

Soc504: Basics

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Princeton

February 8, 2017

¹These slides are a very lightly remixed version of slides for Gary King's course Gov2001 at Harvard.

Followup

Followup

- Questions?

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- Replication Stories?

- 1 Simulation
- 2 Useful Distributions
- 3 Concluding Thoughts
- 4 Appendix: More Probability Distributions

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- 3 Concluding Thoughts
- 4 Appendix: More Probability Distributions

Simulation is used to:

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- 1 Solve probability problems

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- 2 Evaluate estimators

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- ② Evaluate estimators
- ③ Calculate features of probability densities

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- ① Solve probability problems
- ② Evaluate estimators
- ③ Calculate features of probability densities
- ④ Transform statistical results into quantities of interest
- ⑤ Get the right answer: students get the right answer far more frequently by using simulation than math

What is simulation?

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Survey Sampling

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1. Learn about a population by taking a random sample from it

Simulation

1. Learn about a distribution by taking random draws from it

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2. Use the random sample to estimate a feature of the population

Simulation

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2. Use the random sample to estimate a feature of the population
3. The estimate is arbitrarily precise for large n

Simulation

1. Learn about a distribution by taking random draws from it
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What is simulation?

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1. Learn about a population by taking a random sample from it
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4. Example: estimate the mean of the population

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2. Use the random draws to approximate a feature of the distribution
3. The approximation is arbitrarily precise for large M
4. Example: Approximate the mean of the distribution

Monty Hall's Let's Make a Deal

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You have a choice among 3 doors. Behind a random door is a **car**; behind the other two are **goats**. You choose one at random. Monty peeks behind the other two doors and opens the one (or one of the two) with the **goat** and asks if you'd like to switch your door for the other door that hasn't been opened yet. Should you switch?

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WinNoSwitch <- 0
WinSwitch <- 0
doors <- c(1, 2, 3)
for (i in 1:sims) {
  WinDoor <- sample(doors, 1)
  choice <- sample(doors, 1)
  if (WinDoor == choice)                                # no switch
    WinNoSwitch <- WinNoSwitch + 1
  doorsLeft <- doors[doors != choice]                  # switch
  if (any(doesLeft == WinDoor))
    WinSwitch <- WinSwitch + 1
}
```

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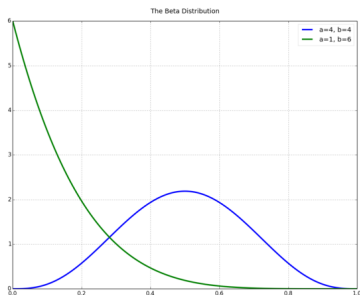
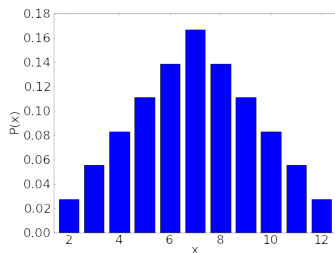
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cat("Prob(Car | no switch)=", WinNoSwitch/sims, "\n")
cat("Prob(Car | switch)=", WinSwitch/sims, "\n")
```

Let's Make a Deal

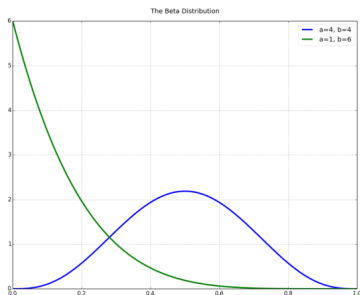
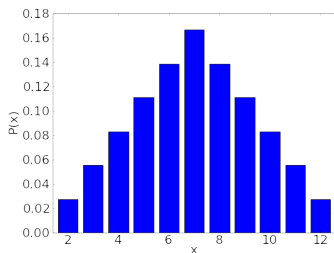
$\Pr(\text{car} \text{No Switch})$	$\Pr(\text{car} \text{Switch})$
.324	.676
.345	.655
.320	.680
.327	.673

Computing Probabilities from PDFs

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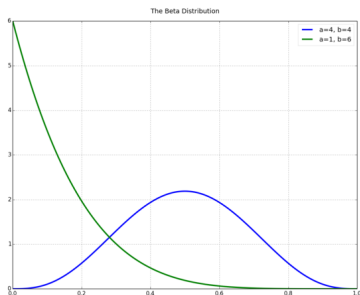
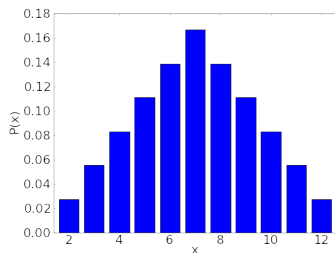
Computing Probabilities from PDFs



Required for a PDF:

Denoted: $\mathbb{P}(y)$

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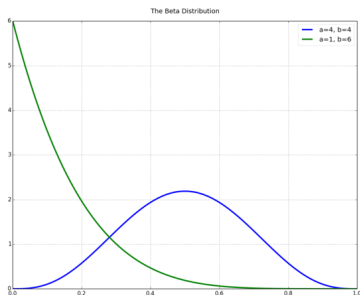
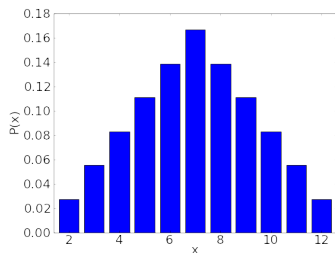


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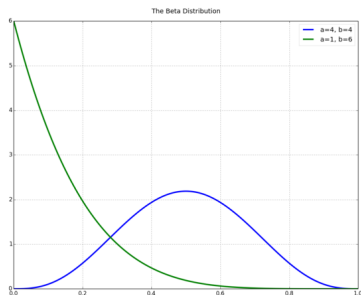
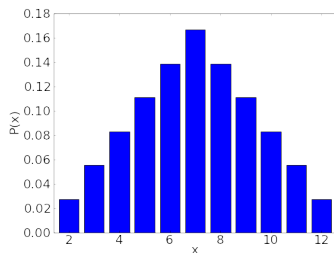


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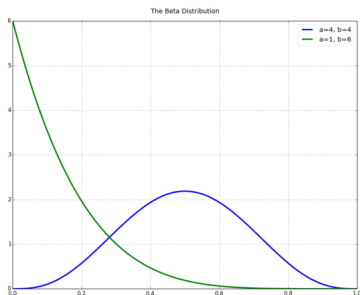
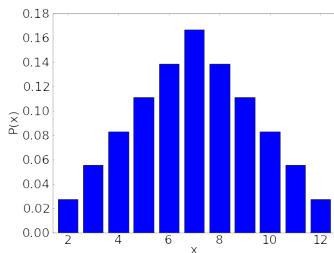
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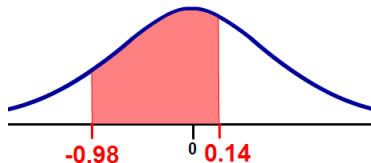
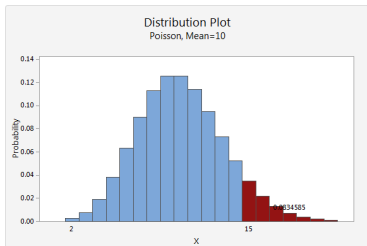
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Computing Probabilities from PDFs



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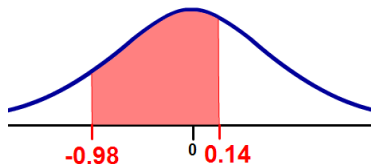
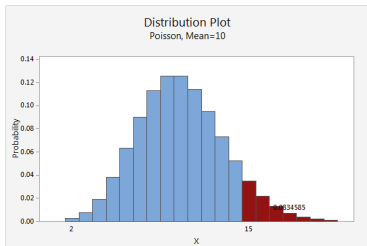
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Probability Calculations:

- $\Pr(a \leq Y \leq b) = \int_a^b \mathbb{P}(y) dy$

Computing Probabilities from PDFs



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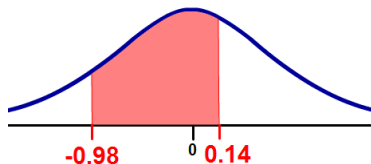
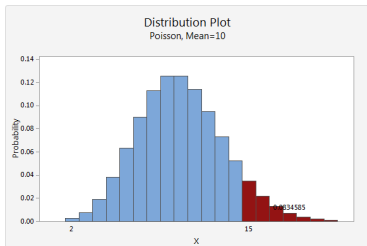
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- $\Pr(a \leq Y \leq b) = \int_a^b \mathbb{P}(y) dy$
- For discrete: $\Pr(y) = \mathbb{P}(y)$

Computing Probabilities from PDFs



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Probability Calculations:

- $\Pr(a \leq Y \leq b) = \int_a^b \mathbb{P}(y) dy$
- For discrete: $\Pr(y) = \mathbb{P}(y)$
- For continuous: $\Pr(y) = 0$

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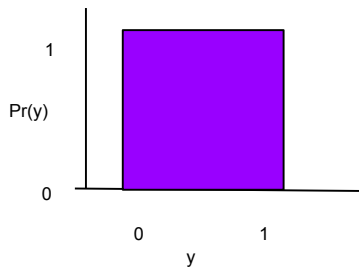
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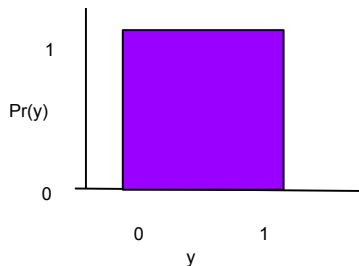
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- How to **verify** that the final expression is indeed a proper density

Uniform Density on the interval $[0, 1]$

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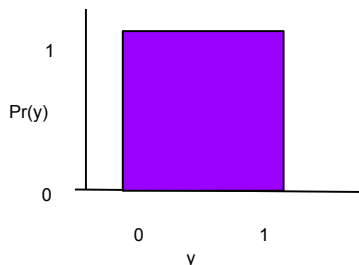


Uniform Density on the interval $[0, 1]$



First Principles about the process that generates Y_i is such that

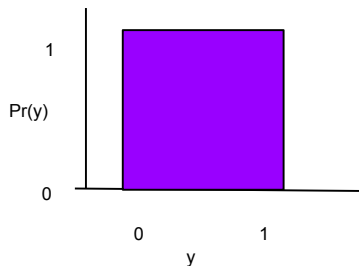
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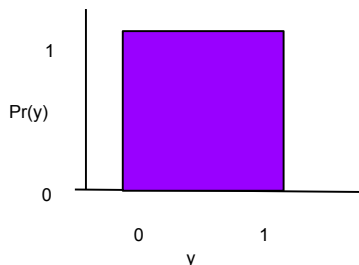
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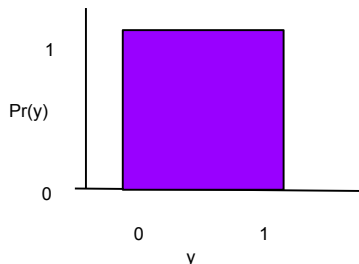
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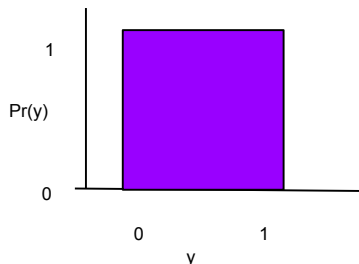
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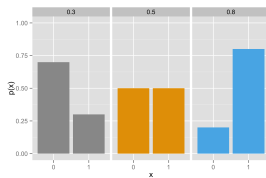


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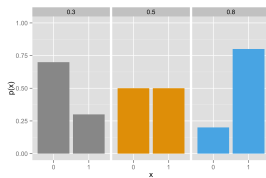
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Bernoulli pmf

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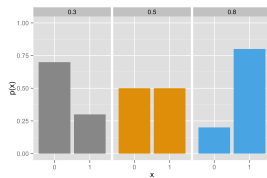


Bernoulli pmf



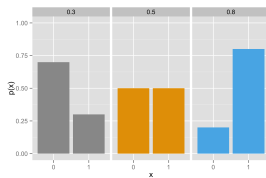
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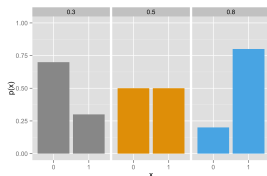
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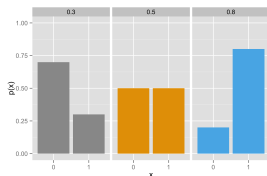
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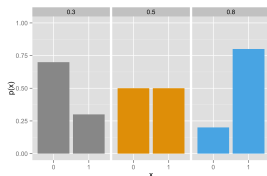
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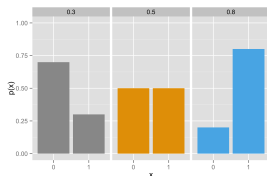
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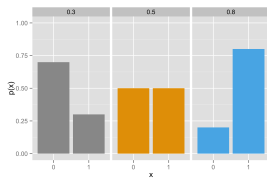
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Bernoulli pmf



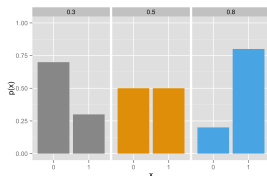
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 - ▶ $\implies \Pr(Y_i = y|\pi_i) = \pi_i^y(1 - \pi_i)^{1-y}$

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 - ▶ $\implies \Pr(Y_i = y|\pi_i) = \pi_i^y (1 - \pi_i)^{1-y}$
 - ▶ Alternative notation: $\Pr(Y_i = y|\pi_i) = \text{Bernoulli}(y|\pi_i) = f_b(y|\pi_i)$

Features of the Bernoulli: analytically

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$$E(Y) = \sum_{\text{all } y} y\mathbb{P}(y)$$

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$$\begin{aligned} E(Y) &= \sum_{\text{all } y} y \mathbb{P}(y) \\ &= 0 \Pr(0) + 1 \Pr(1) \end{aligned}$$

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- Variance:

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- How do we compute $E(Y^2)$?

Expected values of functions of random variables

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$$E[g(Y)] = \sum_{\text{all } y} g(y)\mathbb{P}(y)$$

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Think about where the maximum is. Does it accord with your intuition?

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- In practice, can use `rbinom(size=1)`

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- Mean $E(Y) = N\pi$
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- What can you do with the simulations?

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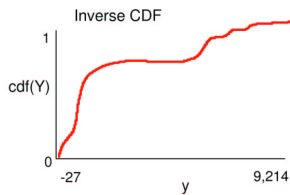
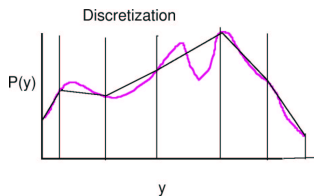
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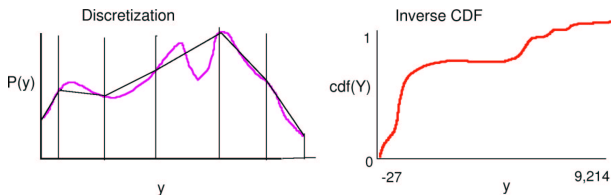
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- In the midrange future we might be using quantum computers for this.

Discretization for random draws from discrete pmfs

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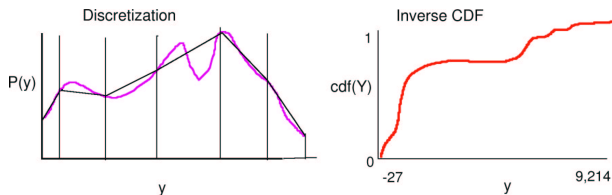


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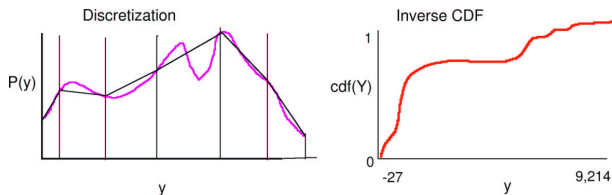
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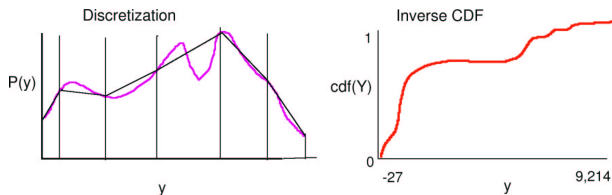
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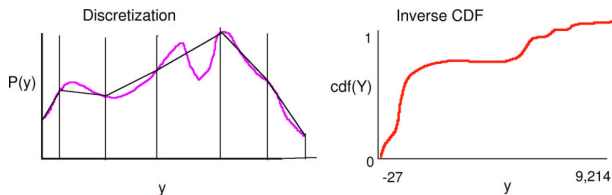
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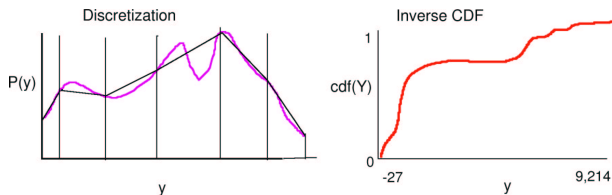
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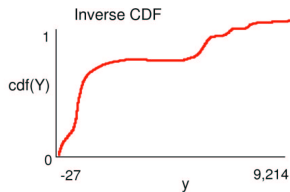
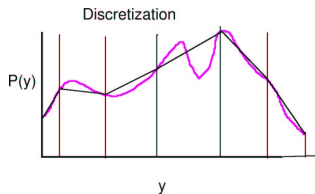
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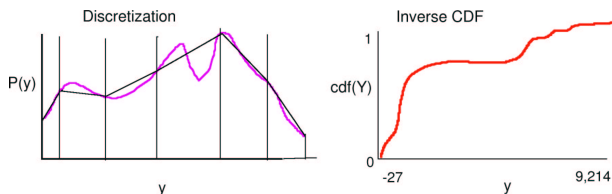


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- (Works for a few dimensions, but infeasible for many)

Inverse CDF: drawing from arbitrary continuous pdfs

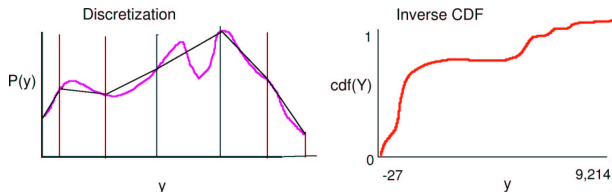


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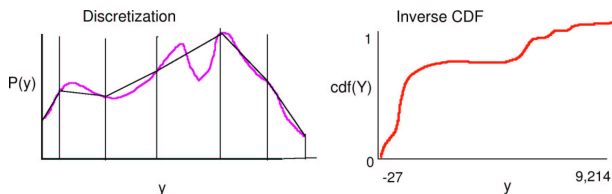
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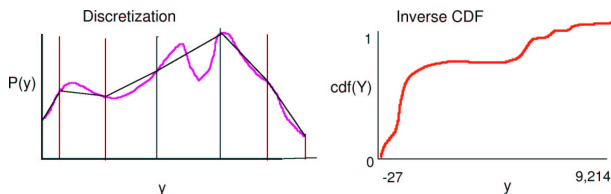
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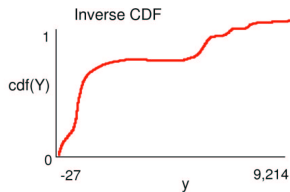
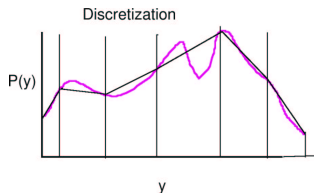
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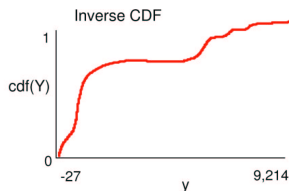
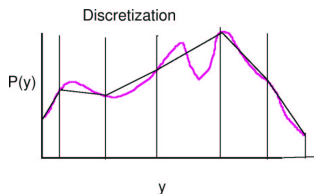


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- Then $F^{-1}(U)$ gives a random draw from $f(Y)$.

Using Inverse CDF to Improve Discretization Method

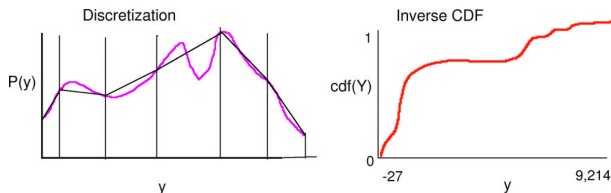


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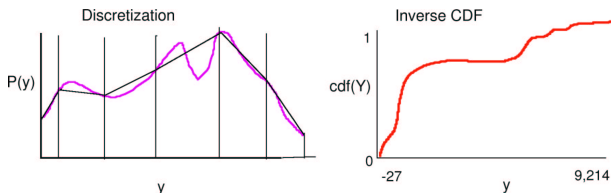
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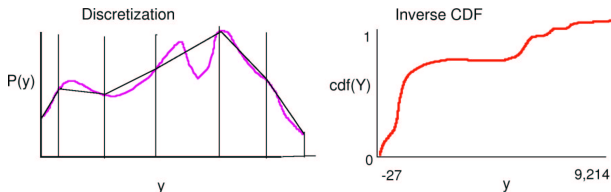
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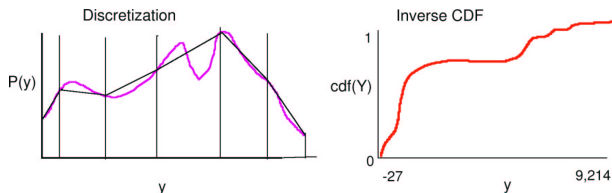
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- Also a decent literature on drawing samples with different speed/accuracy tradeoffs

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- Simulating once from this density produces k numbers. Special algorithms are used to generate normal random variates (in R, `mvrnorm()`, from the MASS library).

Multivariate Normal Distribution

- Moments: $E(Y) = \mu_i$, $V(Y) = \Sigma$, $\text{Cov}(Y_1, Y_2) = \sigma_{12} = \sigma_{21}$.

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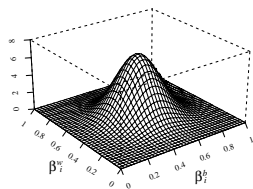
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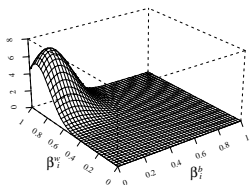
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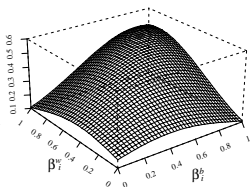
Truncated bivariate normal examples (for β^b and β^w)



(a) 0.5 0.5 0.15 0.15 0



(b) 0.1 0.9 0.15 0.15 0



(c) 0.8 0.8 0.6 0.6 0.5

Parameters are μ_1 , μ_2 , σ_1 , σ_2 , and ρ .

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By Next Wednesday: Read *UPM* Chapter 4

- 1 Simulation
- 2 Useful Distributions
- 3 Concluding Thoughts
- 4 Appendix: More Probability Distributions

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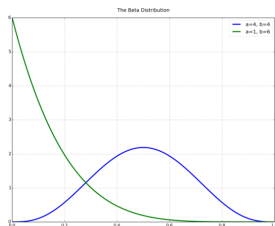
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Reparameterization like this will be key throughout the course.

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- Add up the \tilde{z} 's to get $y = \sum_j^N \tilde{z}_j$, which is a draw from the beta-binomial.

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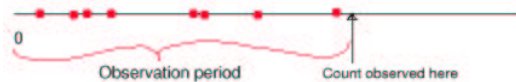
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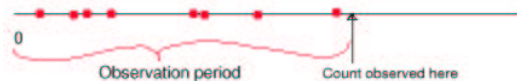
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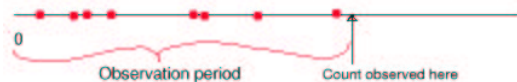
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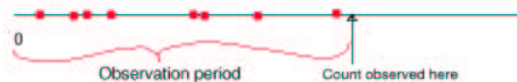
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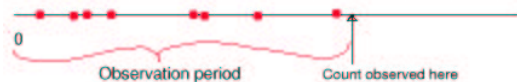
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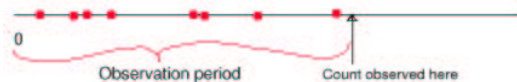
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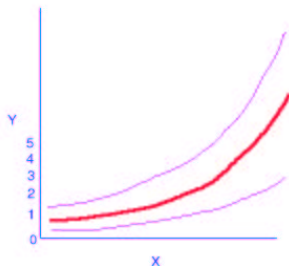
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- Draw $\tilde{\lambda}$ from $\text{gamma}(\lambda|\phi, \sigma^2)$.

Negative Binomial

- Same logic as the beta-binomial generalization of the binomial
- Parameters $\phi > 0$ and dispersion parameter $\sigma^2 > 1$
- Moments: mean $E(Y) = \phi > 0$ and variance $V(Y) = \sigma^2\phi$
- Allows over-dispersion: $V(Y) > E(Y)$.
- As $\sigma^2 \rightarrow 1$, $\text{NegBin}(y|\phi, \sigma^2) \rightarrow \text{Poisson}(y|\phi)$ (i.e., small σ^2 makes the variation from the gamma vanish)

How to simulate (and first principles)

- Choose $E(Y) = \phi$ and σ^2
- Draw $\tilde{\lambda}$ from $\text{gamma}(\lambda|\phi, \sigma^2)$.
- Draw Y from $\text{Poisson}(y|\tilde{\lambda})$, which gives one draw from the negative binomial.

Negative Binomial Derivation

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$$\begin{aligned}\text{NegBin}(y|\phi, \sigma^2) &= \int_0^\infty \text{Poisson}(y|\lambda) \times \text{gamma}(\lambda|\phi, \sigma^2) d\lambda \\ &= \int_0^\infty \mathbb{P}(y, \lambda|\phi, \sigma^2) d\lambda \\ &= \frac{\Gamma\left(\frac{\phi}{\sigma^2-1} + y_i\right)}{y_i! \Gamma\left(\frac{\phi}{\sigma^2-1}\right)} \left(\frac{\sigma^2-1}{\sigma^2}\right)^{y_i} (\sigma^2)^{\frac{-\phi}{\sigma^2-1}}\end{aligned}$$