MCMC etc.

Fitting Models

The Story So Far

- We can use Bayes' Theorem as the basis for statistical inference:
- $P(\theta|X) \propto P(X|\theta).P(\theta)$
- With any non-trivial problem, it is impossible in practice to derive the equations for $P(\theta|X)$
- This use to be a problem, but no longer!
- Now we use computer intensive algorithms to estimate P(θ|X)

The Basics

- Computers can do lots of boring calculations
- The challenge is to develop algorithms that are efficient
 - i.e. which don't take too much time
- Computers can generate "pseudo-random numbers"
 - numbers that look random
 - Uniform distribution
 - want to use these to simulate other distributions

The Output

- We want to estimate probability distributions
- In particular, the posterior distribution, $P(\theta|X)$
- Simulate the distribution
- Should look like the underlying distribution:



Simple Simulations

 What if we want to simulate an exponential distribution?

$$f(\mathbf{x}) = \frac{\gamma}{\lambda} e^{-\frac{\lambda}{\lambda}}$$

 We can do this by transforming a uniform distribution:

$$y = -\lambda \ln x$$

Simple Simulations

- Some distributions can be simulated in this way
 - exponential
 - normal
 - uniform
- But the transformation may be difficult to calculate
- Or it may take a long time
 - use quicker approaches

Markov Chain Monte Carlo

- Often the solution to fitting complex models
 - but not without problems
- Enables us to simulate posterior distributions
 - in many dimensions
- Now used in almost every Bayesian analysis
- Can also be used for frequentist analyses
 - but is often slower than other methods

What MC and MC mean

- Monte Carlo simulation
 - numerical simulation
 - stochastic
- Markov Chain
 - discrete time stochastic model
 - each time step depends on the previous one
 - common population model
 - often interested in the stationary distribution
 - the probability distribution after a long time

MCMC

- Create a Markov chain whose stationary distribution is the distribution we want
- Then run a Monte Carlo simulation for a long time, and store the values
- this will be from the distribution we want



The burn-in

- Once the chain has got to the stationary state, all values are from the required distribution
- .We remove the first few values, the burn-in
- Chop



The Rest

After the burn-in, the values are from the target distribution



Updating Algorithms

- Several algorithms available
 - minor industry in computational statistics
- Metropolis-Hastings
 - propose a new point, accept if good enough
 - if not good enough, stay there
 - can prove it works
- Gibbs Sampler
 - Simulate one parameter from its conditional distribution
 - conditioned on all the other parameters

Into Several Dimensions

- We could use M-H or Gibbs sampler in several dimensions
 - propose several dimensions simultaneously
- But gets difficult in many dimensions
- Good news: We don't have to update all at once
- We can propose each parameter on its own
- Rotate through the parameters
- Even do some parameters several times

An Example

- Knee heights Regression
- Model:

 $y_i \sim N(\beta_i + \beta_i, (x_i - \bar{x}), \sigma')$

- y_i: knee height
- x;: total height



From A Previous Course

- Want to estimate posteriors for β_0 , β_1 and σ^2
- Priors:
 - $-\beta_0 \sim N(42, 1.52)$
 - $\beta_1 \sim N(0.25, 0.022)$ or $\beta_1 \sim N(0.33, 0.052)$
 - $-\sigma^2 \sim \ln v \chi^2(4, 0.5)$
- Mainly interested in β_1
 - look at marginal distribution

Gibbs Sampler

- A form of M-H algorithm
- Update each parameter individually
- Propose from the conditional distribution

- e.g. $P(\beta_0 | \beta_1, \sigma^2)$

- Can prove we will always accept
- Needs an additional assumption
 - "conditional independence"
- Most regression problems fulfil this criterion

What we get

- Run 2 chains
- Take the marginal distribution of β_0 by dropping the other parameters
 - we sum over their variation
- Yes, it is that simple



Marginal Distributions

Red lines: prior, black lines: posteriors



Joint Posterior

- β_0 and β_1 only
- No correlation
 - *ρ*=0.00089

