

Intro to Stan

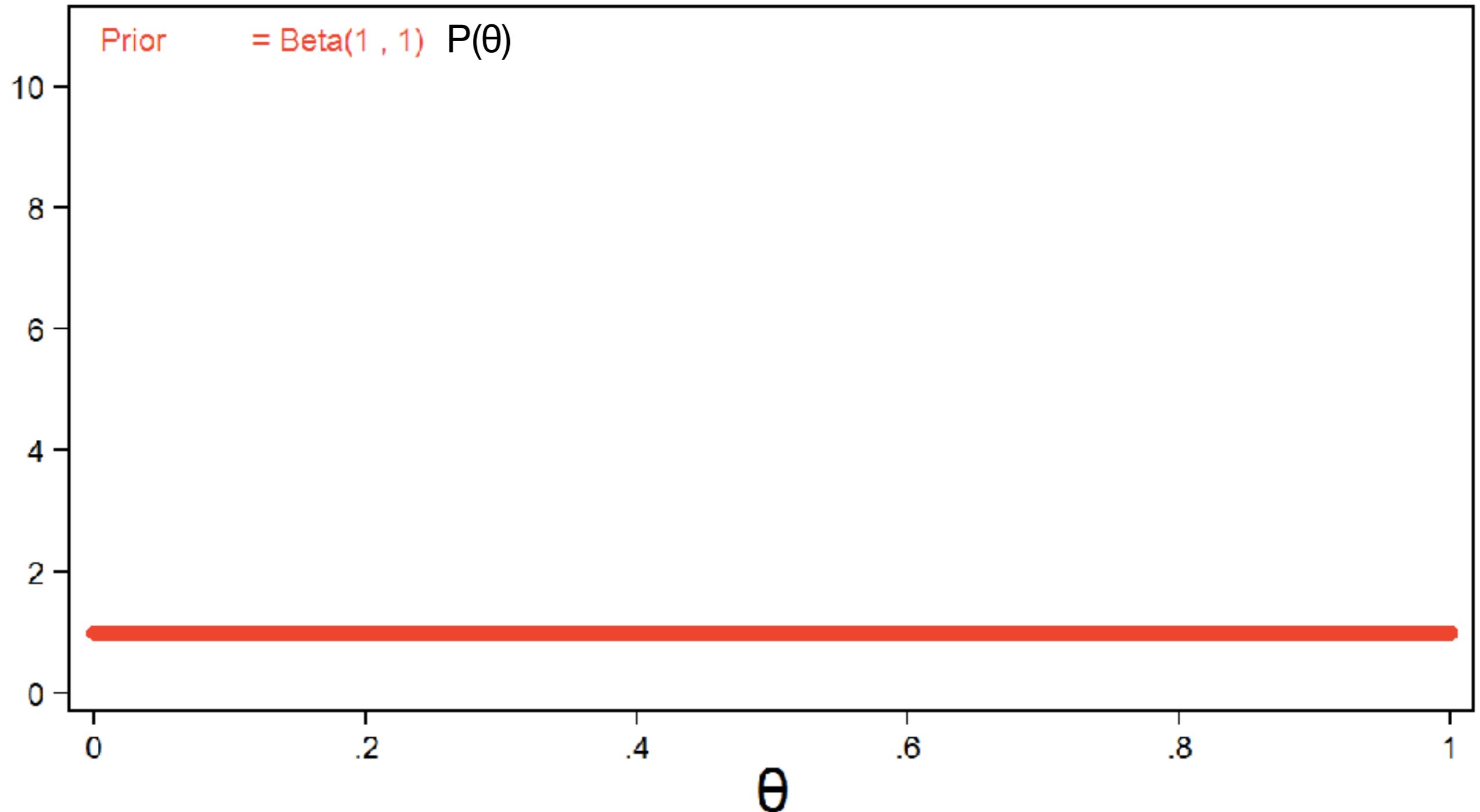
2017 Oct 19

github.com/Sz-Tim/stan_intro

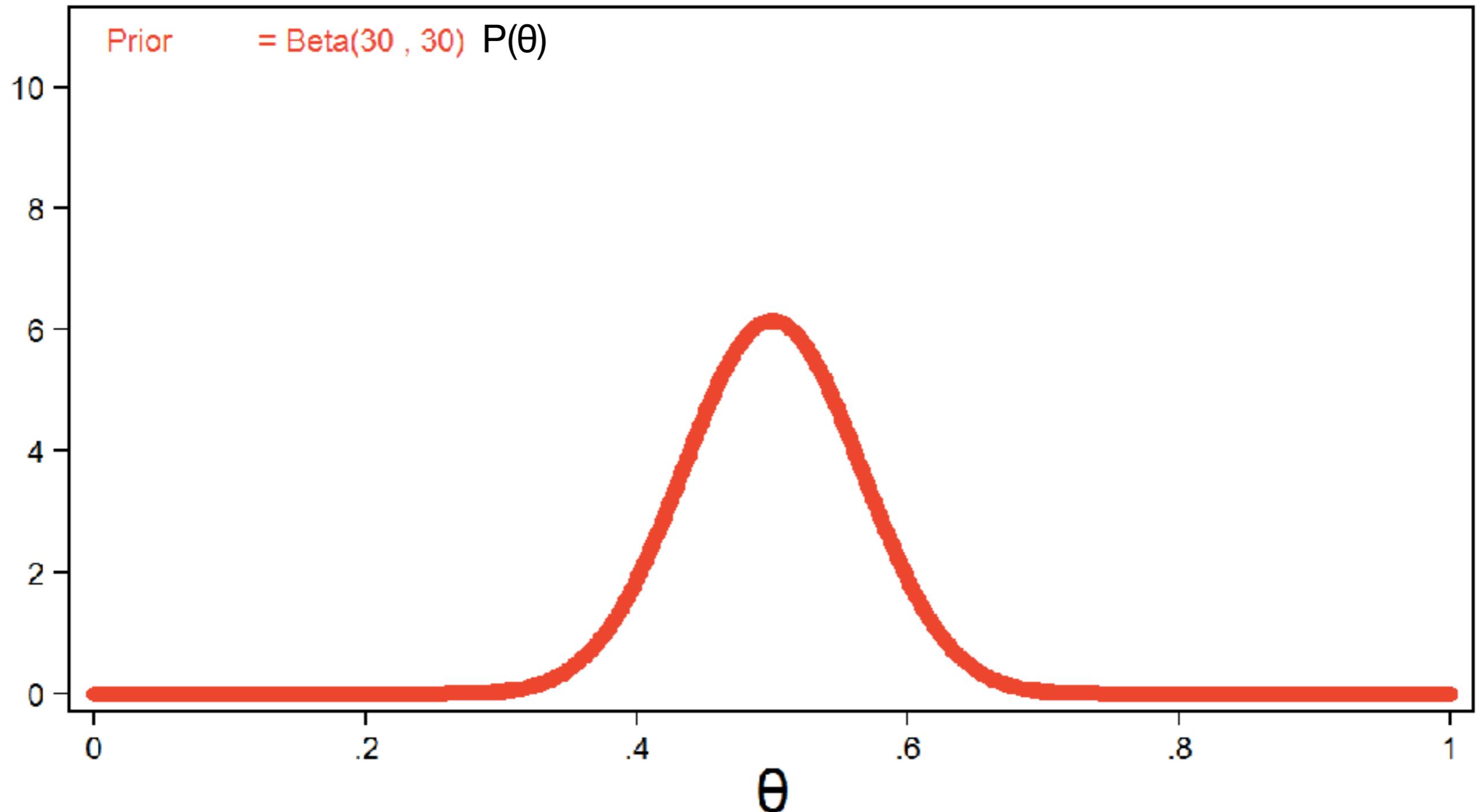
Bayesian Inference

- Frequentist: Parameters are fixed, but unknown
- Bayesian: Parameters are random variables described by probability distributions
- Bayes' Theorem
 - $P(\theta|y) = P(\theta) * P(y|\theta) / P(y)$
 - Posterior = Prior * Likelihood / constant

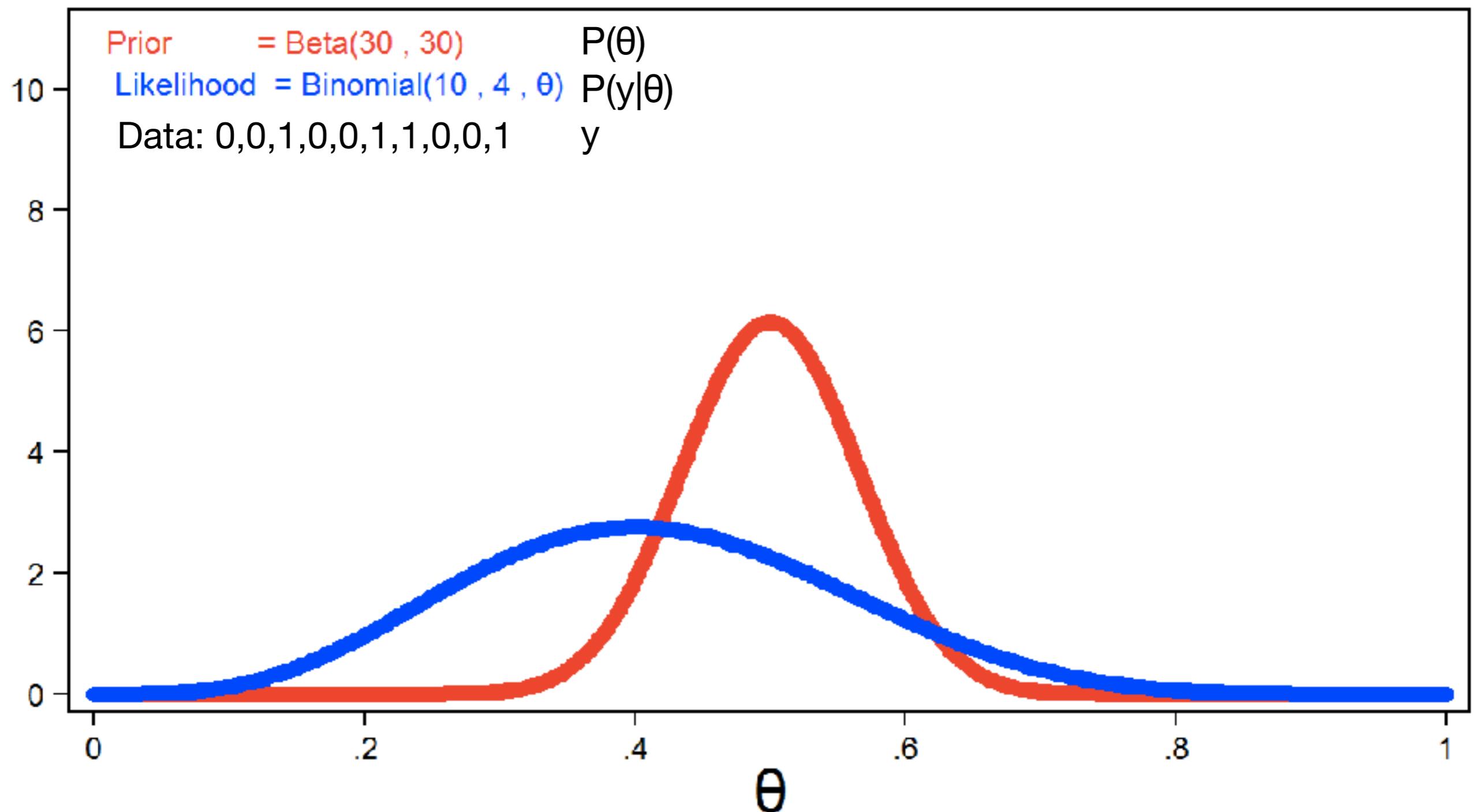
Prior Distribution: $P(\theta)$ (Uninformed)



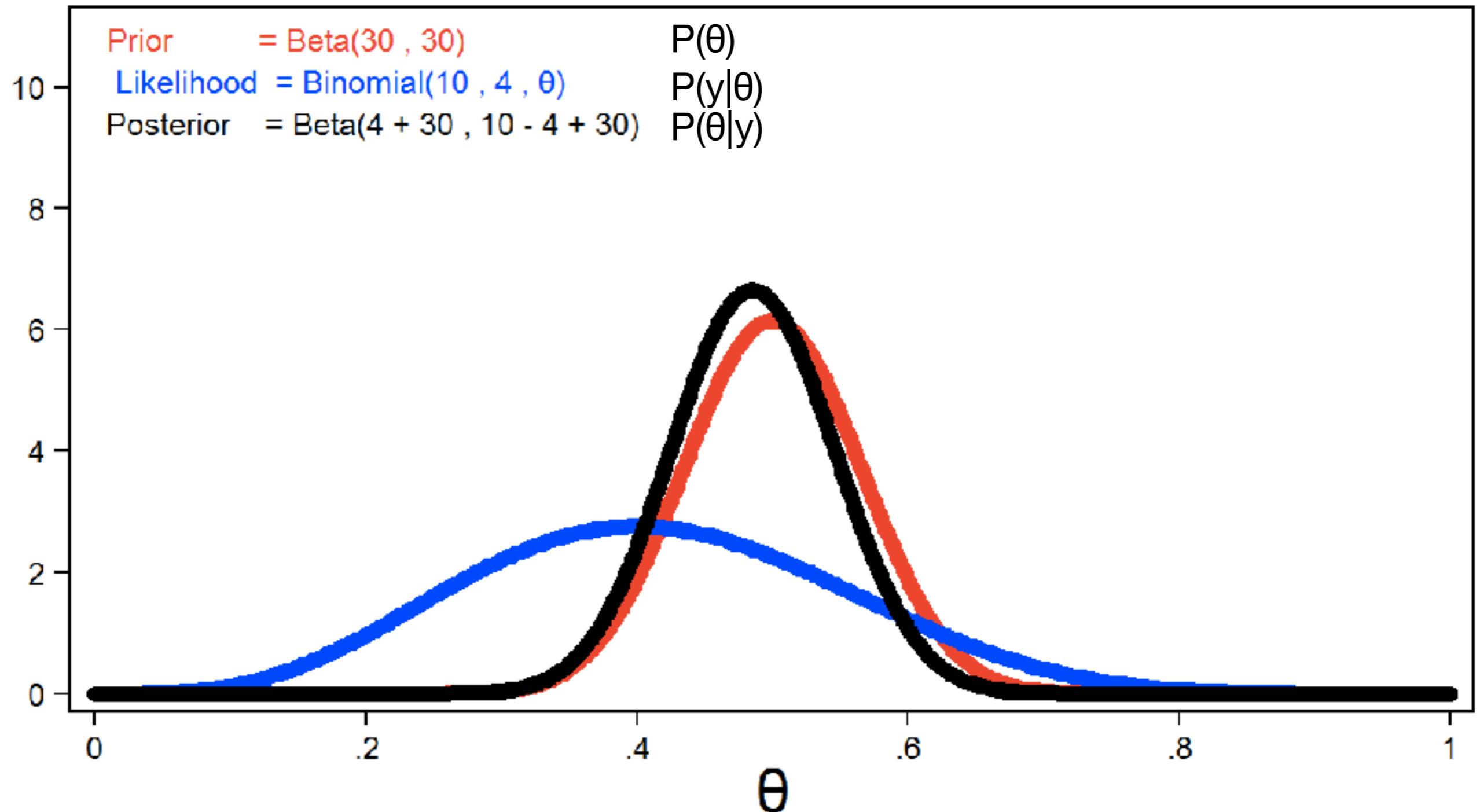
Prior Distribution: $P(\theta)$ (Informed)



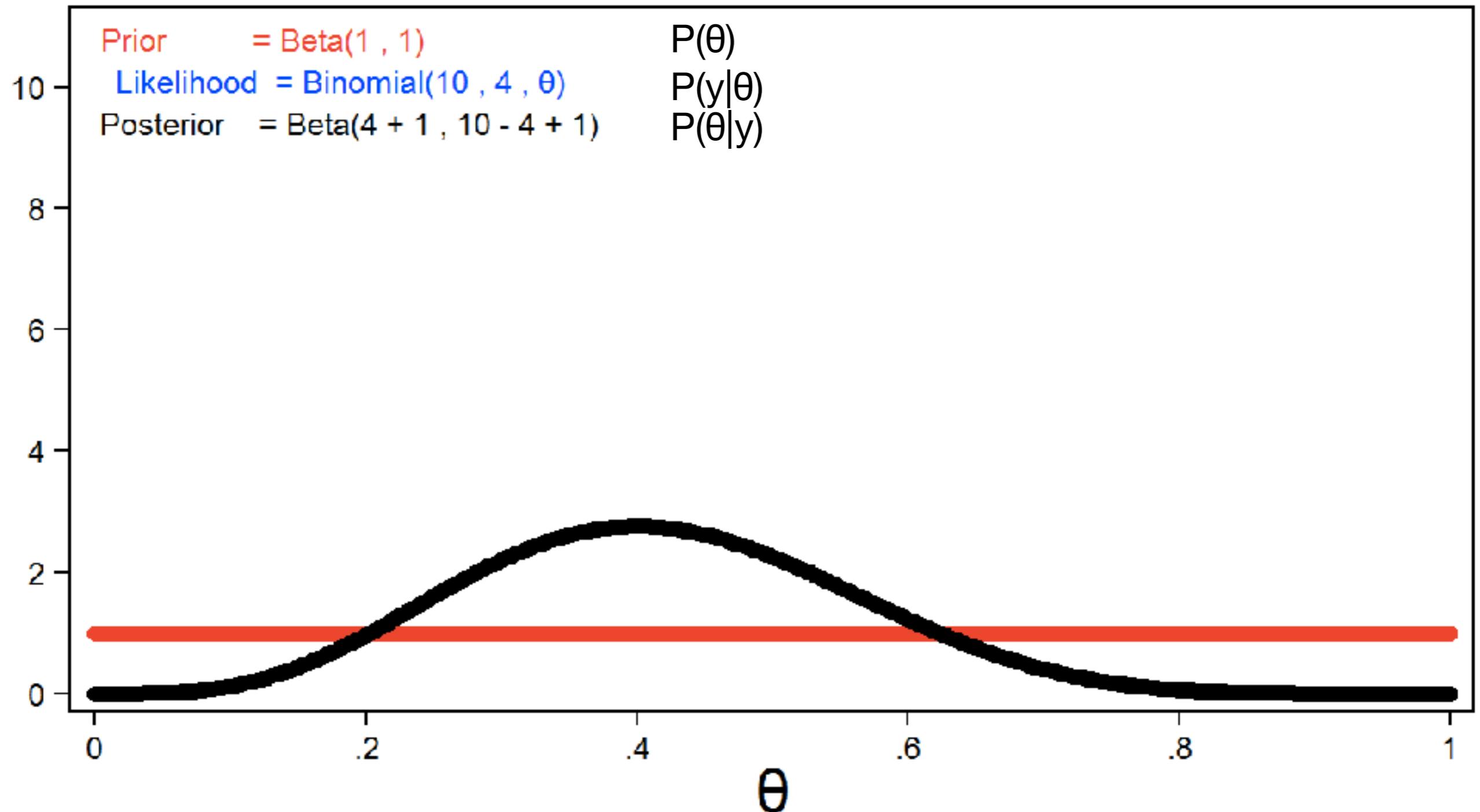
Likelihood Function: $P(y|\theta)$



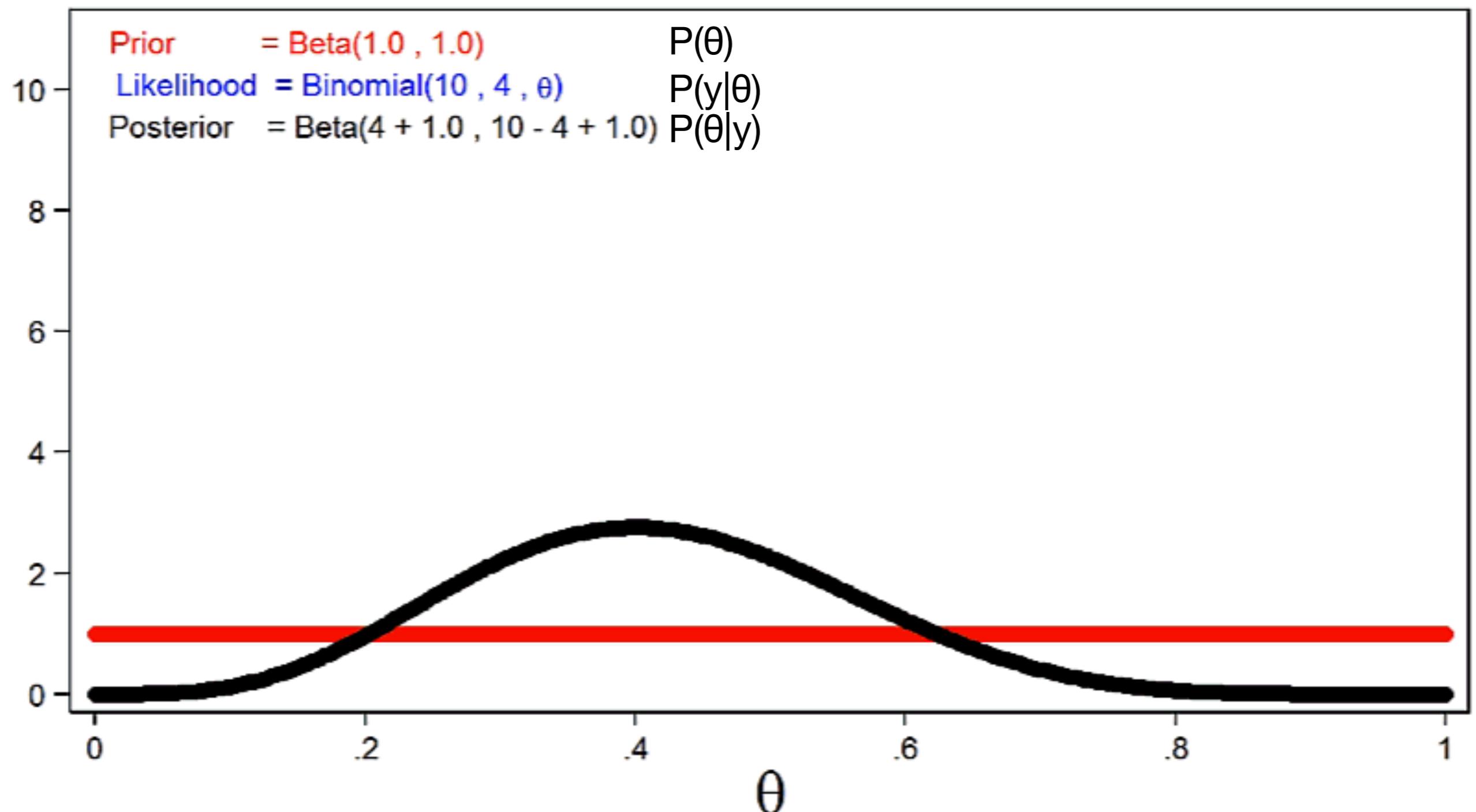
Posterior Distribution: $P(\theta|y)$



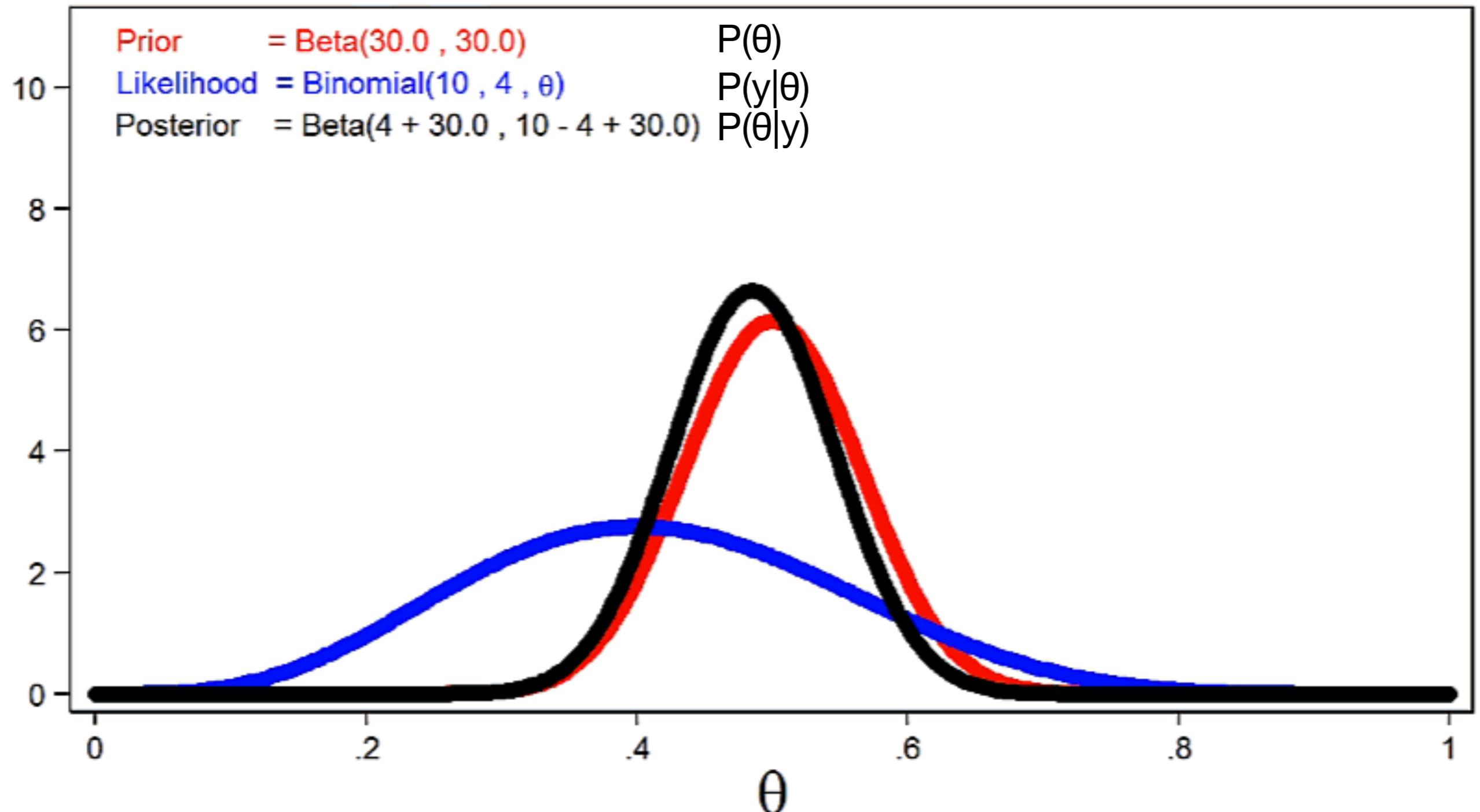
Posterior Distribution: $P(\theta|y)$



Posterior Distribution: $P(\theta|y)$



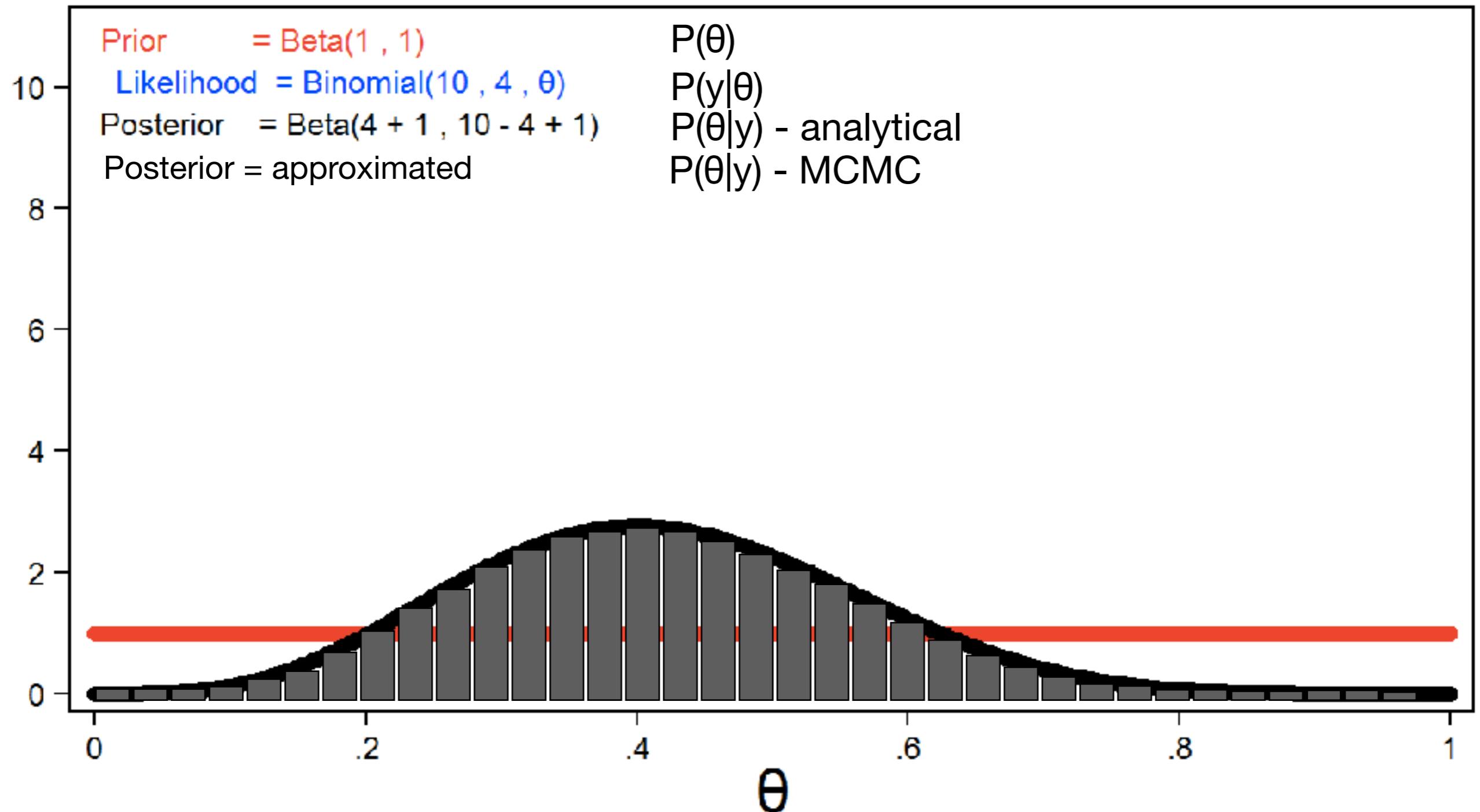
Posterior Distribution: $P(\theta|y)$



Markov Chain Monte Carlo

- Estimate posterior probability distributions
- Avoids difficult/impossible analytical solutions
- In each iteration, draw parameter values & calculate likelihood
- Several common algorithms for draws

Posterior Distribution: $P(\theta|y)$



stan

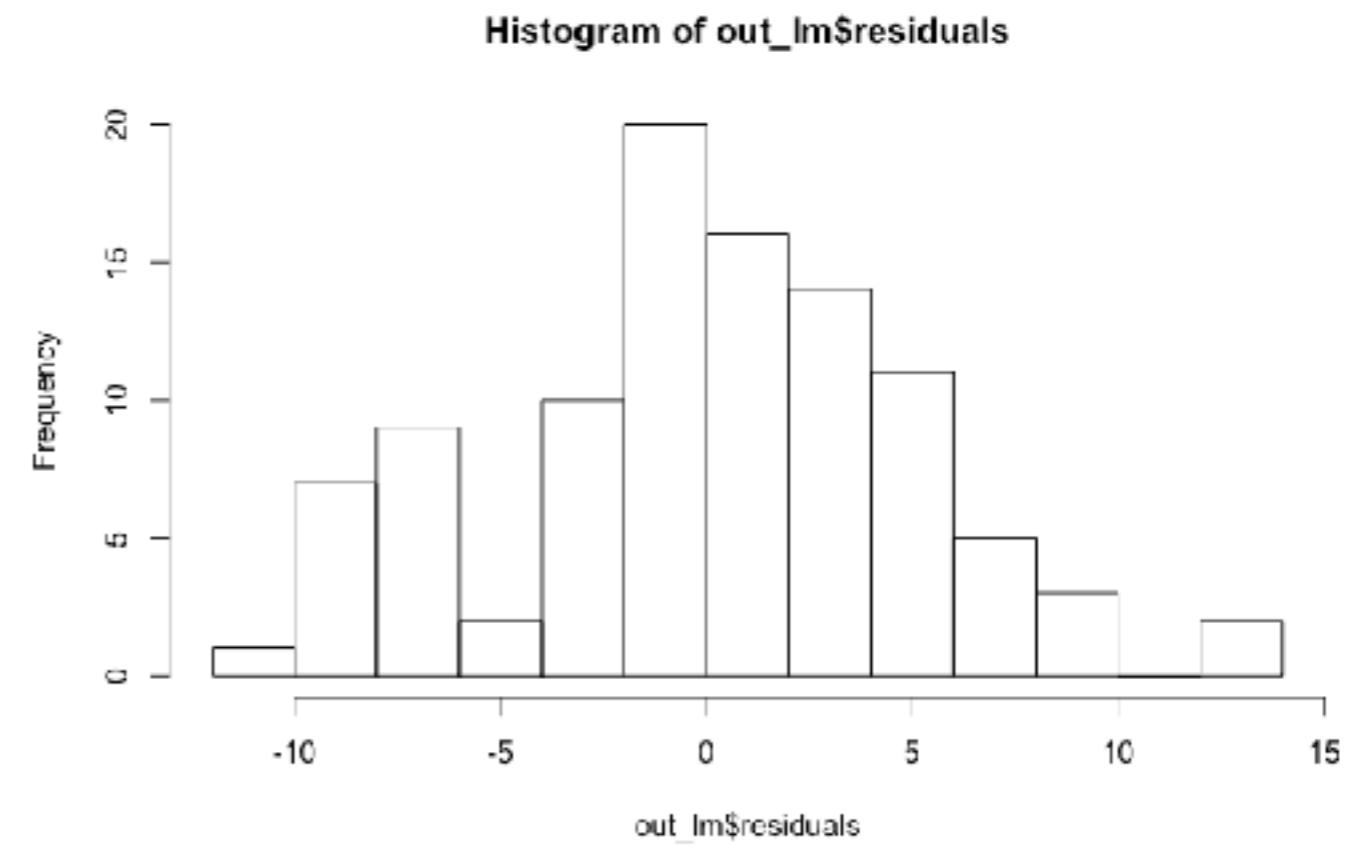
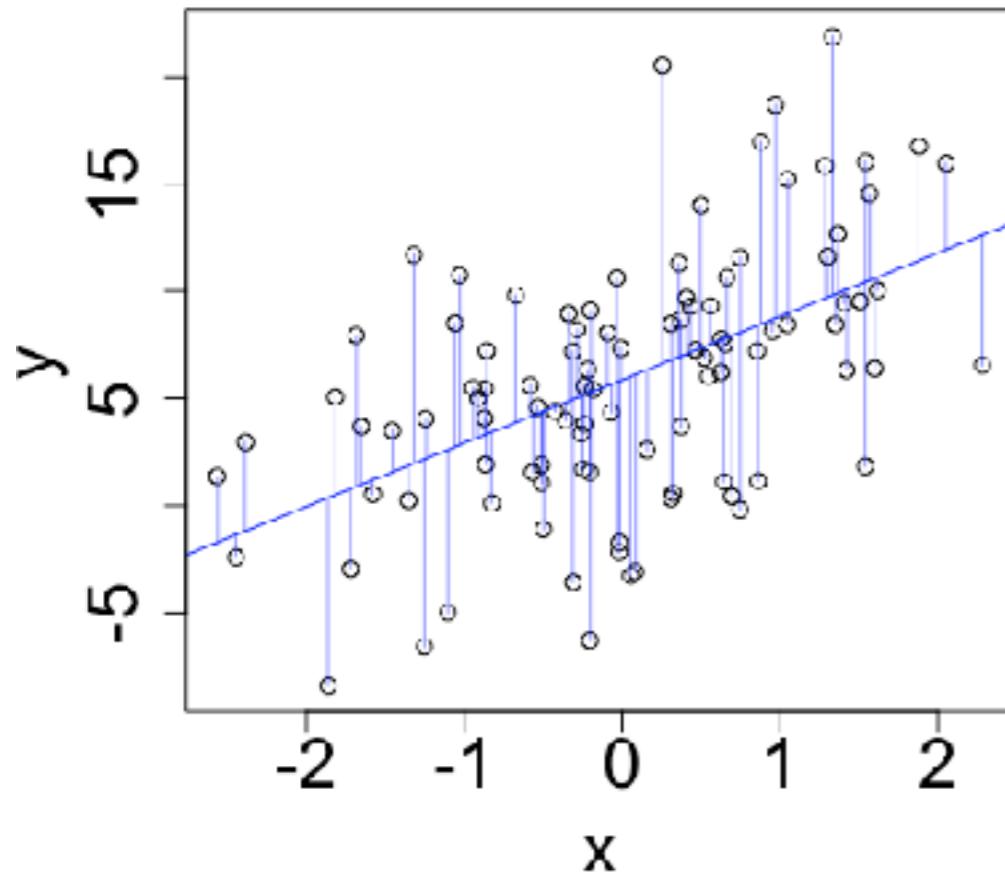
- Language/platform (2011)
- Open-source
- Many interfaces (R, python, Matlab, etc)
- Compiles model to C++
- Hamiltonian Monte Carlo (HMC) combined with a No U-Turn Sampler (NUTS)

An example: Linear regression

$$y = bx + a (+ \varepsilon)$$

in R:

```
mod1 <- lm(y ~ x)
summary(mod1)
```

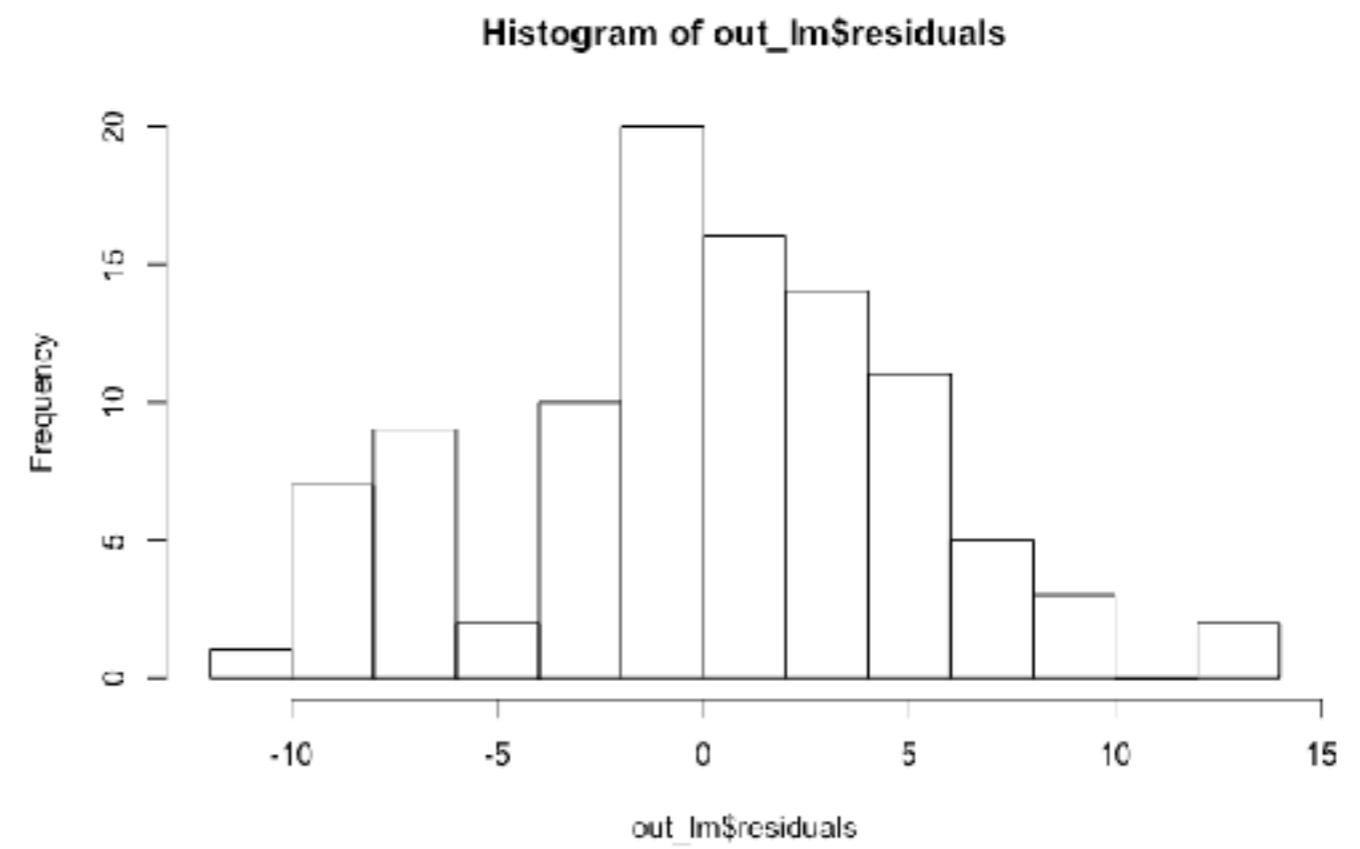
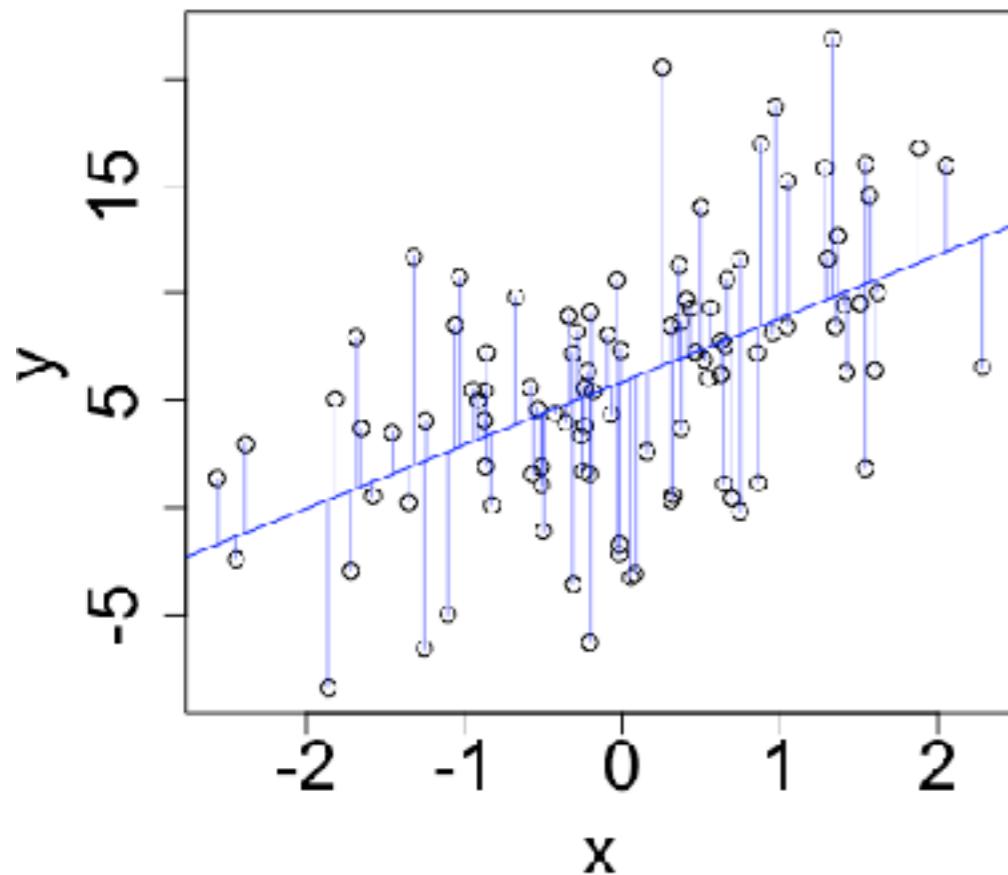


An example: Linear regression

$$y = bx + a (+ \varepsilon)$$

$$\varepsilon \sim \text{Norm}(0, \sigma)$$

$$y \sim \text{Norm}(bx + a, \sigma)$$



$$y \sim \text{Norm}(bx + a, \sigma)$$

in stan:

- Program blocks
- Explicitly declare variable type, size, & constraints
- End lines with ‘;’
- As in R, order matters

```
data {  
    int n;  
    vector[n] x;  
    vector[n] y;  
}  
parameters {  
    real a;  
    real b;  
    real<lower=0> sigma;  
}  
model {  
    a ~ normal(0, 1);  
    b ~ normal(0, 1);  
    sigma ~ cauchy(0, 2.5);  
    y ~ normal(b*x + a, sigma);  
}
```

Data Types: R

- vector (1D)
- matrix (2D)
- array (nD)
- dataframe (2D)
- list

Data Types

- int
- real
- vector (1D)



Data Types

- int
- real
- vector (1D)
- row_vector (1D)



Data Types

- int
- real
- vector (1D)
- row_vector (1D)
- matrix (2D)
- arrays (nD)
