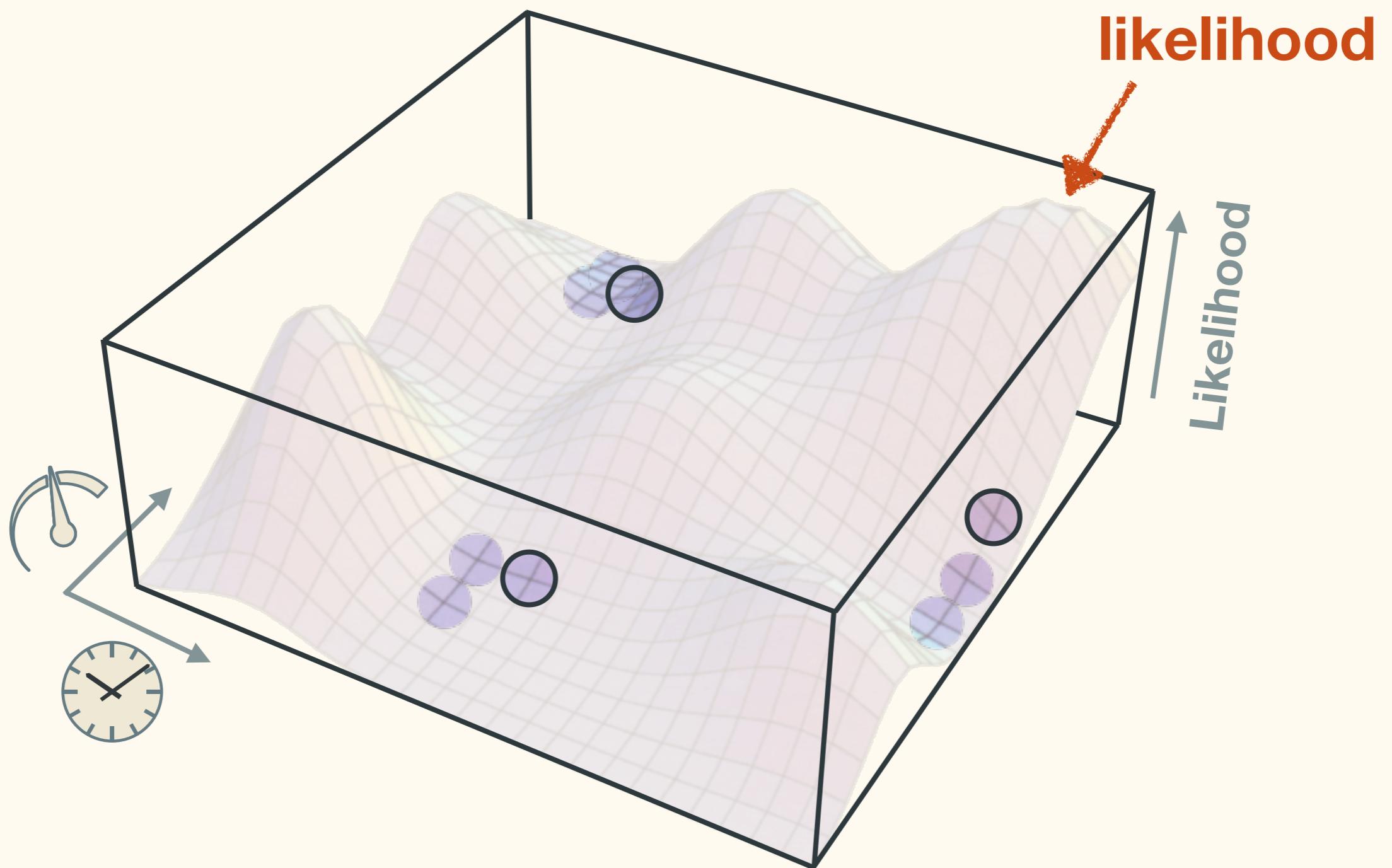
# Heuristic search

## Hill climbing



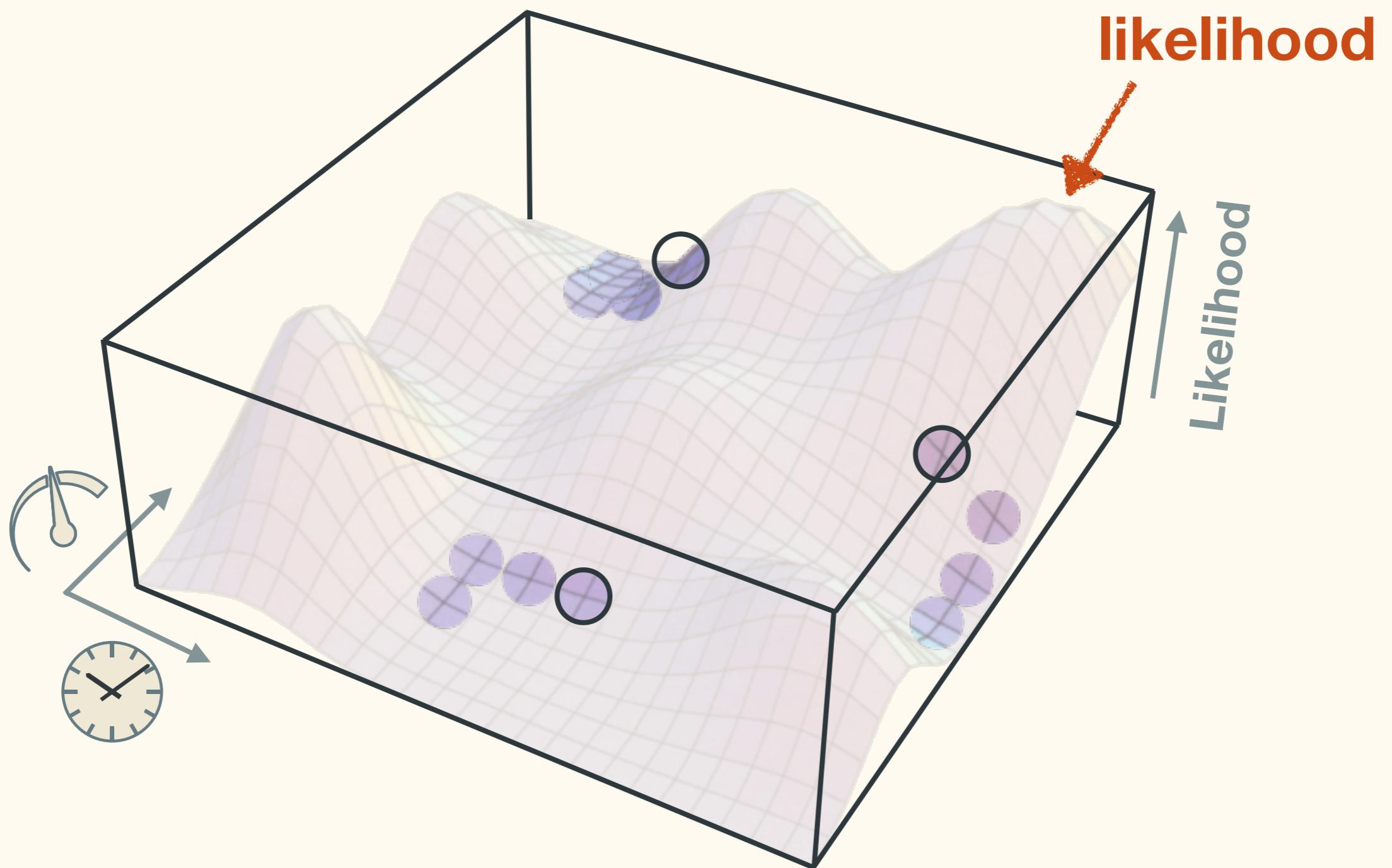
# Heuristic search

## Hill climbing



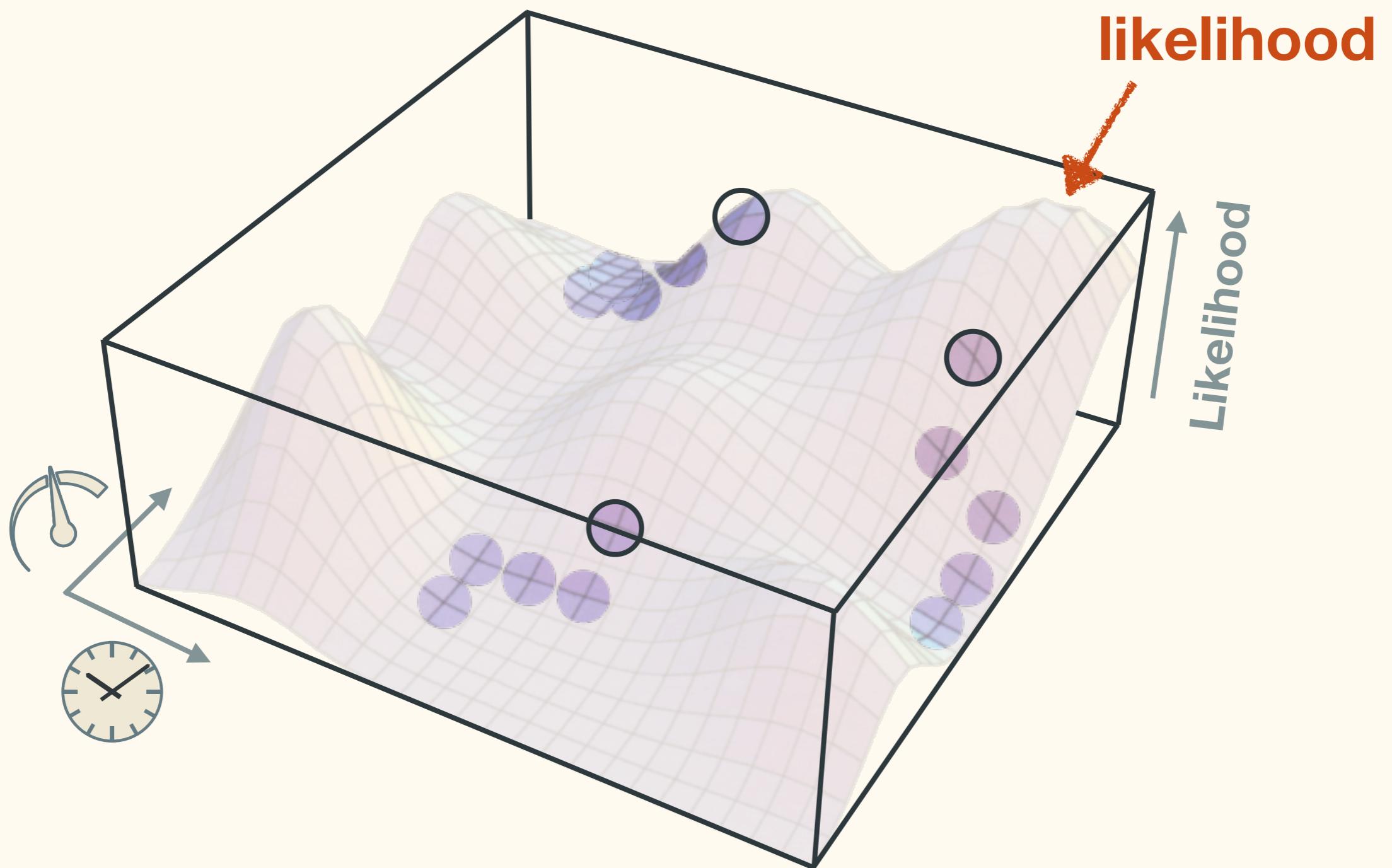
# Heuristic search

## Hill climbing



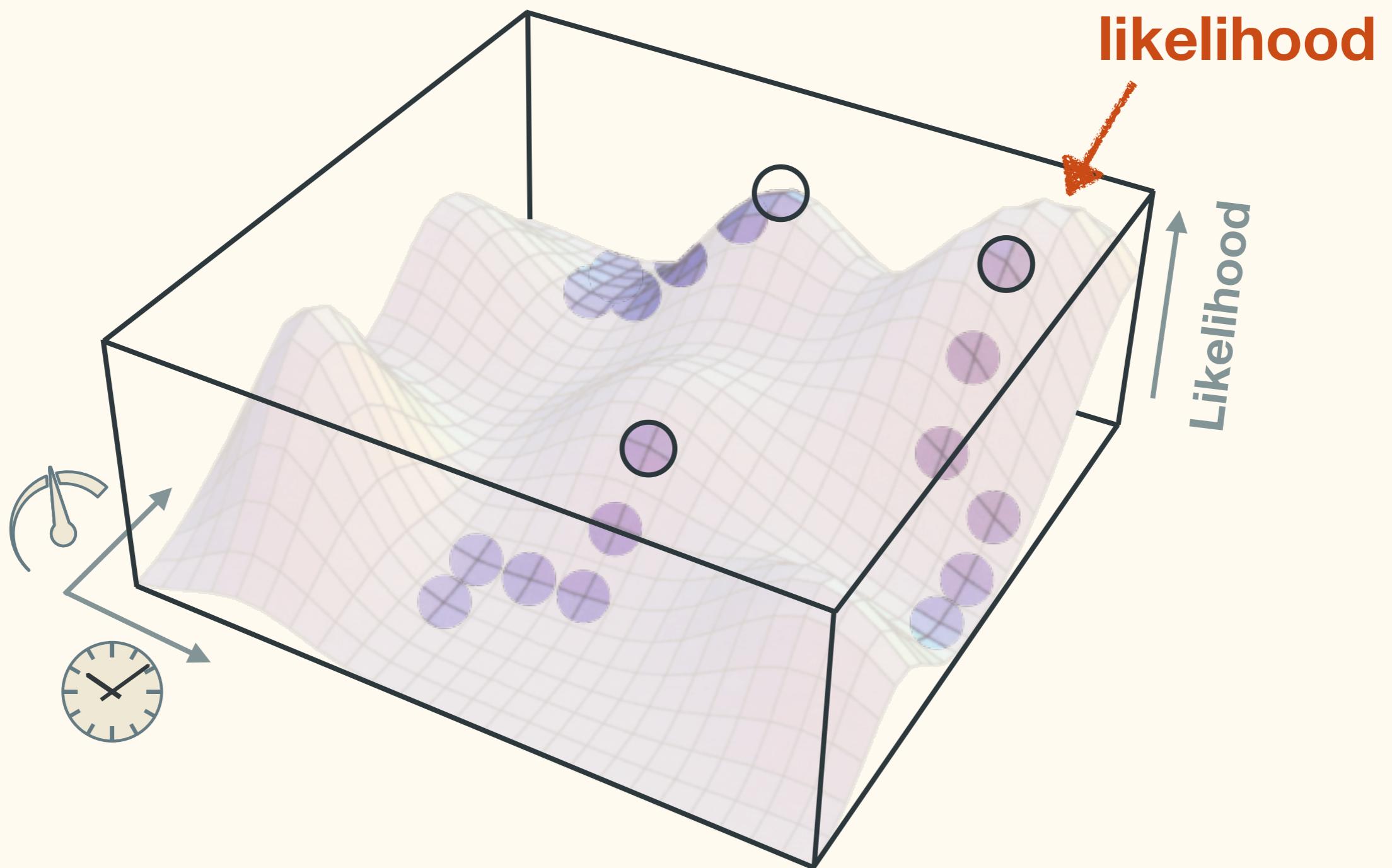
# Heuristic search

## Hill climbing



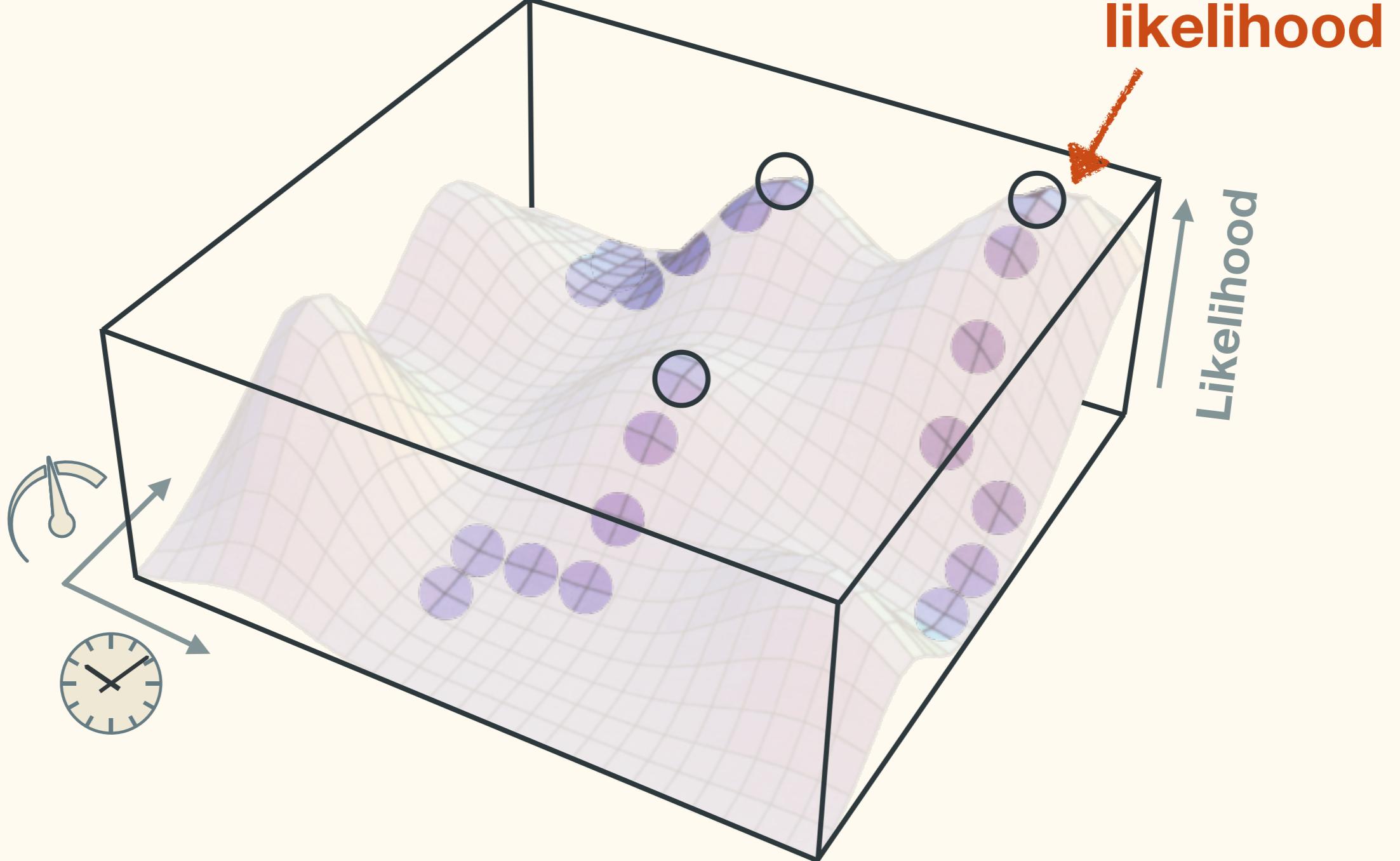
# Heuristic search

## Hill climbing



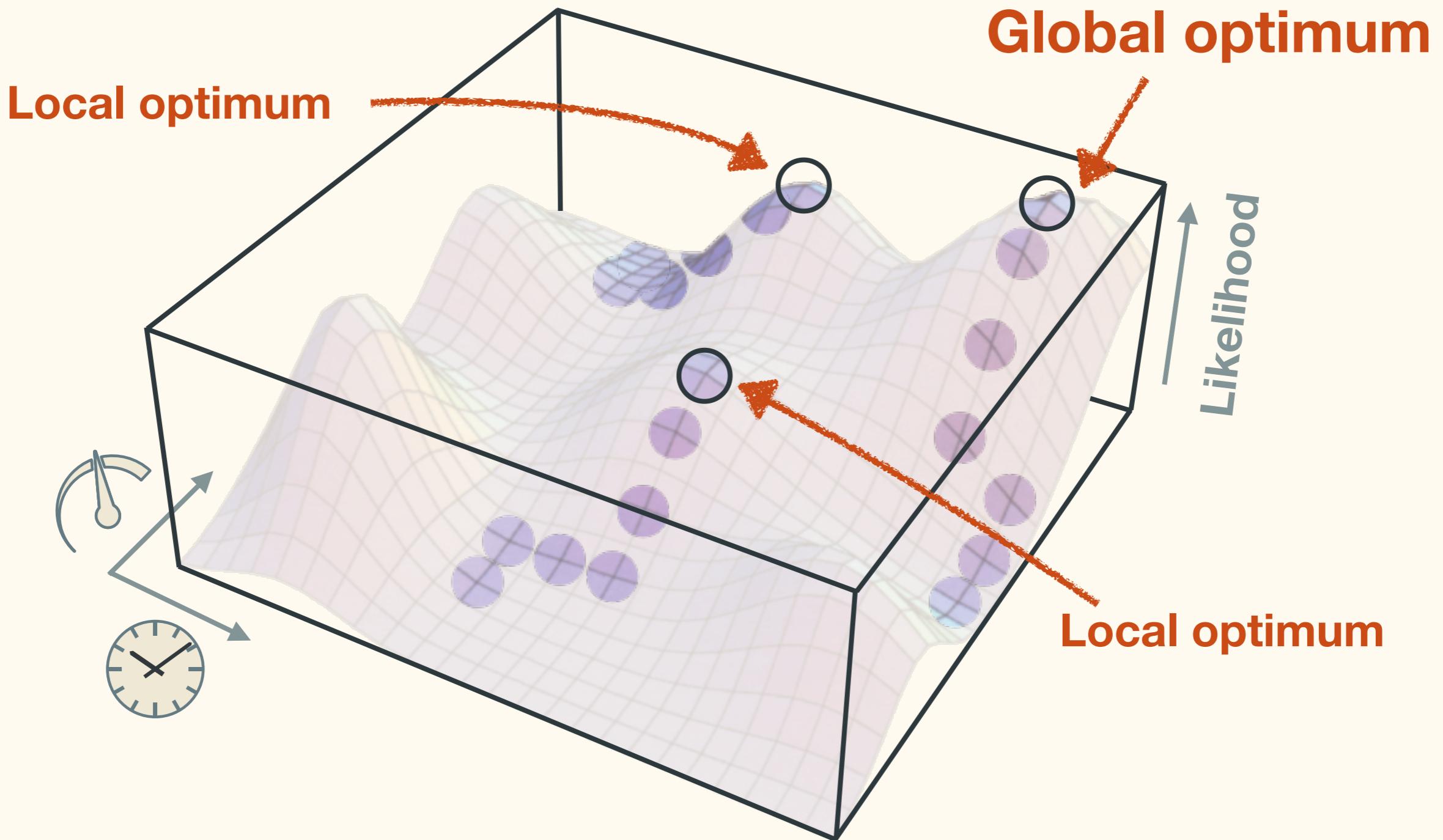
# Heuristic search

## Hill climbing



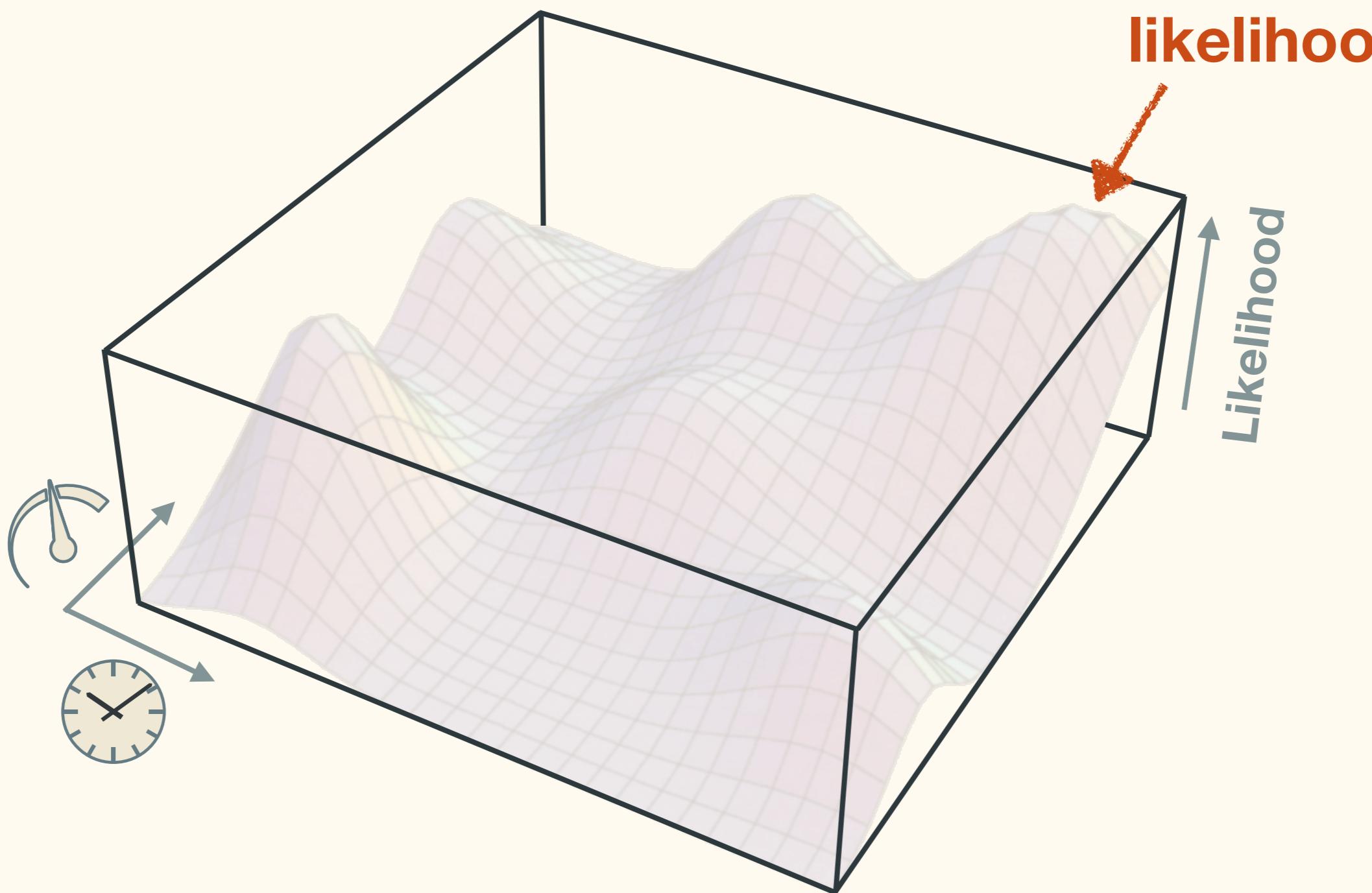
# Heuristic search

## Hill climbing



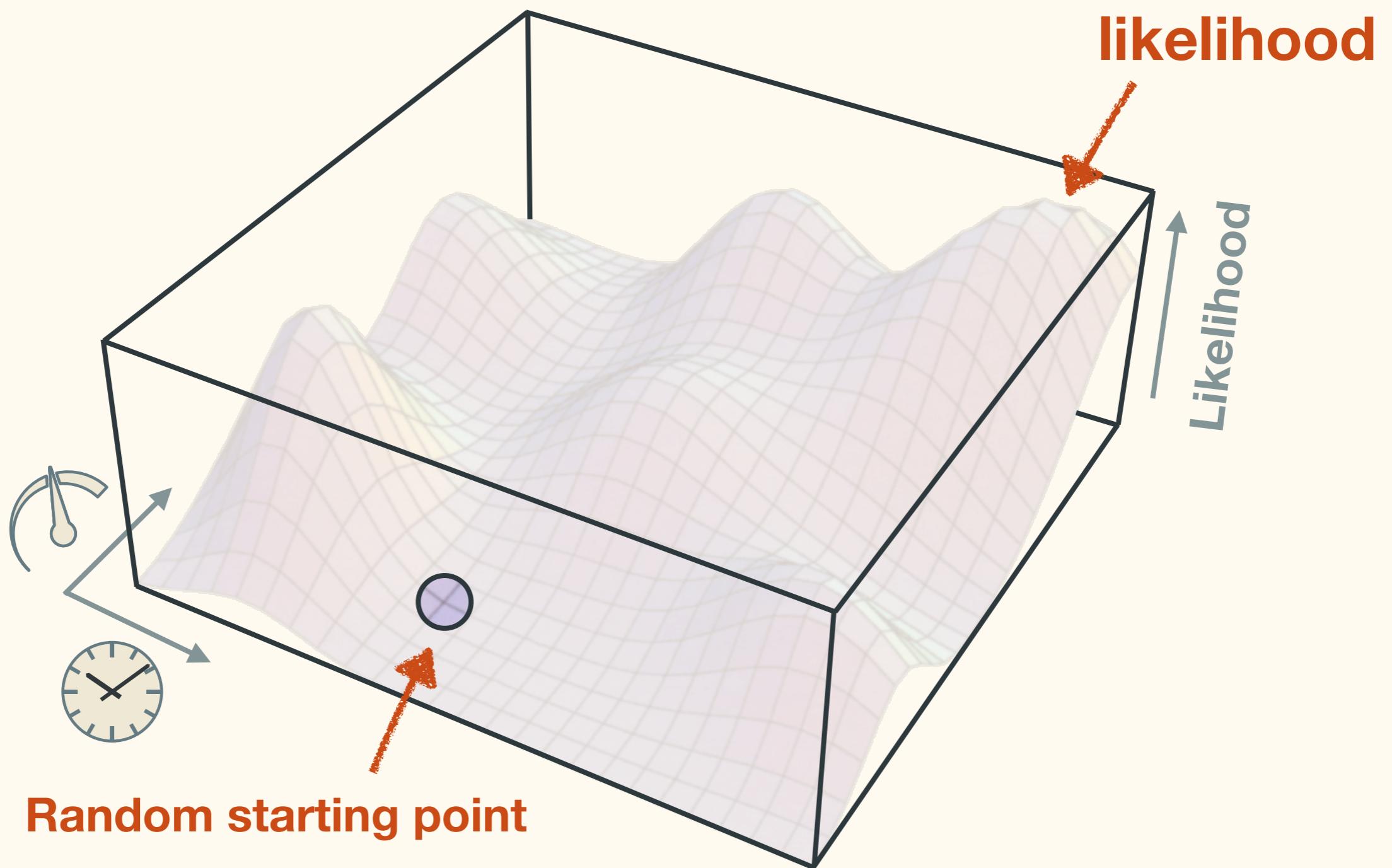
# Heuristic search

## Simulated annealing



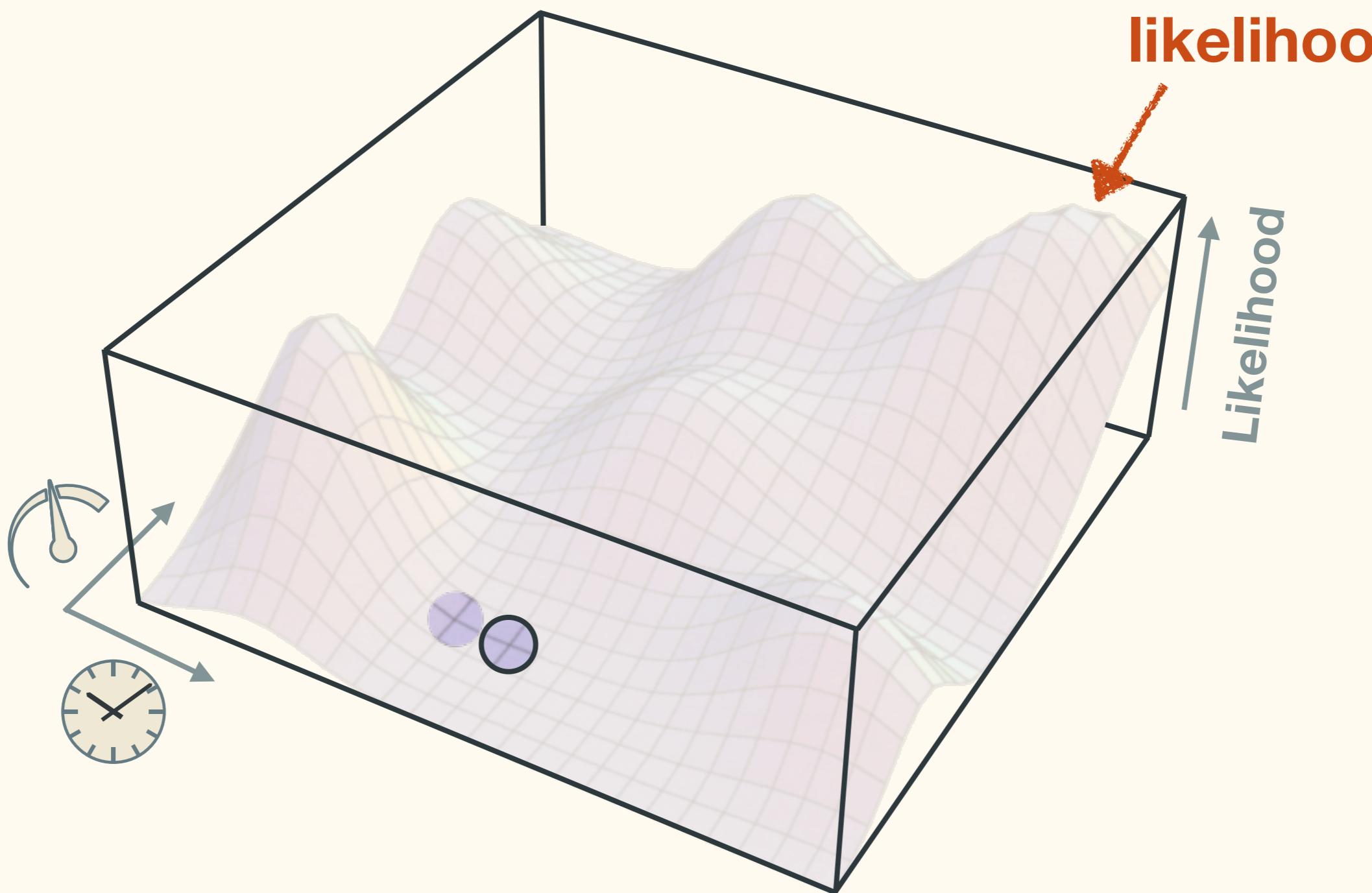
# Heuristic search

## Simulated annealing



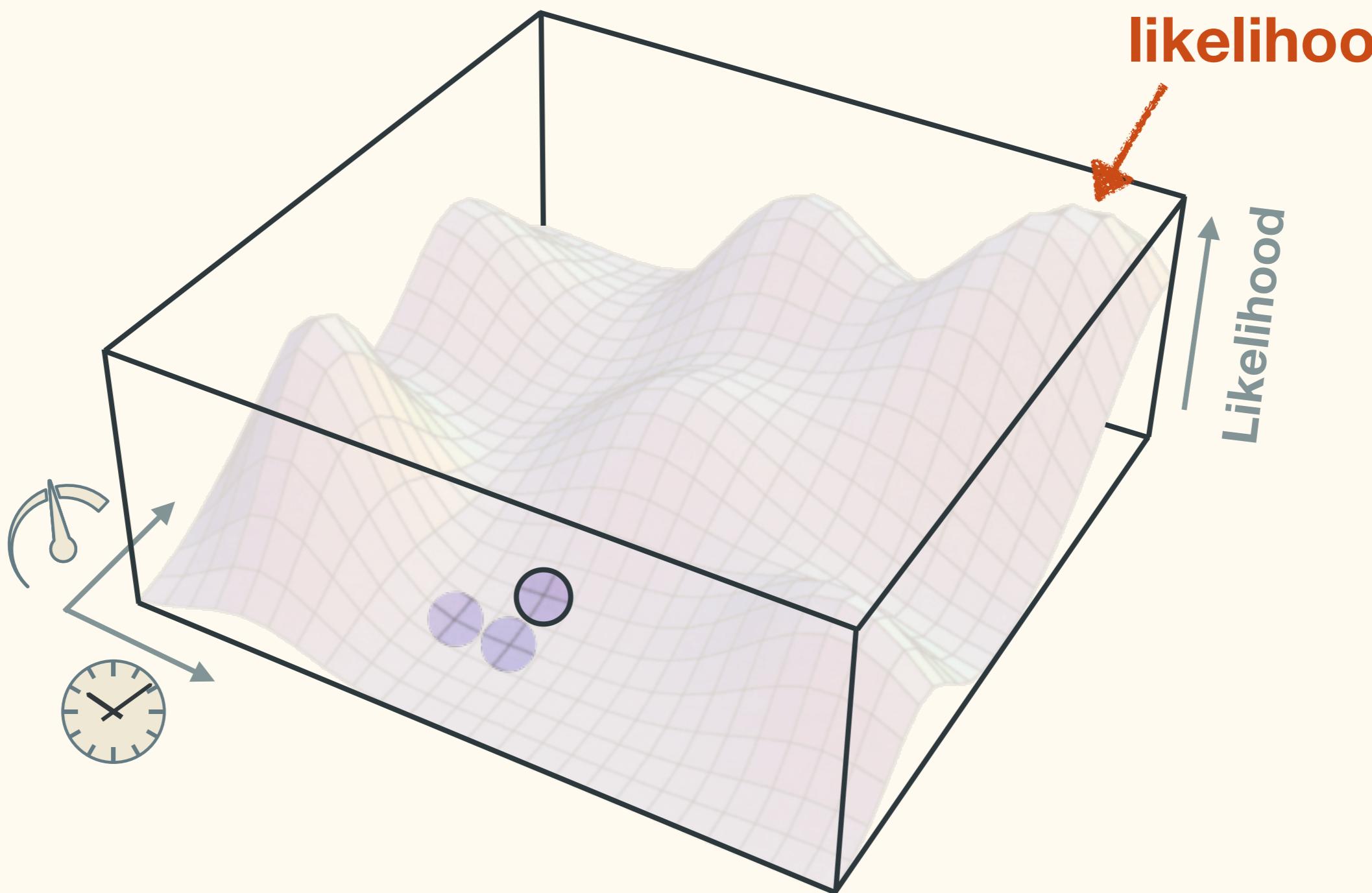
# Heuristic search

## Simulated annealing



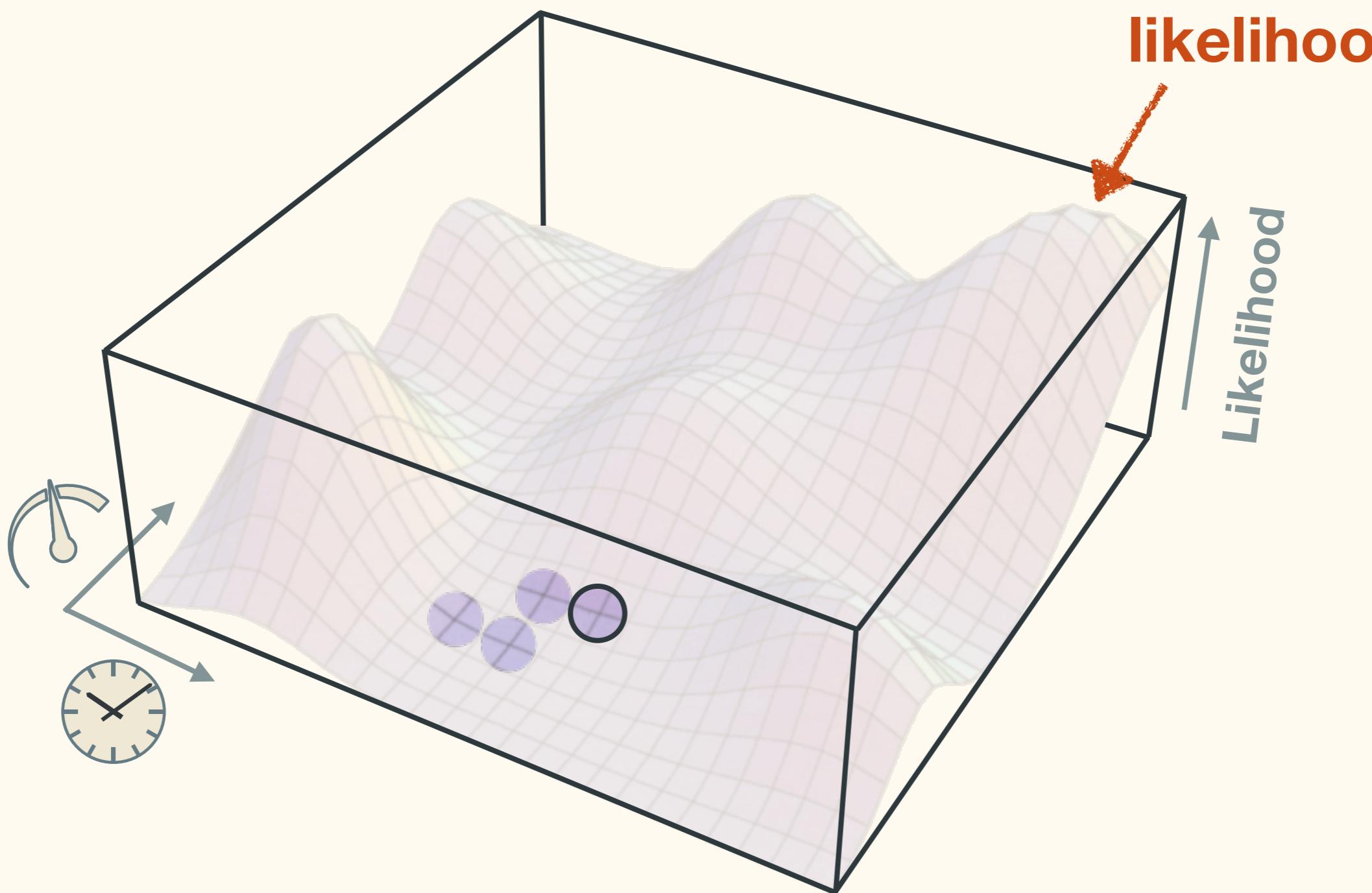
# Heuristic search

## Simulated annealing



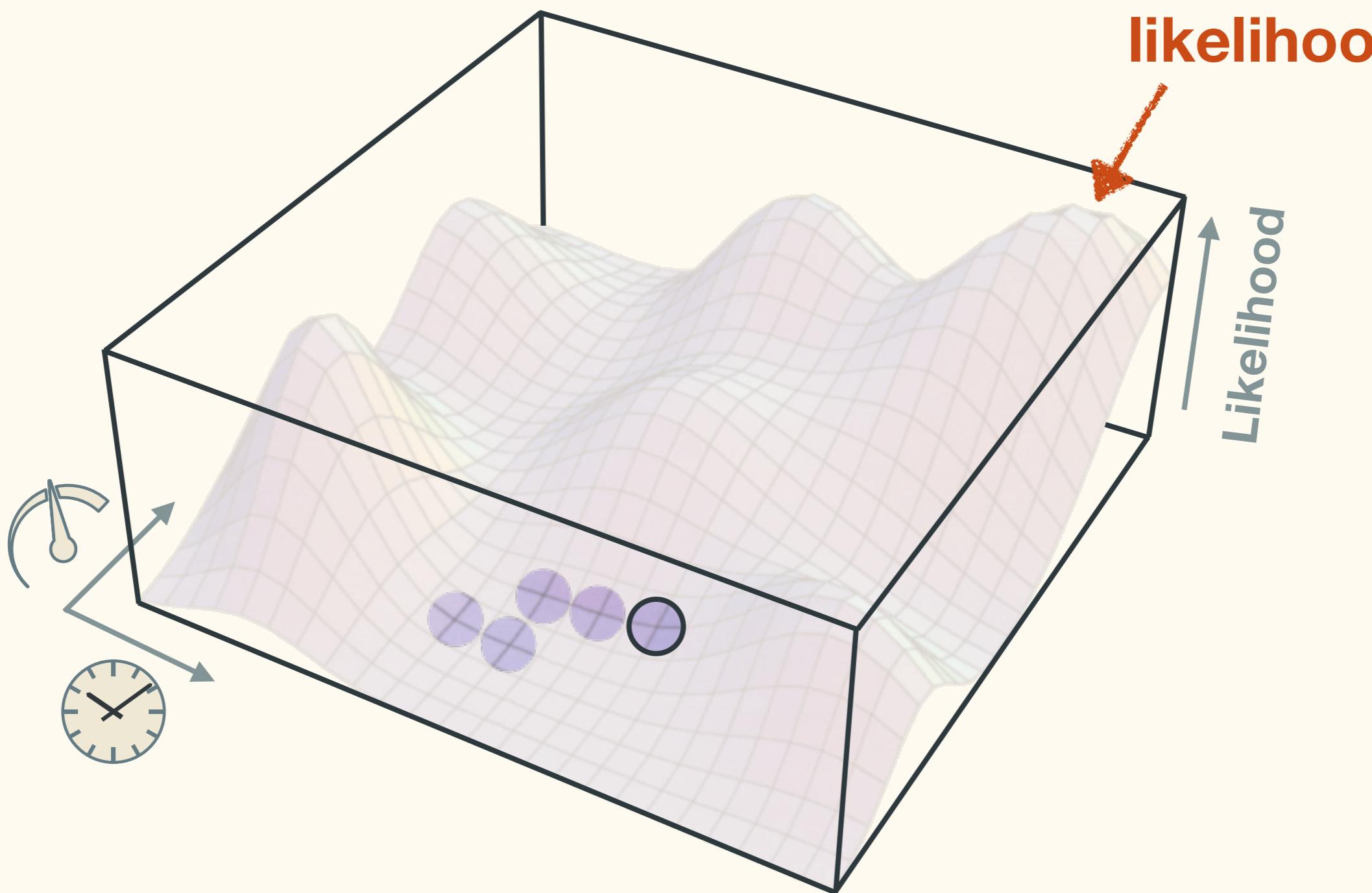
# Heuristic search

## Simulated annealing



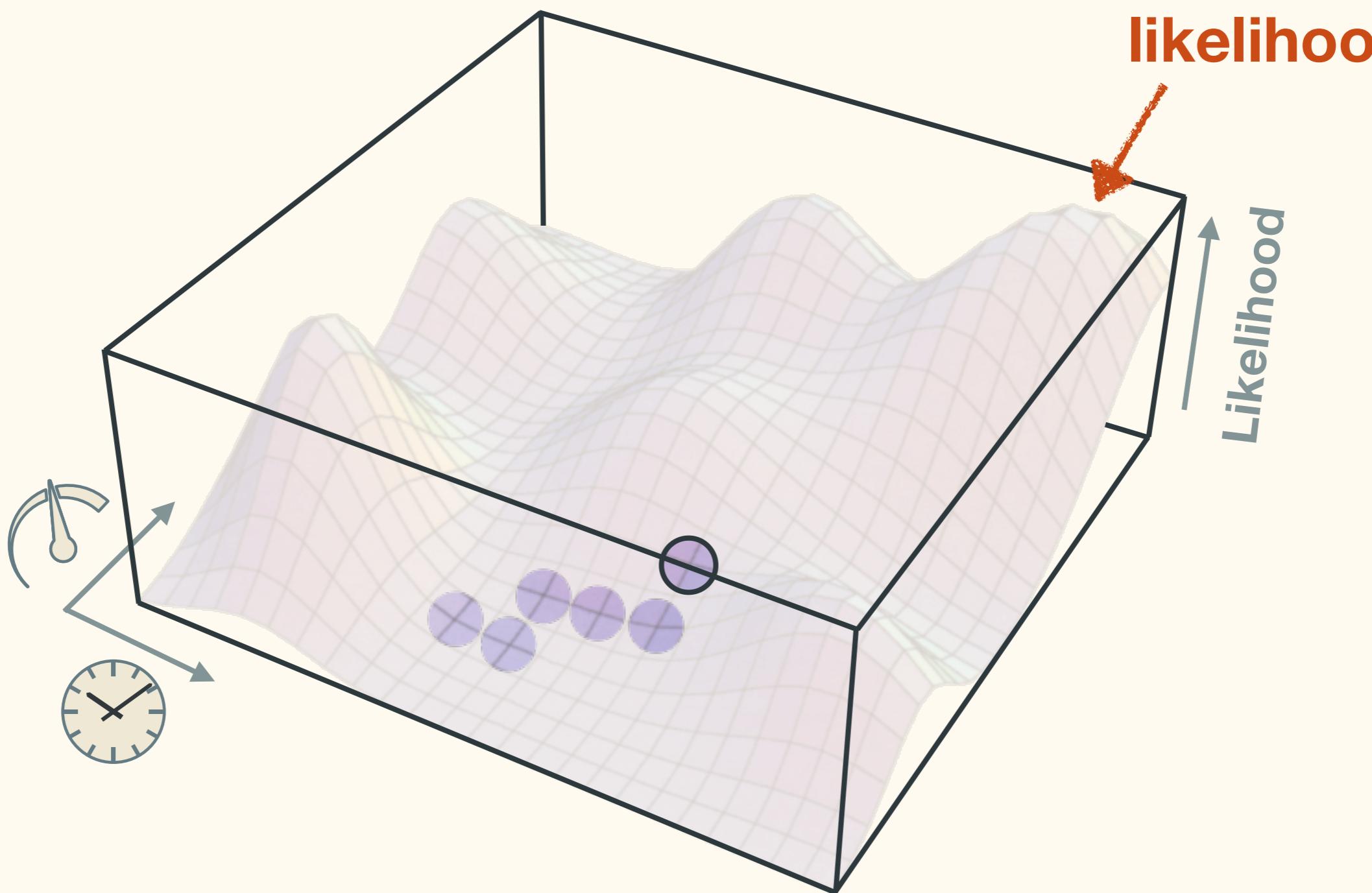
# Heuristic search

## Simulated annealing



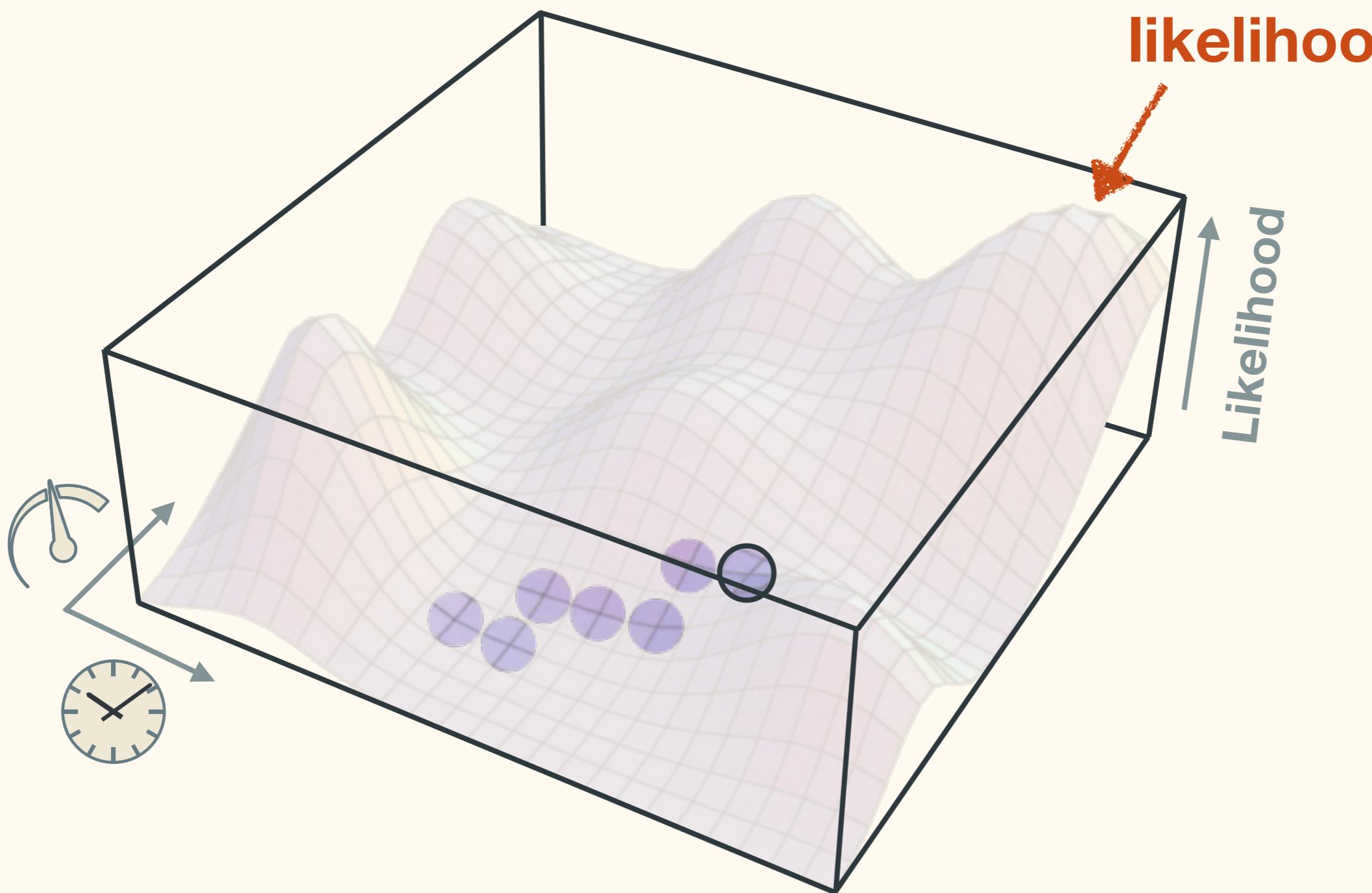
# Heuristic search

## Simulated annealing



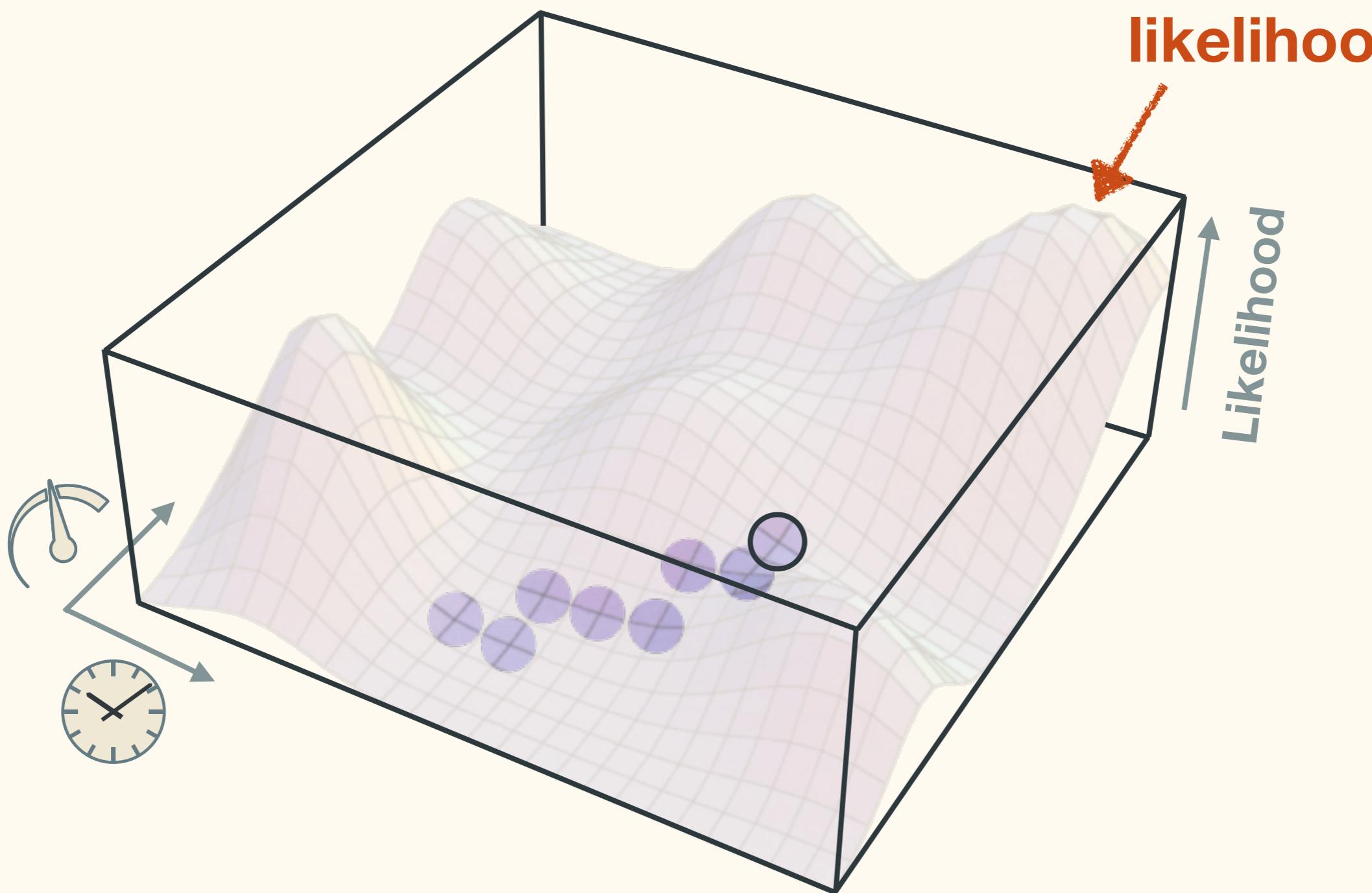
# Heuristic search

## Simulated annealing



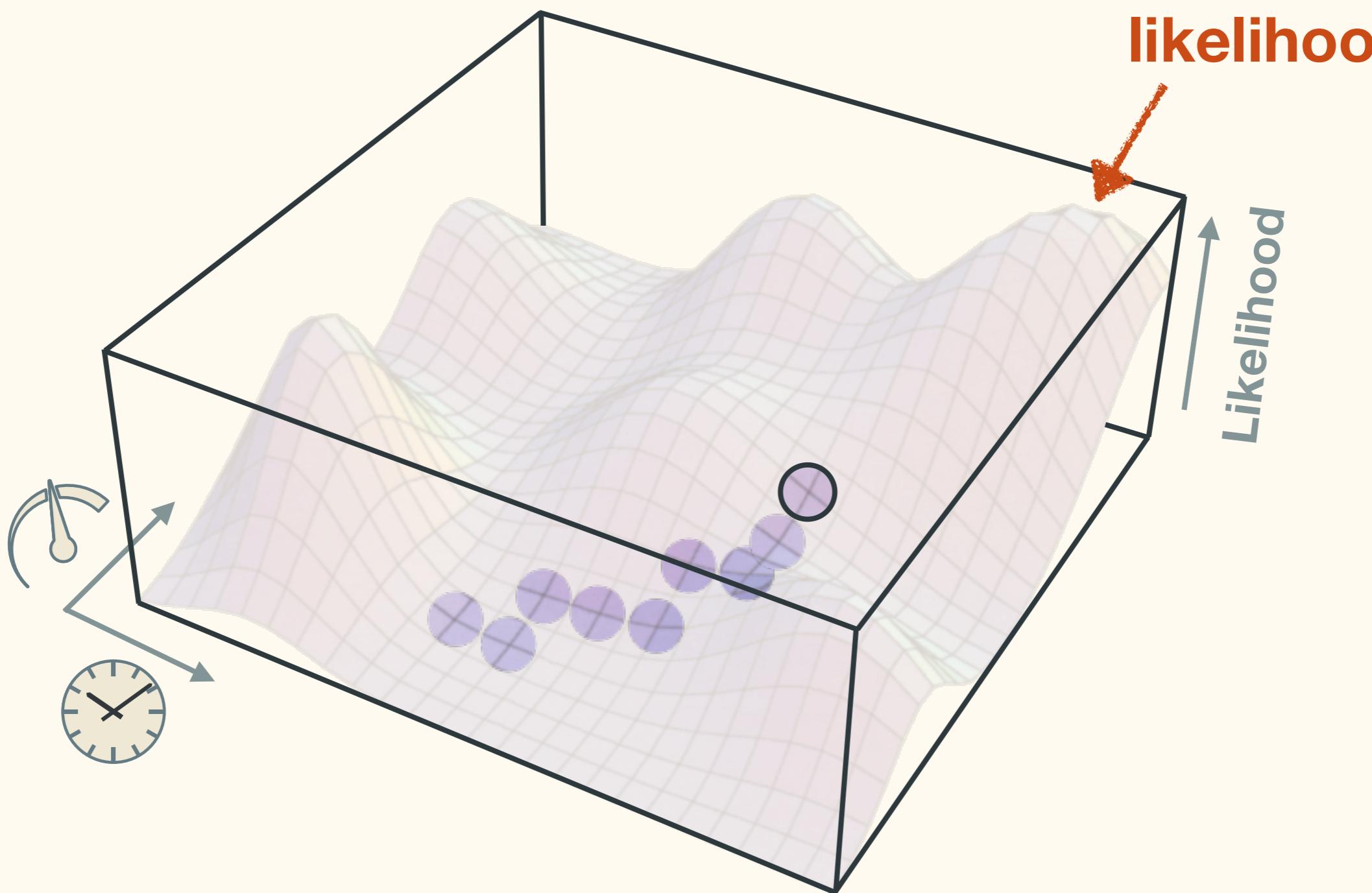
# Heuristic search

## Simulated annealing



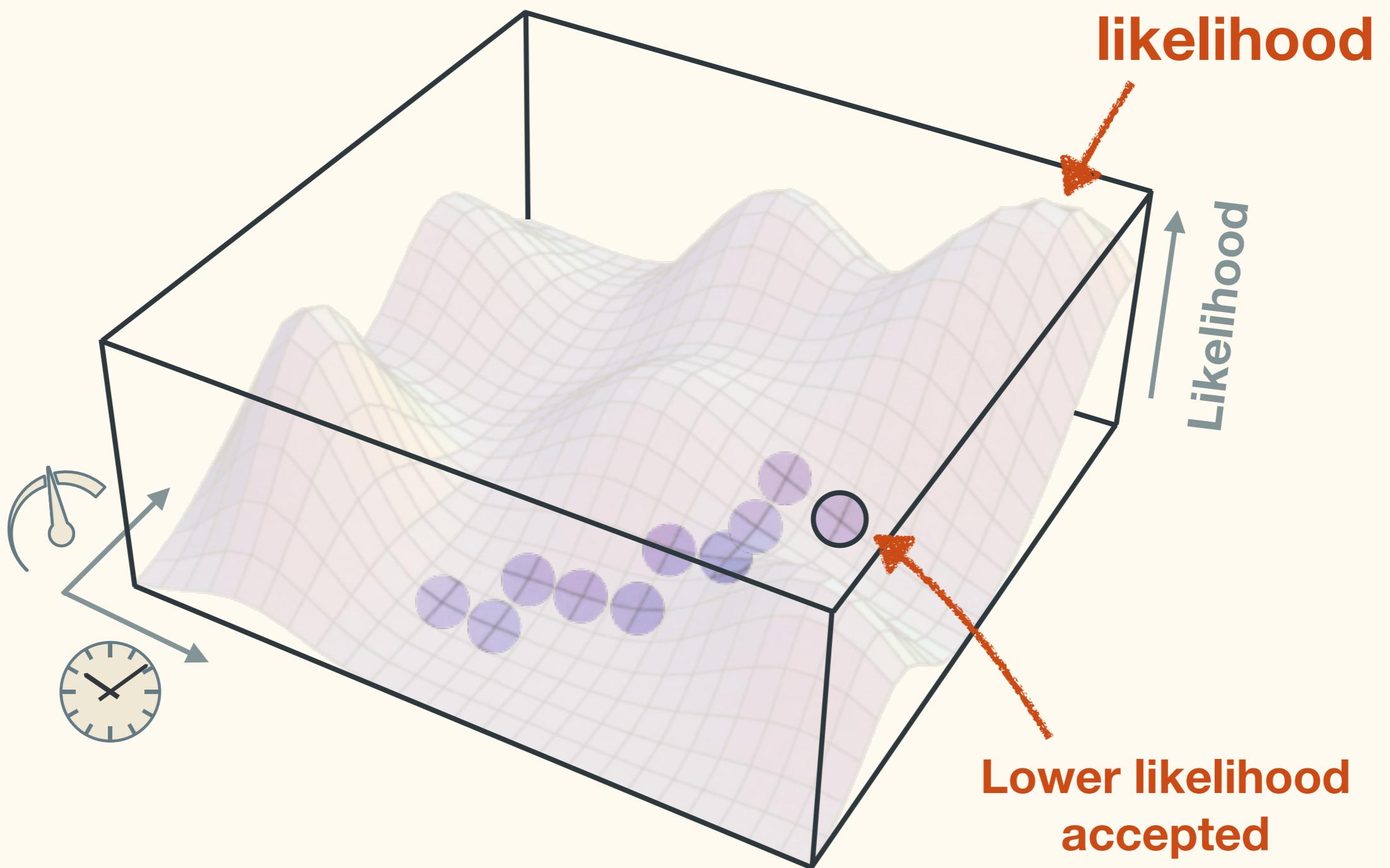
# Heuristic search

## Simulated annealing



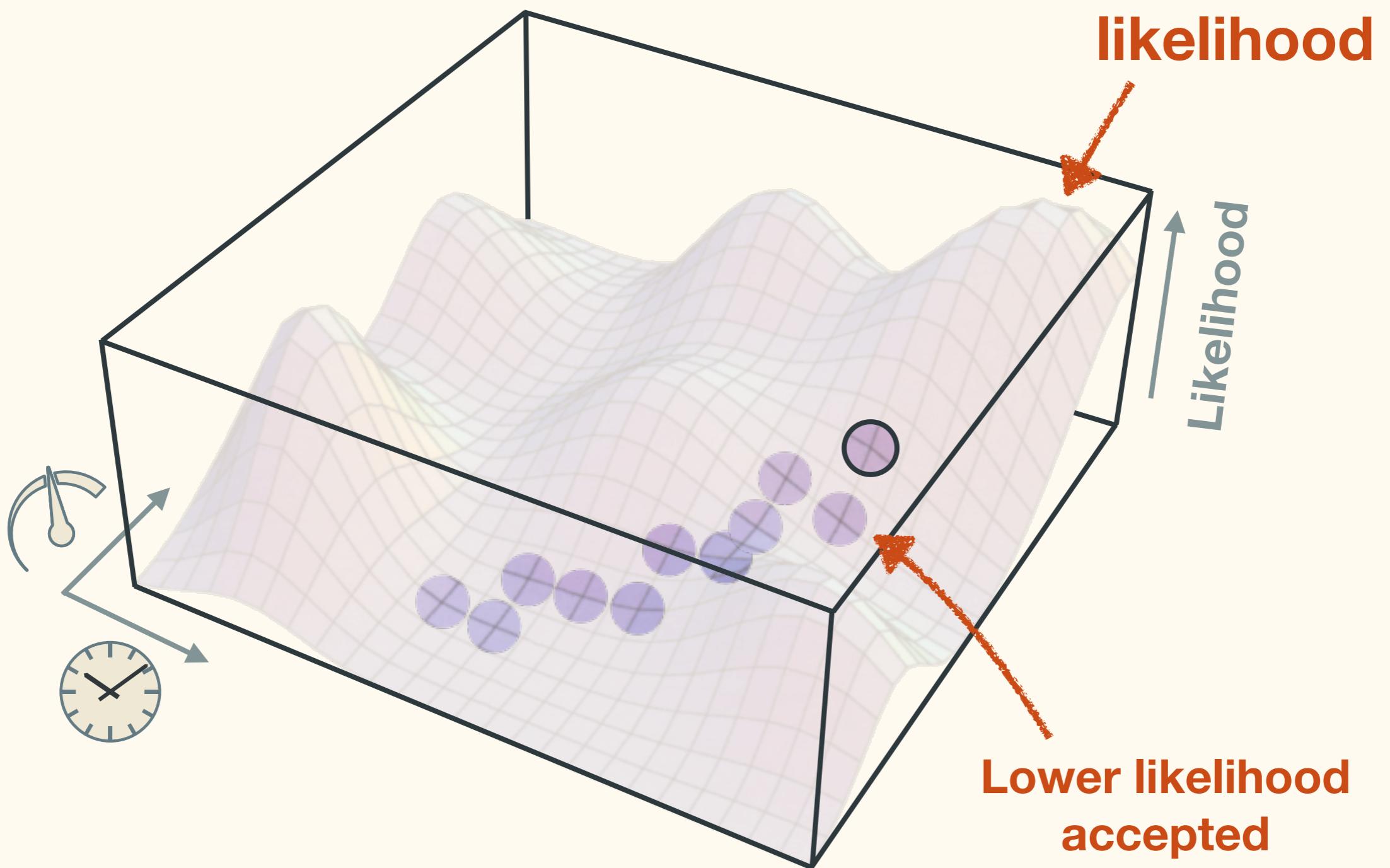
# Heuristic search

## Simulated annealing



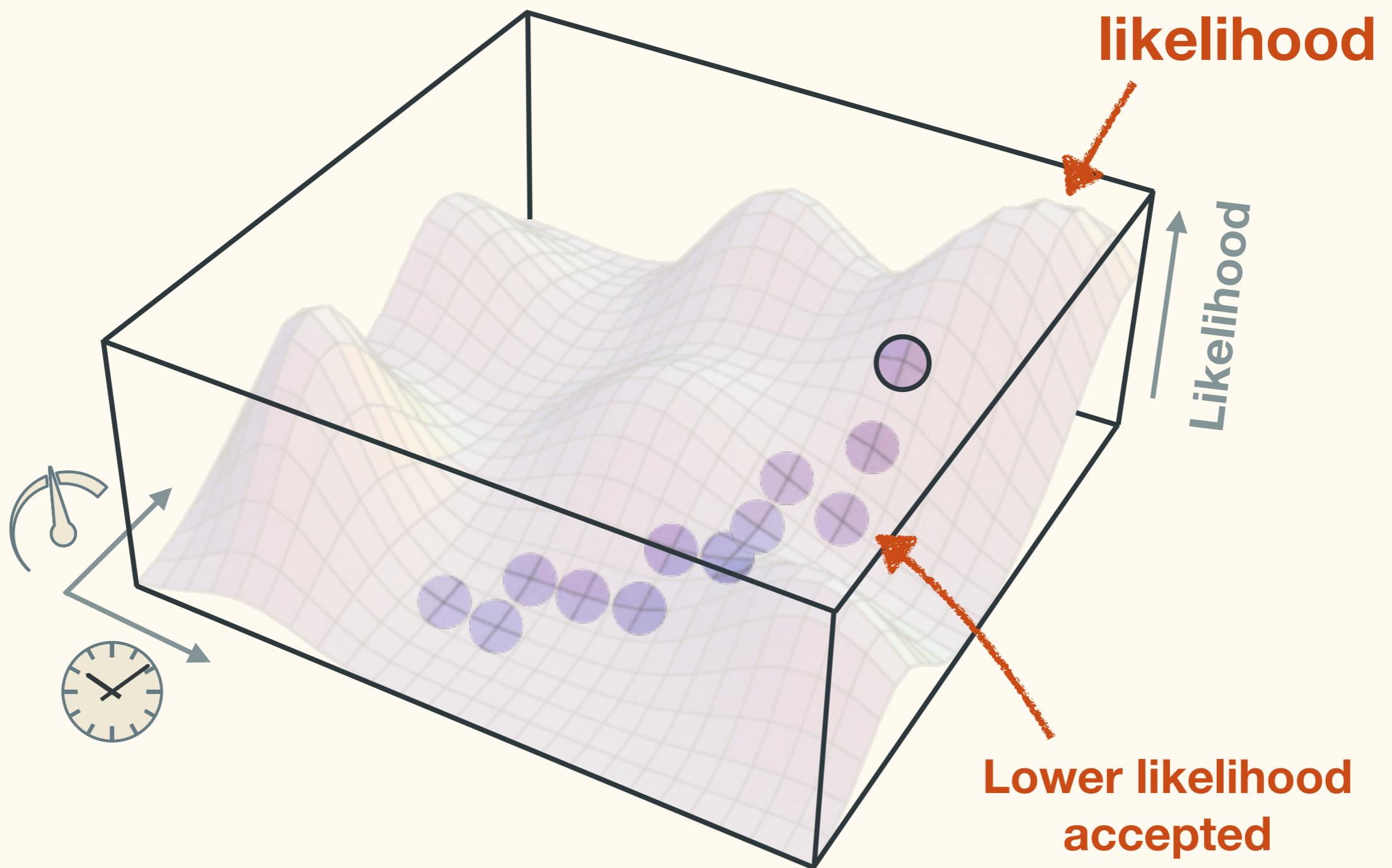
# Heuristic search

## Simulated annealing



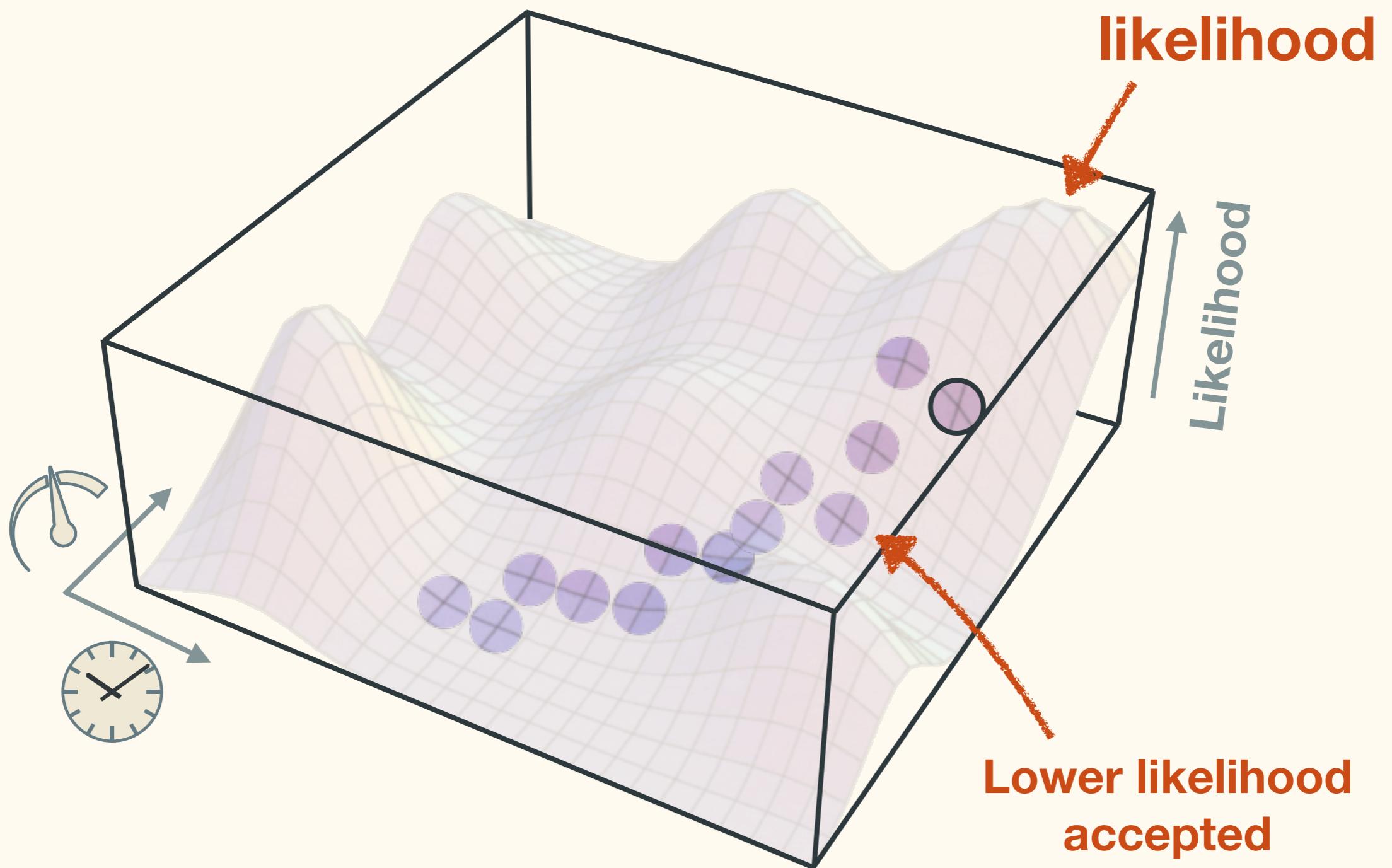
# Heuristic search

## Simulated annealing



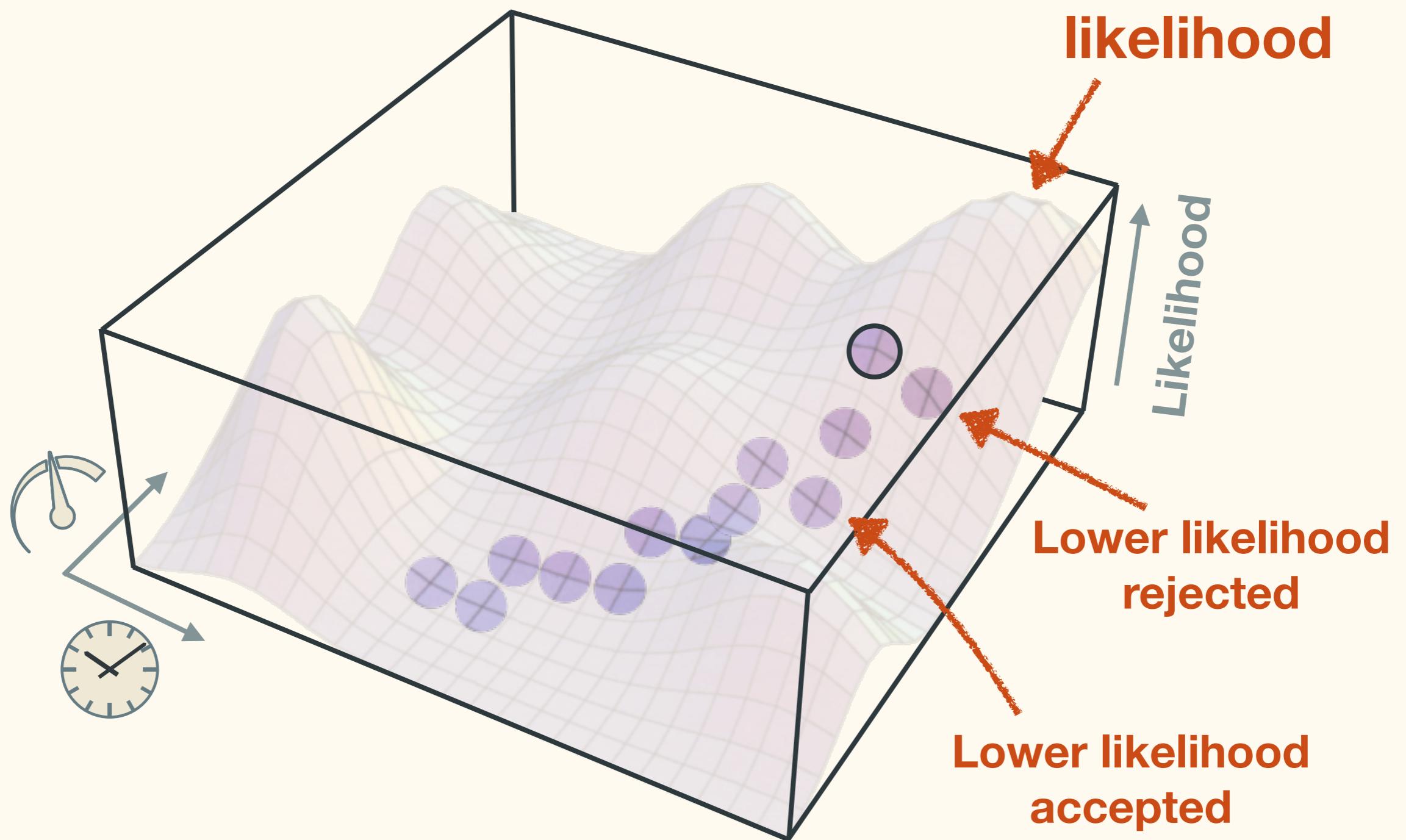
# Heuristic search

## Simulated annealing



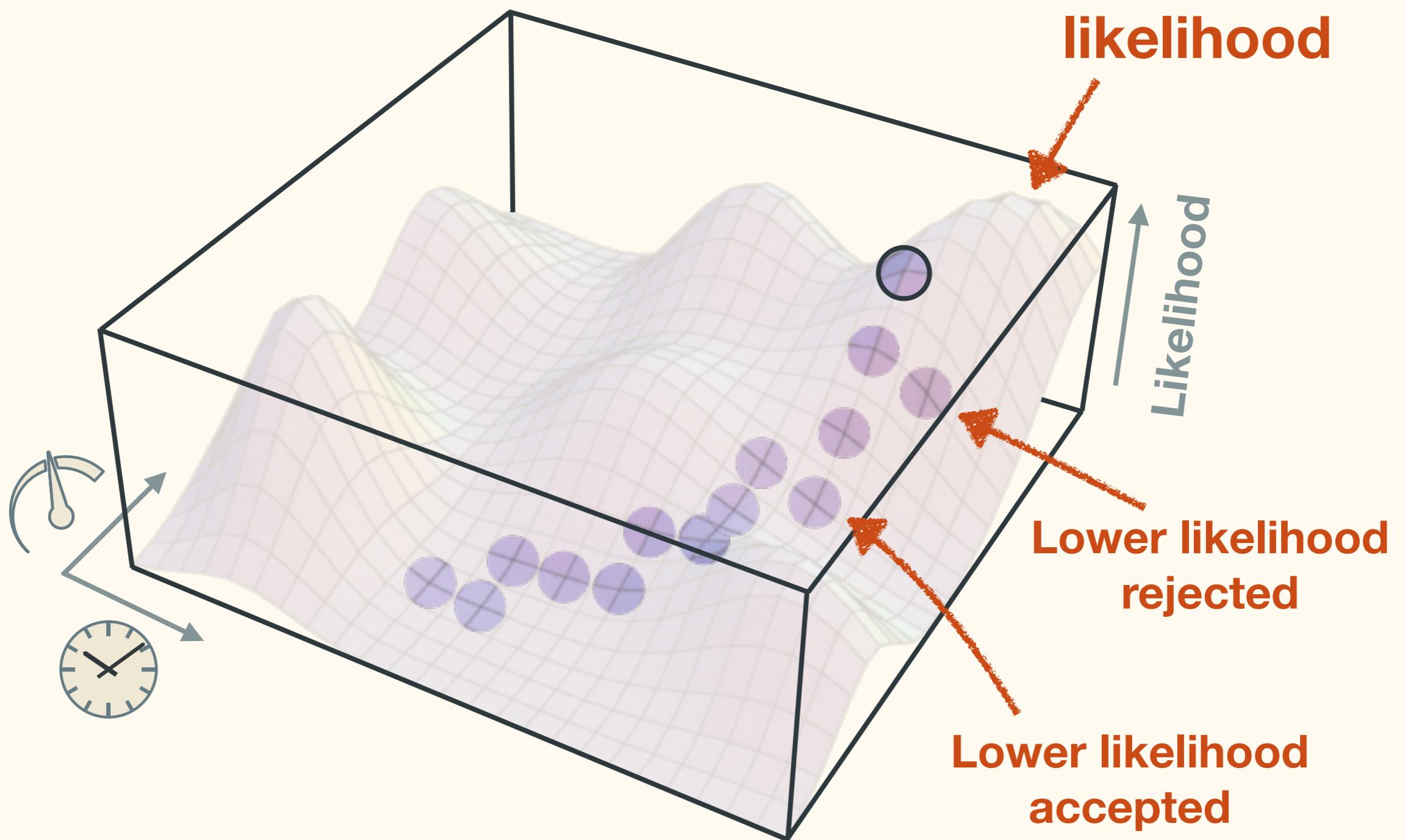
# Heuristic search

## Simulated annealing



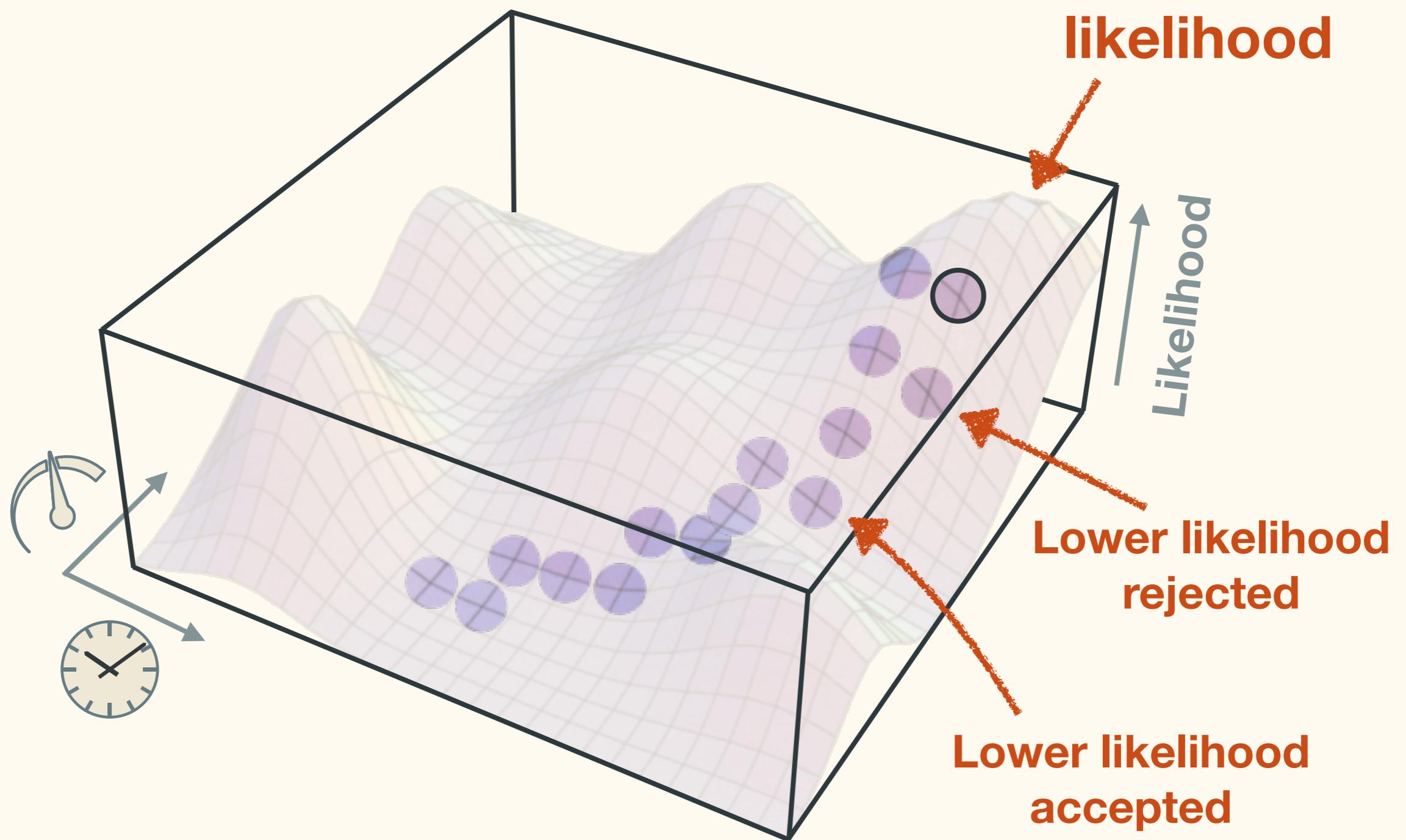
# Heuristic search

## Simulated annealing



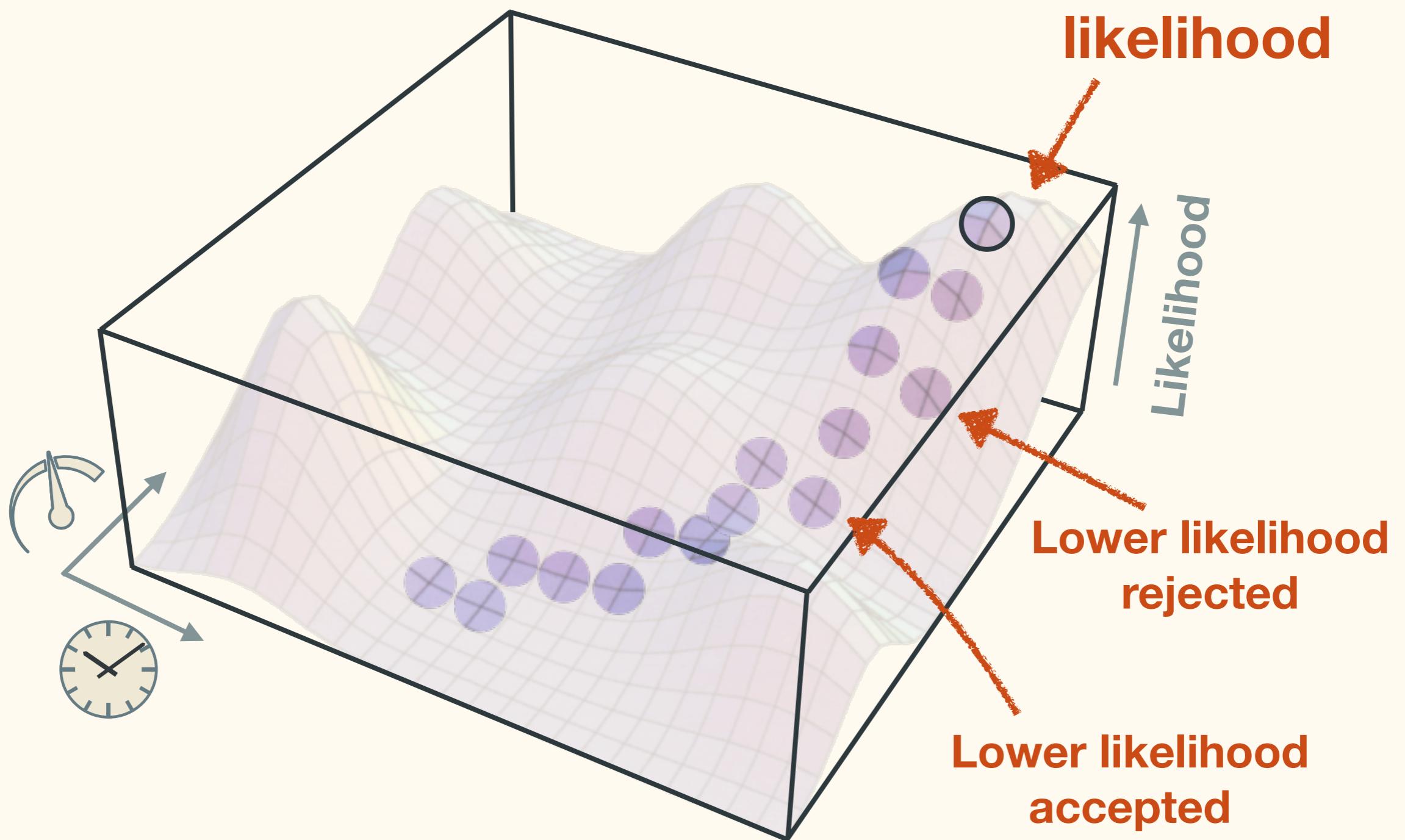
# Heuristic search

## Simulated annealing



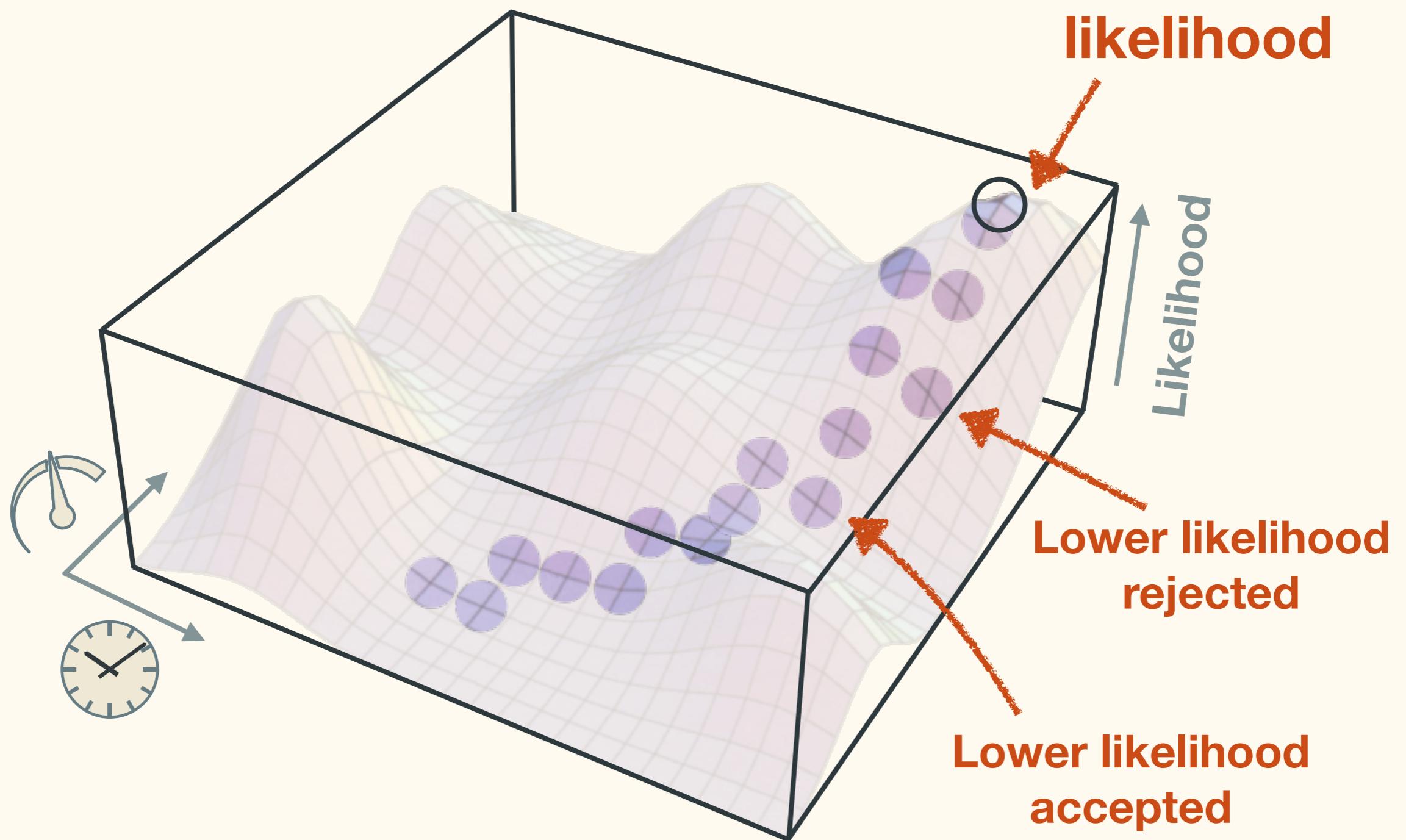
# Heuristic search

## Simulated annealing



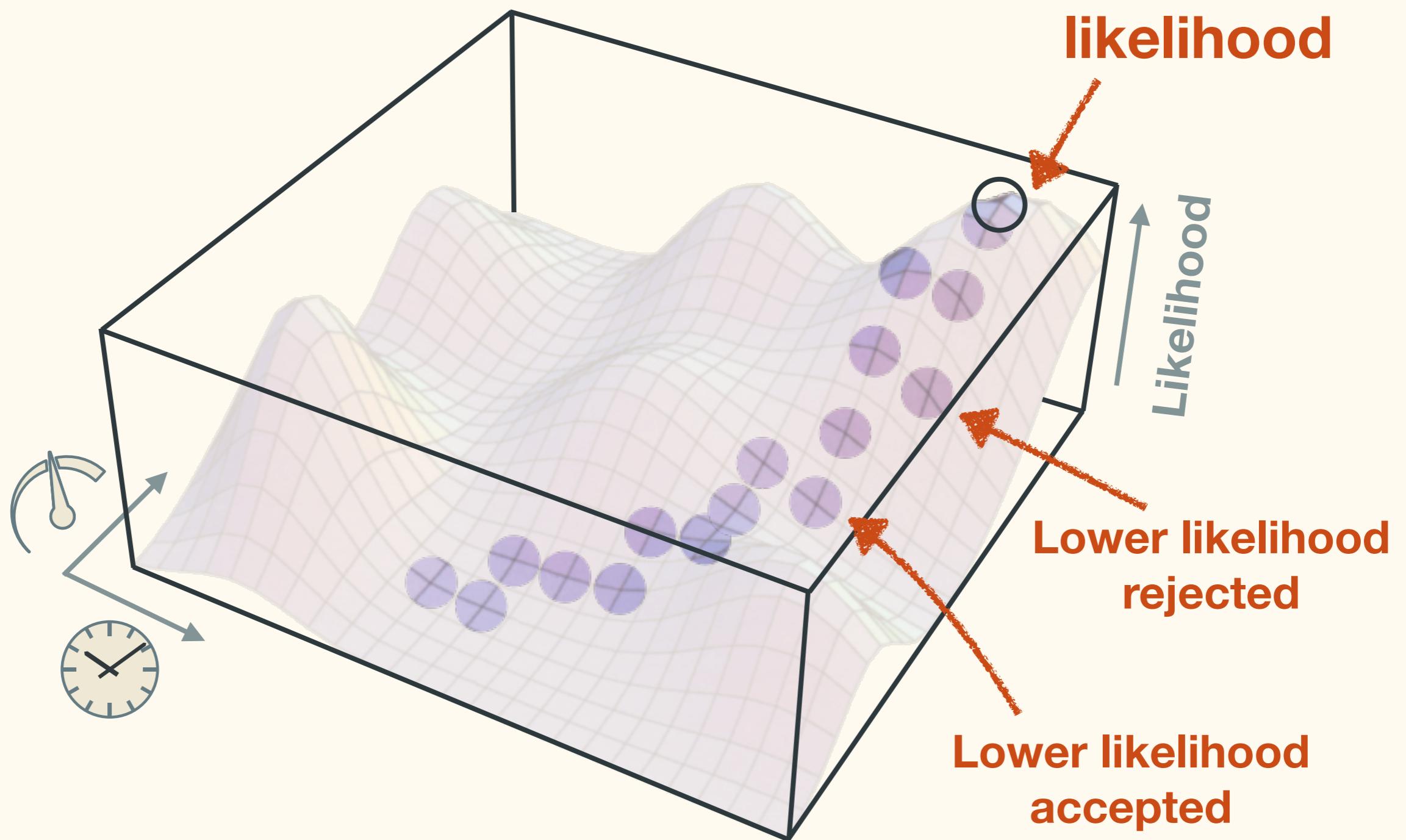
# Heuristic search

## Simulated annealing



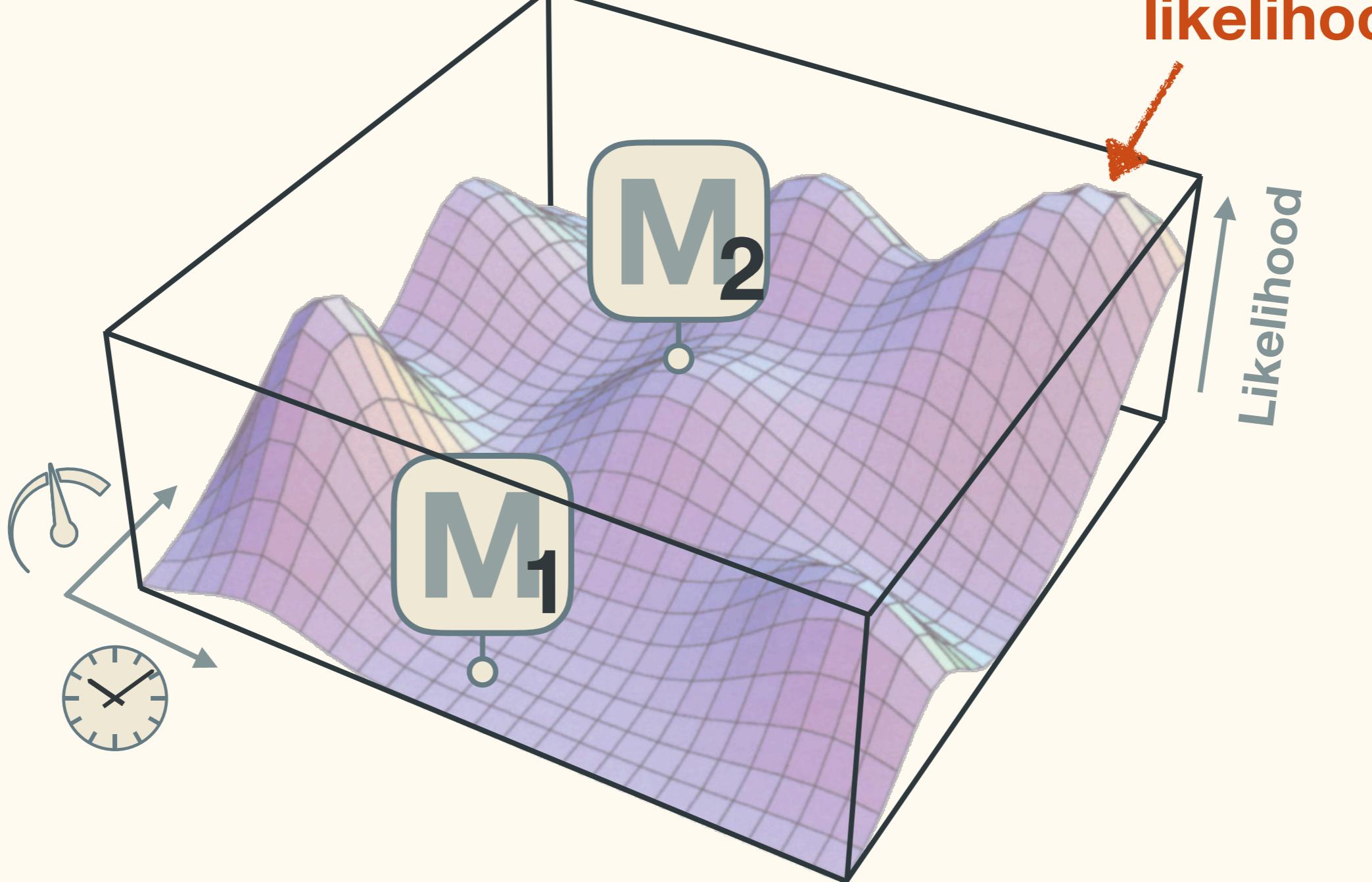
# Heuristic search

## Simulated annealing



# Heuristic search

## Simulated annealing

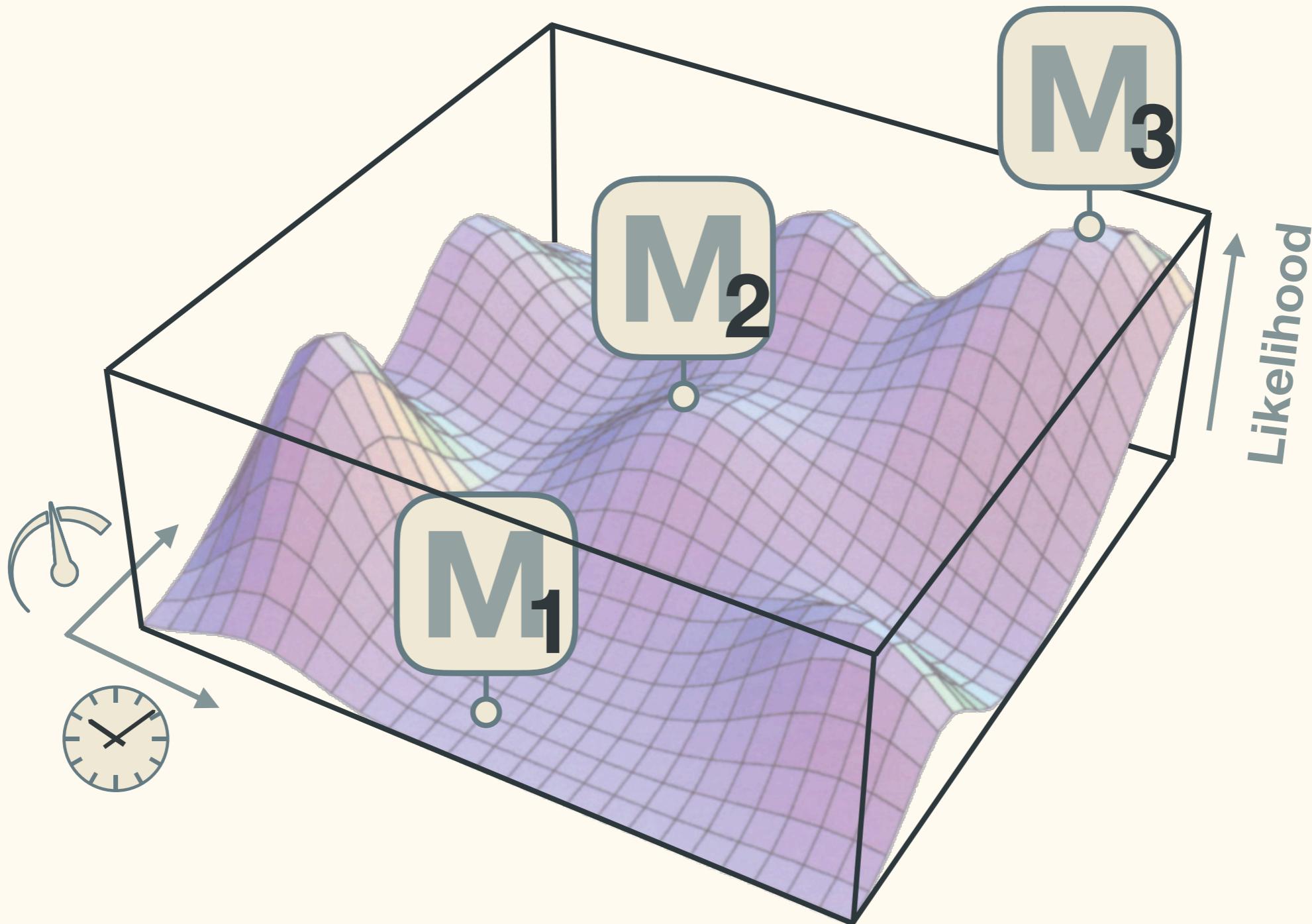


Maximum likelihood

Likelihood

# Heuristic search

## Simulated annealing



# Likelihood

$$\log(L(M_1 | \begin{matrix} \text{ACTTG} \\ \text{ACTGG} \end{matrix})) = -13.4$$

$$\log(L(M_2 | \begin{matrix} \text{ACTTG} \\ \text{AACTGG} \end{matrix})) = -10.3$$

# Likelihood

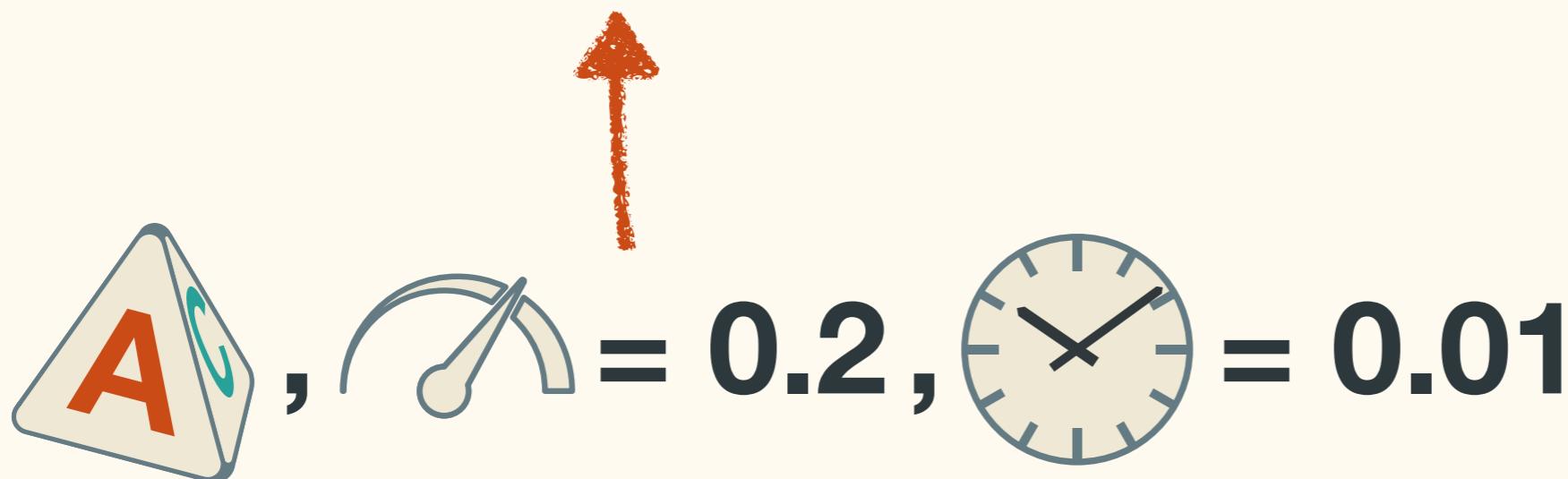
$$\log(L(M_1 | \begin{matrix} \text{ACTTG} \\ \text{A} \\ \text{ACTGG} \end{matrix})) = -13.4$$

$$\log(L(M_2 | \begin{matrix} \text{ACTTG} \\ \text{A} \\ \text{ACTGG} \end{matrix})) = -10.3$$

$$\log(L(M_3 | \begin{matrix} \text{ACTTG} \\ \text{A} \\ \text{ACTGG} \end{matrix})) = -5.4$$

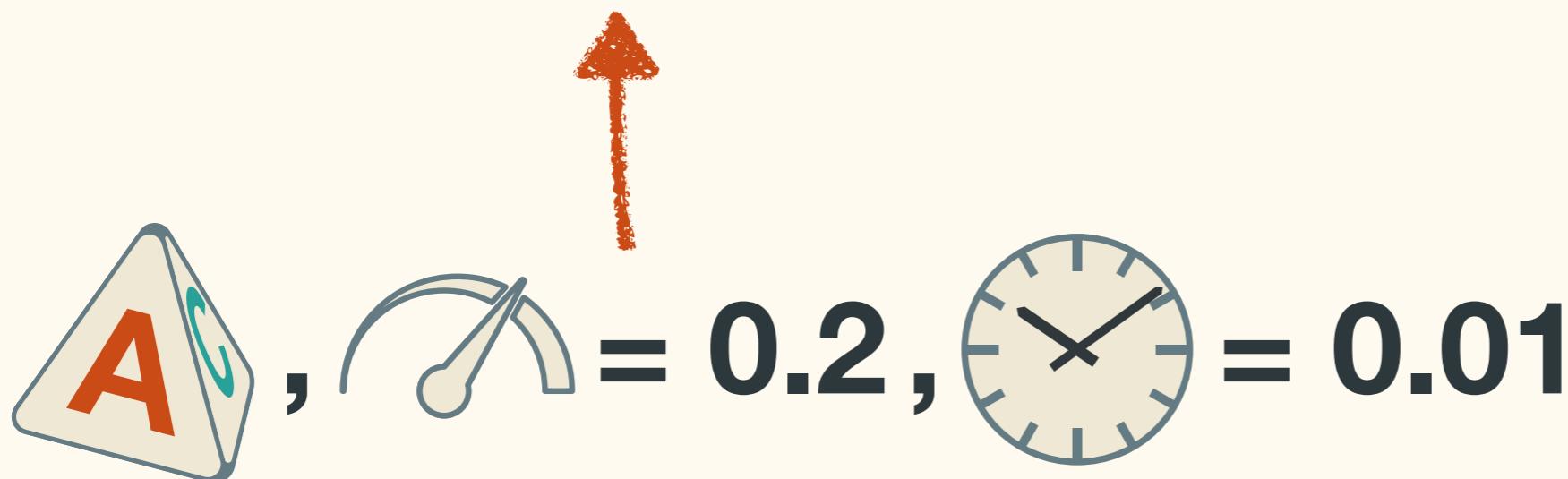
# Likelihood

$$\log(L(M_3 | \text{ACTTG} | \text{ACTGG})) = -5.4$$



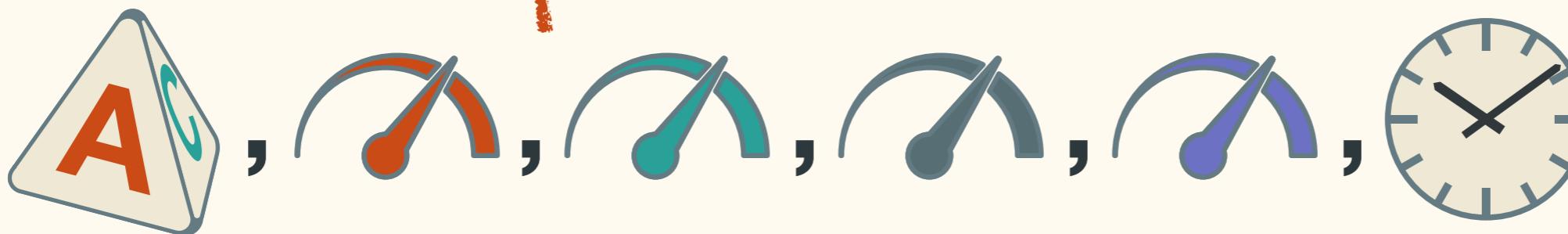
# Likelihood

$$\log(L(M_3 | \text{ACTTG} | \text{ACTGG})) = -5.4$$



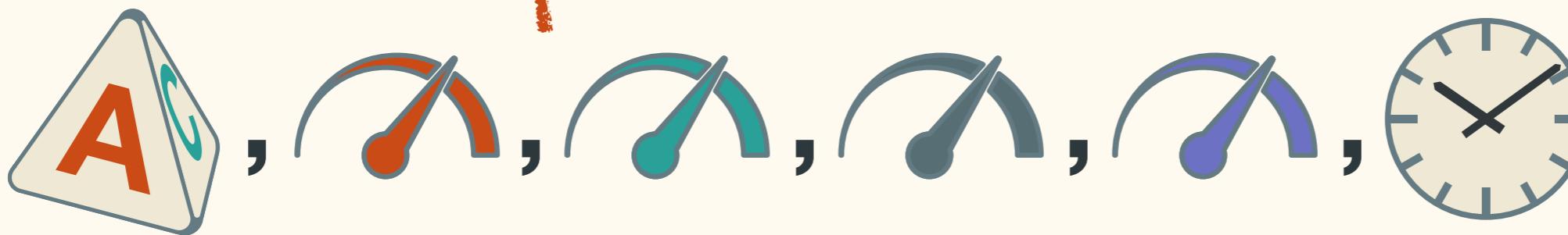
# Likelihood

$$\log(L(M_3 | \text{ACTTG} | \text{ACTGG})) = -5.4$$



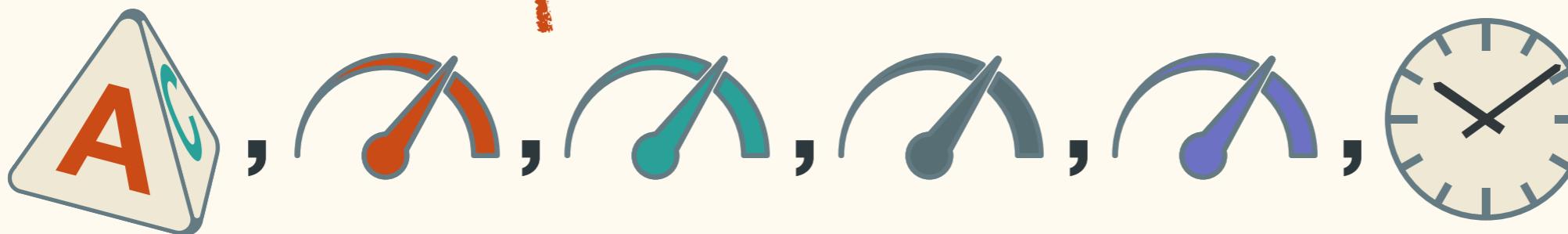
# Likelihood

$$\log(L(M_3 | \text{ACTTG} | \text{ACTGG})) = -5.4$$



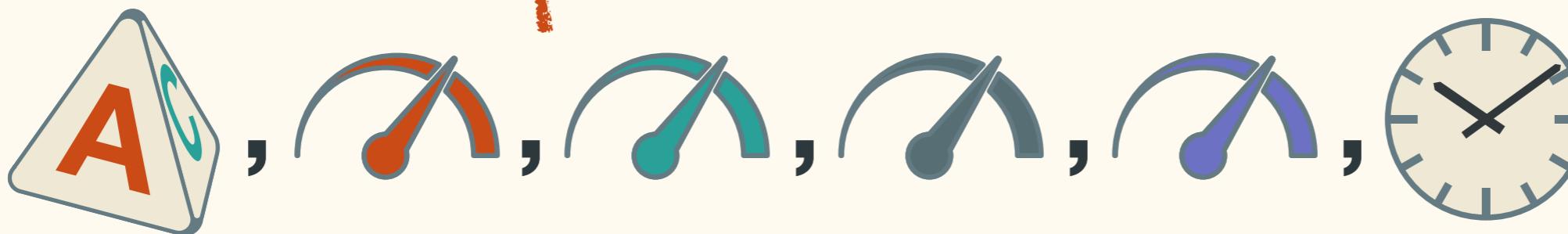
# Likelihood

$$\log(L(M_3 | \text{ACTTG} | \text{ACTGG})) = -5.4$$



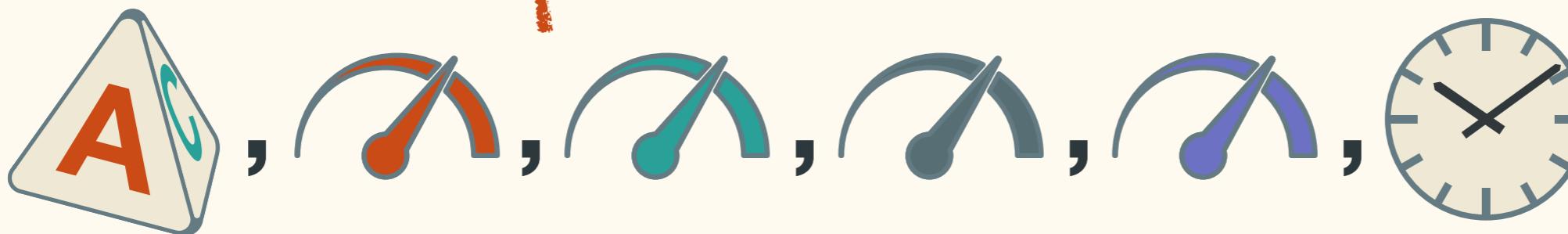
# Likelihood

$$\log(L(M_4 | \text{ACTTG} | \text{ACTGG})) = -5.4$$

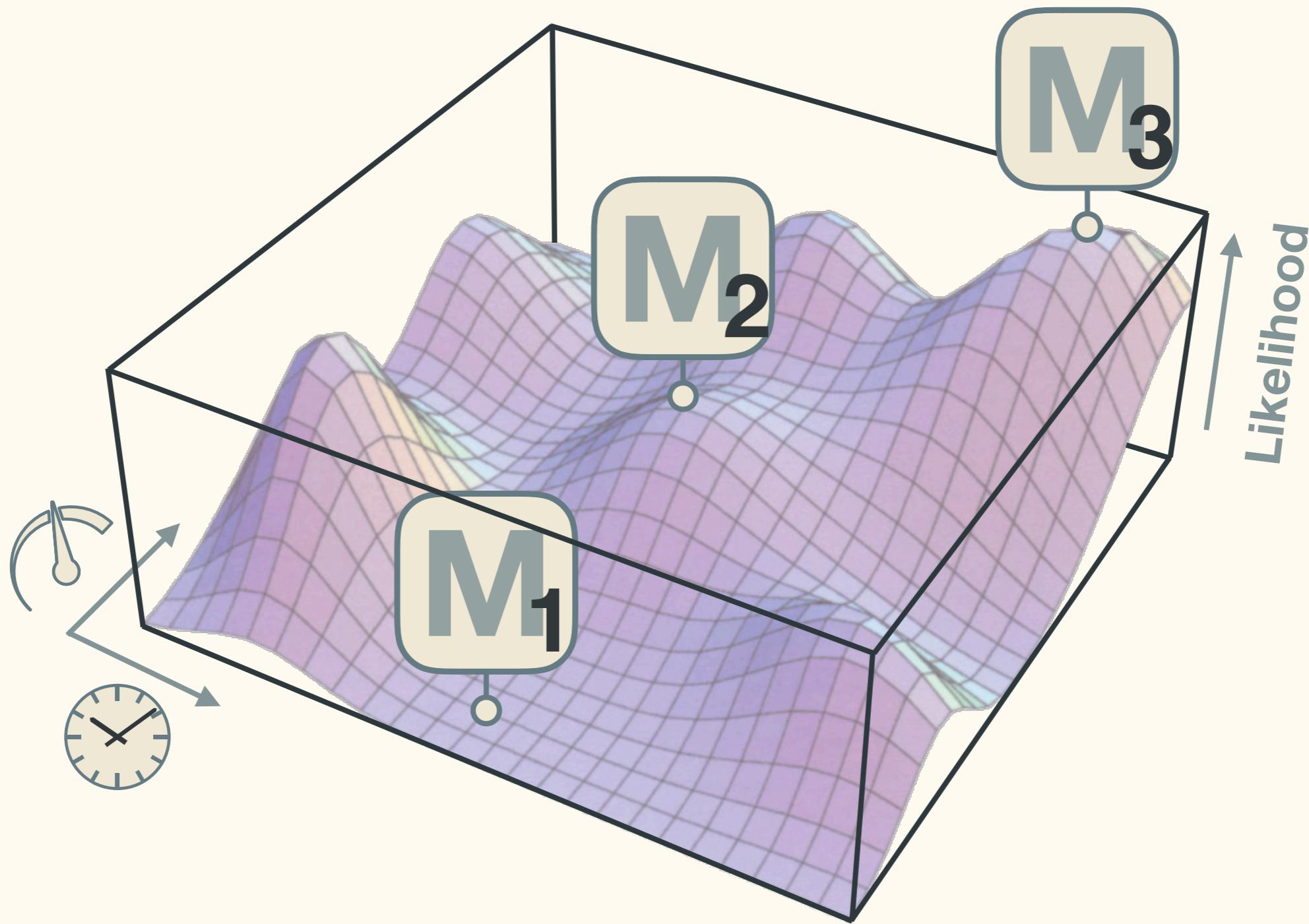


# Likelihood

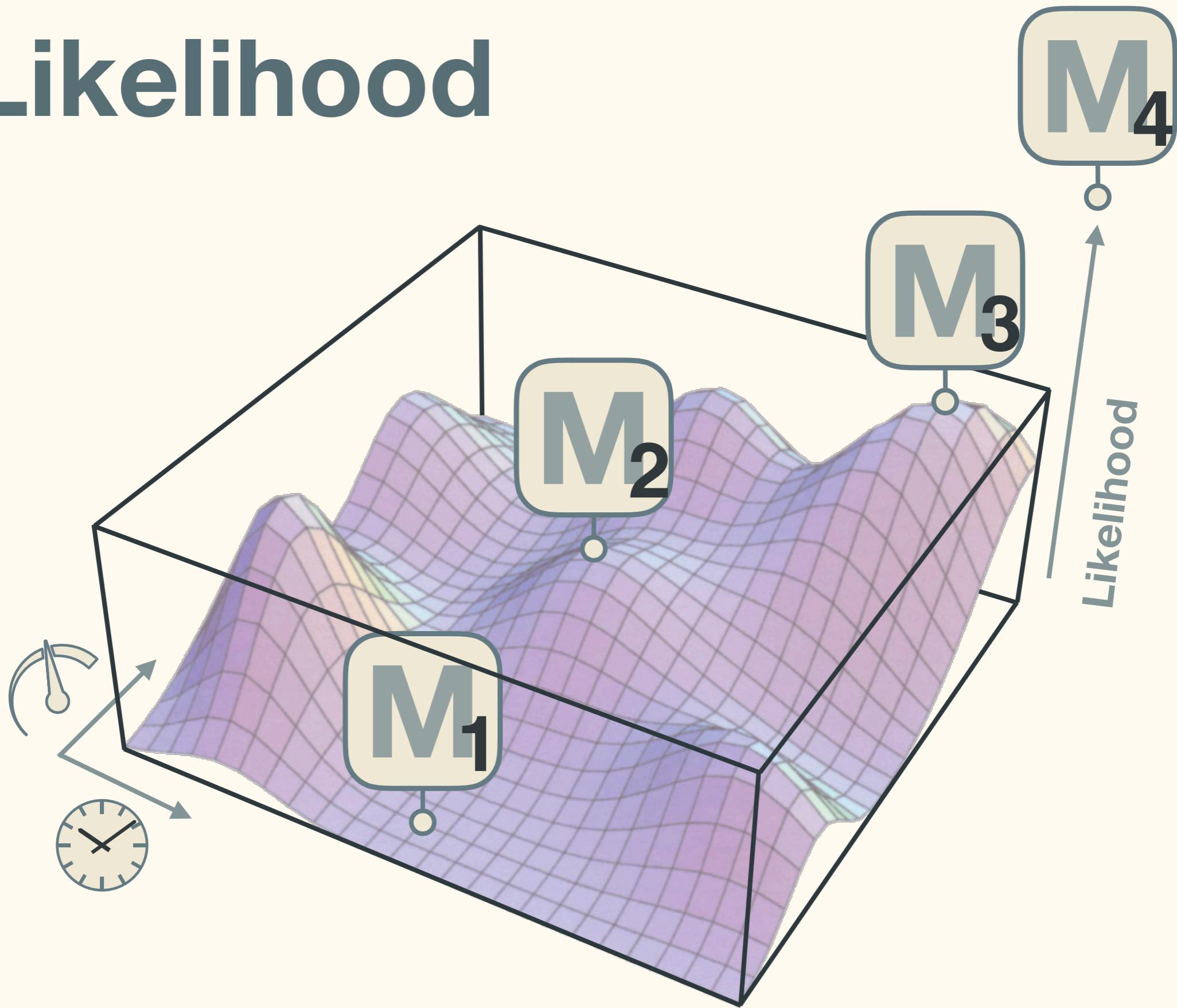
$$\log(L(M_4 | \text{ACTTG} | \text{ACTGG})) = -5.8$$



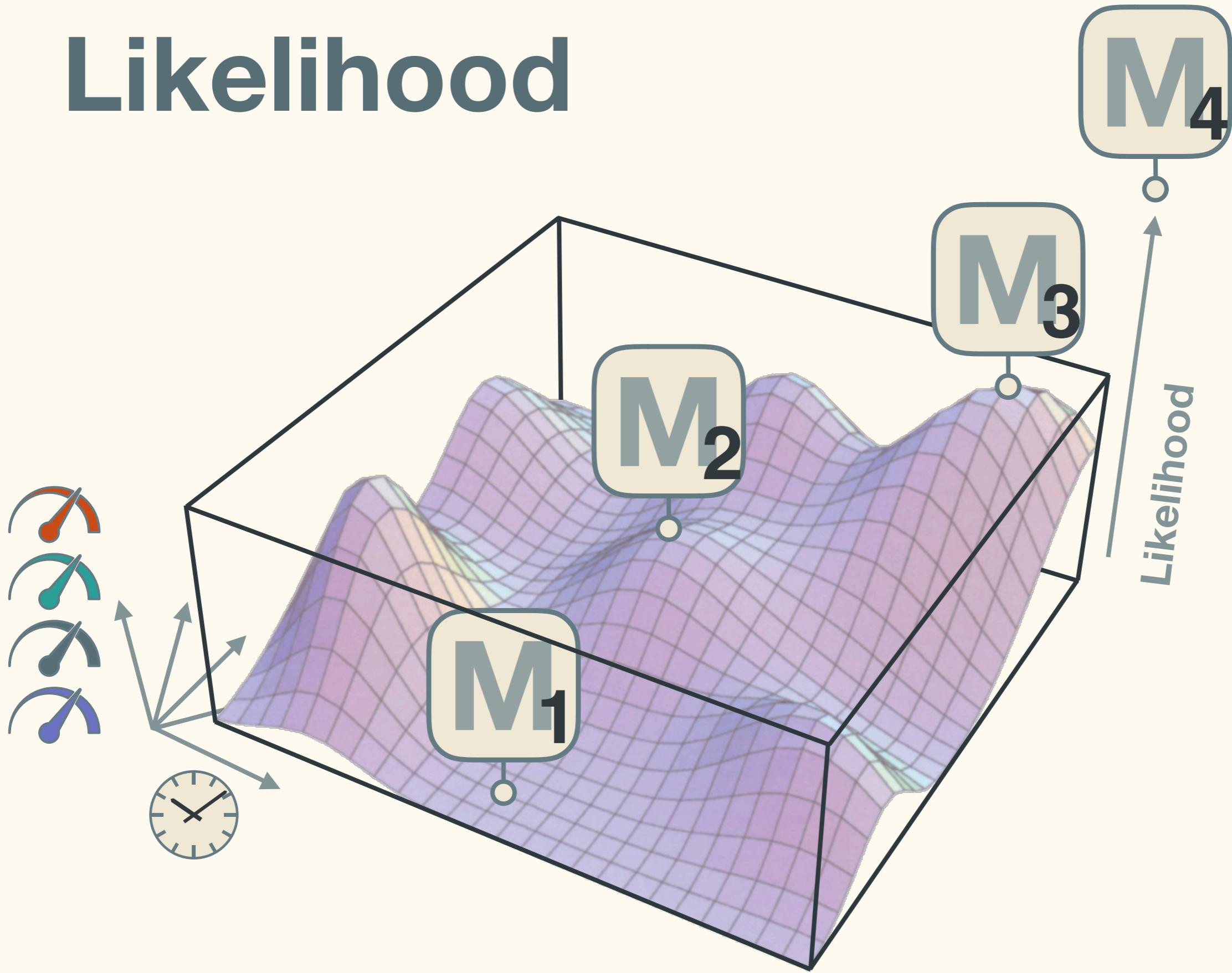
# Likelihood



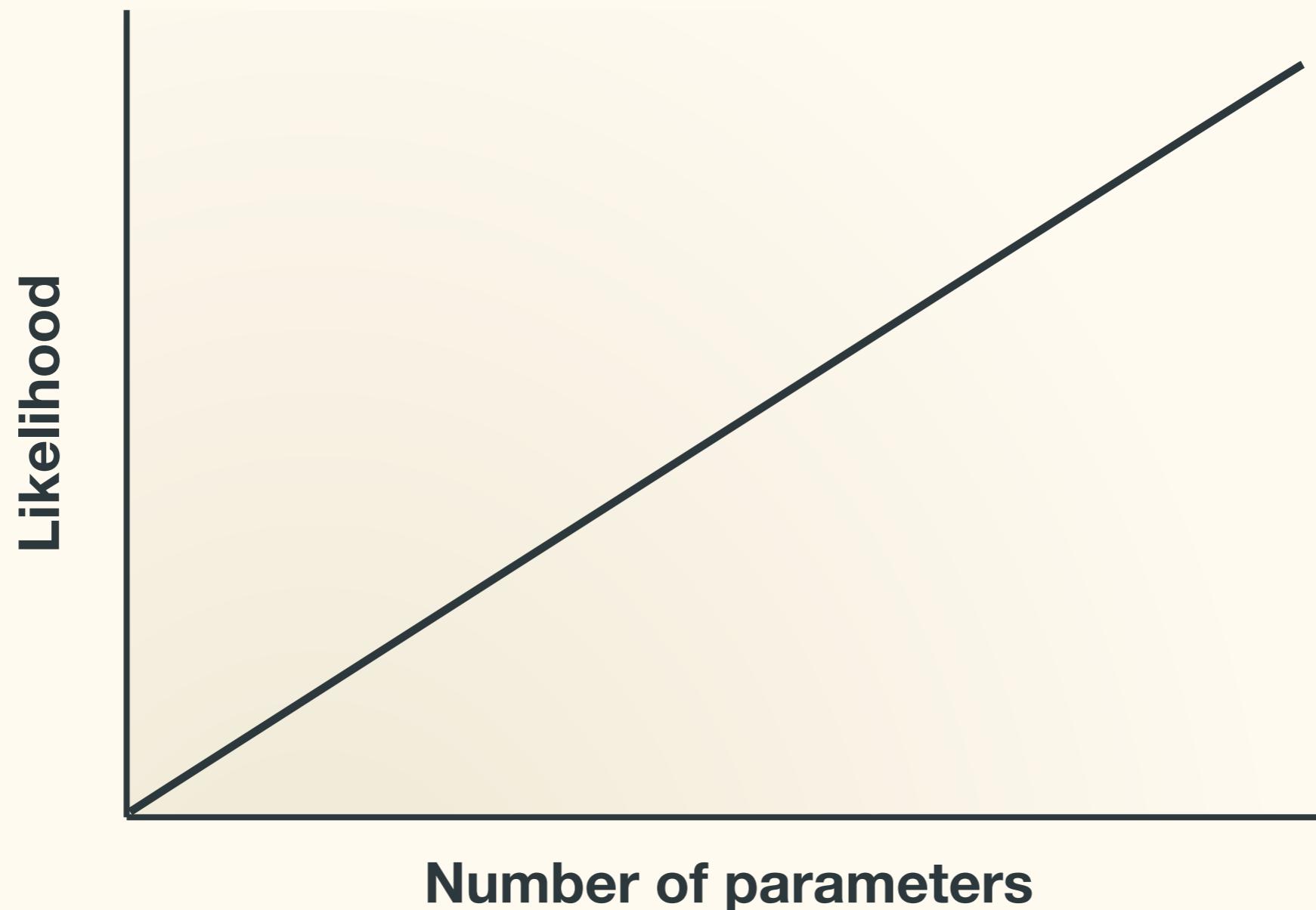
# Likelihood



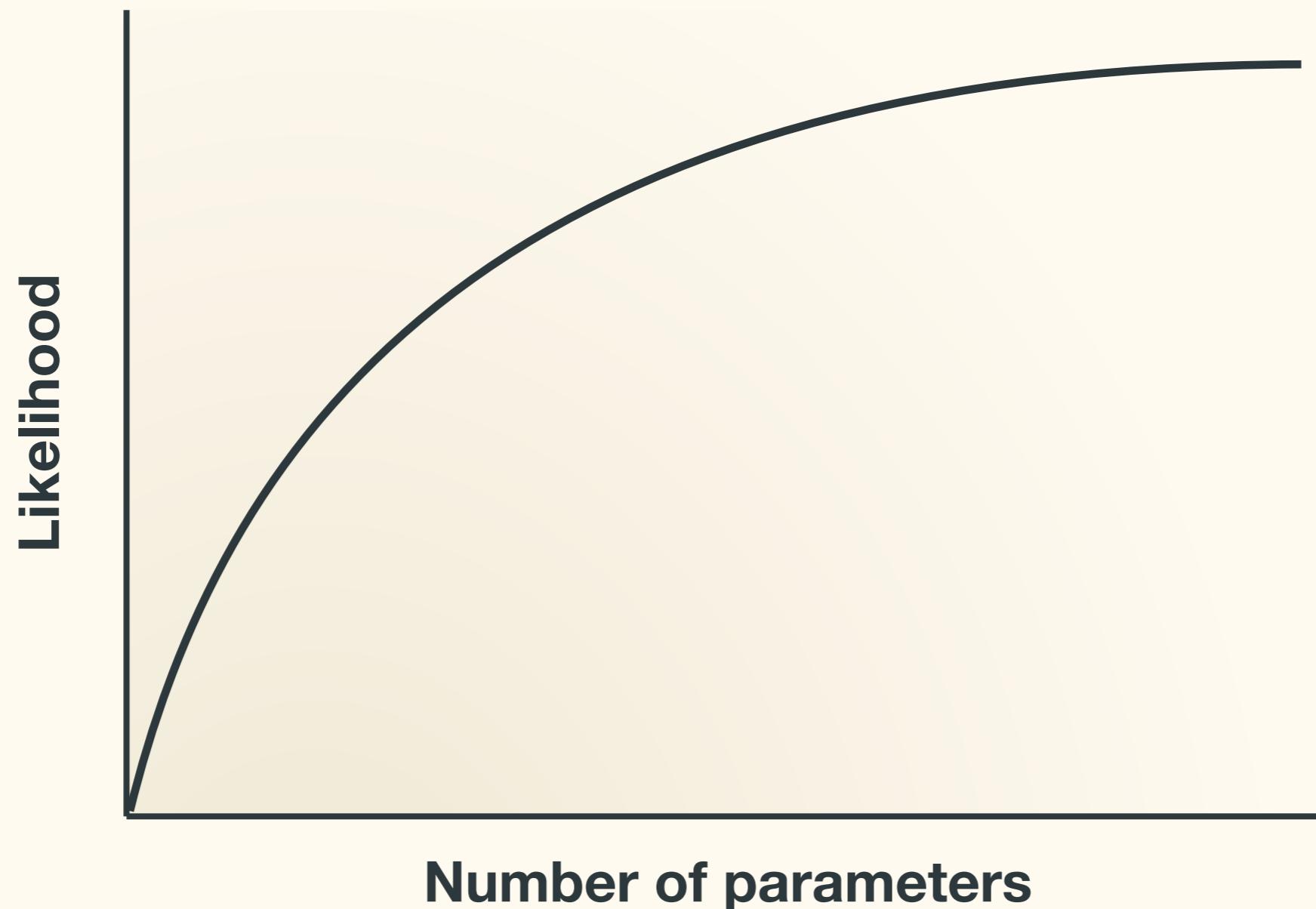
# Likelihood



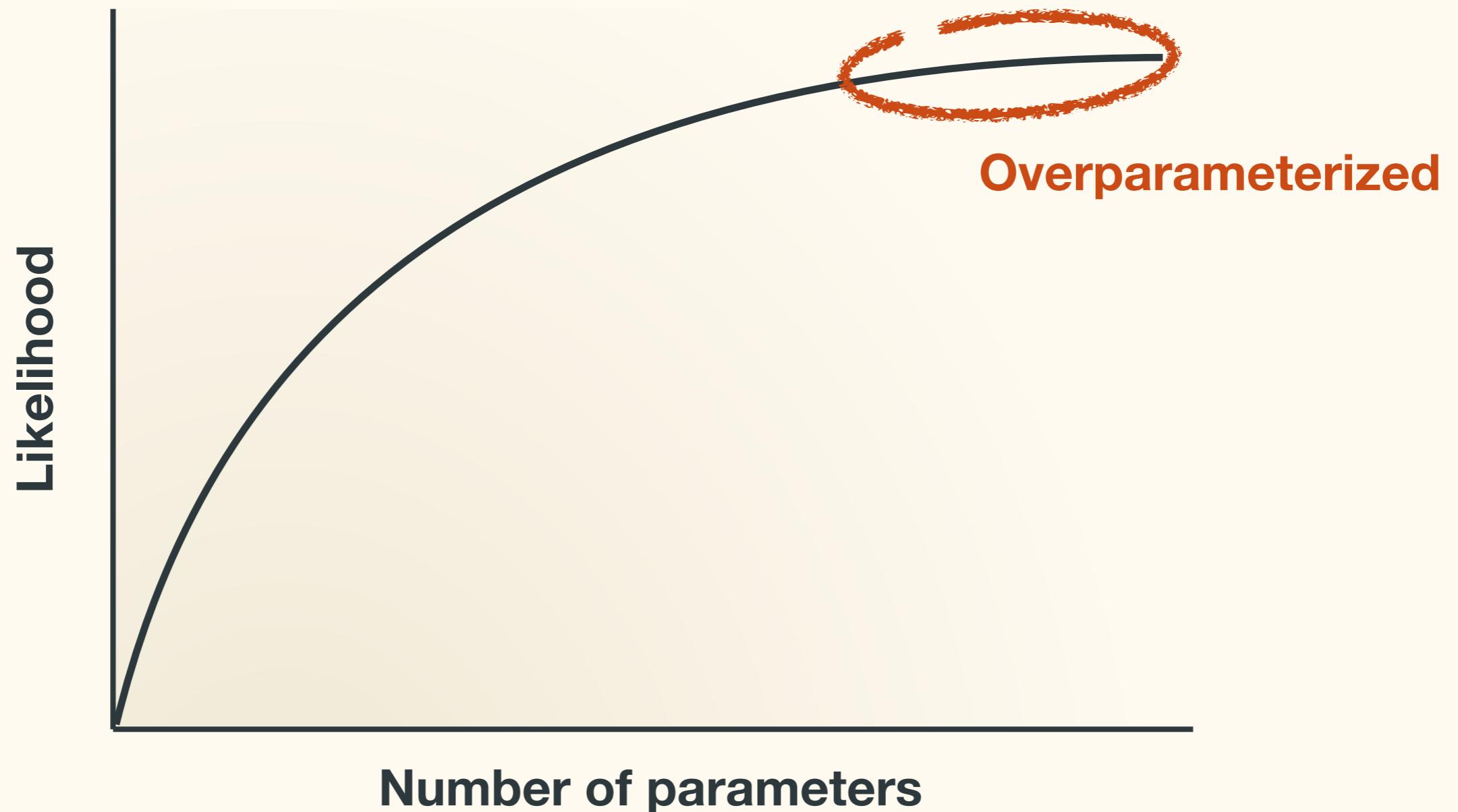
# Likelihood



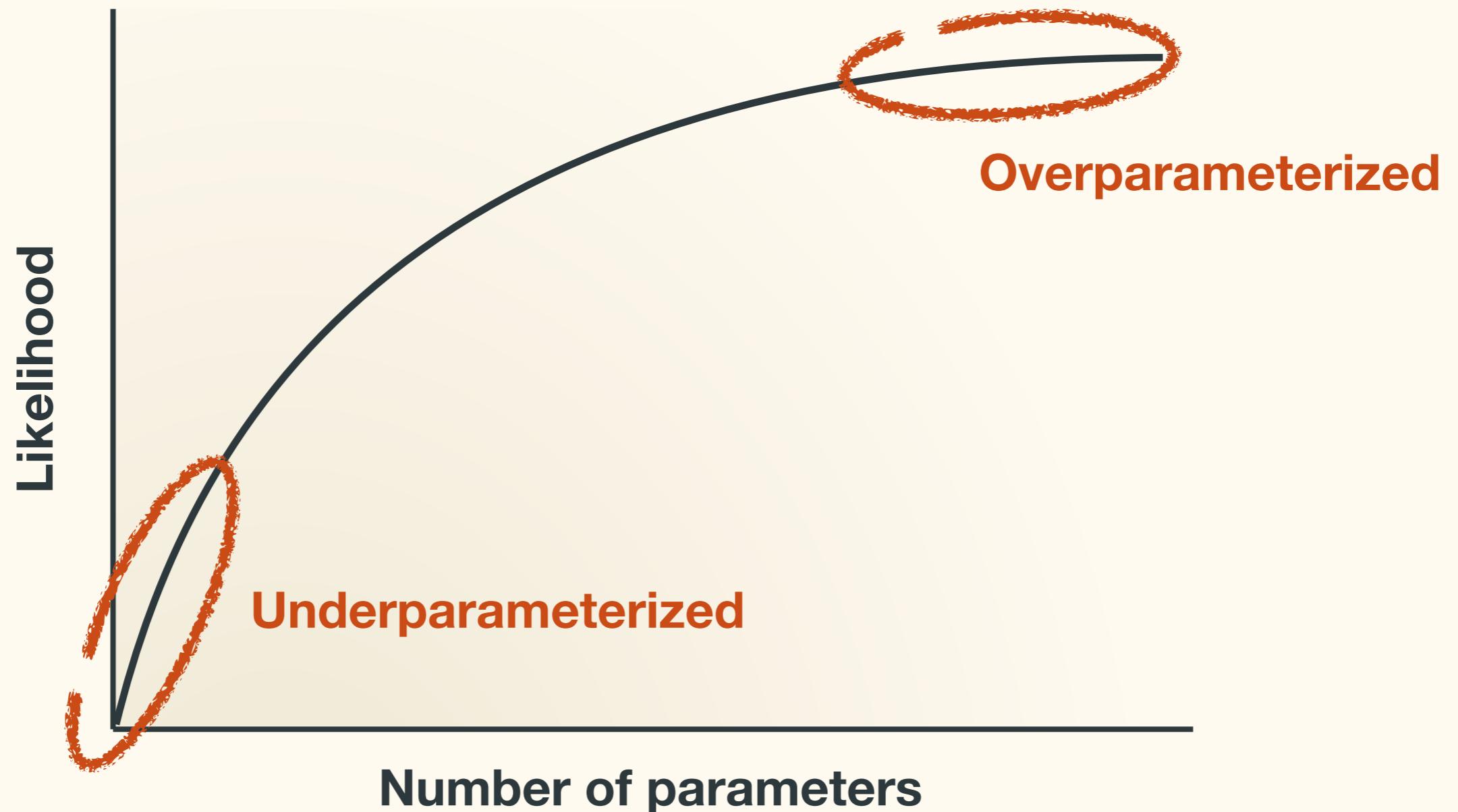
# Likelihood



# Likelihood



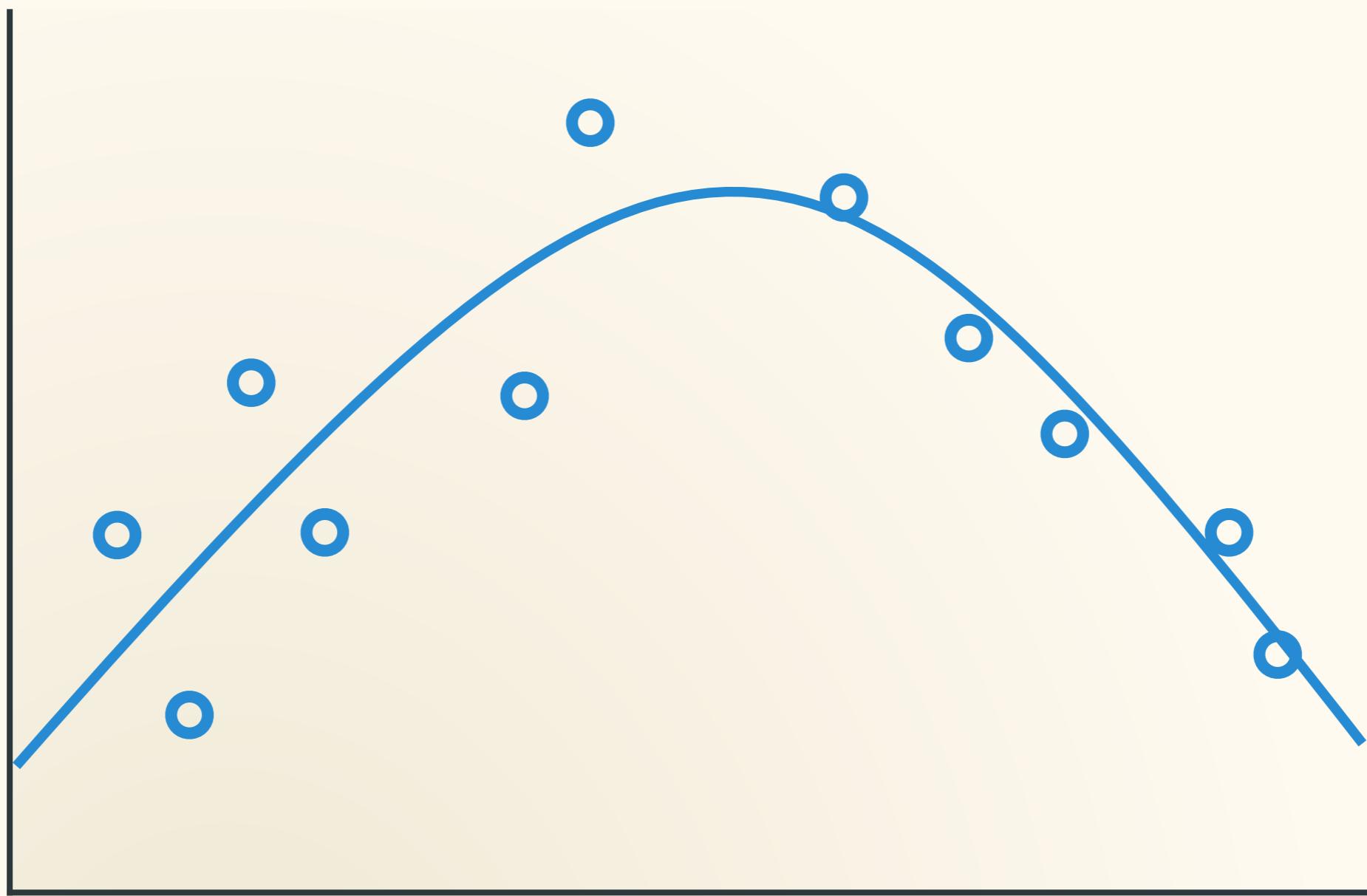
# Likelihood



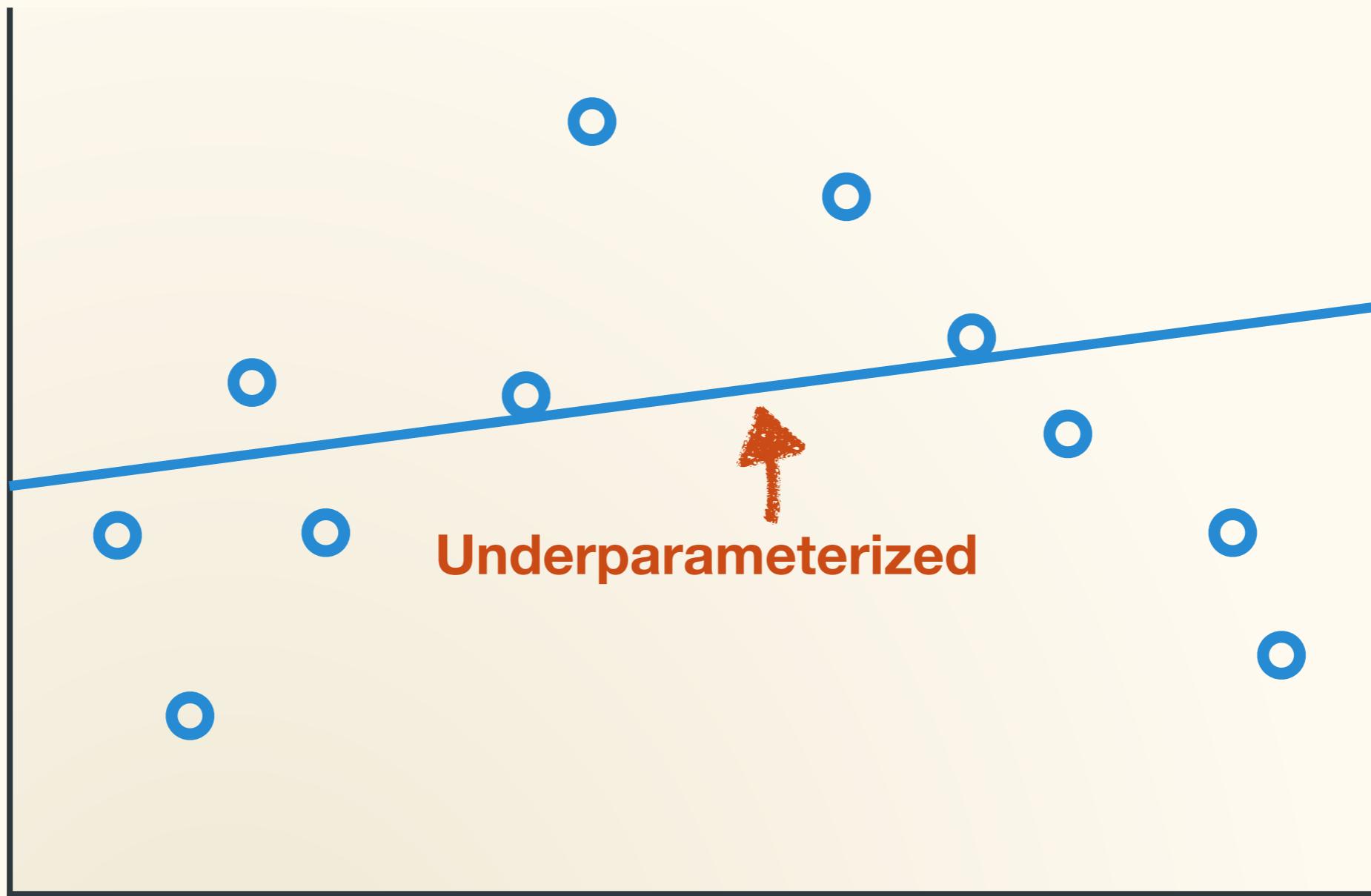
# Parameterization



# Parameterization



# Parameterization



# Parameterization



# Likelihood ratio test

$$LRT = 2 \log \left( \frac{L(\text{Complex model})}{L(\text{Simple model})} \right)$$

# Likelihood ratio test

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# Likelihood ratio test

$$LRT = 2 \log \left( \frac{L(M_4)}{L(M_3)} \right)$$

# Likelihood ratio test

$$LRT = 2 \log \left( \frac{L(M_4)}{L(M_3)} \right)$$



Compared to  
Chi-square score

# Akaike information criterion

$$\text{AIC} = 2k - 2(\log(L))$$

# Akaike information criterion

$$\text{AIC} = 2k - 2 \log(L)$$

Number of parameters

# Akaike information criterion

$$\text{AIC}(\boxed{M_4}) = 2k - 2 \left( \log(L | \boxed{M_4}) \right)$$

# Akaike information criterion

$$\text{AIC}(\boxed{M_4}) = 2k - 2 \left( \log(L | \boxed{M_4}) \right)$$

$$\text{AIC}(\boxed{M_3}) = 2k - 2 \left( \log(L | \boxed{M_3}) \right)$$

# Akaike information criterion

$$\text{AIC}(\boxed{M_4}) = 2k - 2 \left( \log(L | \boxed{M_4}) \right)$$

$$\text{AIC}(\boxed{M_3}) = 2k - 2 \left( \log(L | \boxed{M_3}) \right)$$

# Akaike information criterion

$$\delta\text{AIC} = \text{AIC}(M_4) - \text{AIC}(M_3)$$

# Akaike information criterion

$$\delta\text{AIC} = \text{AIC}(M_4) - \text{AIC}(M_3)$$

# Bayesian inference

# Bayesian inference

- A T-rex outside the door?

# Bayesian inference

- A T-rex outside the door?
- Somebody pretending to be a T-rex?

# Likelihood

- A T-rex outside the door?
- Somebody pretending to be a T-rex?

# Likelihood

- A T-rex outside the door?
- Somebody pretending to be a T-rex?



# Likelihood

- A T-rex outside the door?
- Somebody pretending to be a T-rex?



# Likelihood

$$L(\boxed{\text{dinosaur}} \mid \text{ROAR}) = P(\text{ROAR} \mid \boxed{\text{dinosaur}})$$

$$L(\boxed{\text{toy dinosaur}} \mid \text{ROAR}) = P(\text{ROAR} \mid \boxed{\text{toy dinosaur}})$$

# Likelihood

$$L(\boxed{\text{dinosaur}} \mid \text{ROAR}) = P(\text{ROAR} \mid \boxed{\text{dinosaur}})$$

$$L(\boxed{\text{toy dinosaur}} \mid \text{ROAR}) = P(\text{ROAR} \mid \boxed{\text{toy dinosaur}})$$

# Likelihood

$P(\text{ROAR} \mid$  

$P(\text{ROAR} \mid$  

# Likelihood

$$L(\boxed{\text{dinosaur}} \mid \text{ROAR}) \approx 1$$

$$L(\boxed{\text{toy dinosaur}} \mid \text{ROAR}) \approx 1$$

# Likelihood

$L($    $|$  ROAR $)$

# Likelihood

$$L( \boxed{\text{ } \atop \text{T-Rex}} \mid \text{ROAR} )$$
$$P(\text{ROAR} \mid \boxed{\text{ } \atop \text{T-Rex}})$$

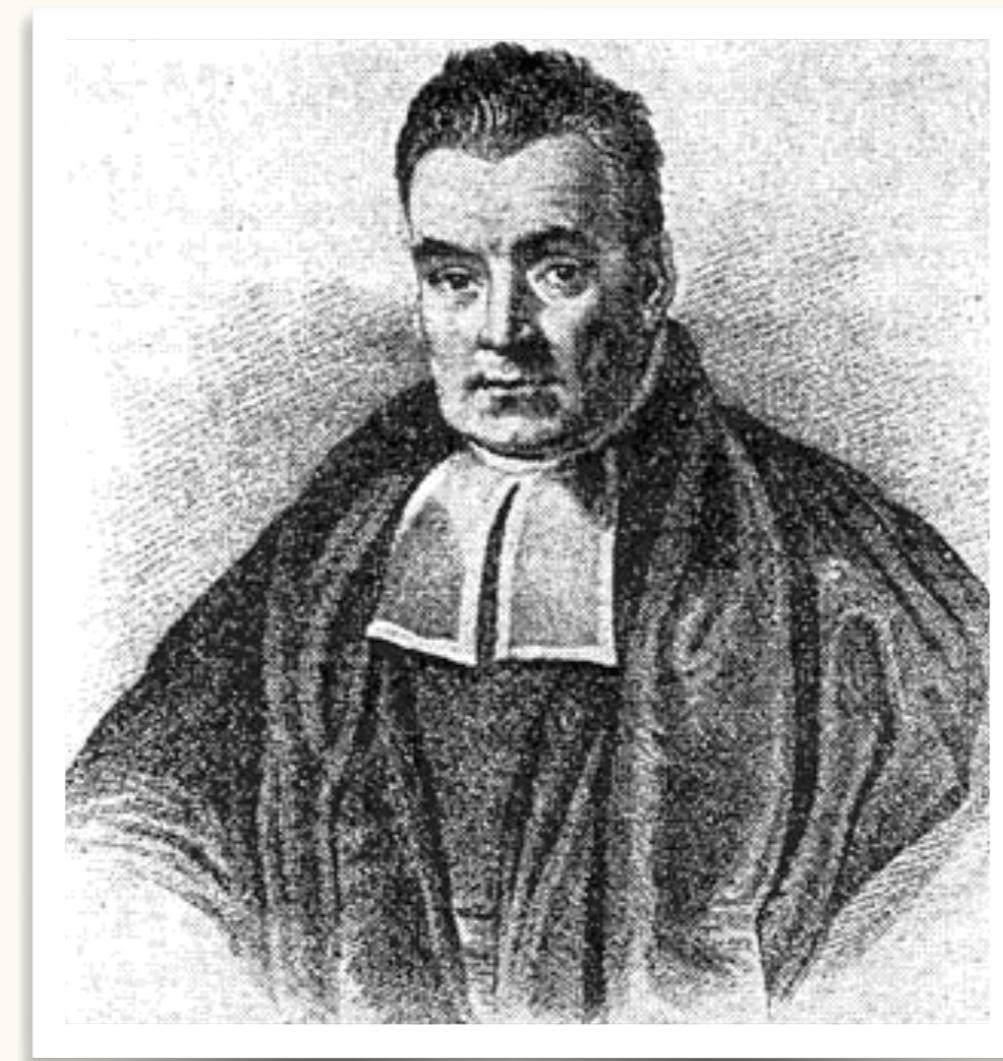
# Likelihood

$$L( \boxed{\text{Dinosaur}} \mid \text{ROAR} )$$
$$P(\text{ROAR} \mid \boxed{\text{Dinosaur}})$$
$$P( \boxed{\text{Dinosaur}} \mid \text{ROAR} )$$

# Probability

$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = ?$

# Bayesian inference

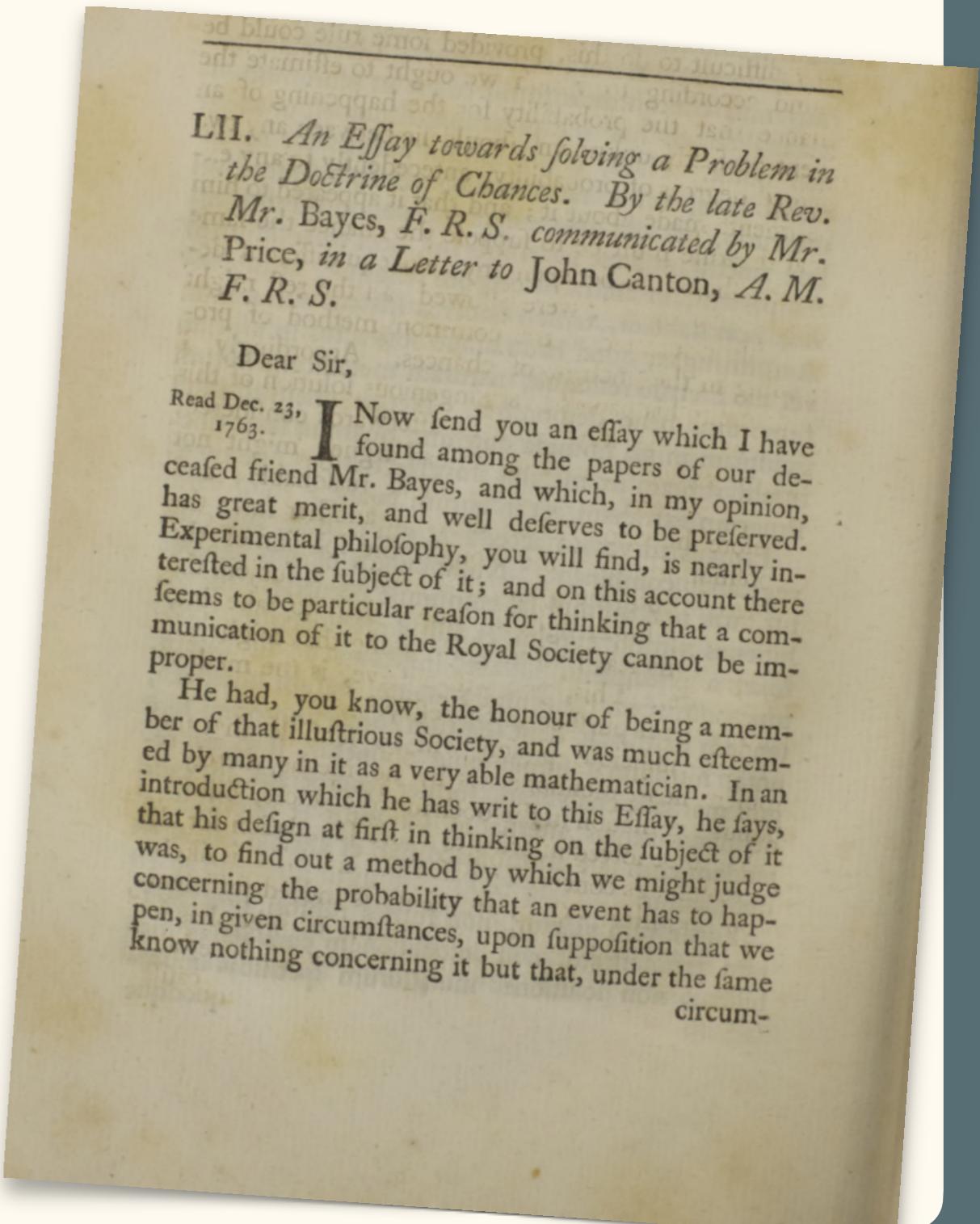


**Thomas Bayes**  
**(1701–1761)**

# Bayesian inference



Thomas Bayes  
(1701–1761)



# Bayes' theorem

Model


$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{P(\text{ROAR} \mid \boxed{\text{Dinosaur}}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

**Data**

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{P(\text{ROAR} \mid \boxed{\text{Dinosaur}}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

The equation illustrates Bayes' theorem. The left side,  $P(\boxed{\text{Dinosaur}} \mid \text{ROAR})$ , represents the posterior probability of a dinosaur given the data "ROAR". The right side shows the formula: the product of the likelihood  $P(\text{ROAR} \mid \boxed{\text{Dinosaur}})$  (the probability of hearing a roar given a dinosaur) and the prior probability  $P(\boxed{\text{Dinosaur}})$  (the probability of finding a dinosaur), divided by the total probability of the data  $P(\text{ROAR})$ .

# Bayes' theorem

Posterior probability

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{P(\text{ROAR} \mid \boxed{\text{Dinosaur}}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{P(\text{ROAR} \mid \boxed{\text{Dinosaur}}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{\text{Likelihood} \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

The equation illustrates Bayes' theorem with a dinosaur example. The term **L** (Likelihood) is circled in orange. The term **P(D)** (Probability of the Dinosaur) is also circled in orange.

# Bayes' theorem

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{Dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

Prior probability

# Bayes' theorem

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{Dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

**Constant**

# Bayes' theorem

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{Dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

Posterior probability

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{Dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

Posterior probability

Likelihood

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{Dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

Posterior probability

Likelihood

Prior probability

$$P(\boxed{\text{Dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{Dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{Dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{dinosaur}})}{P(\text{ROAR})}$$

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{dinosaur}})}{P(\text{ROAR})}$$

$\approx 1$

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{L(\boxed{\text{dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{1}{P(\text{ROAR})} \times P(\boxed{\text{dinosaur}})$$

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{\approx 1}{P(\text{ROAR})} \times L(\boxed{\text{dinosaur}} \mid \text{ROAR}) \times P(\boxed{\text{dinosaur}})$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{1}{P(\text{ROAR})} \times P(\boxed{\text{dinosaur}})$$

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{1}{P(\text{ROAR})} \times P(\boxed{\text{dinosaur}})$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{dinosaur}})}{P(\text{ROAR})}$$

Prior probabilities

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{dinosaur}})}{P(\text{ROAR})} \approx 0.00000001$$

$$P(\boxed{\text{blue dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{blue dinosaur}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{T-Rex}})}{P(\text{ROAR})} \approx \frac{0.00000001}{P(\text{ROAR})}$$

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{Velociraptor}})}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{T-Rex}})}{P(\text{ROAR})} \approx \frac{0.00000001}{P(\text{ROAR})}$$

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{Velociraptor}})}{P(\text{ROAR})} \approx 0.1$$

# Bayes' theorem

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{T-Rex}})}{P(\text{ROAR})} \approx \frac{0.00000001}{P(\text{ROAR})}$$

$$P(\boxed{\text{dinosaur}} \mid \text{ROAR}) = \frac{P(\boxed{\text{Velociraptor}})}{P(\text{ROAR})} \approx \frac{0.1}{P(\text{ROAR})}$$

# Bayes' theorem

$$P(\text{Blue T-Rex} \mid \text{ROAR}) \gg P(\text{Brown T-Rex} \mid \text{ROAR})$$

# Likelihood

Fair dice

$$L(\text{Fair dice} \mid \text{Outcome}) = 1/6$$

Trick dice

$$L(\text{Trick dice} \mid \text{Outcome}) = 1$$

# Likelihood

Fair dice

$$L(\text{Fair dice} \mid \text{Outcome}) = 1/6$$

Trick dice

$$L(\text{Trick dice} \mid \text{Outcome}) = 1$$

# Likelihood

Fair dice

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# Likelihood

Fair dice

$$L(\text{Fair dice} \mid \text{Outcome}) = 1/6$$

Trick dice

$$L(\text{Trick dice} \mid \text{Outcome}) = 1$$

# Bayes' theorem

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

# Bayes' theorem

Posterior probability

Likelihood

Prior probability

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

# Bayes' theorem

Posterior probability

Likelihood

Prior probability

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

# Bayes' theorem

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

The term  $L(\text{Dice} | \text{Outcome})$  is circled in red and labeled  $= 1/6$ .

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

# Bayes' theorem

$$P(\text{Dice } 1 | \text{Dice } 2) = \frac{1/6 \times P(\text{Dice } 1)}{P(\text{Dice } 2)}$$

$$P(\text{Dice } 1 | \text{Dice } 2) = \frac{L(\text{Dice } 1 | \text{Dice } 2) \times P(\text{Dice } 1)}{P(\text{Dice } 2)}$$

# Bayes' theorem

$$P(\text{Dice} | \text{Outcome}) = \frac{1/6 \times P(\text{Dice})}{P(\text{Outcome})}$$

$$P(\text{Dice} | \text{Outcome}) = \frac{L(\text{Dice} | \text{Outcome}) \times P(\text{Dice})}{P(\text{Outcome})}$$

# Bayes' theorem

$$P(\text{dice } 1 | \text{dice } 2) = \frac{1/6}{P(\text{dice } 2)} \times P(\text{dice } 1)$$

$$P(\text{dice } 1 | \text{dice } 2) = \frac{1}{P(\text{dice } 2)} \times P(\text{dice } 1)$$

# Bayes' theorem

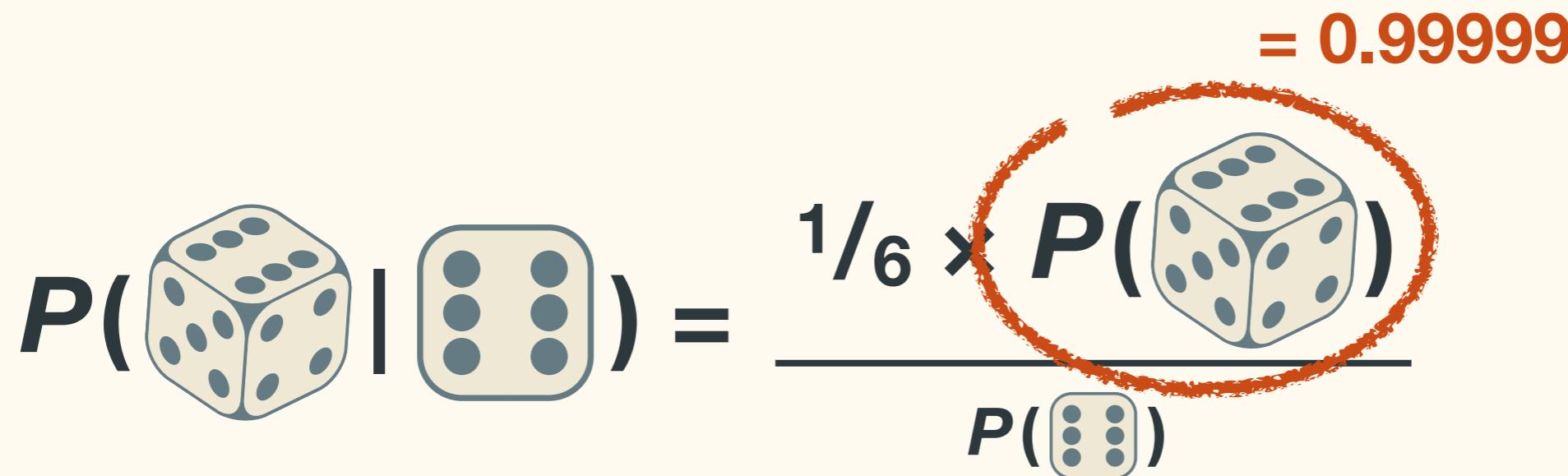
$$P(\text{dice} | \text{sum}) = \frac{1/6 \times P(\text{dice})}{P(\text{sum})}$$

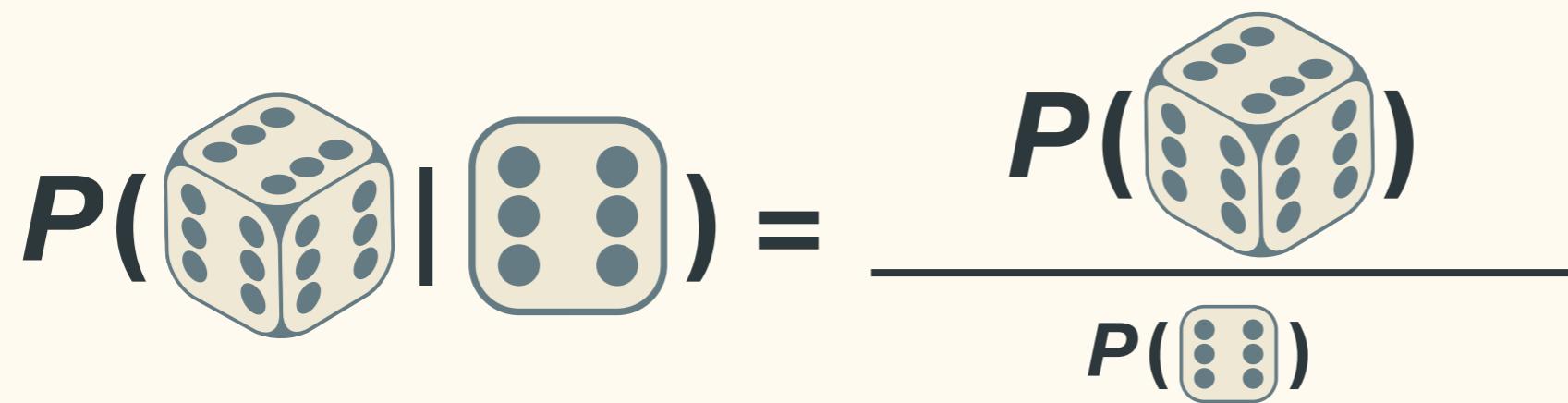
$$P(\text{dice} | \text{sum}) = \frac{P(\text{dice})}{P(\text{sum})}$$

# Bayes' theorem

$$P(\text{Dice } 1 | \text{Dice } 2) = \frac{1/6 \times P(\text{Dice } 1)}{P(\text{Dice } 2)}$$

= 0.99999

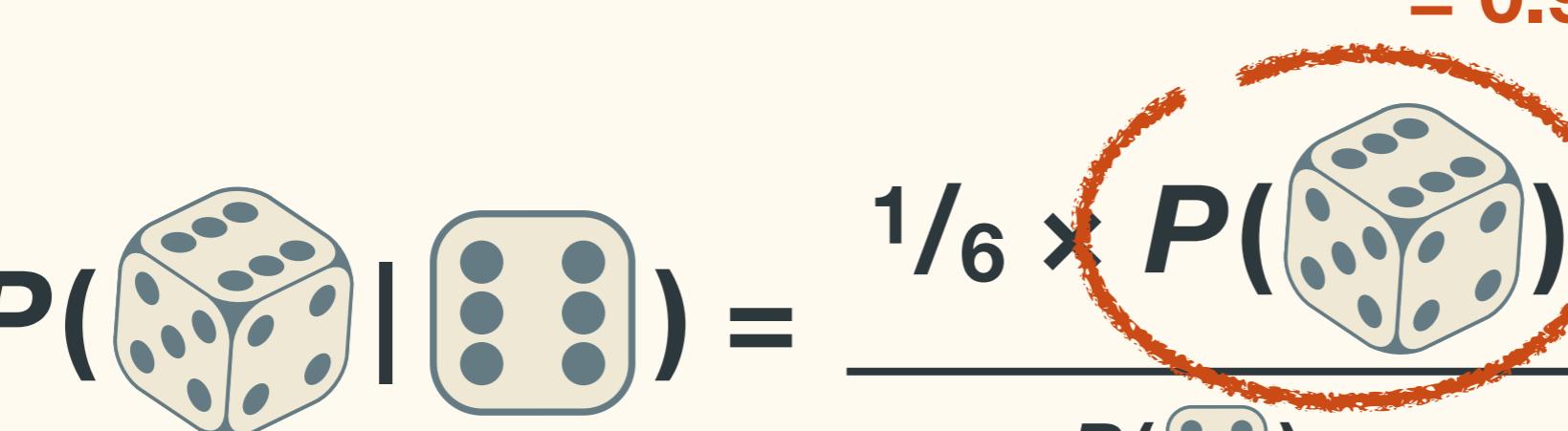


$$P(\text{Dice } 1 | \text{Dice } 2) = \frac{P(\text{Dice } 1)}{P(\text{Dice } 2)}$$


# Bayes' theorem

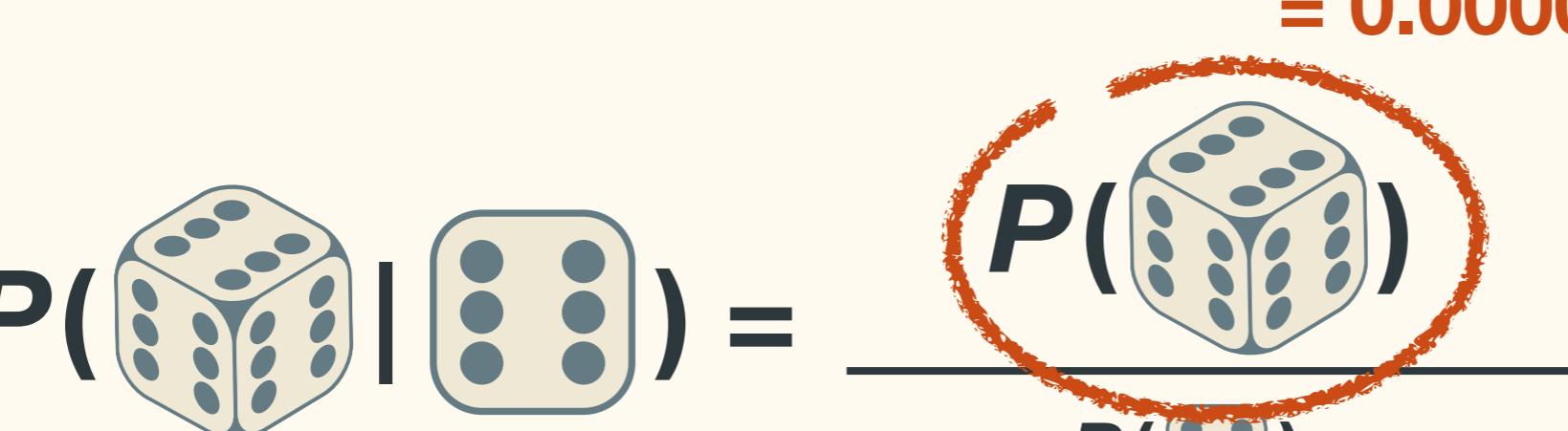
$$P(\text{dice} | \text{dice}) = \frac{1/6 \times P(\text{dice})}{P(\text{dice})}$$

= 0.99999



$$P(\text{dice} | \text{dice}) = \frac{P(\text{dice})}{P(\text{dice})}$$

= 0.00001



# Bayes' theorem

$$P(\text{Dice} | \text{Outcome}) = \frac{\frac{1}{6} \times P(\text{Dice})}{P(\text{Outcome})} \approx \frac{\frac{1}{6}}{P(\text{Outcome})}$$

$= 0.99999$

$$P(\text{Dice} | \text{Outcome}) = \frac{P(\text{Dice})}{P(\text{Outcome})}$$

$= 0.00001$

# Bayes' theorem

$$P(\text{Dice } 1 | \text{Dice } 2) = \frac{\frac{1}{6} \times P(\text{Dice } 1)}{P(\text{Dice } 2)} \approx \frac{\frac{1}{6}}{P(\text{Dice } 2)}$$

$= 0.99999$

  
$$P(\text{Dice } 1 | \text{Dice } 2) = \frac{P(\text{Dice } 1)}{P(\text{Dice } 2)} = \frac{0.00001}{P(\text{Dice } 2)}$$

$= 0.00001$

# Estimating model parameters using Bayesian inference

# MCMC

# Markov-chain Monte Carlo

# Monte Carlo methods



# Monte Carlo methods



**Stanisław Ulam**  
**(1909–1984)**

# Monte Carlo methods



**Stanisław Ulam**  
**(1909–1984)**



# Monte Carlo methods



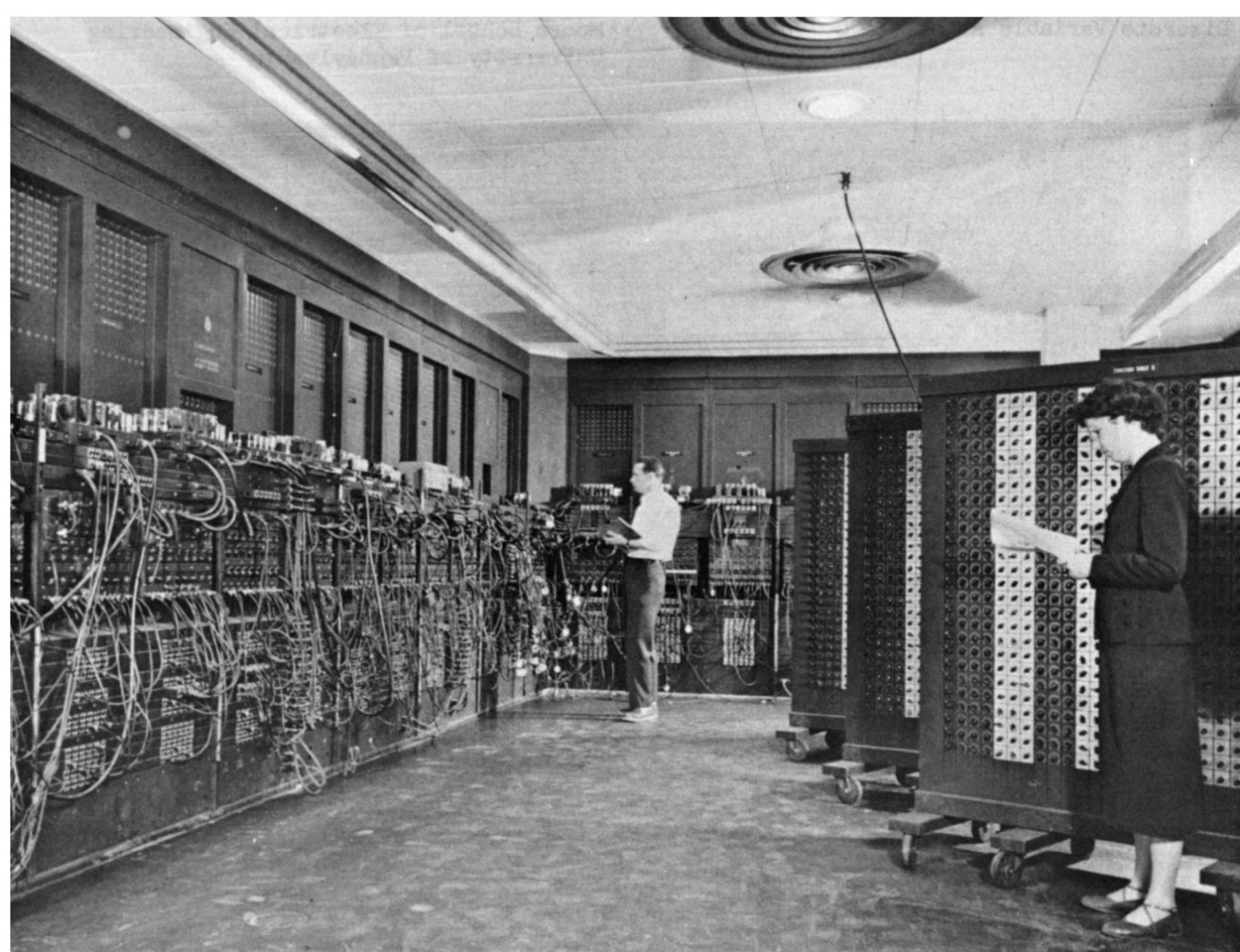
**Stanisław Ulam**  
**(1909–1984)**

***“What are the chances  
that a Canfield solitaire  
laid out with 52 cards will  
come out successfully?”***

**Stanisław Ulam, 1946**

# Monte Carlo methods

ENIAC  
1946



# Monte Carlo methods



**Stanisław Ulam**  
**(1909–1984)**

***“What are the chances  
that a Canfield solitaire  
laid out with 52 cards will  
come out successfully?”***

**Stanisław Ulam, 1946**

# Monte Carlo methods



**Stanisław Ulam**  
**(1909–1984)**



# Monte Carlo methods



**Stanisław Ulam**  
**(1909–1984)**

***“Stan had an uncle who would borrow money from relatives because he ‘just had to go to Monte Carlo’.”***

**Nicholas Metropolis**

# Monte Carlo methods

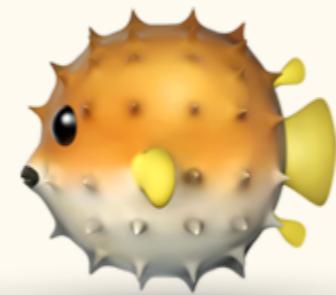


# Markov chains

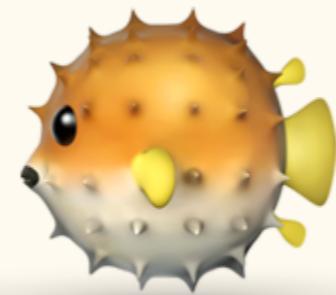


**Andrey Markov**  
**(1856–1922)**

# Markov chains



# Markov chains



# Markov chains



# Markov chains



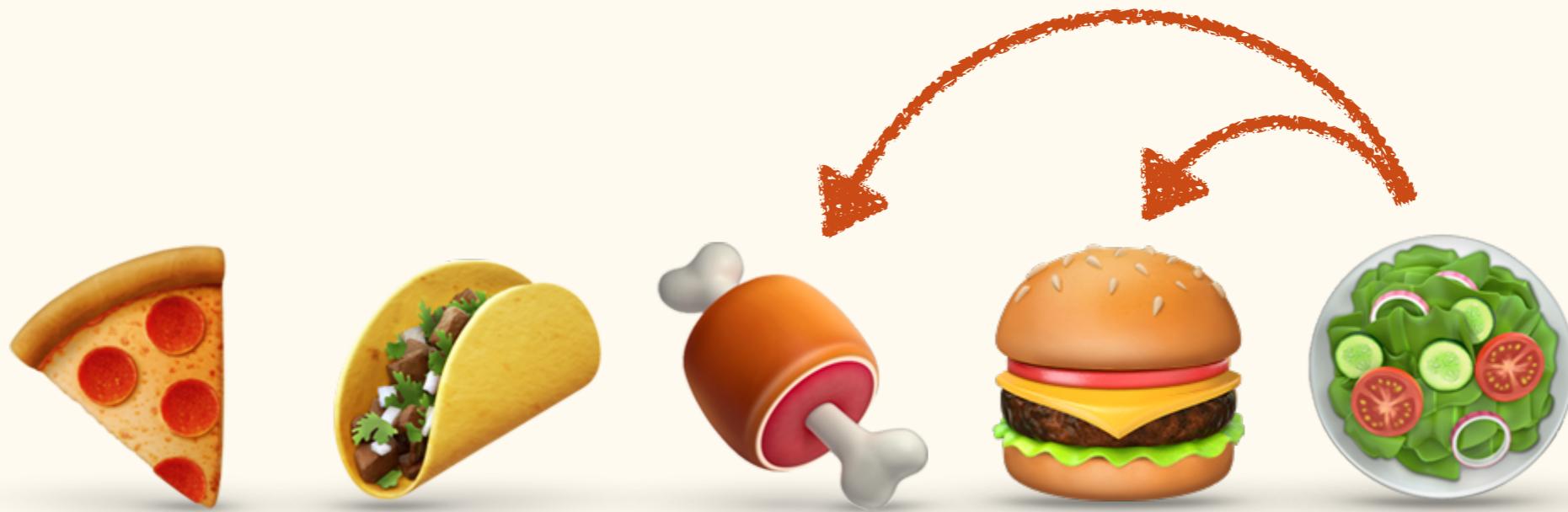
# Markov chains



# Markov chains



# Markov chains



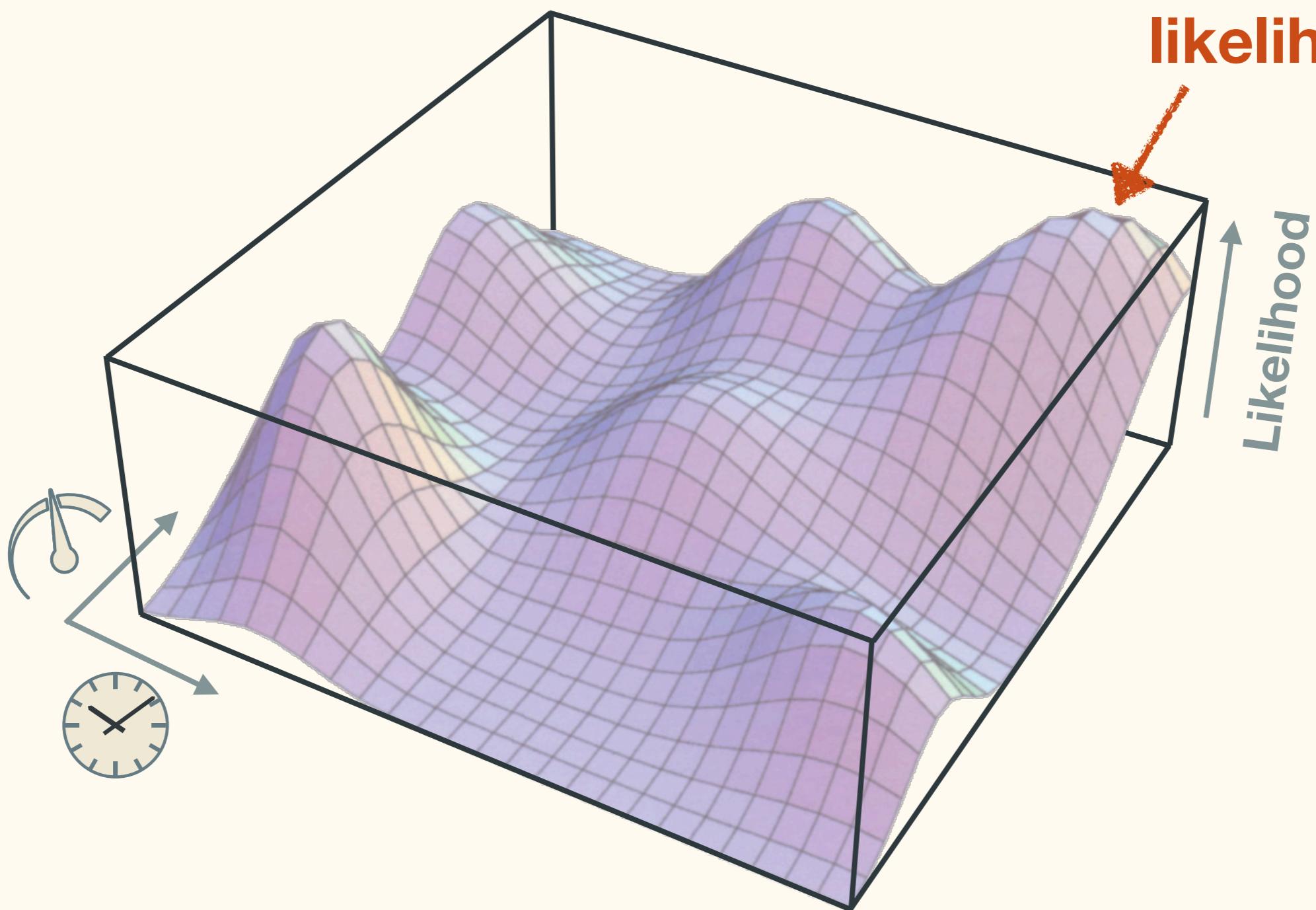
# MCMC

## Markov-chain Monte Carlo



# MCMC

Markov-chain Monte Carlo

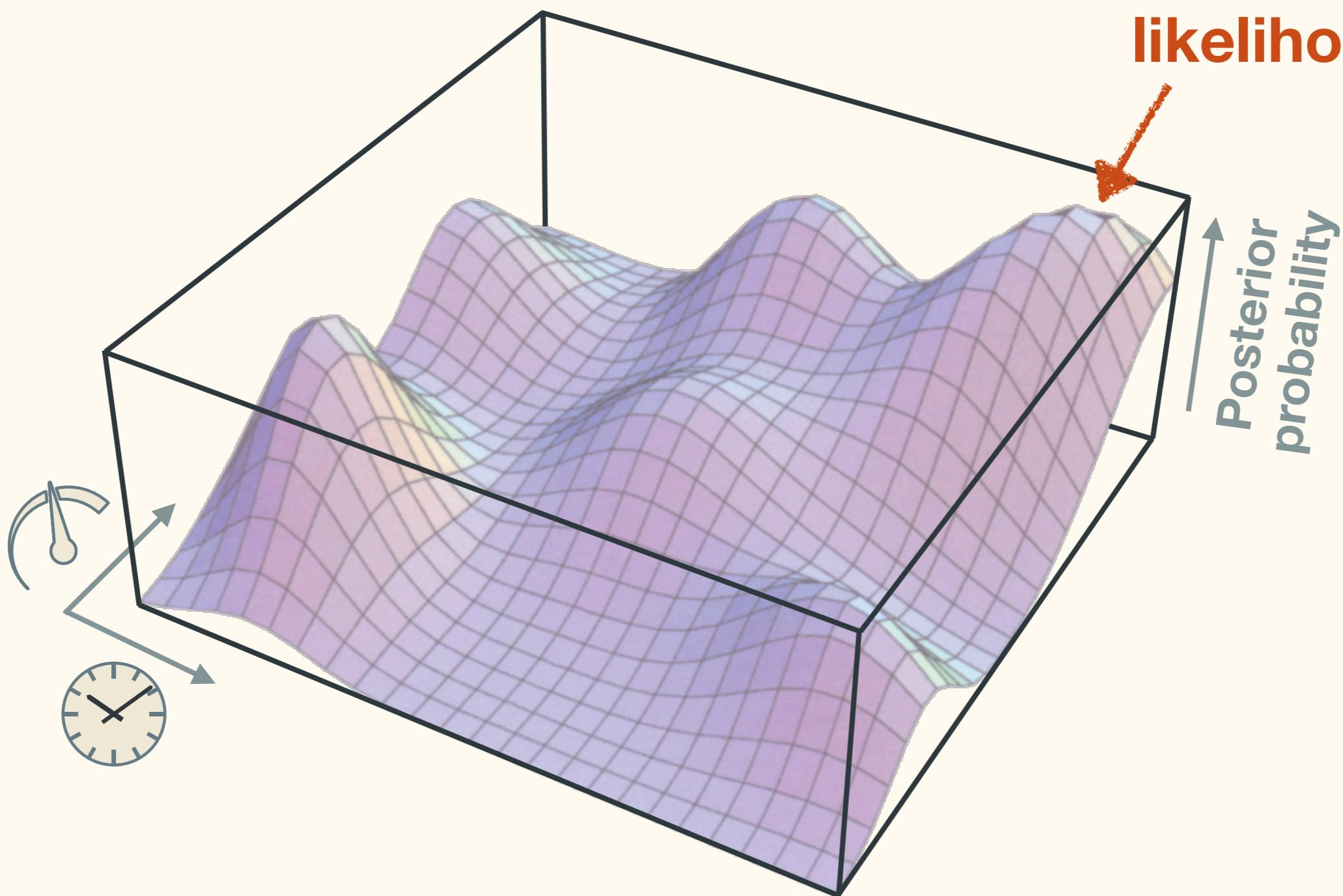


**Maximum  
likelihood**

Likelihood

# MCMC

Markov-chain Monte Carlo

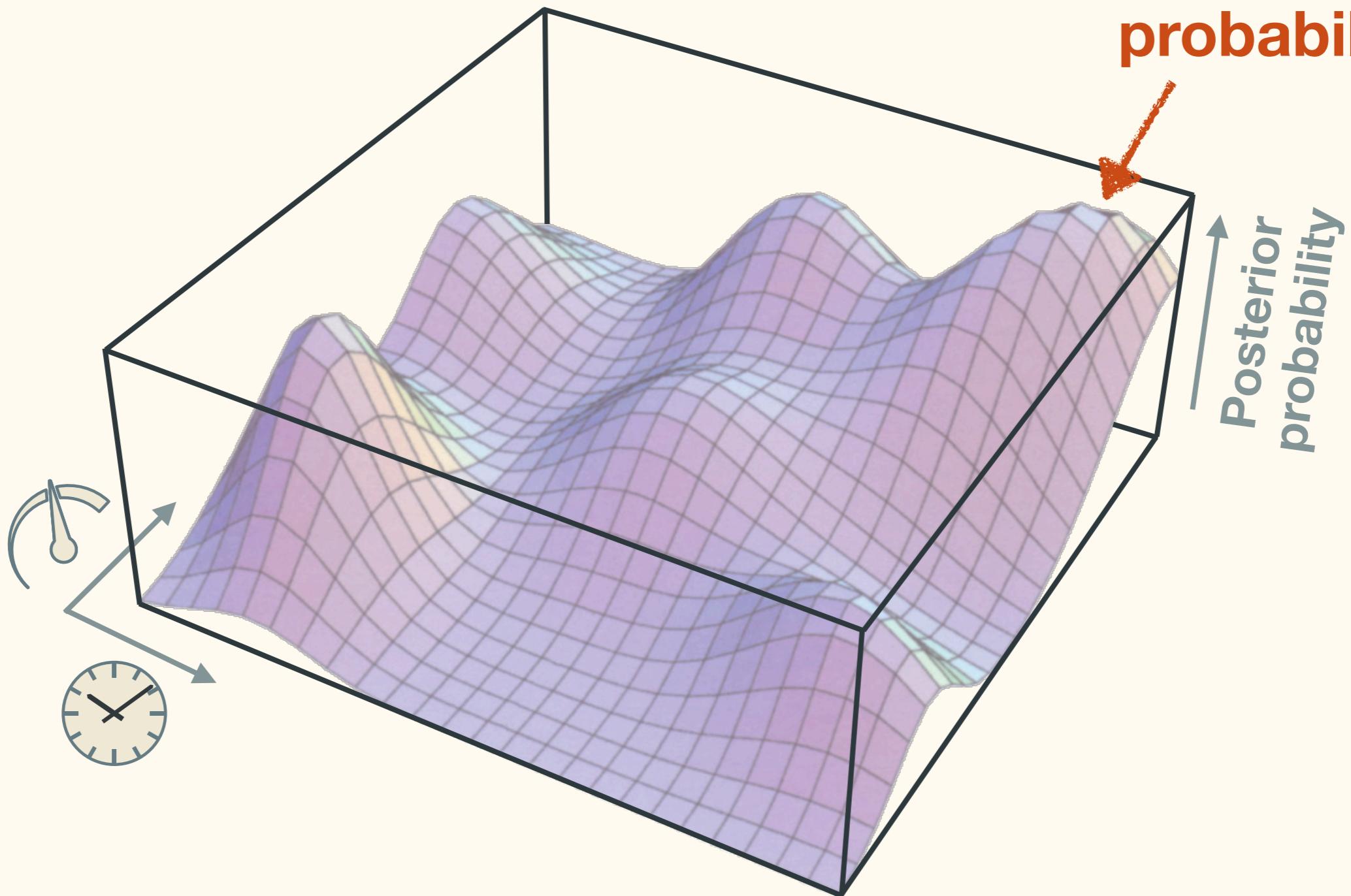


**Maximum  
likelihood**

Posterior  
probability

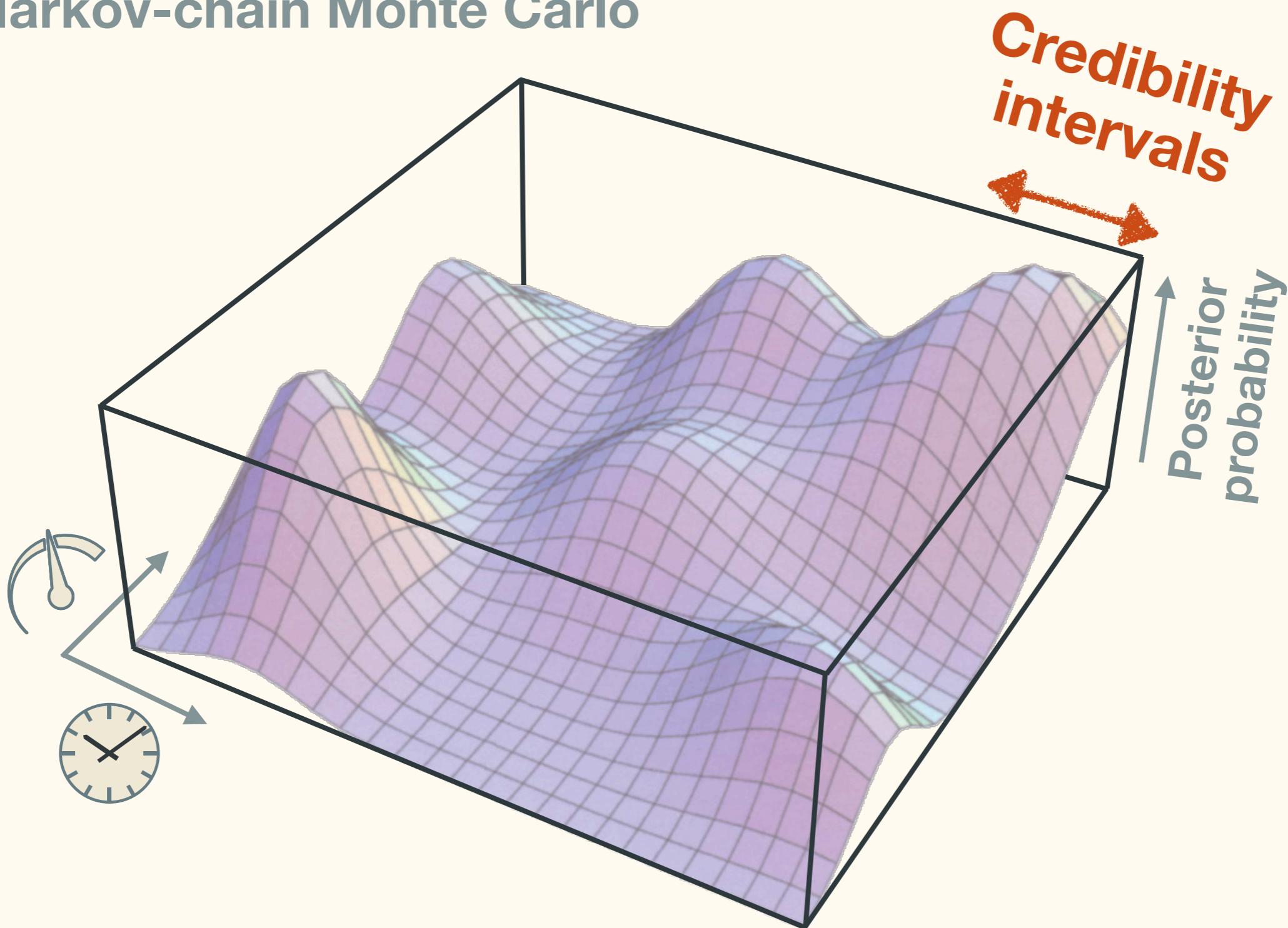
# MCMC

Markov-chain Monte Carlo



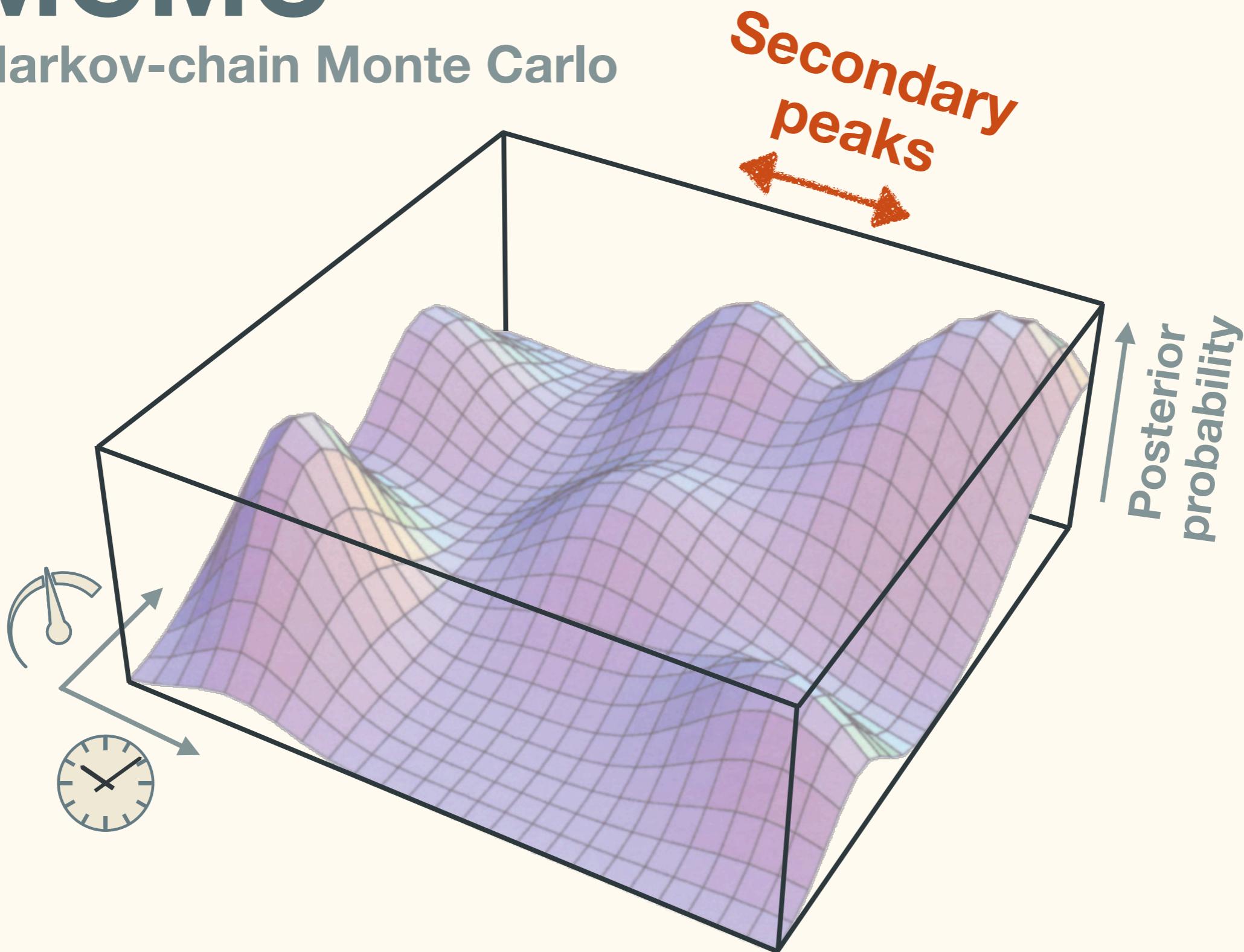
# MCMC

Markov-chain Monte Carlo



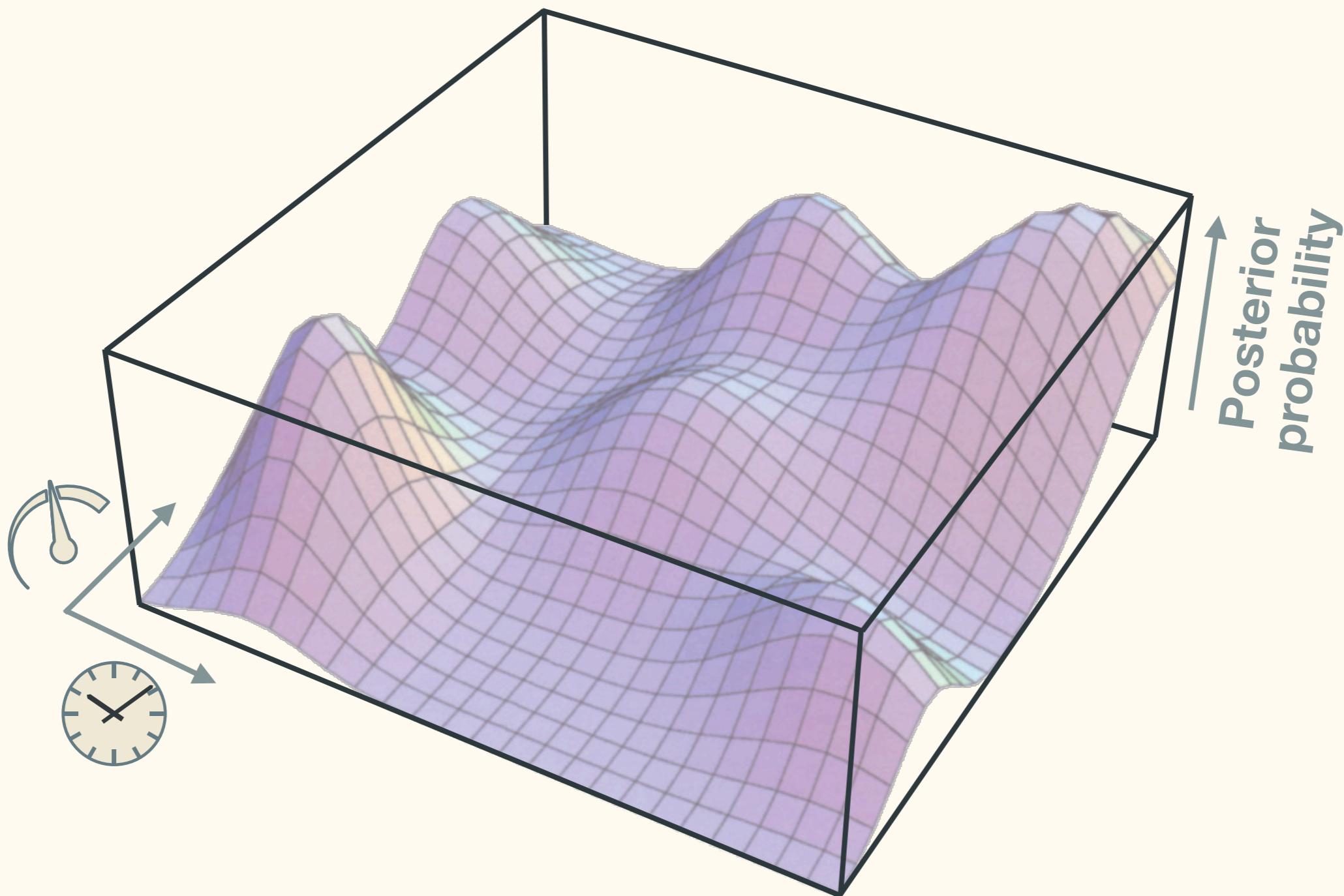
# MCMC

Markov-chain Monte Carlo



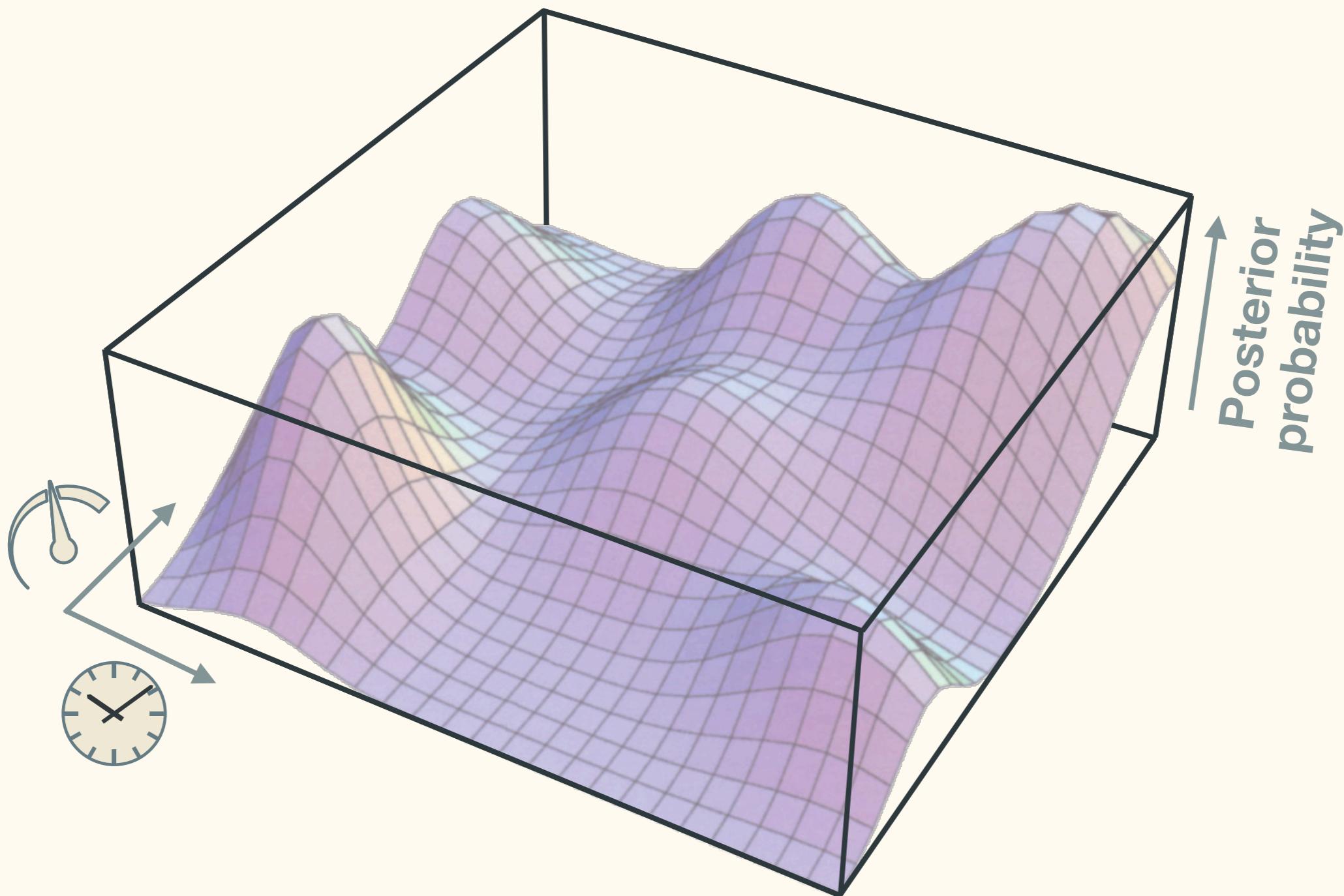
# MCMC

Markov-chain Monte Carlo



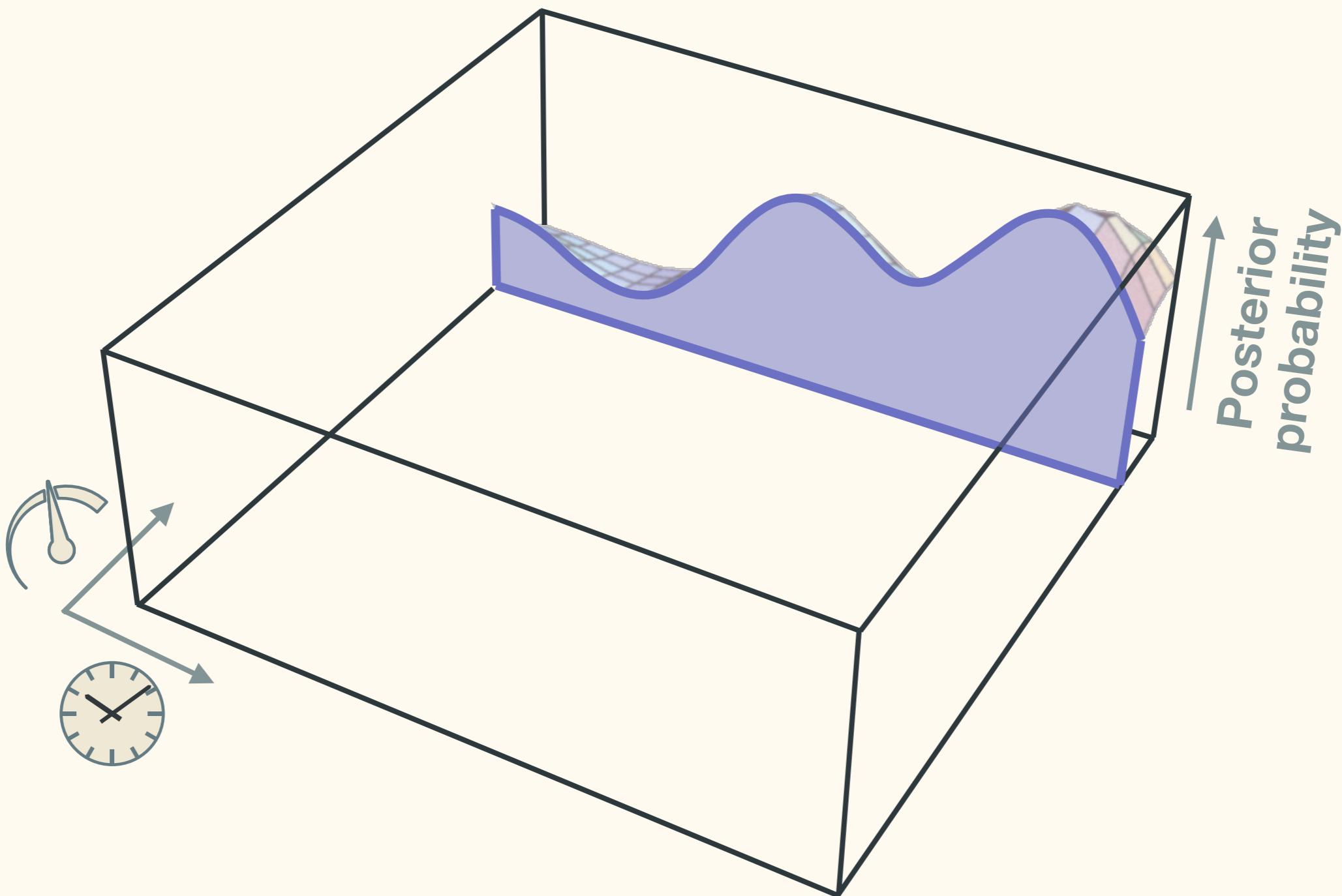
# MCMC

Markov-chain Monte Carlo



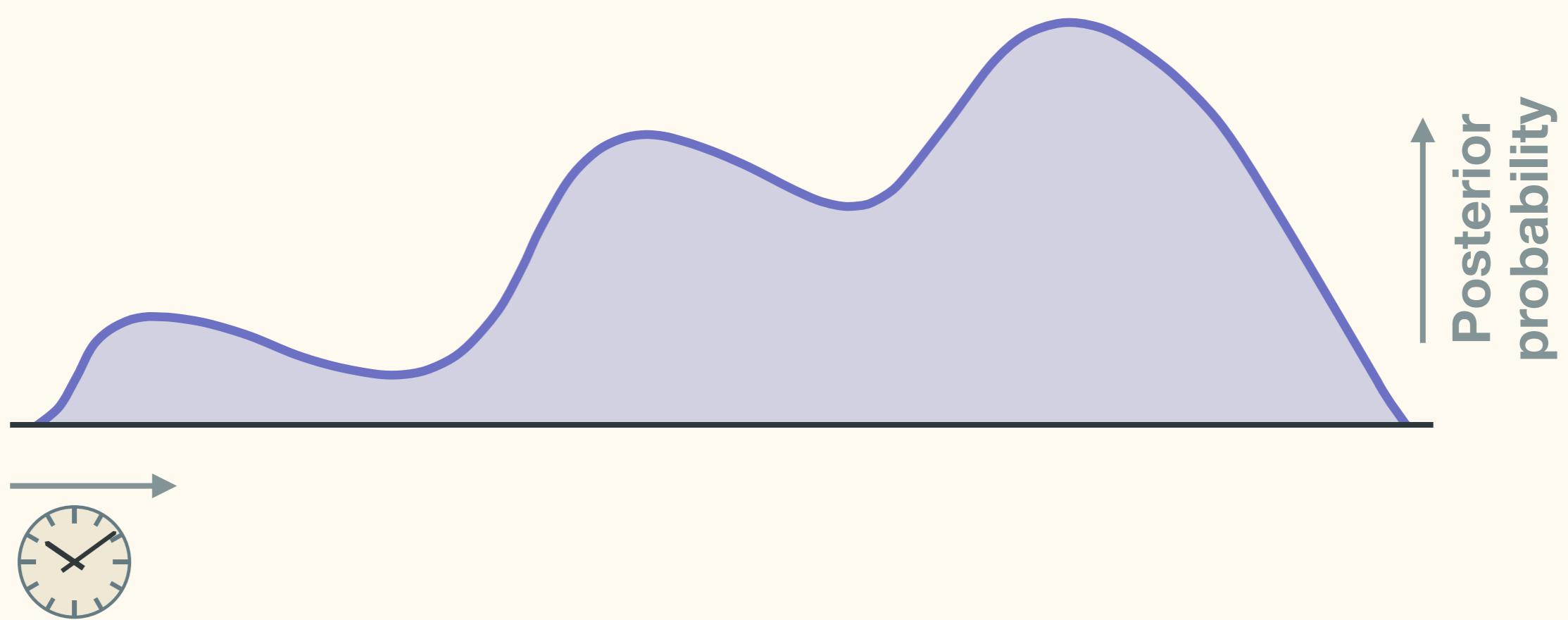
# MCMC

## Markov-chain Monte Carlo



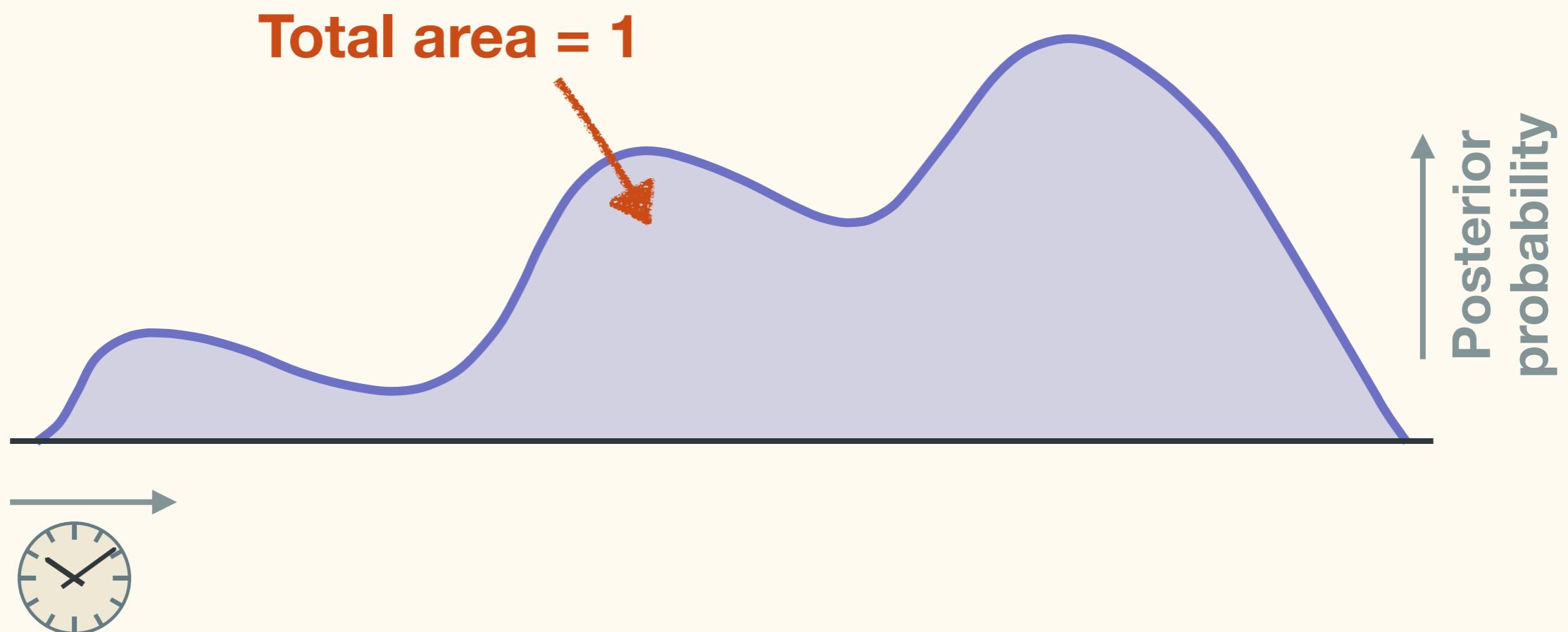
# MCMC

Markov-chain Monte Carlo



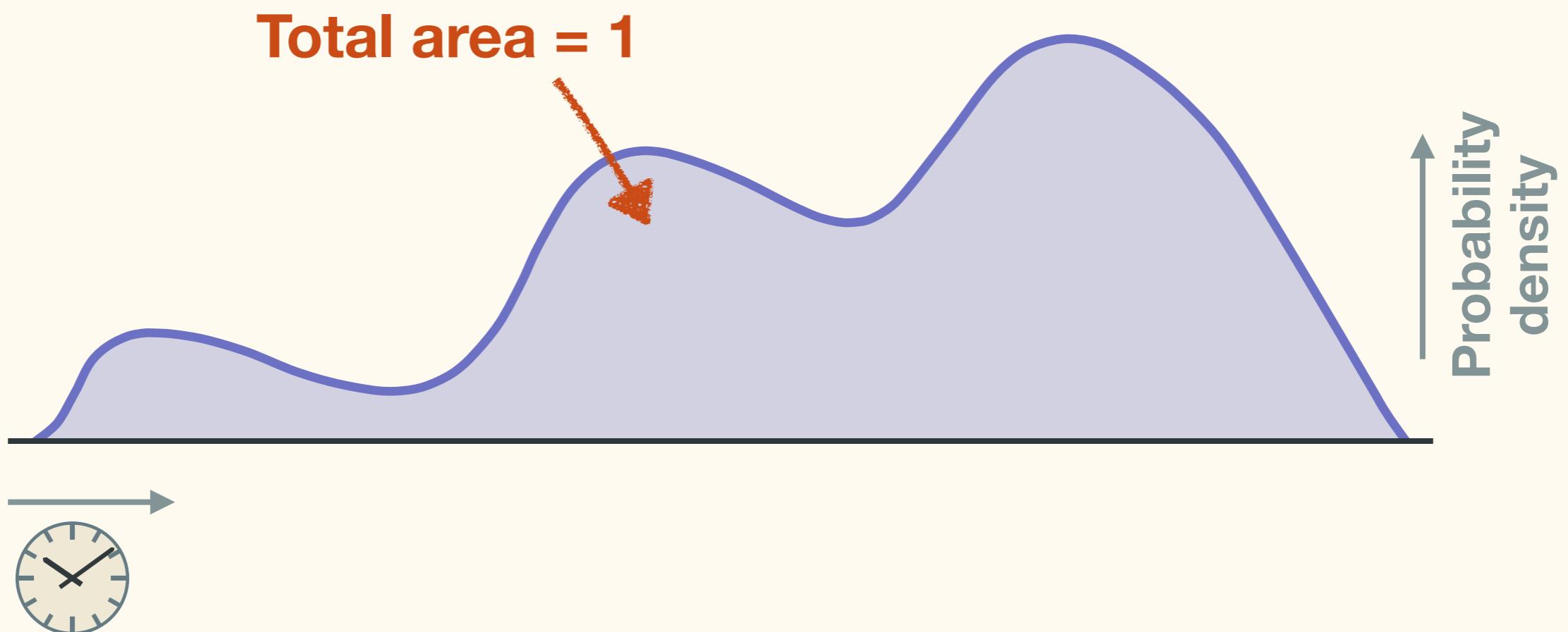
# MCMC

Markov-chain Monte Carlo



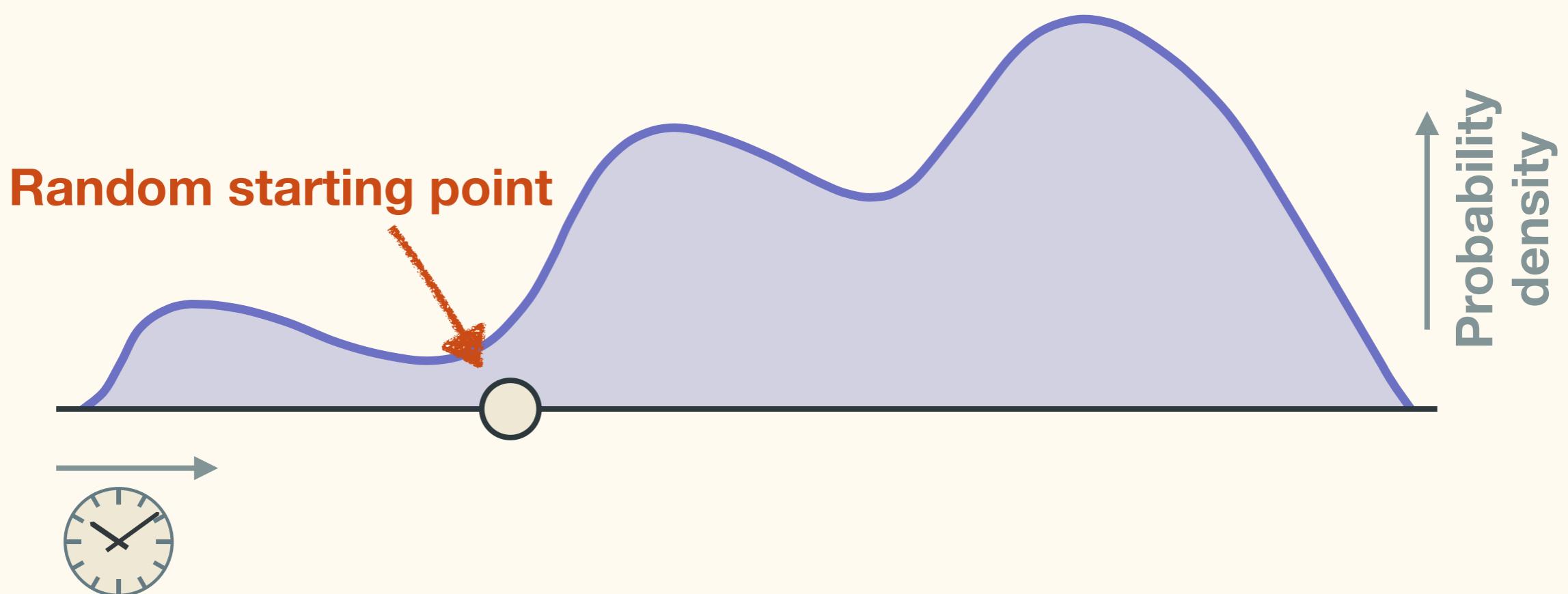
# MCMC

## Markov-chain Monte Carlo



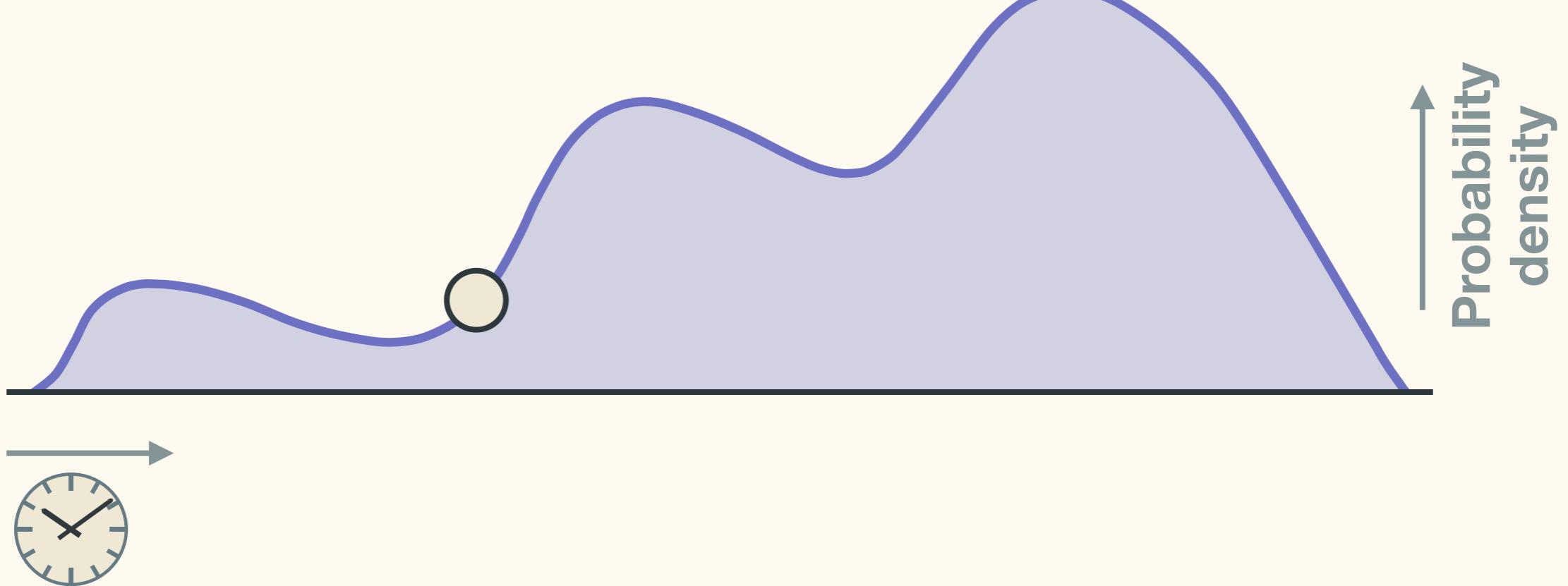
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Markov-chain Monte Carlo



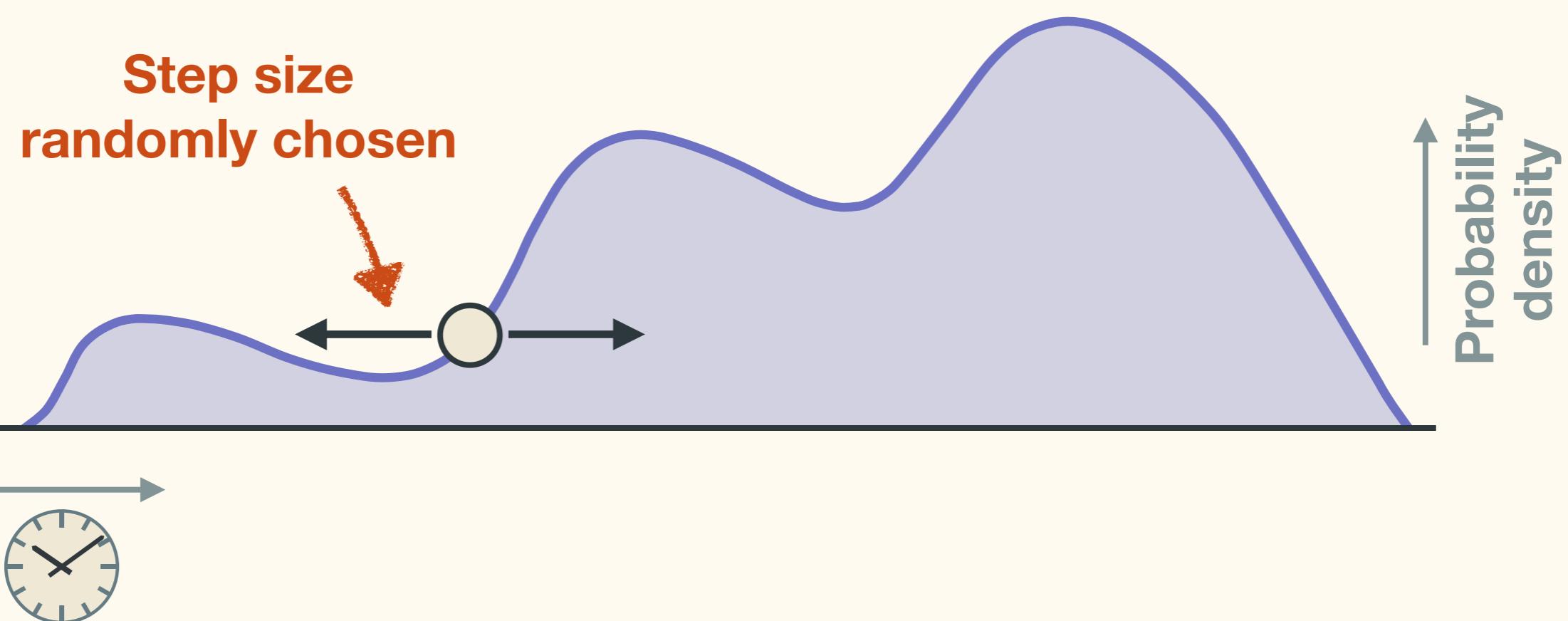
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## Markov-chain Monte Carlo



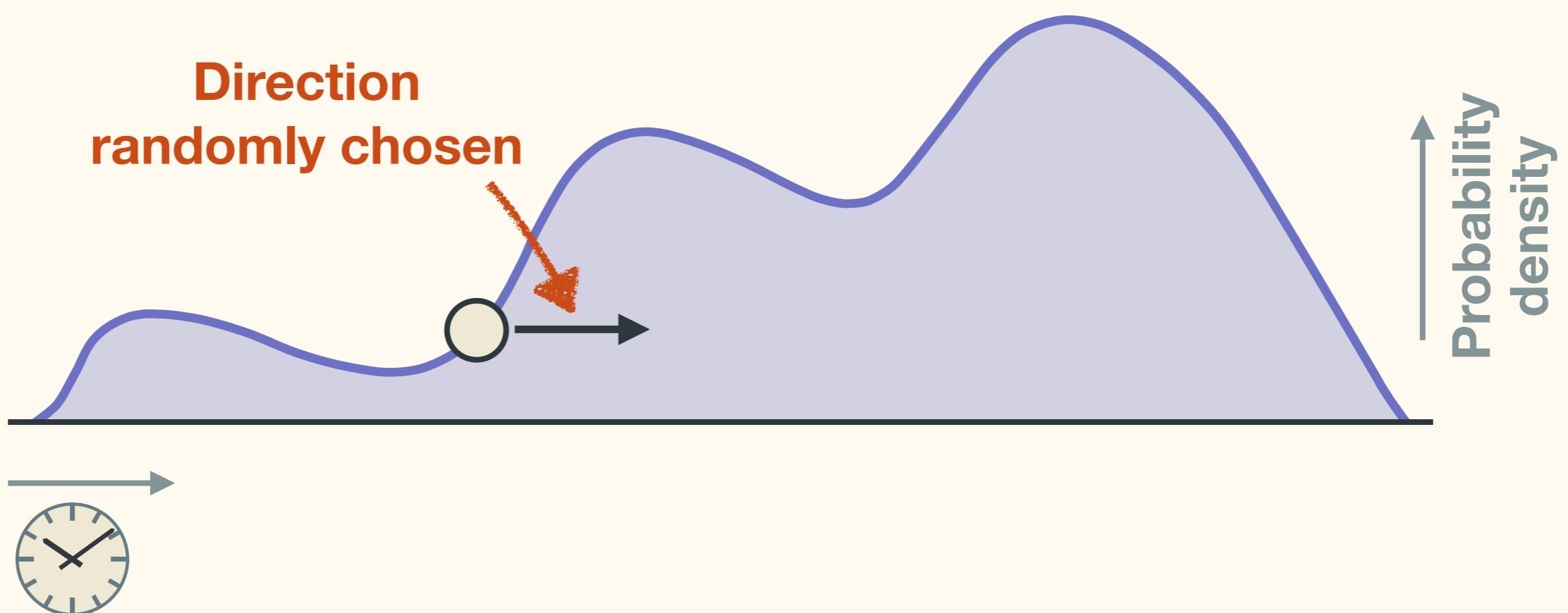
# MCMC

## Markov-chain Monte Carlo



# MCMC

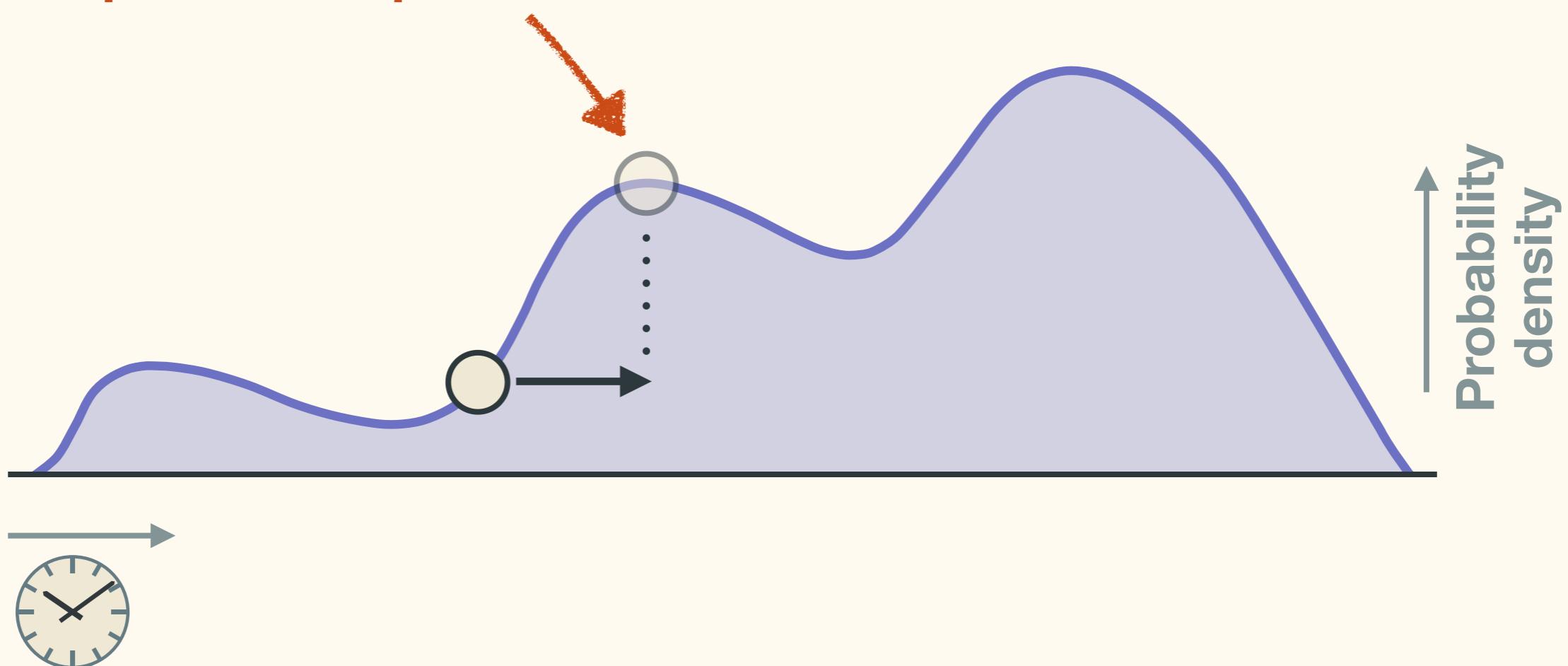
## Markov-chain Monte Carlo



# MCMC

## Markov-chain Monte Carlo

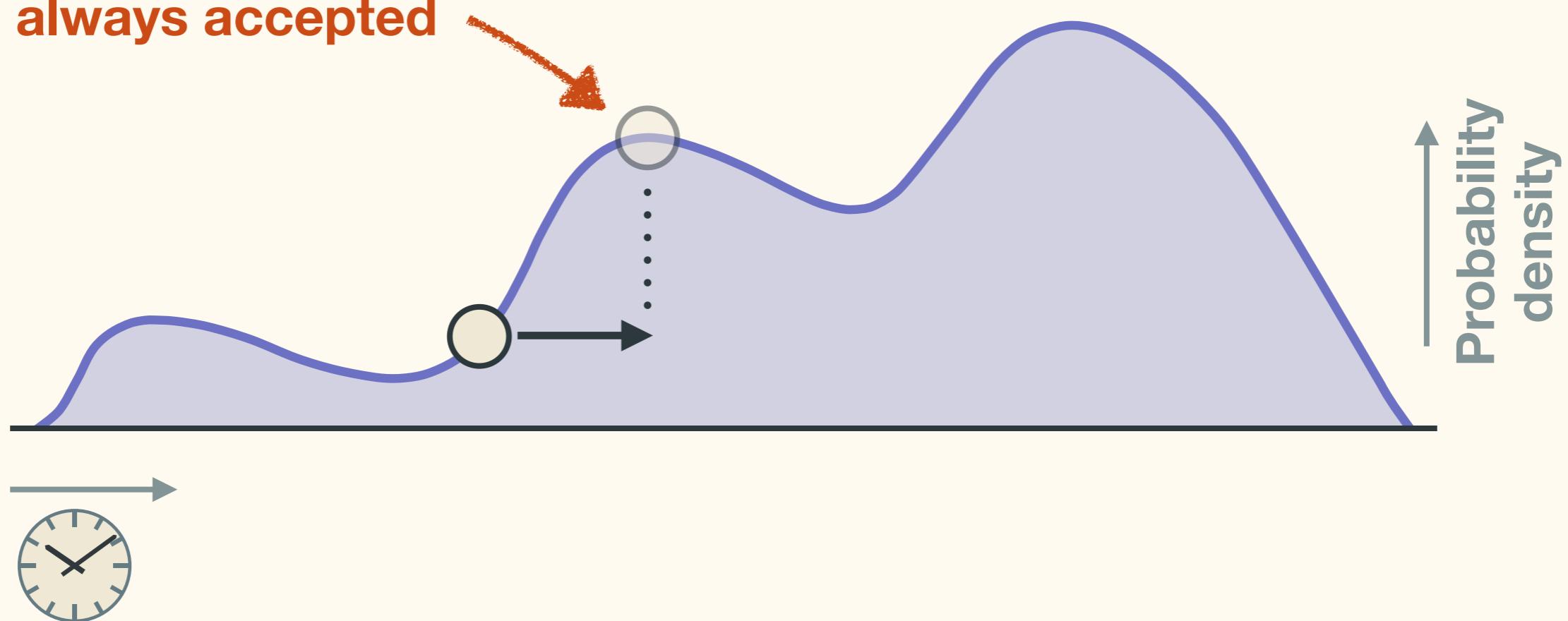
Proposed new position



# MCMC

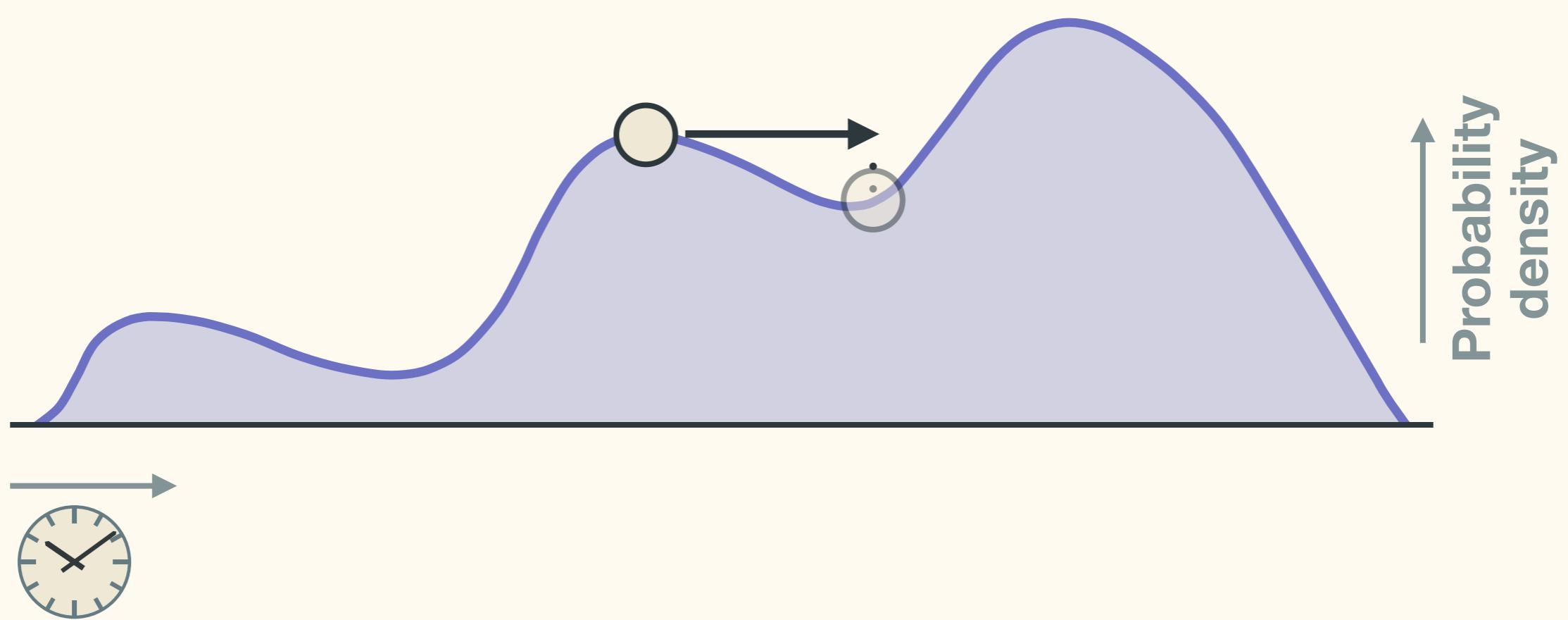
## Markov-chain Monte Carlo

Upward moves are  
always accepted



# MCMC

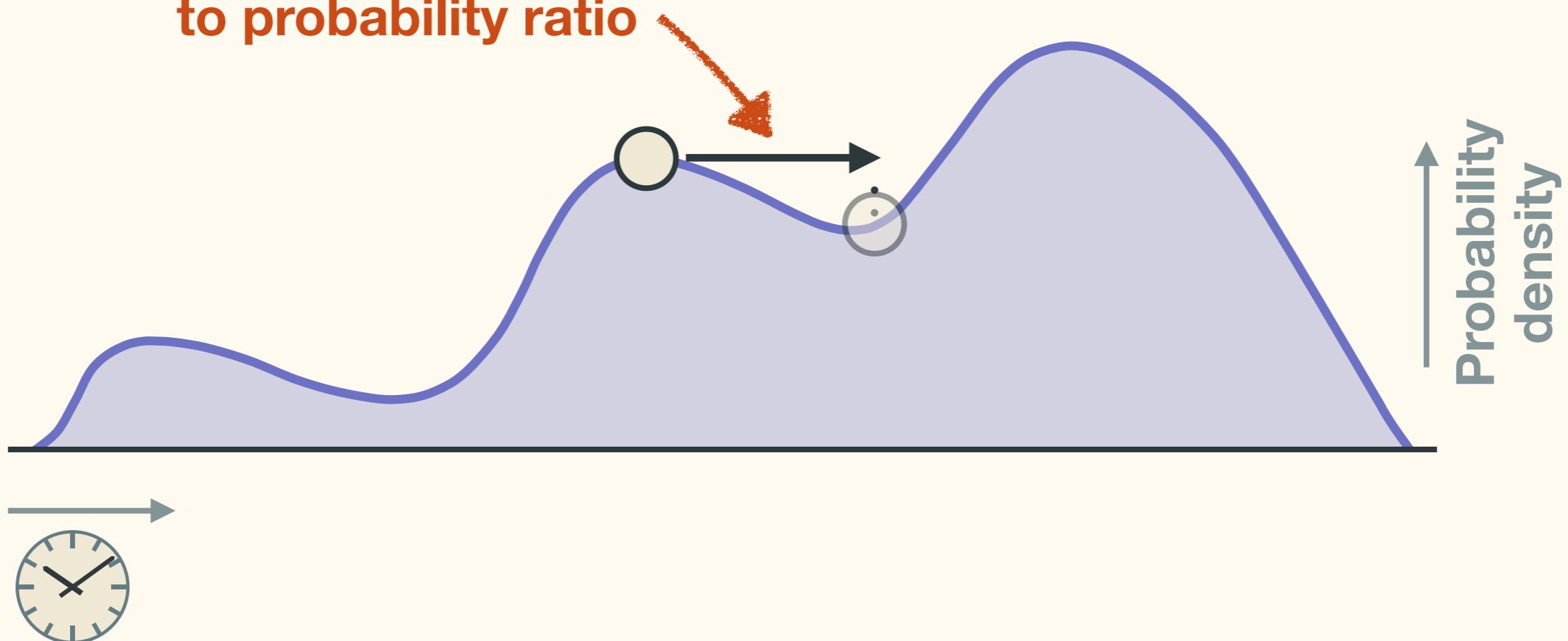
Markov-chain Monte Carlo



# MCMC

## Markov-chain Monte Carlo

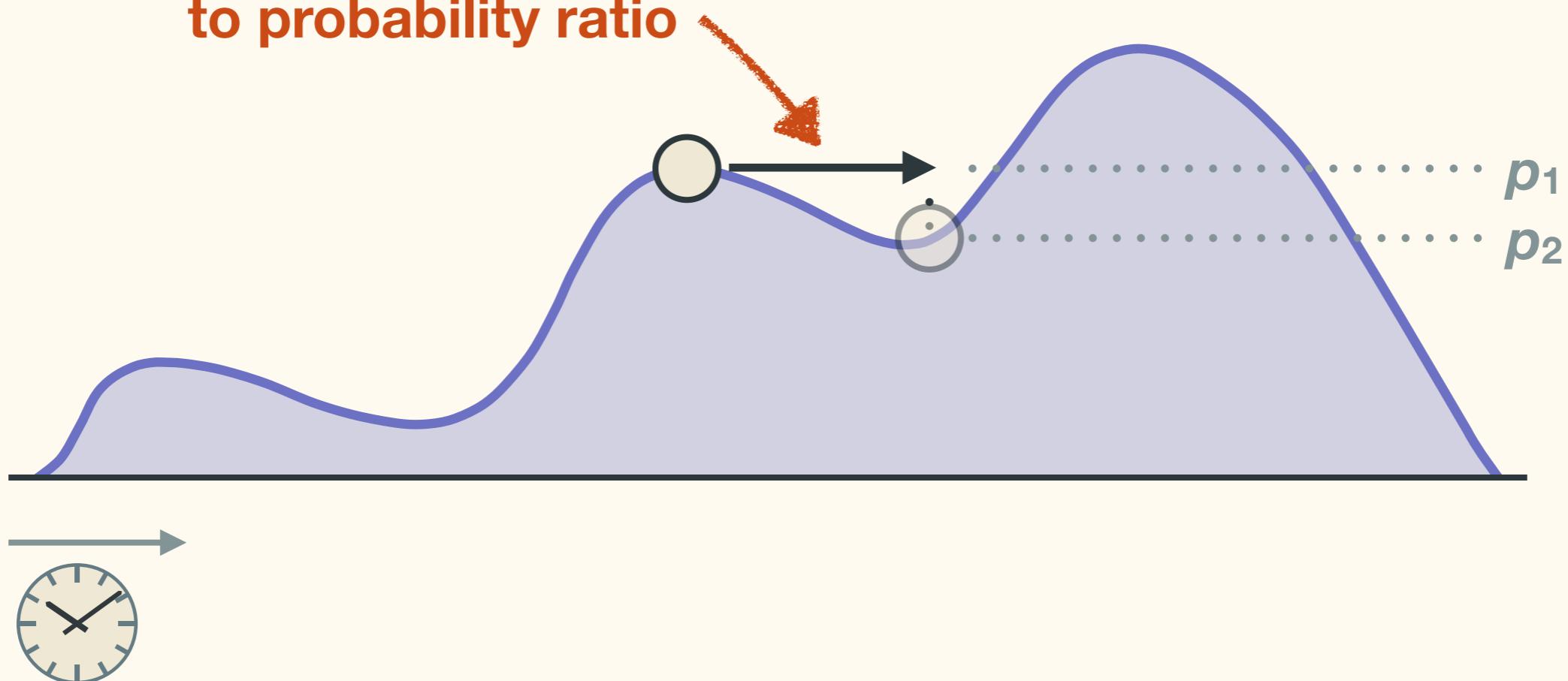
**Downward moves are accepted according to probability ratio**



# MCMC

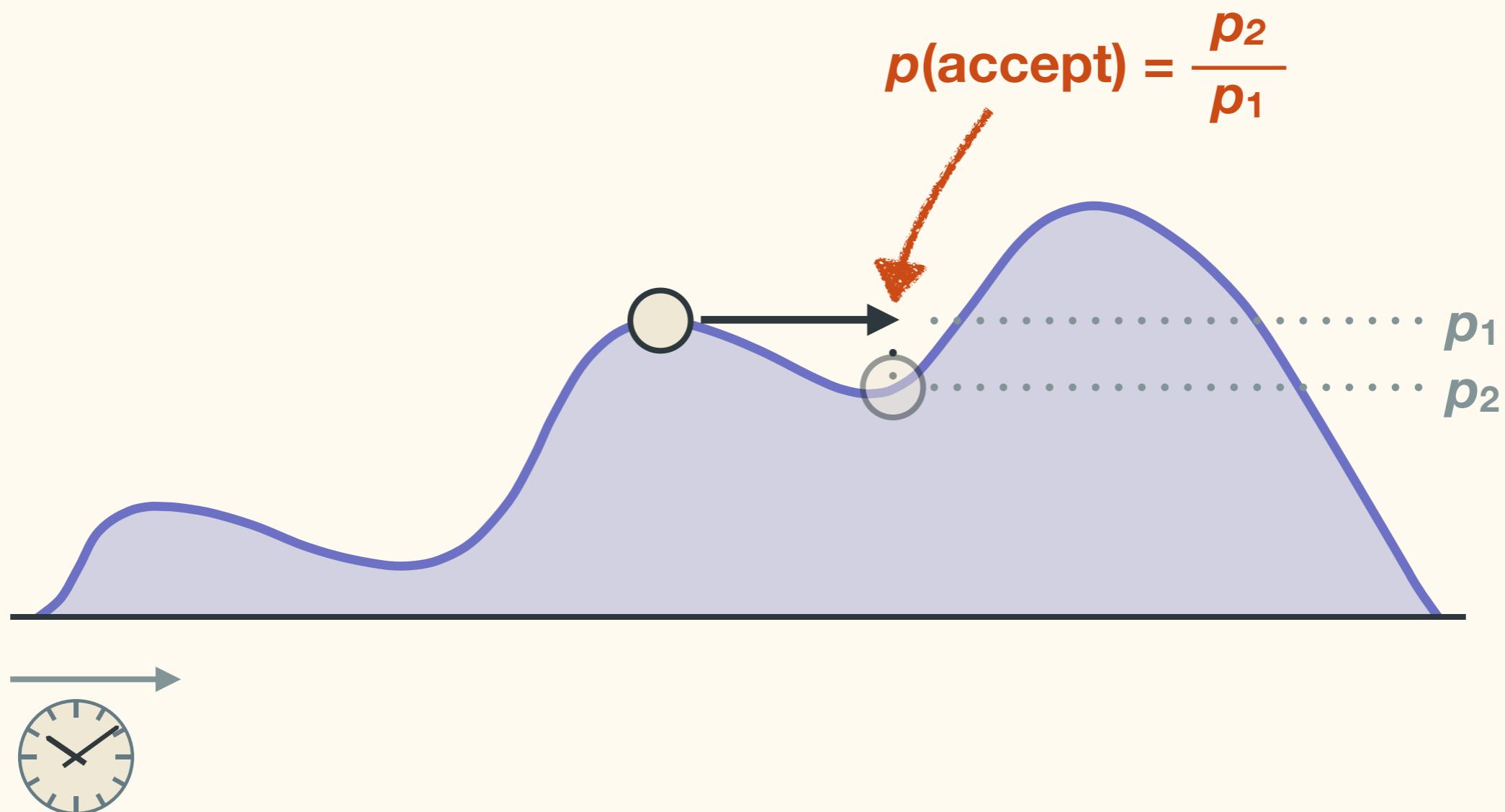
## Markov-chain Monte Carlo

**Downward moves are accepted according to probability ratio**



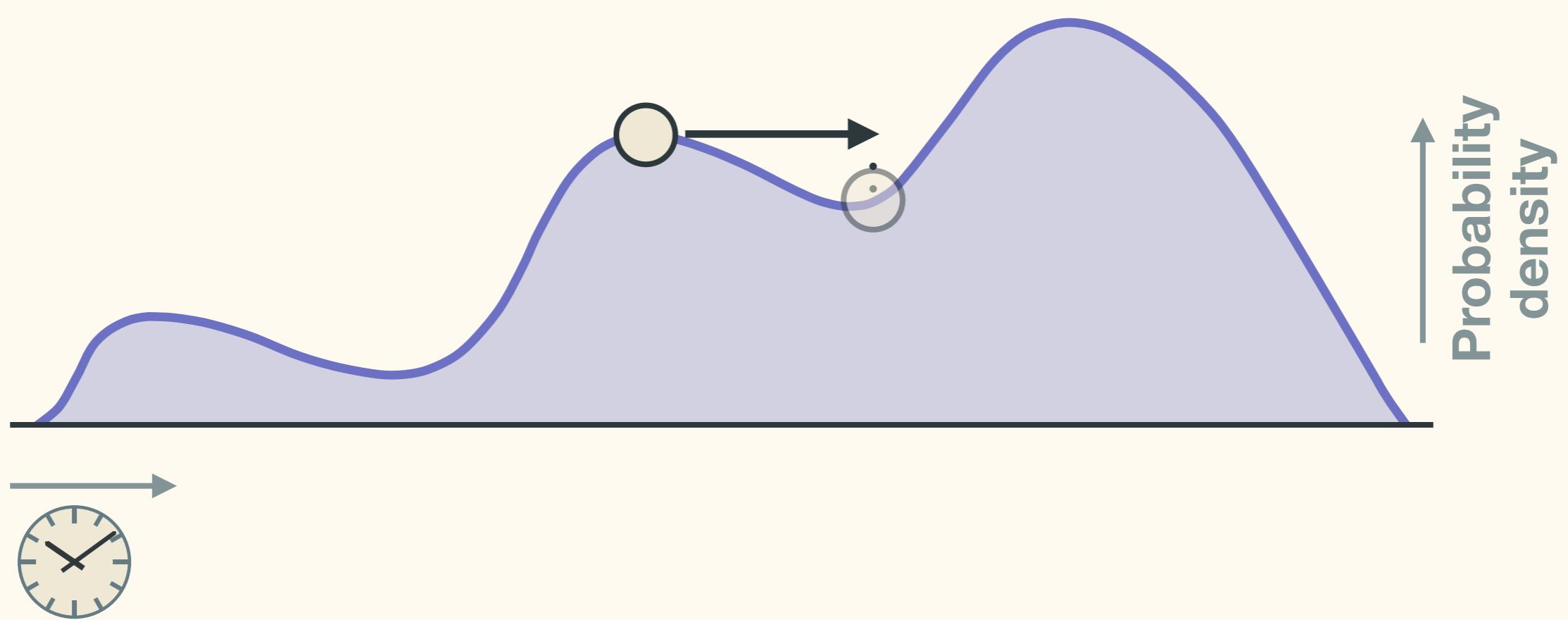
# MCMC

## Markov-chain Monte Carlo



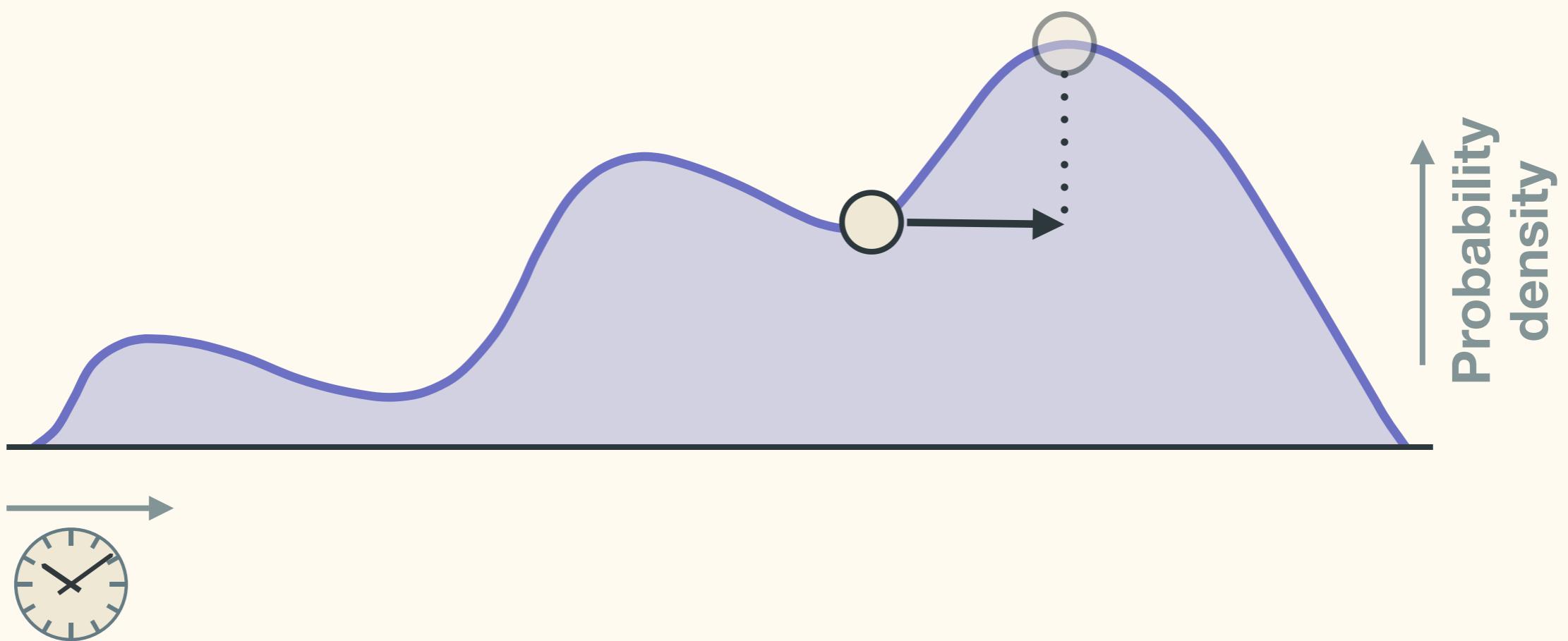
# MCMC

Markov-chain Monte Carlo



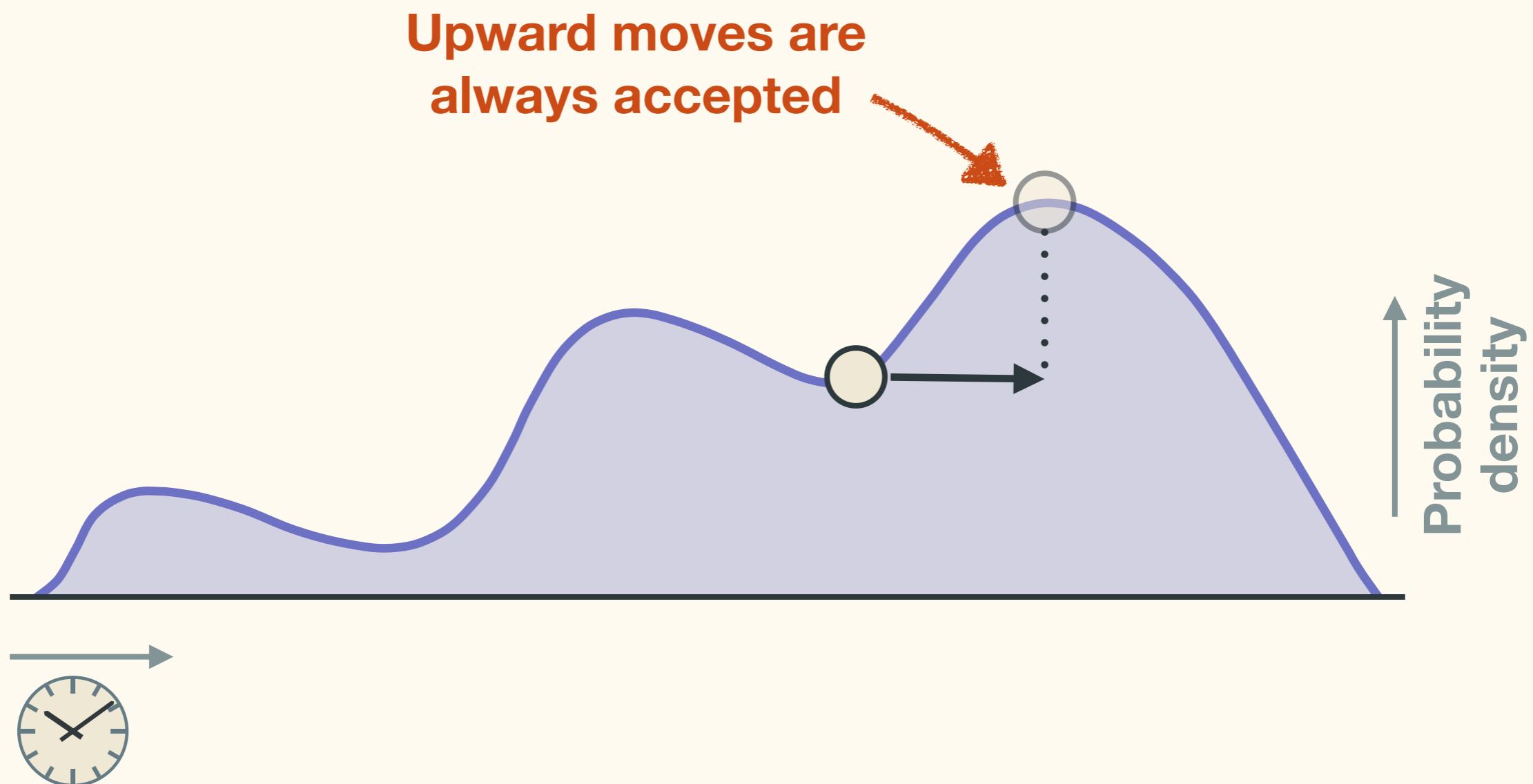
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## Markov-chain Monte Carlo



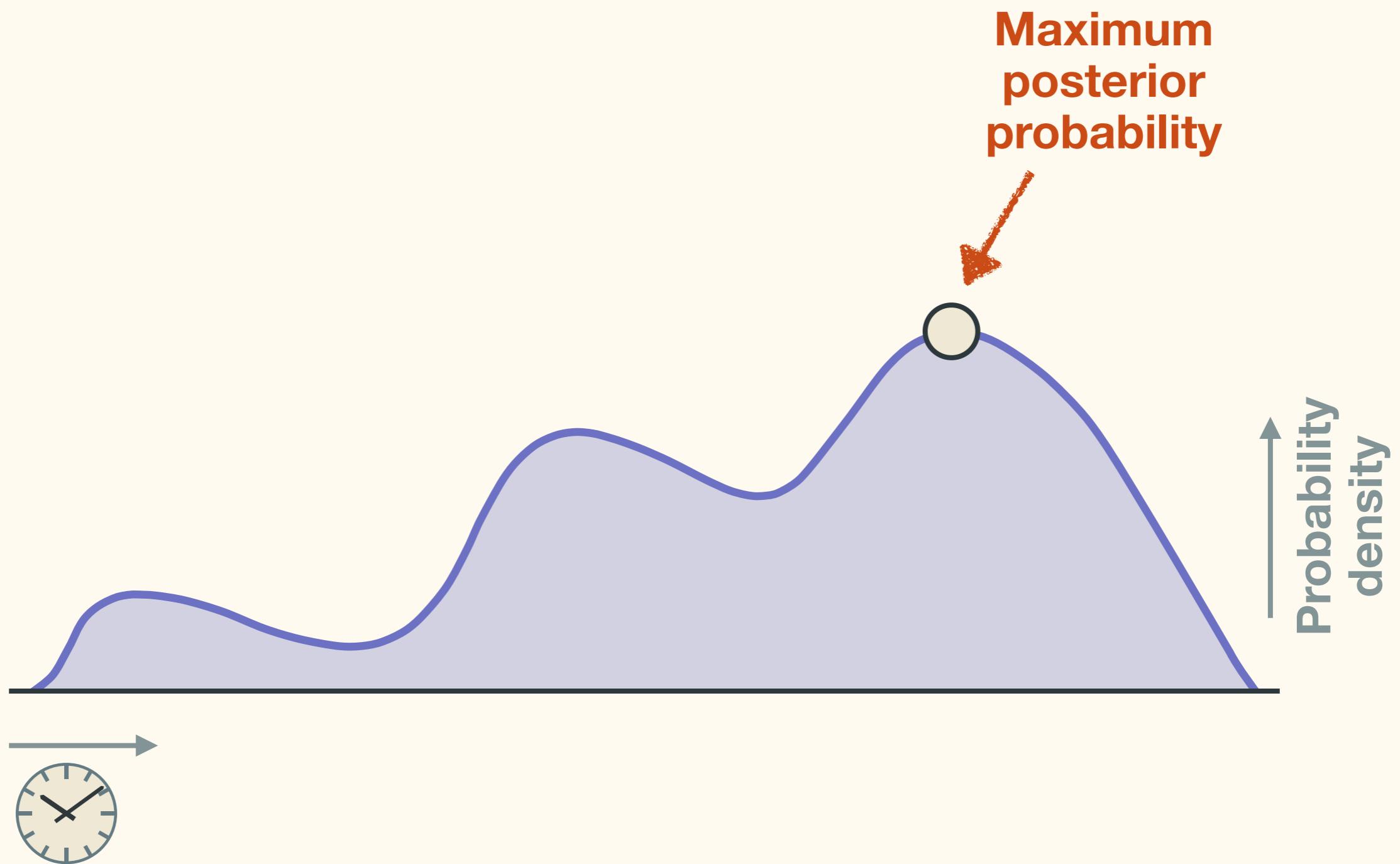
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## Markov-chain Monte Carlo



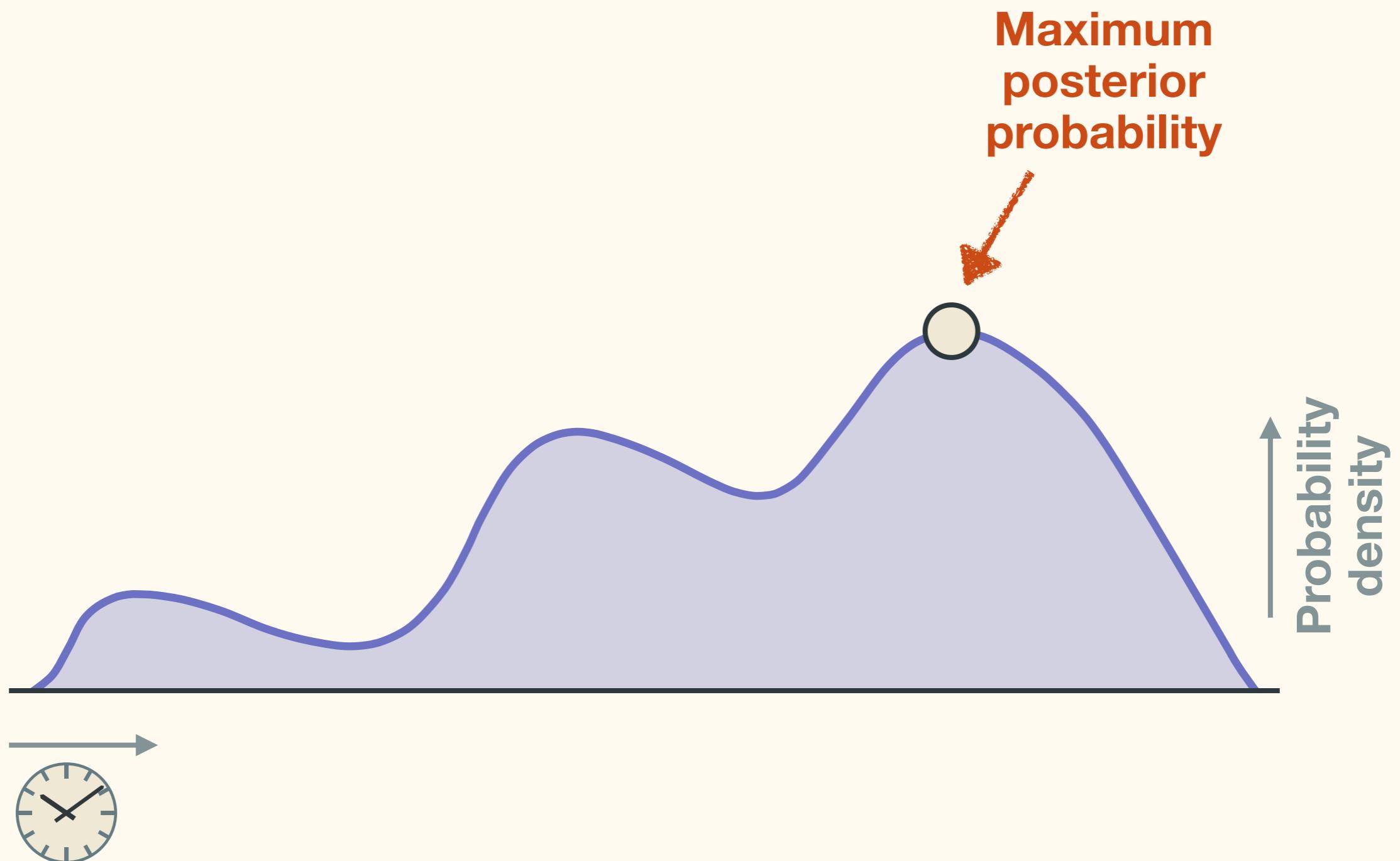
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Markov-chain Monte Carlo



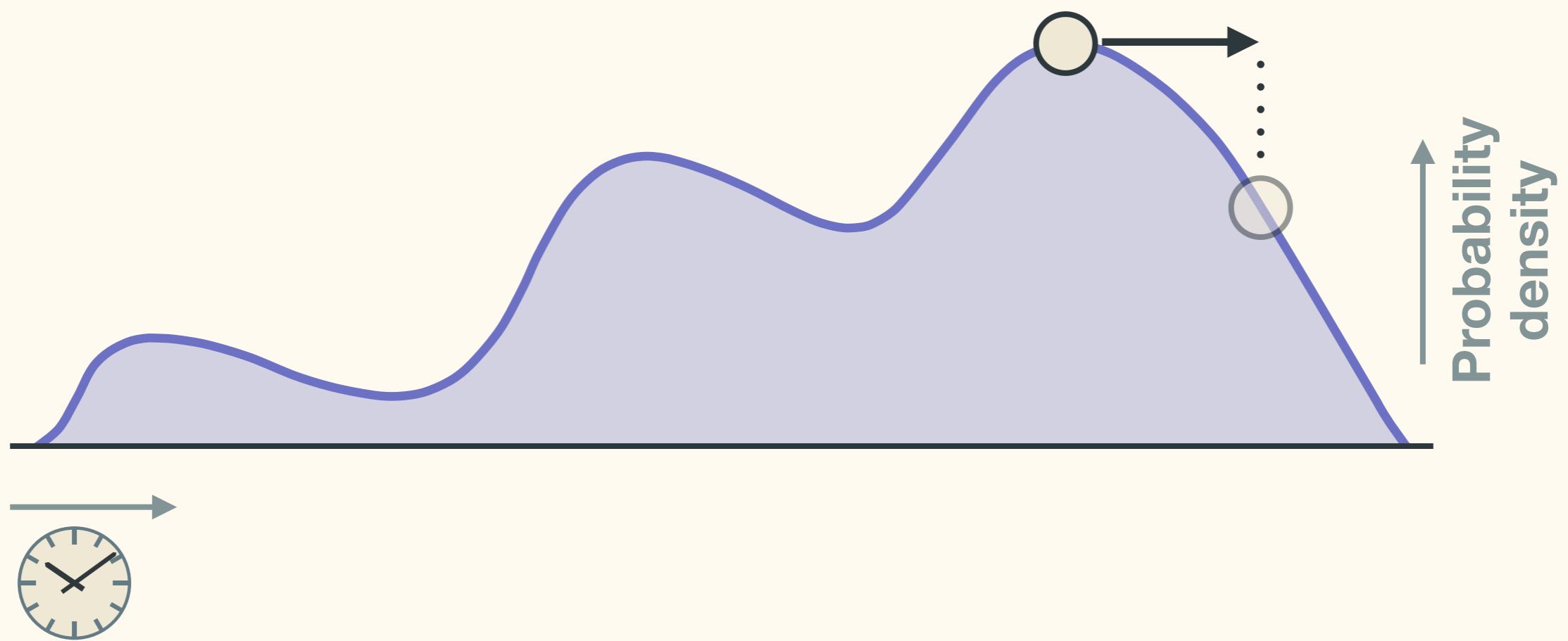
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Markov-chain Monte Carlo



# MCMC

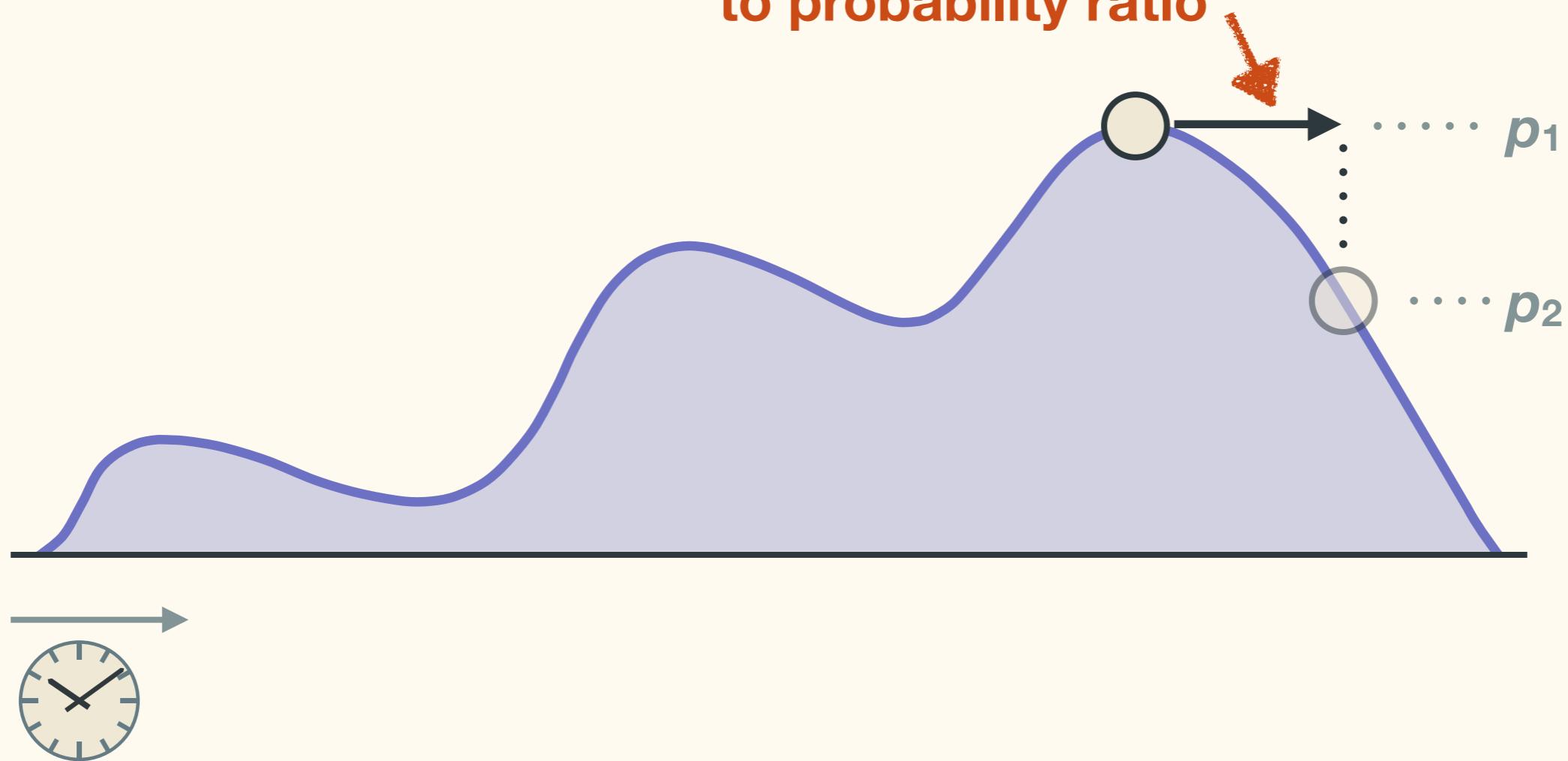
Markov-chain Monte Carlo



# MCMC

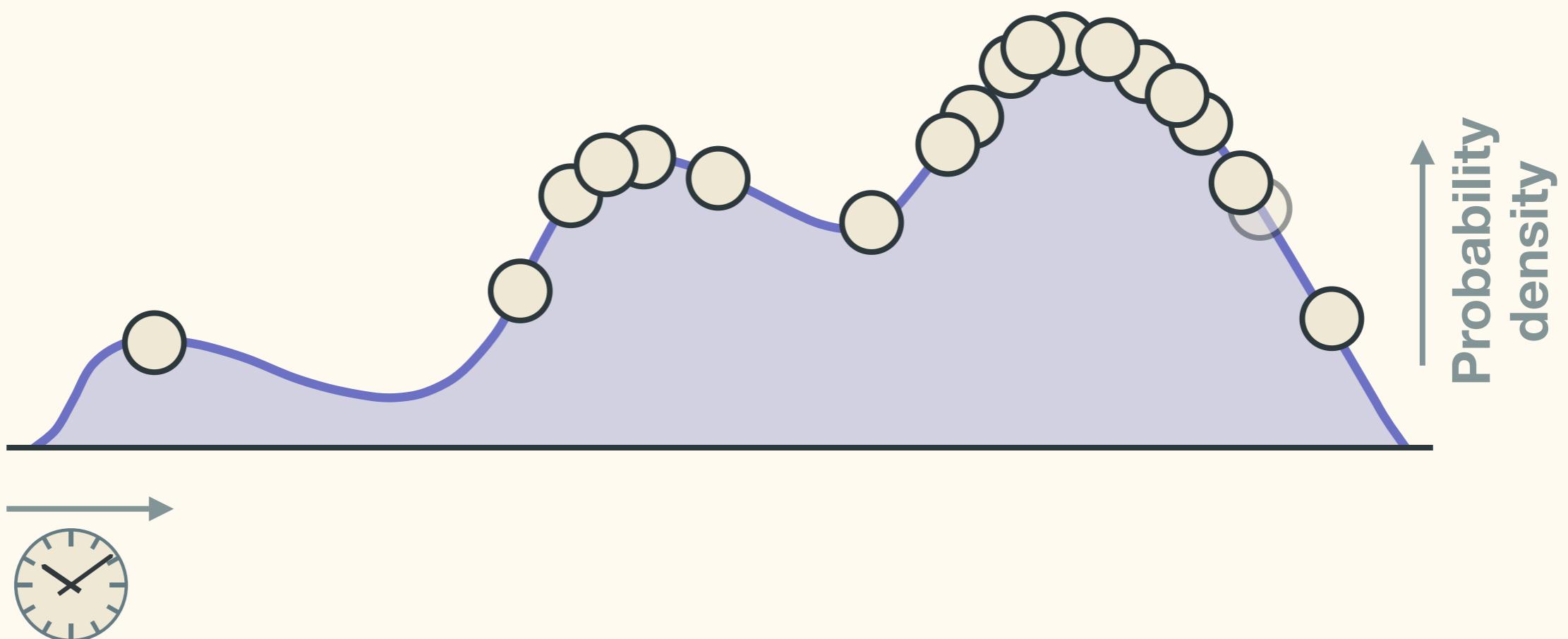
## Markov-chain Monte Carlo

Downward moves are accepted according to probability ratio



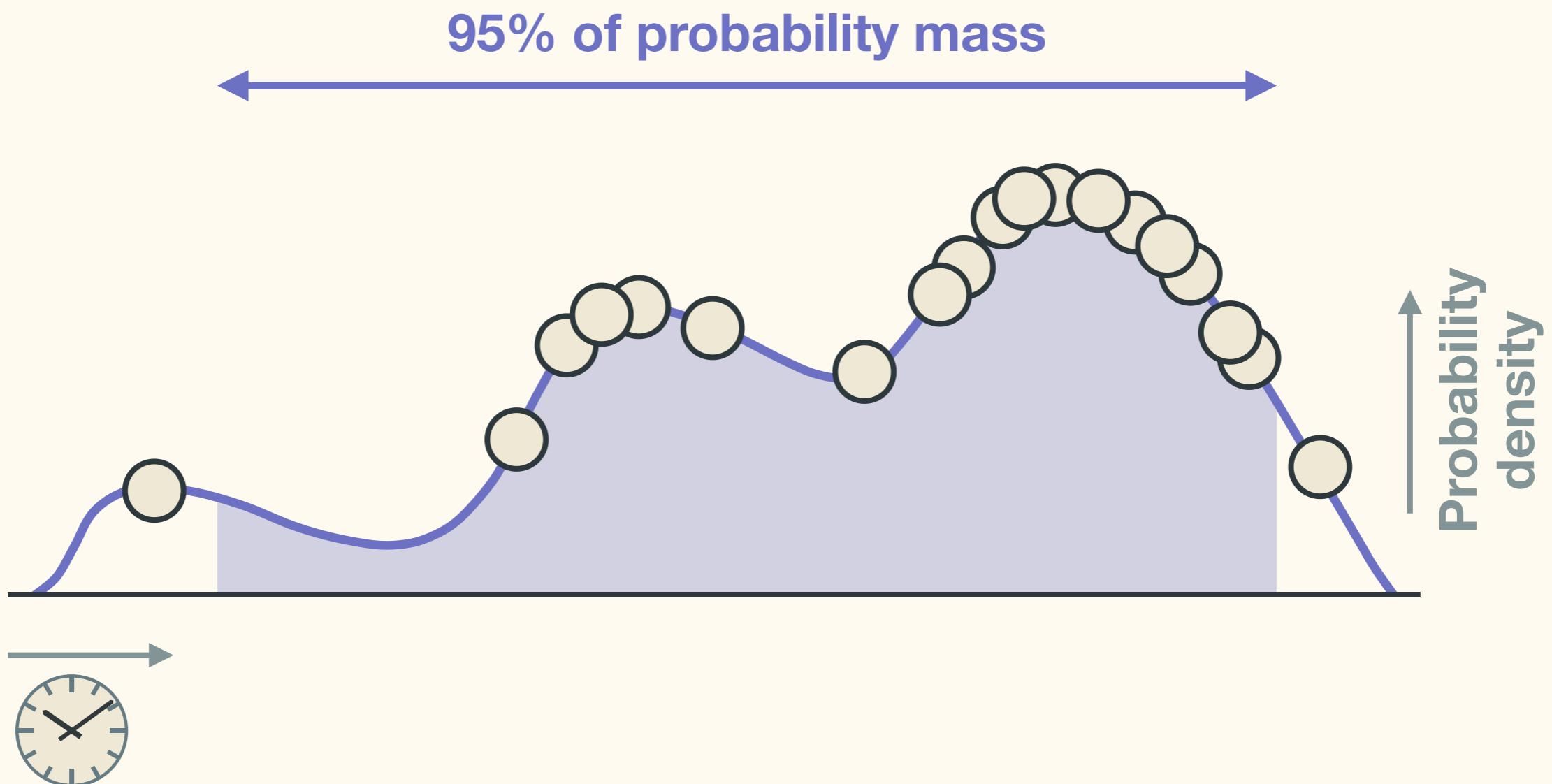
# MCMC

## Markov-chain Monte Carlo



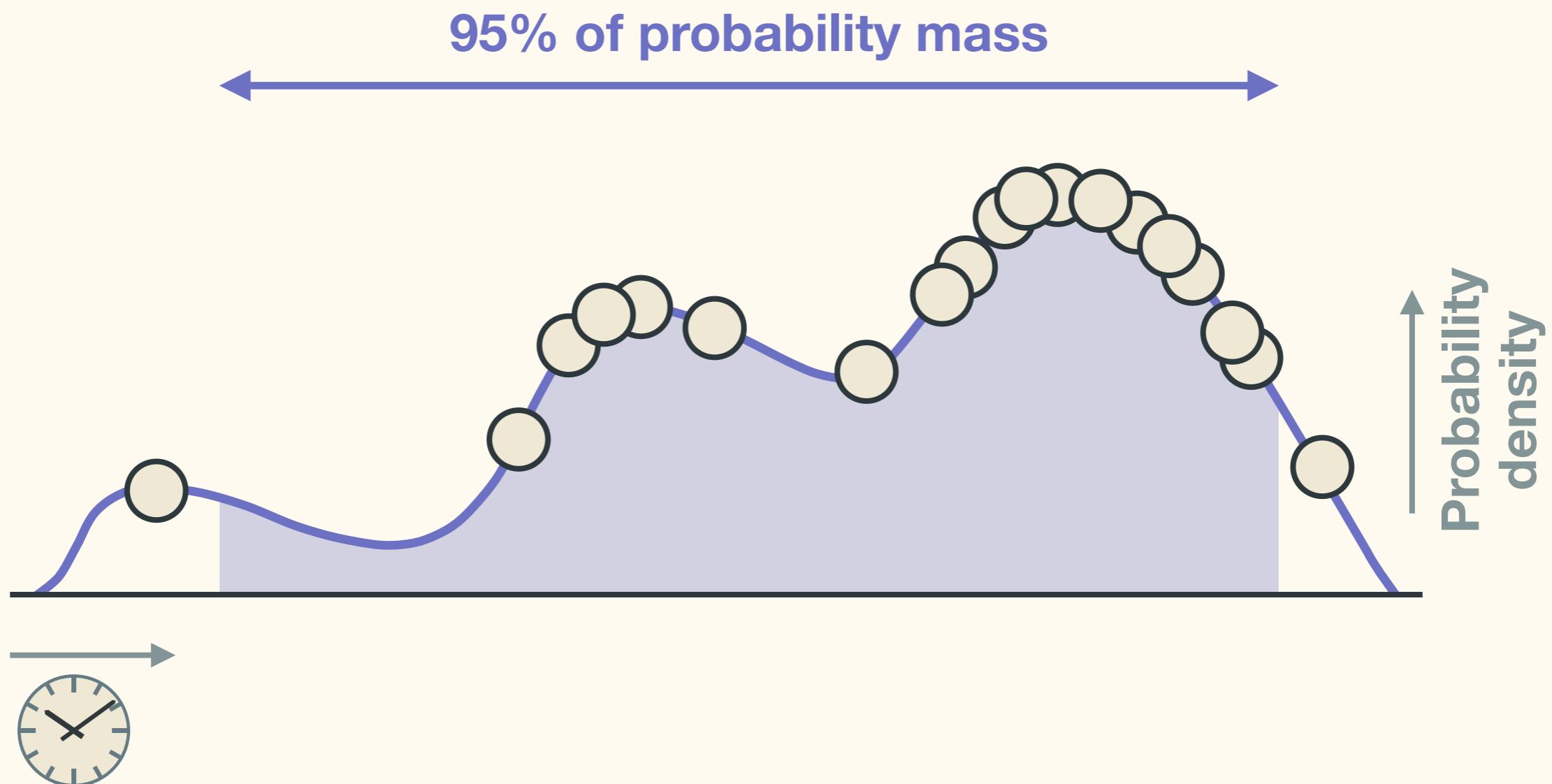
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Markov-chain Monte Carlo



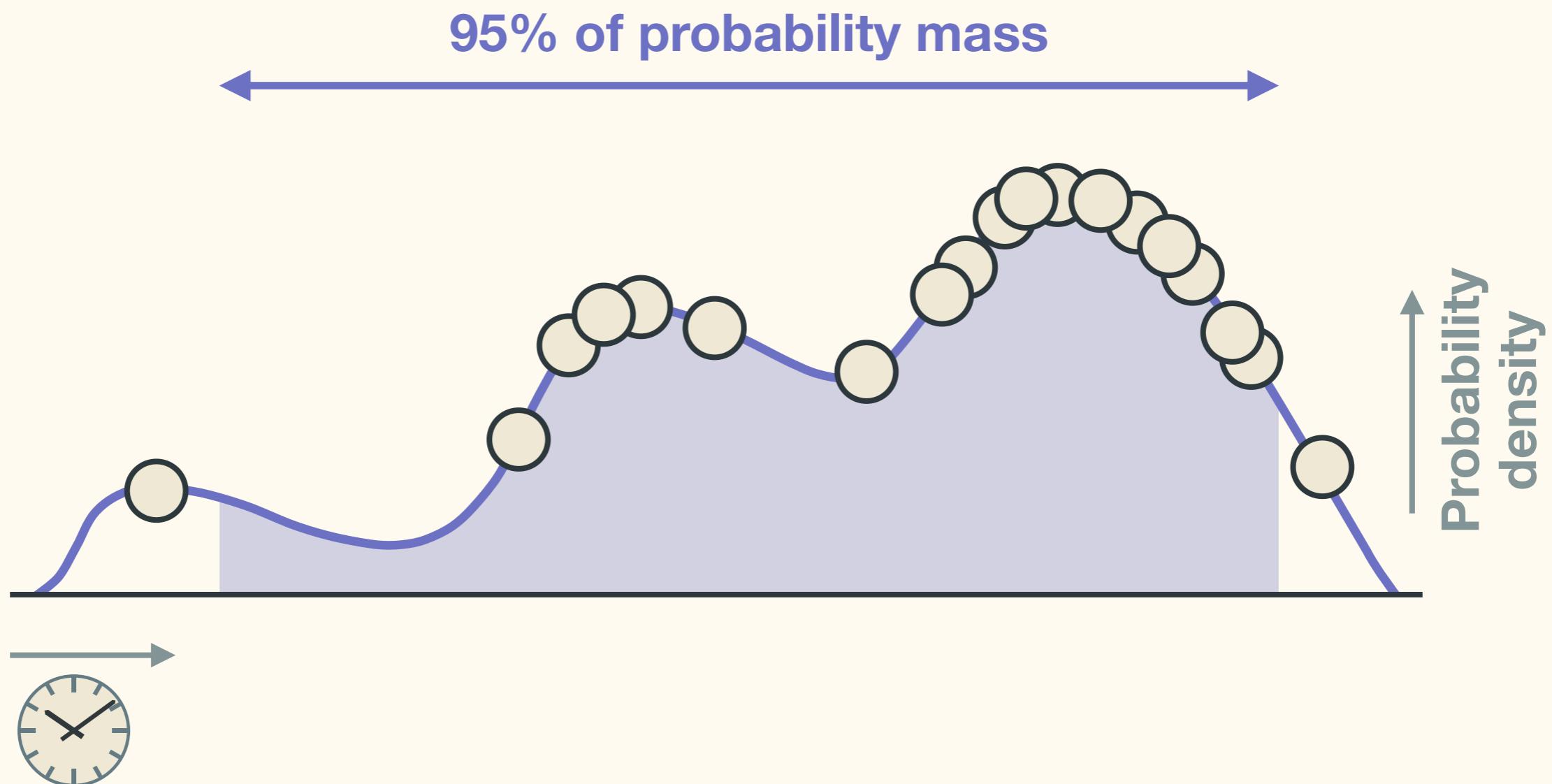
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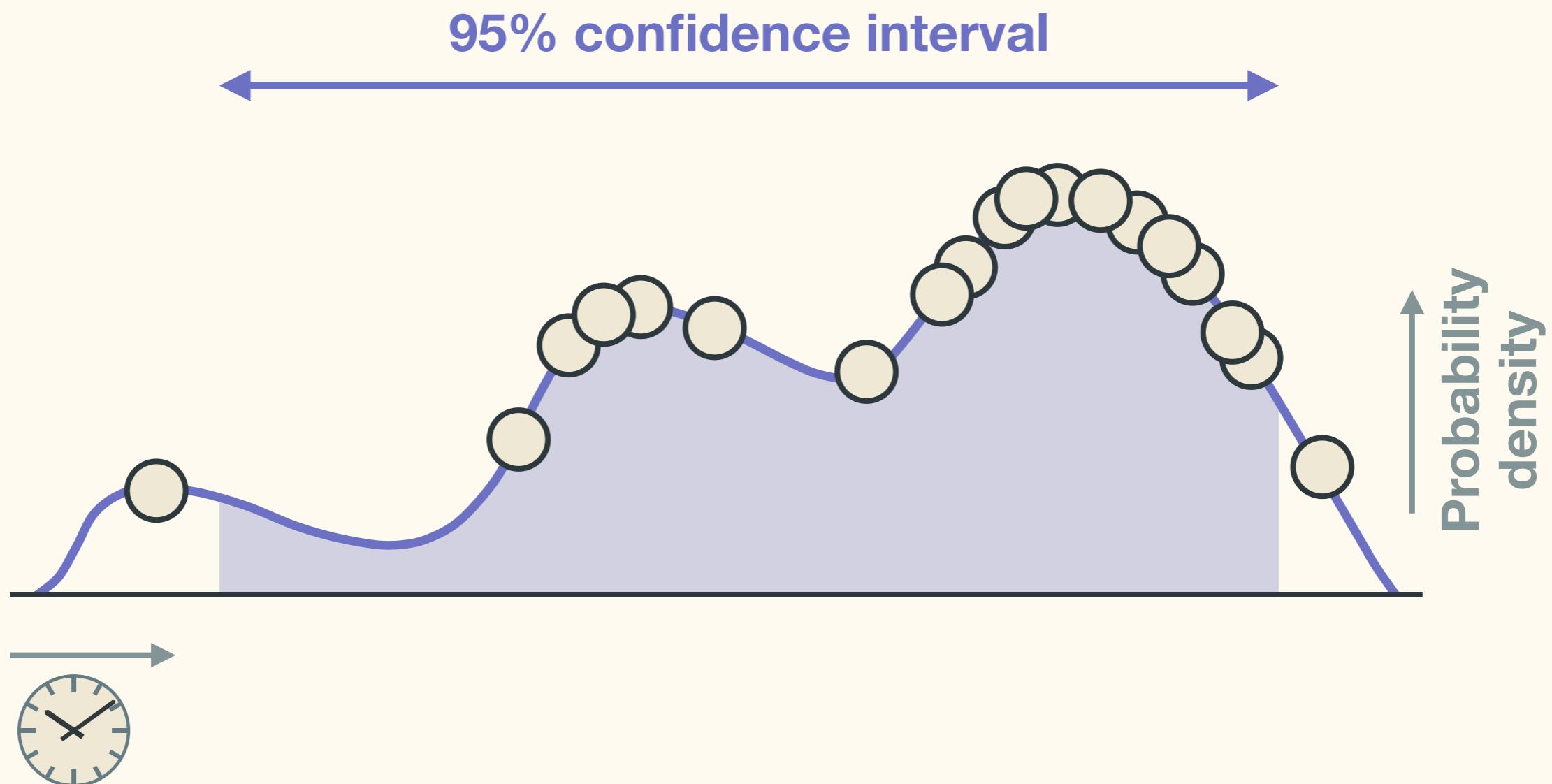
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Markov-chain Monte Carlo



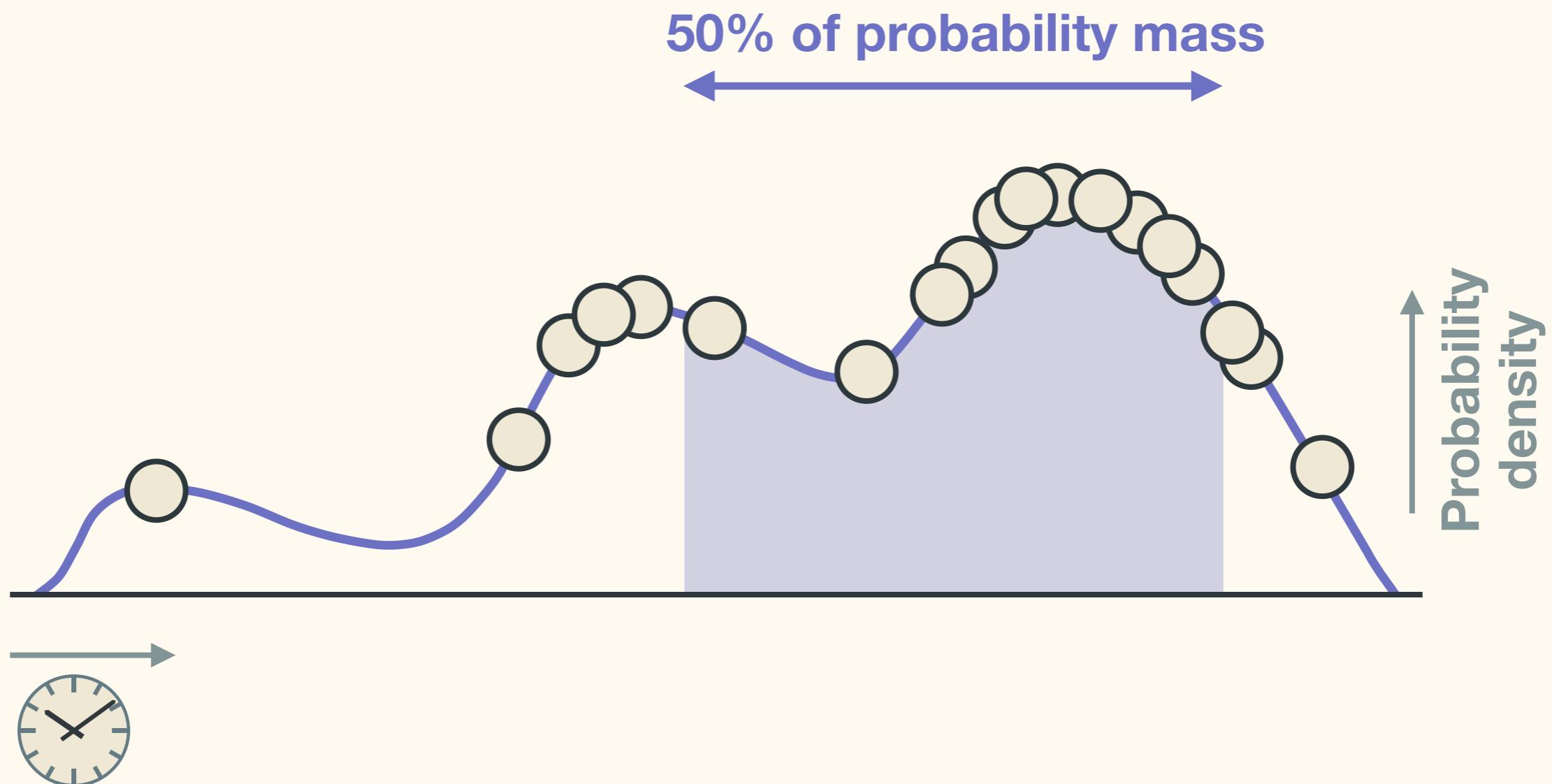
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Markov-chain Monte Carlo



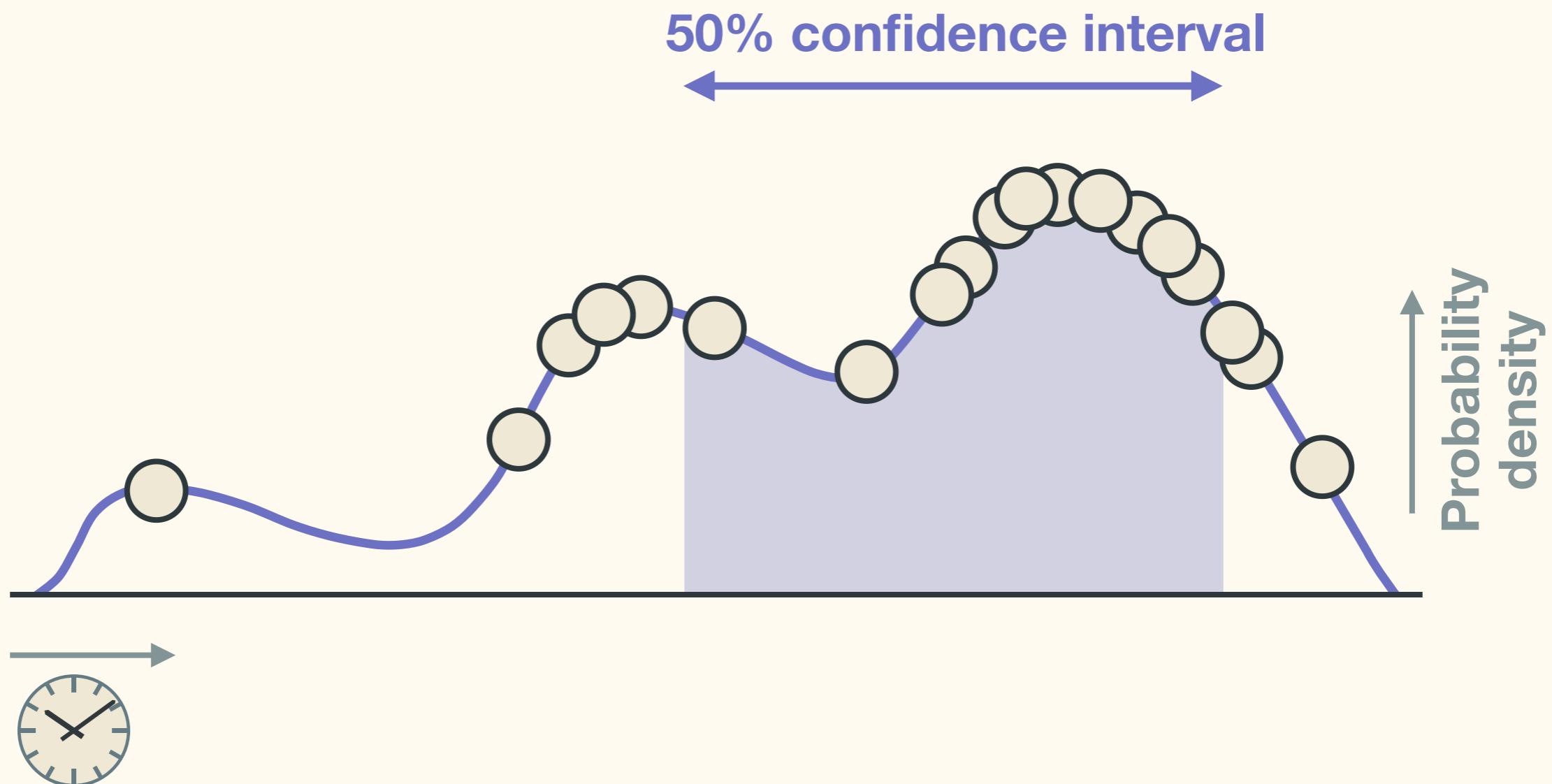
# MCMC

## Markov-chain Monte Carlo



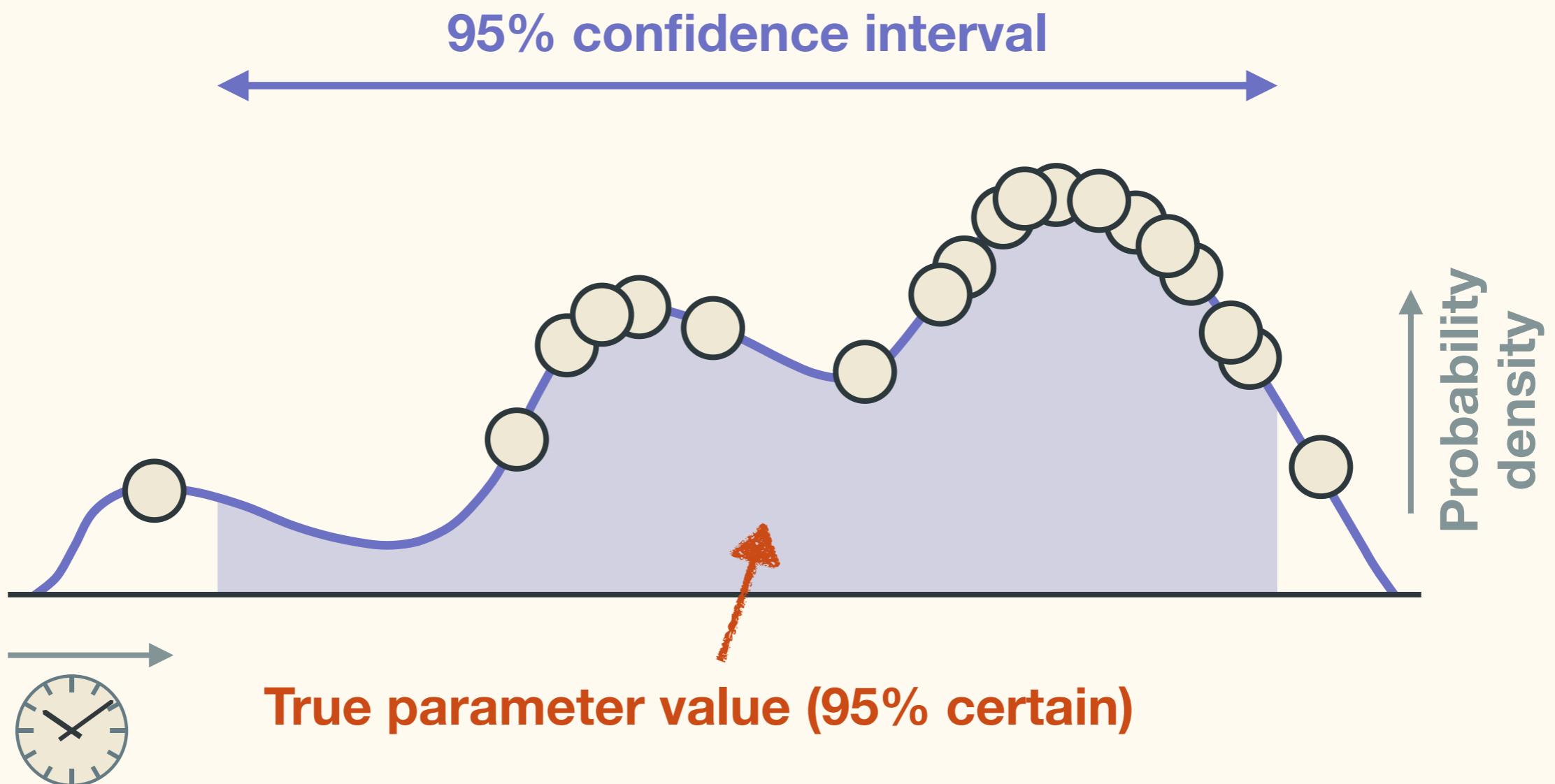
# MCMC

Markov-chain Monte Carlo



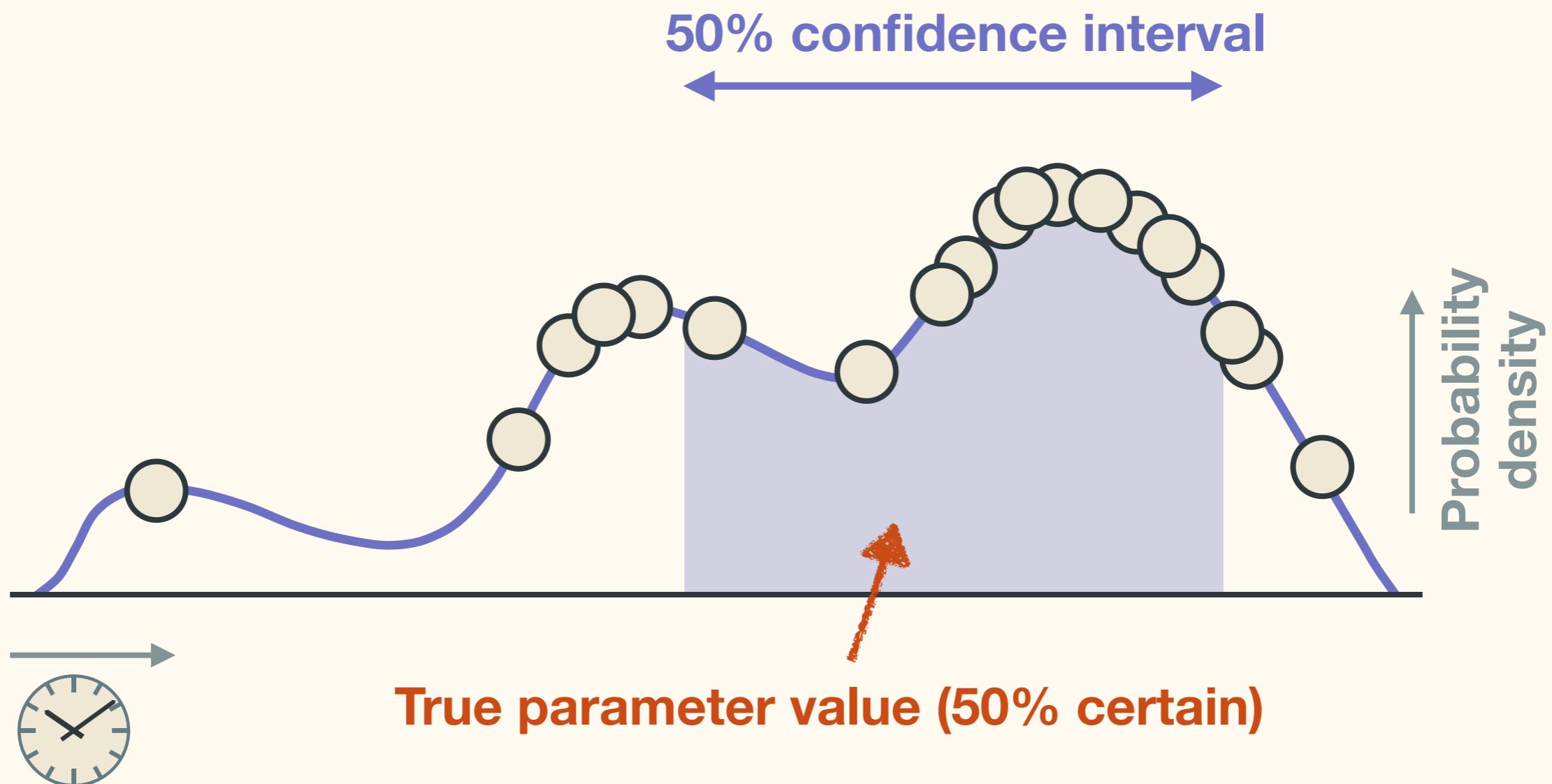
# MCMC

Markov-chain Monte Carlo



# MCMC

Markov-chain Monte Carlo



# MCMC Robot

# Thanks

$$P(I'M\ NEAR\ |\ THE\ OCEAN\ | I\PICKED\ UP\ A\ SEASHELL) =$$
$$\frac{P(I\PICKED\ UP\ |\ I'M\ NEAR\ |\ THE\ OCEAN)\ P(I'M\ NEAR\ |\ THE\ OCEAN)}{P(I\PICKED\ UP\ |\ A\ SEASHELL)}$$

Thar



STATISTICALLY SPEAKING, IF YOU PICK UP A SEASHELL AND DON'T HOLD IT TO YOUR EAR, YOU CAN PROBABLY HEAR THE OCEAN.