

## Information geometry<sup>\*</sup>

**Shun-ichi Amari**

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**Abstract.** Information geometry has emerged from the study of the invariant structure in families of probability distributions. This invariance uniquely determines a second-order symmetric tensor  $g$  and third-order symmetric tensor  $T$  in a manifold of probability distributions. A pair of these tensors  $(g, T)$  defines a Riemannian metric and a pair of affine connections which together preserve the metric. Information geometry involves studying a Riemannian manifold having a pair of dual affine connections. Such a structure also arises from an asymmetric divergence function and affine differential geometry. A dually flat Riemannian manifold is particularly useful for various applications, because a generalized Pythagorean theorem and projection theorem hold. The Wasserstein distance gives another important geometry on probability distributions, which is non-invariant but responsible for the metric properties of a sample space. I attempt to construct information geometry of the entropy-regularized Wasserstein distance.

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