

# The Bootstrap

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Issue with Monte Carlo is that we have to construct a model to build estimates. This will often require us to assume more than we wish to about the Real World DGP.

## Alternative

Use the RWDGP! We begin by observing a sample of  $N$  observations  $X_j$  once; say  $D_N$ . If these are independent (they're identically distributed by construction) we just need to figure out how to repeat this draw.

Since  $D_N$  is comprised of  $N$  iid observations we can use this sample to construct an empirical distribution function of  $\mathbf{X}$ , say  $\hat{F}$ . Then think of simply drawing samples from this empirical distribution.

Non-parametric estimator of empirical distribution function

$$\hat{F}(x) = \frac{1}{N} \sum_j \mathbb{1}(X_j \leq x)$$

# Simplification

Since the probability of drawing a particular  $X$  from  $\hat{F}$  is proportional to the frequency with which  $X$  appears in  $D_N$ , there's an trivial simplification: instead of constructing  $\hat{F}$  just:

- 1 Draw  $X_j$  from  $D_N$ .
- 2 Repeat until you have the sample size you want; often (usually?) this will be  $N$ , the size of the original sample. Call the resulting “bootstrap” sample  $D_N^1$ .

# Basic Bootstrap estimation

Suppose we want to estimate a vector of parameters  $\beta$ . We can construct an estimate of this using the original sample, say  $b_N$ . But we may not know much about the distribution of this estimator.

## Procedure

- 1 Choose some positive tolerance  $\epsilon$ .
- 2 Having drawn a bootstrap sample  $D_N^1$ , use it to estimate  $b_N^1$ .
- 3 Draw a new sample  $D_N^2$ , and compute  $b_N^2$
- 4 ... Repeat 30 times...
- 5 Calculate the sample covariance matrix of the estimates of  $\beta$ ,

$$\hat{V}_N^{30} = \frac{1}{30} \sum_m (b_N^m - \bar{b}_N)(b_N^m - \bar{b}_N)^\top$$

- 6 Repeat: compute additional bootstrap samples until

$$\|\hat{V}_N^M - \hat{V}_N^{M-1}\| < \epsilon$$

We've just described the construction of a covariance matrix for the estimator  $b_N$  via the bootstrap, so this can be used for testing and inference in the usual way. But note that the “usual way” assumes that the distribution of  $b_N$  is normal.

### Non-normal distributions

In finite samples our distributions may be decidedly *non*-normal. But we have an estimate of the distribution! Just construct the empirical distribution of the  $M$  bootstrapped estimates of  $\beta$ .

- Tests of normality available
- Simple construction of confidence intervals

# When Sample isn't Simple Random

Or, what's an observation? What *is* selected randomly?

## Panel data

We often work with longitudinal *panels* comprising, say,  $N$  households observed over  $T$  periods.

## Stratified samples

Suppose we're interested in the effects of an experimental intervention on both men & women. It may make sense to *stratify* the sample so that we're powered to detect effects for both sexes.

## Clustered samples

Surveys of households are often *clustered* geographically, with randomization conducted in two stages: (i) geographical locations (clusters) are randomly selected; then (ii) households who live within a cluster are randomly sampled.

# Bootstrapping when a sample isn't simple random

The basic idea is for your bootstrap samples to mimic the randomness used to construct the original sample. So:

## Panel data

Resample *households* and their entire histories, not household-periods.

## Stratified samples

Think of each strata as it's own random sample, and resample within each strata.

## Clustered samples

Resample in two stages: (i) clusters (with replacement); then (ii) households within clusters.



# Latent variables

Suppose there are some sets  $\{L_i\}$  that an randomly selected observation may belong to (e.g., male and female), and we think membership in these sets is important for determining some outcome.

Then we might have, e.g.,

$$y_j = \sum_i \alpha_i \mathbb{1}(j \in L_i) + \beta^\top X_j + u_j$$

Here  $\alpha_i$  is interpreted as something like the mean of  $y$  conditional on being in the set  $L_i$ .

Suppose the sample is simple random. How should you construct a bootstrap estimator?

# Residual Bootstrap

One solution is to hold fixed observables  $X$ . Then:

- 1 Use full dataset to estimate, e.g.,

$$y = X\beta + u,$$

obtaining some estimate  $b^{(1)}$  of  $\beta$ .

- 2 Construct residuals

$$e^{(1)} = y - Xb^{(1)}.$$

- 3 Now, instead of resampling  $(y, X)$  just resample the residuals  $e^{(1)}$  obtaining  $\tilde{e}^{(1)}$ , and construct

$$y^{(1)} = Xb^{(1)} + \tilde{e}^{(1)}$$

- 4 Re-estimate

$$y^{(1)} = X\beta + \tilde{u},$$

obtaining an estimate  $b^{(2)}$ .

- 5 Repeat until convergence.

# Wild Bootstrap

The residual bootstrap relies on the disturbances being homoskedastic. But what if  $\mathbb{E}(u^2|X)$  is a function of  $X$ ?

# Wild Bootstrap

One idea: generate an auxiliary random variable  $\pi_j$  which takes values  $\{-1, 1\}$  with equal probability. Then modify the residual bootstrap algorithm:

- 1 Use full dataset to estimate, e.g.,

$$y = X\beta + u,$$

obtaining some estimate  $b^{(1)}$  of  $\beta$ .

- 2 Construct residuals

$$e^{(1)} = y - Xb^{(1)}.$$

- 3 Now, instead of resampling  $(y, X)$  or  $e$ , hold  $(X, e)$  fixed and just draw realizations  $\pi_j$ ,  $j = 1, \dots, N$ , and construct

$$y_n = X\hat{\beta} + \pi_n e$$

- 4 Re-estimate

$$y_n = Xb_n + u_n$$

- 5 Repeat until convergence.