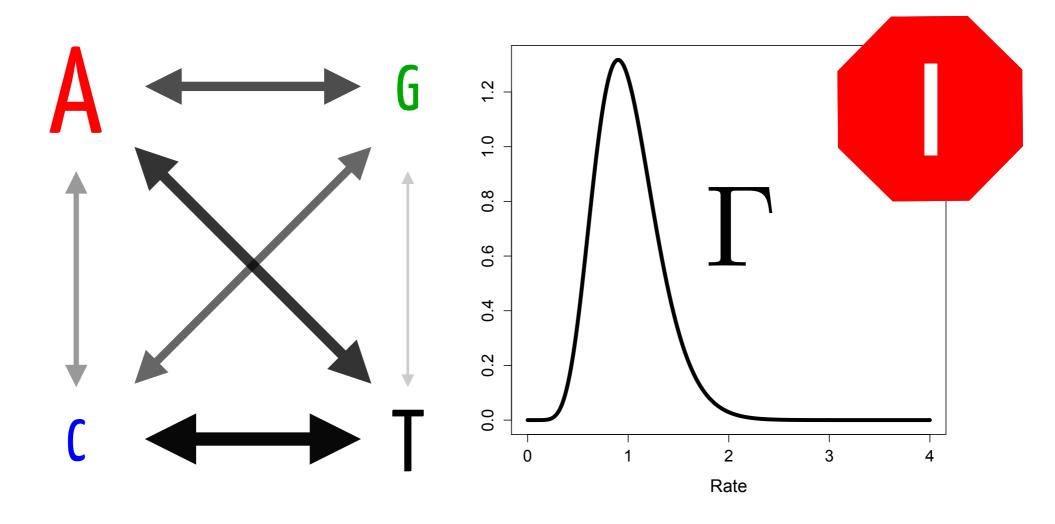
## How do we use models?

- Select the best available model (model selection)
- Critically evaluate the fit of this model (model adequacy)
- Accept, refine, or reject (the art)

## Should we always use GTR+I+ $\Gamma$ ?

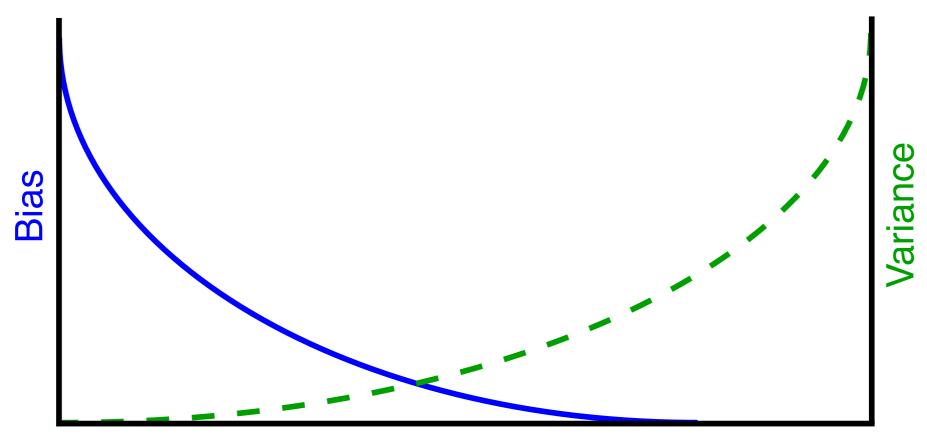
- $\circ$  GTR+I+ $\Gamma$  seems pretty complicated!
- 10 parameters to describe change in 4 nucleotides
- Surely that's enough to capture evolutionary dynamics.



## Just remember...

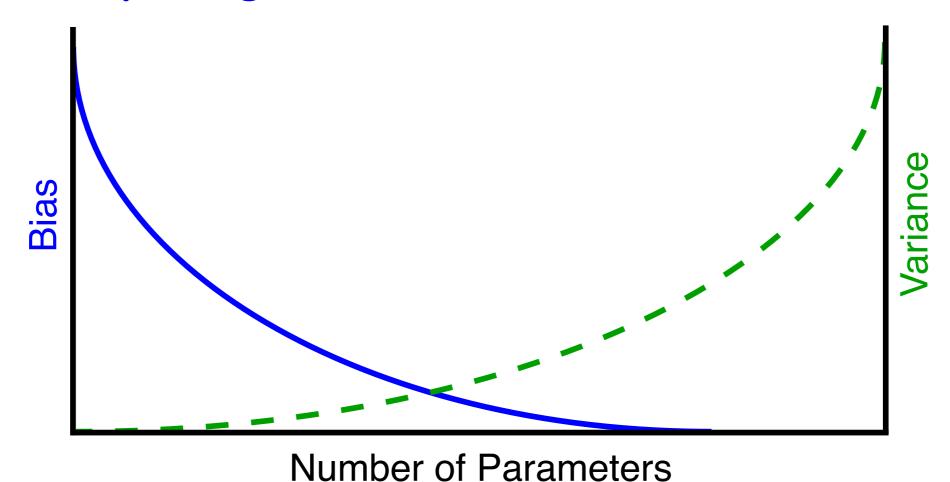
- Nearly all of our models (or at least the ones we usually consider) still assume a lot of things:
  - Independence of sites
  - Constant site rates across the tree
  - Constant base frequencies across the tree
  - Consistent evolutionary dynamics across the tree

#### The Fundamental Tradeoff

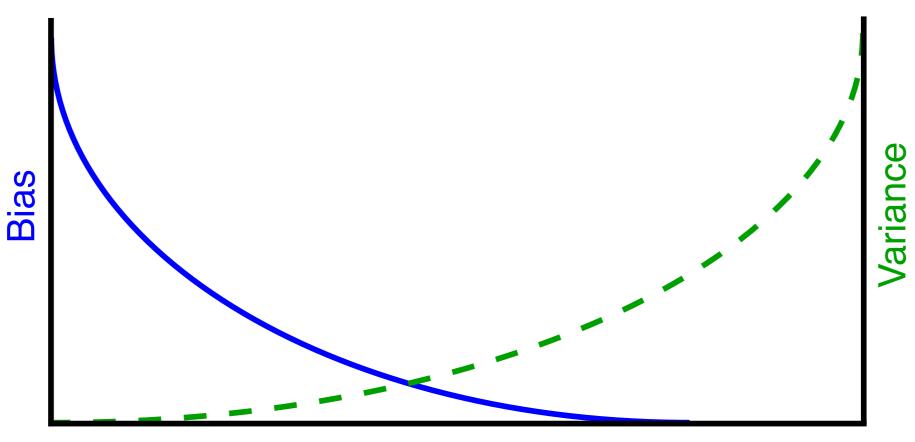


**Number of Parameters** 

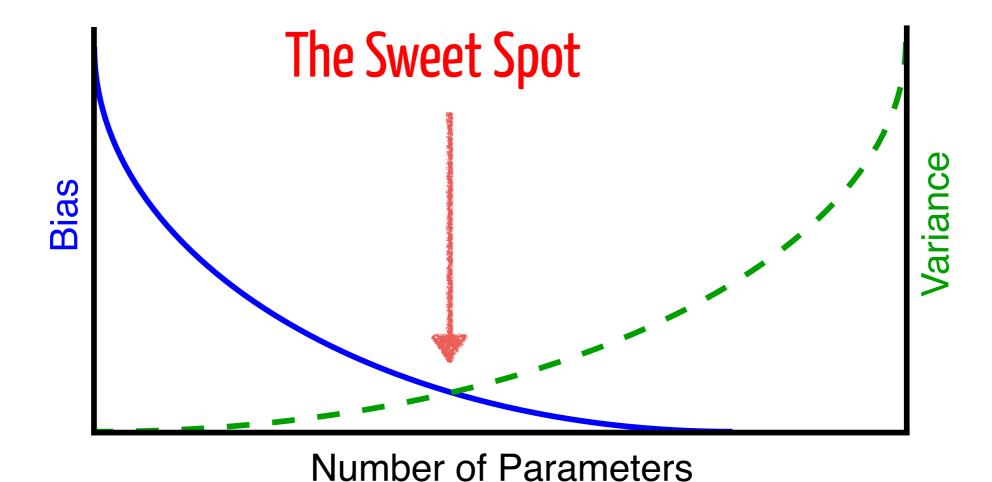
Model too simple! We're misinterpreting the data.



Model too complicated!
We don't have enough information.

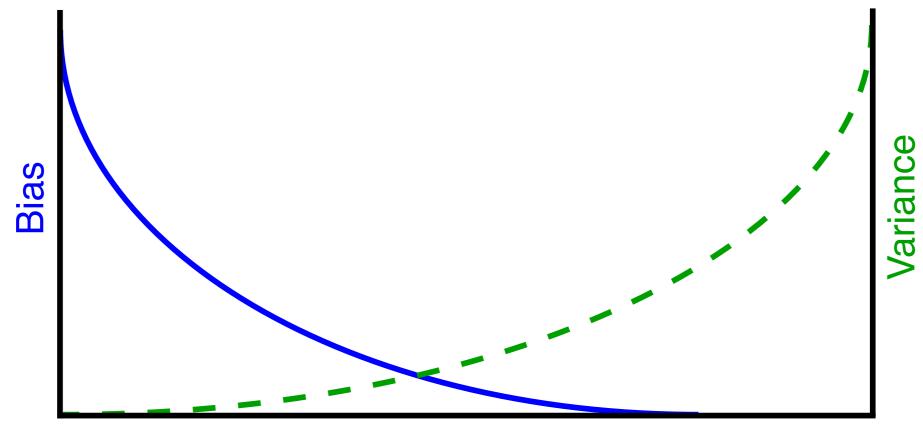


**Number of Parameters** 



Bias and Variance can be traded off in different ways.

This leads to **multiple criteria** for model selection.



**Number of Parameters** 

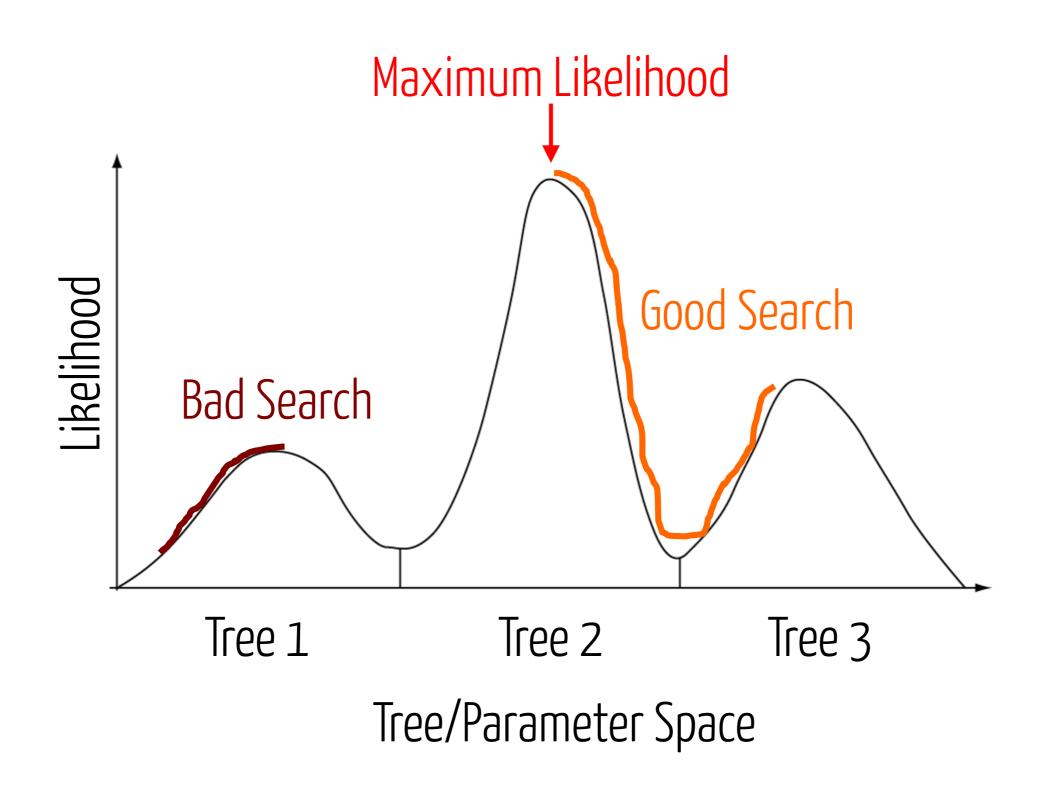
## The Likelihood Function

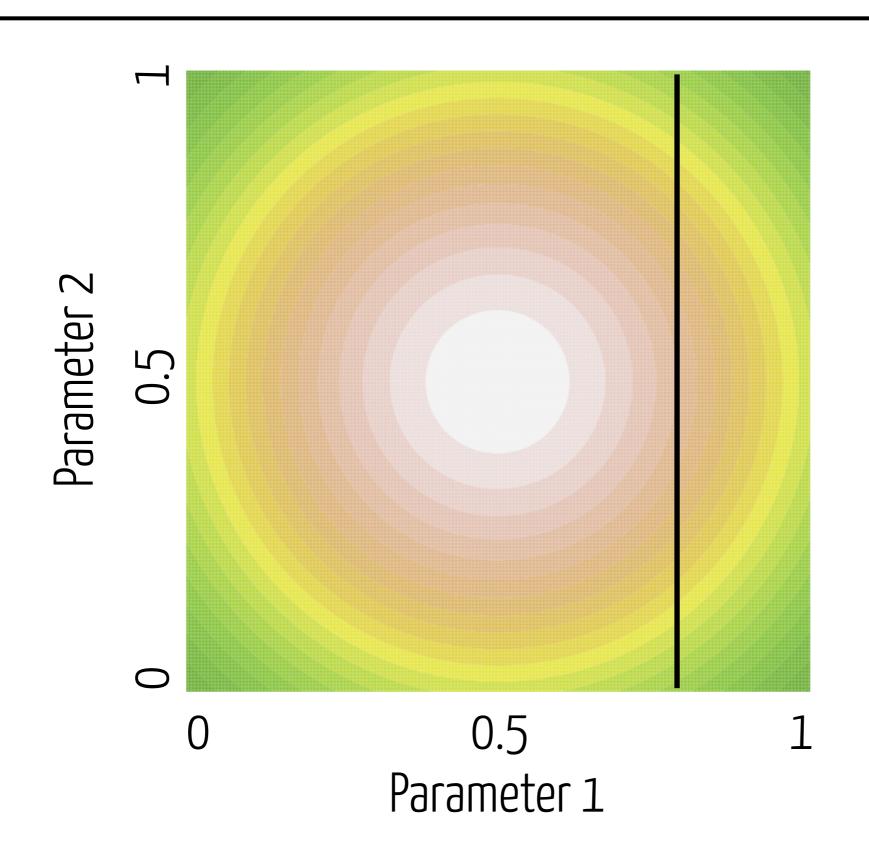
Read as "the probability of the sequence data given a tree and model".

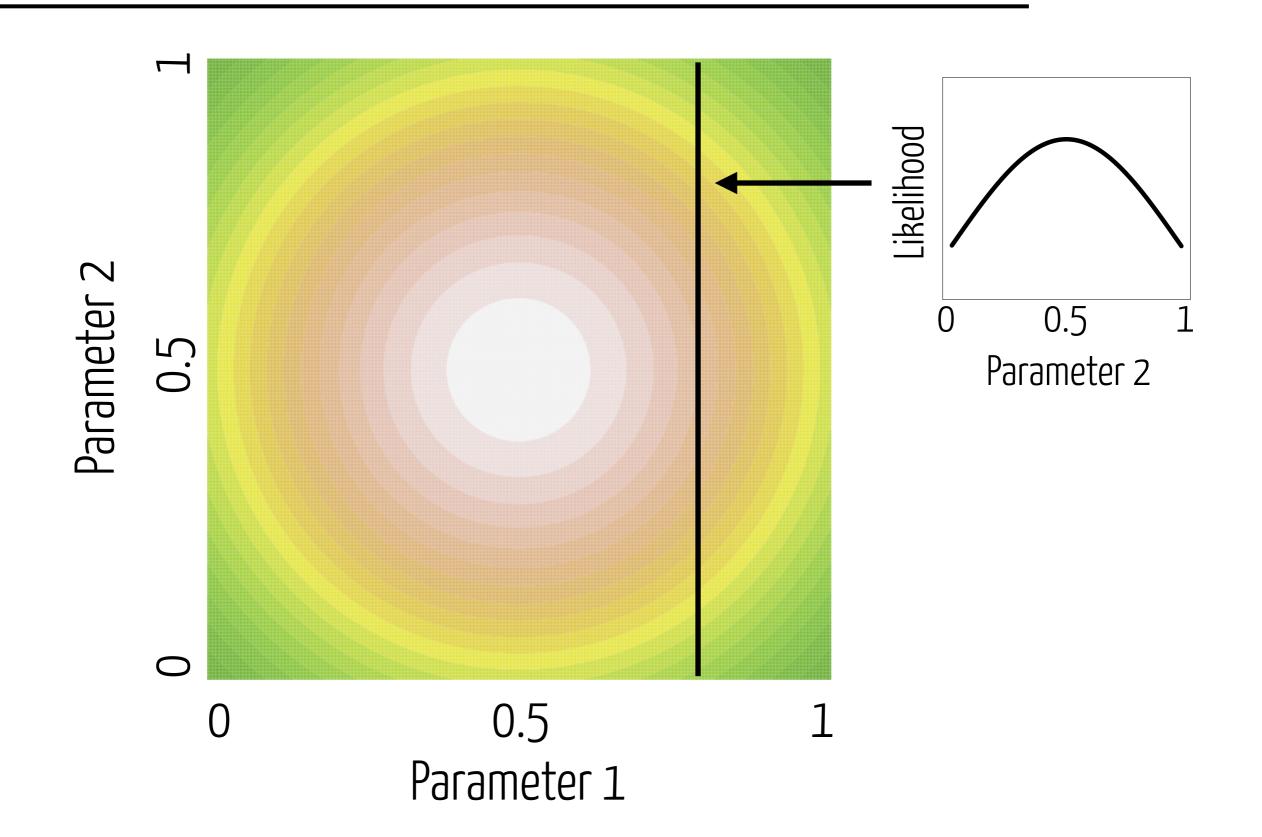
The quantity by which the data provide information.

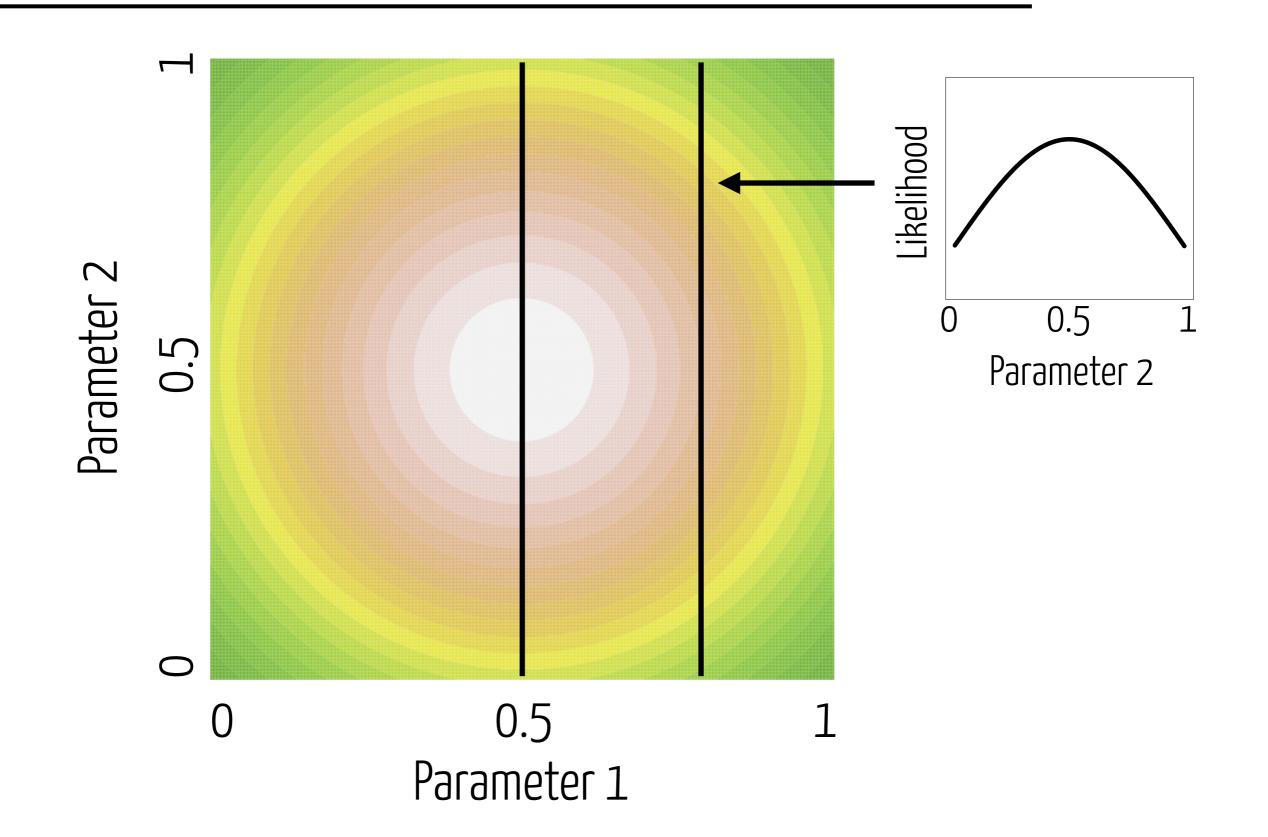
Compares how well different trees and models predict the observed data or as a "measure of relative surprise".

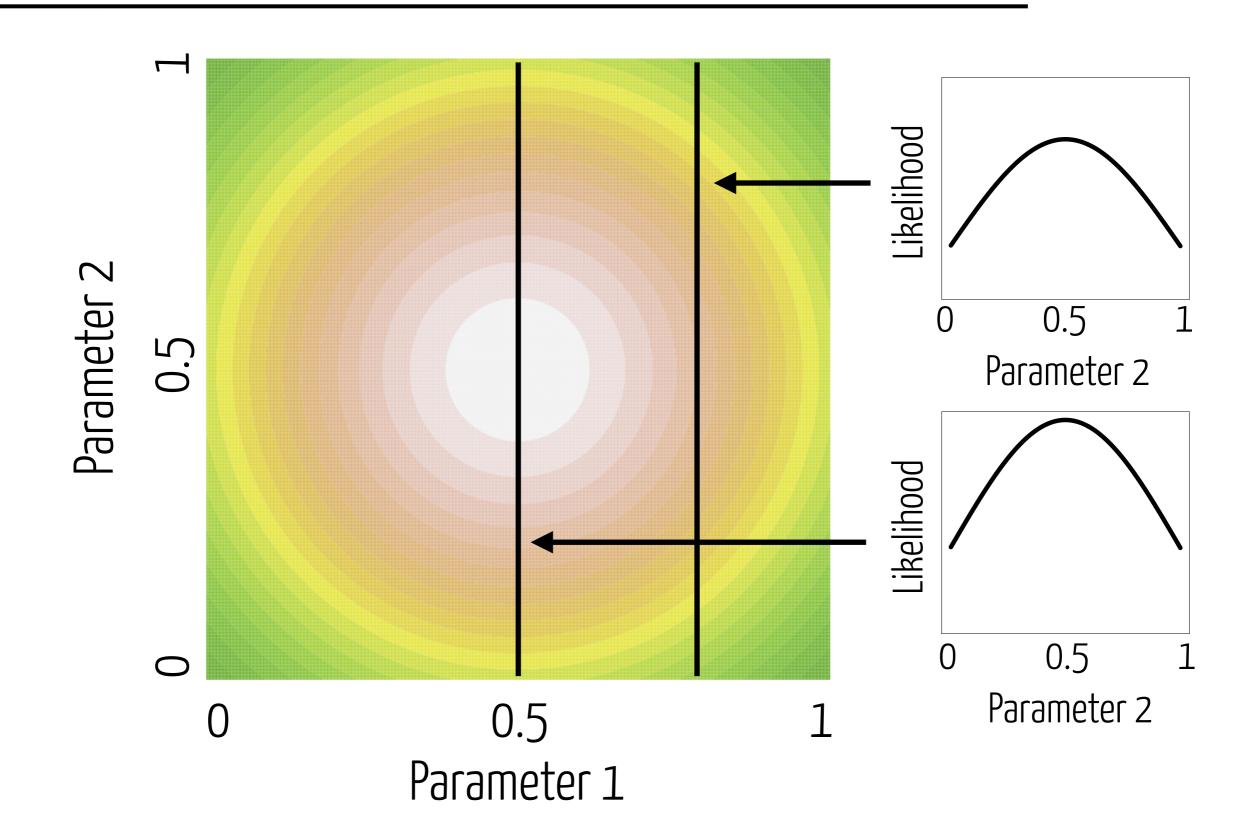
## Maximum Likelihood



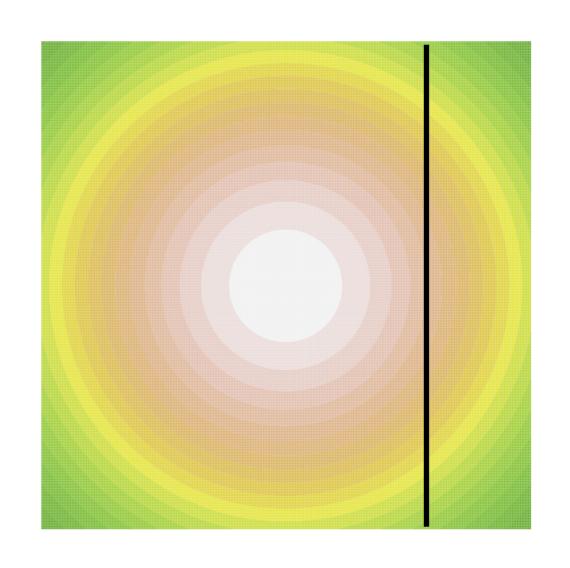






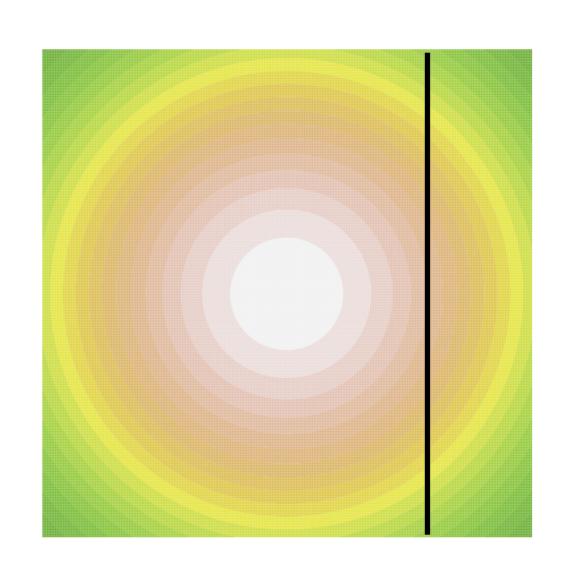


If the more complex model always gives a likelihood that is at least as good as a simpler model, even if the simpler one is true, we need ways to assess whether it's enough better to warrant our attention.



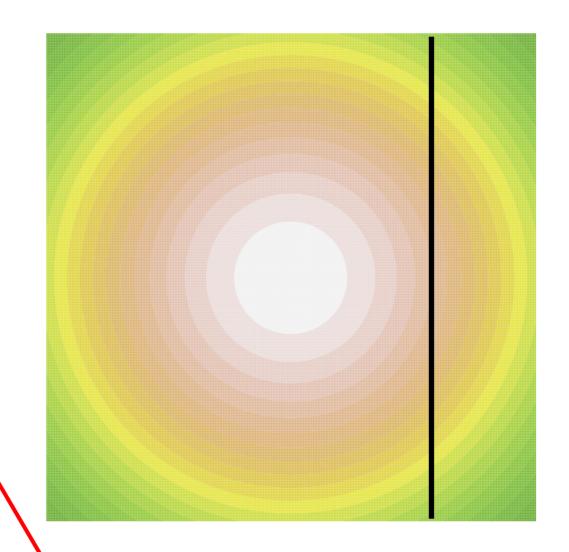
If the **more complex** model always gives a likelihood that is **at least as good** as a simpler model, even if the simpler one is true, we need ways to assess **whether it's enough better to warrant our attention**.

- Akaike's Information Criterion (AIC)
- Bayesian Information Criterion (BIC)
- Likelihood Ratio Test (LRT)



If the more complex model always gives a likelihood that is at least as good as a simpler model, even if the simpler one is true, we need ways to assess whether it's enough better to warrant our attention.

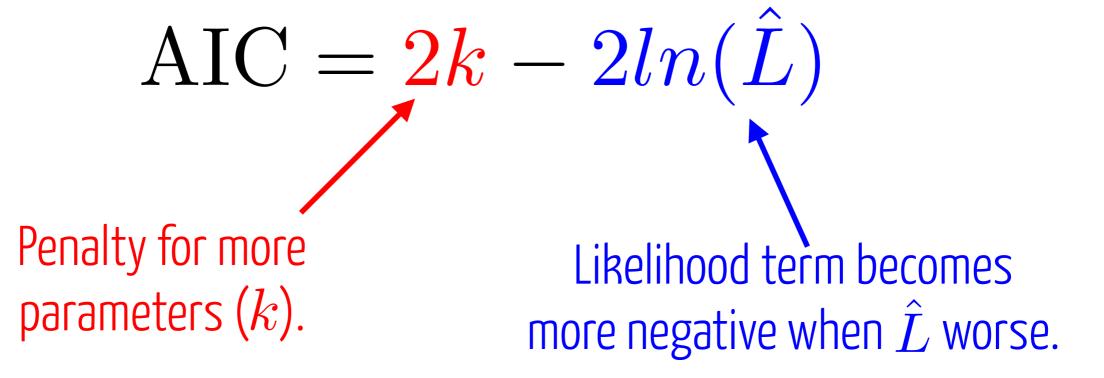
- Akaike's Information Criterion (AIC)
- Bayesian Information Criterion (BIC)
- Likelihood Ratio Test (LRT)



Different penalties for extra parameters.

#### Akaike's Information Criterion (AIC)

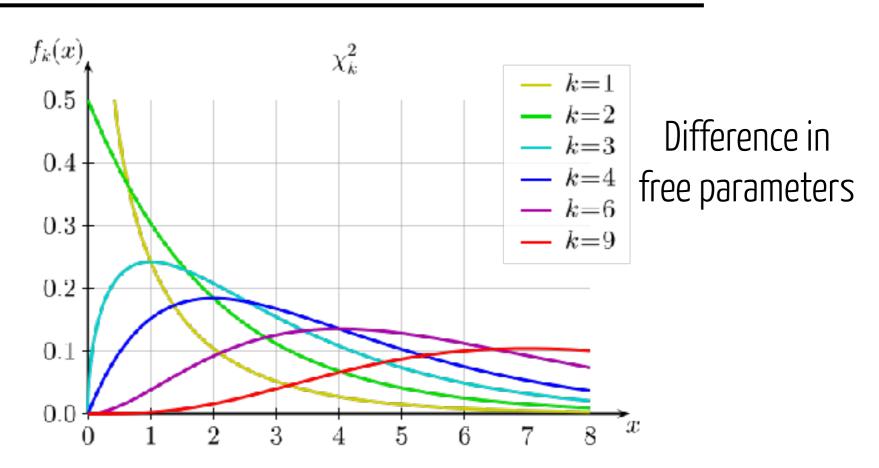
Minimum AIC preferred.



$$AIC = 2k - 2ln(\hat{L})$$

$$BIC = ln(n)k - 2ln(\hat{L})$$

LRT
Hypothesis test
Pairwise



If the simpler model is true, twice the difference in log-likelihoods between the true and more complex model will follow a **Chi-squared** distribution with d.f. = the difference in complexity between the models.

Only for **nested models** (simple = restriction of complex)

$$P(\theta|D) = \frac{P(D|\theta)P(\theta)}{P(D)}$$

$$P(\theta|D) = \frac{P(D|\theta)P(\theta)}{P(D)}$$

$$P(\theta|D,M) = \frac{P(D|\theta,M)P(\theta|M)}{P(D|M)}$$

$$P(\theta|D) = \frac{P(D|\theta)P(\theta)}{P(D)}$$

$$P(\theta|D,M) = \frac{P(D|\theta,M)P(\theta|M)}{\int P(D|\theta,M)P(\theta|M)d\theta}$$

#### Marginal Likelihood

Probability of the data given the model, considering uncertainty in model parameters.

$$P(\theta|D) = \frac{P(D|\theta)P(\theta)}{P(D)}$$

$$P(\theta|D,M) = \frac{P(D|\theta,M)P(\theta|M)}{\int P(D|\theta,M)P(\theta|M)d\theta}$$

#### Marginal Likelihood

Essentially, the **weighted average likelihood**, weighted by the prior probability of different parameter values.

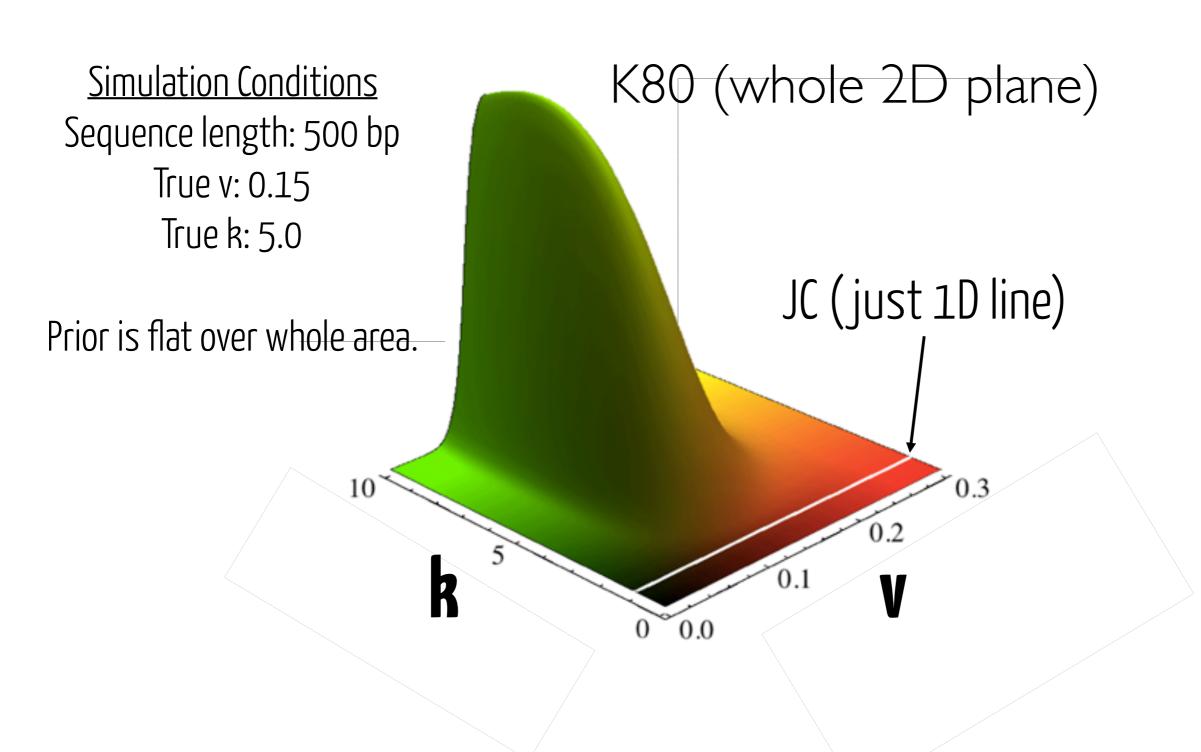
**Evolutionary Distance** 

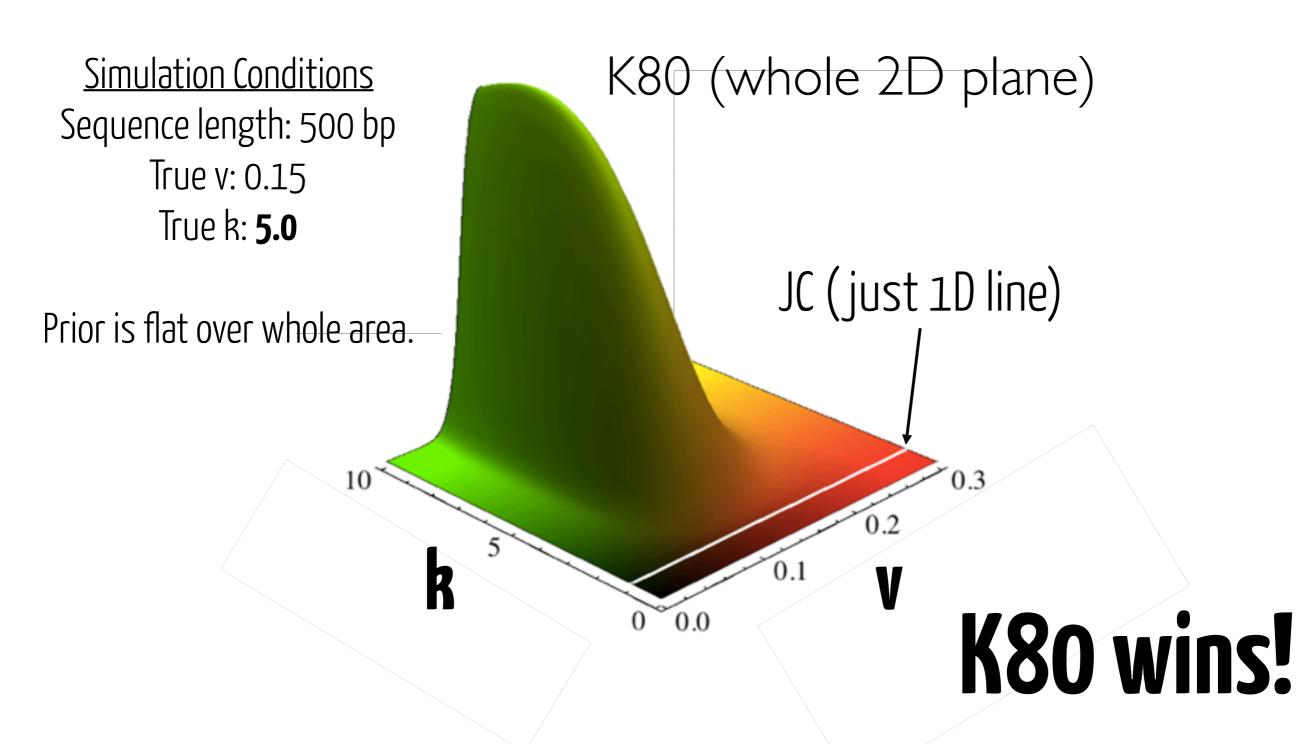
Sp. A ————— Sp. B

Compare **JC** and **K80** models

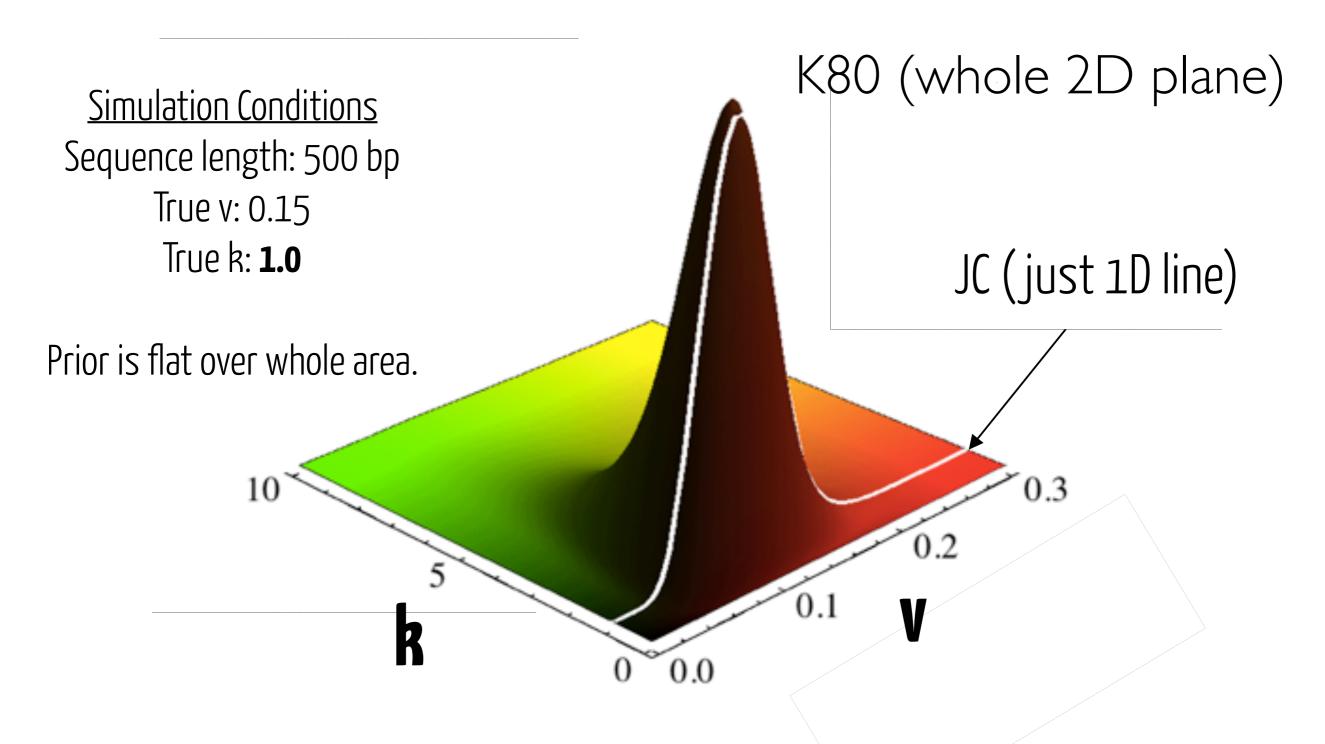
**v**: edge length estimated in both models

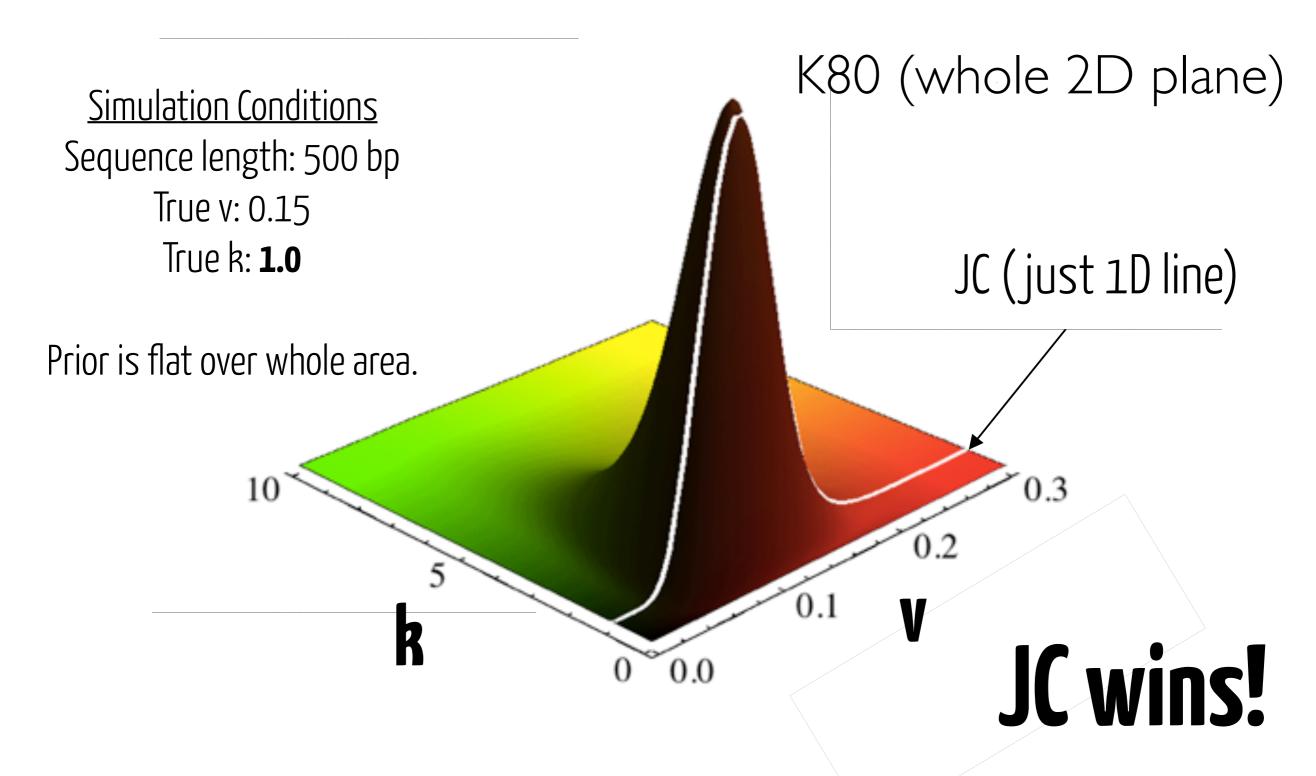
**k**: transition-transversion ratio estimated in K80 and fixed at 1 for JC





Example taken from Paul Lewis - Workshop on Molecular Evolution 2016

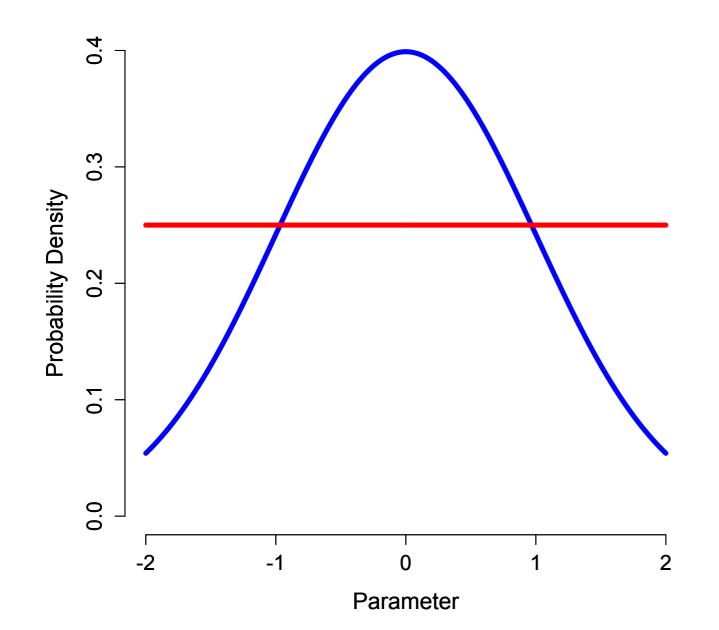




Important contrast with ML-based model selection: by averaging, rather than maximizing, marginal likelihoods automatically account for extra parameters.

More complicated models can have lower marginal likelihoods.

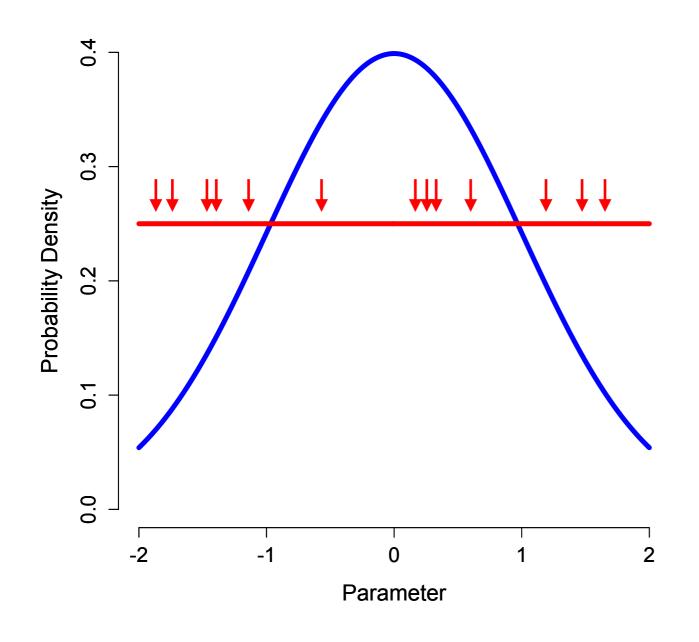
#### Easy Approach 1 - Sample from the prior



Prior

Likelihood

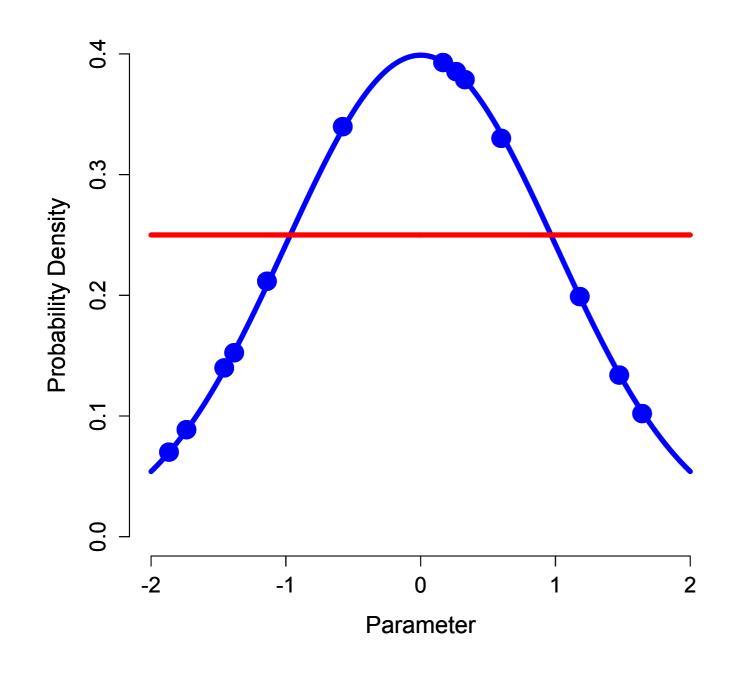
#### Easy Approach 1 - Sample from the prior



Prior

Likelihood

#### Easy Approach 1 - Sample from the prior

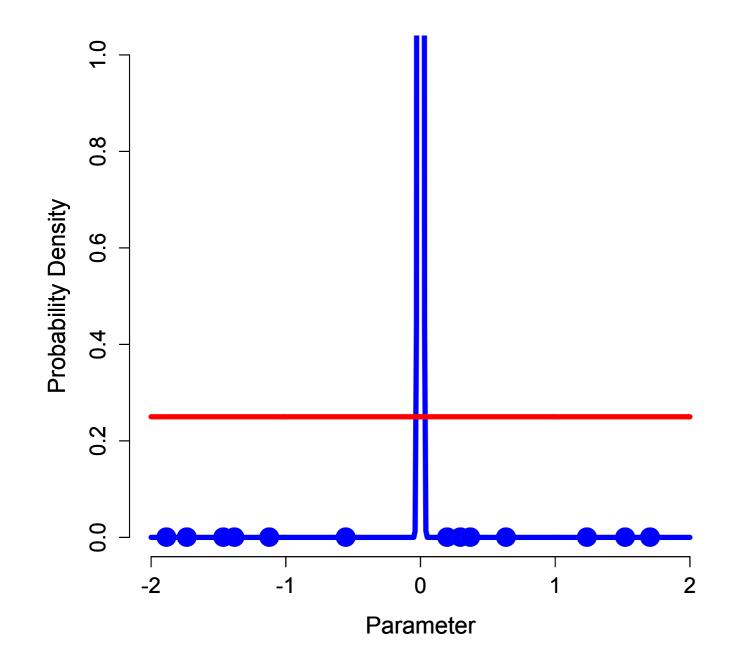


Prior

Likelihood

Take average of blue dots

#### Easy Approach 1 - Sample from the prior

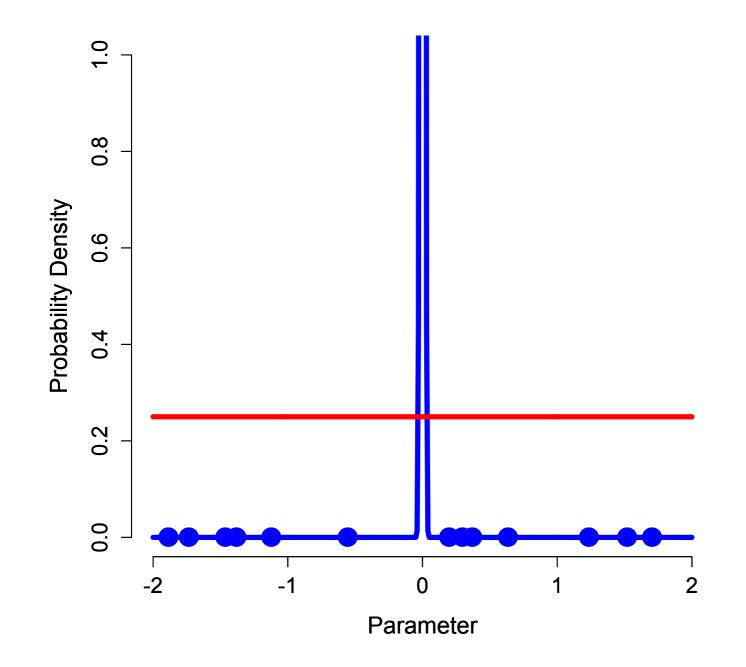


Prior

Likelihood

Take average of blue dots

#### Easy Approach 1 - Sample from the prior



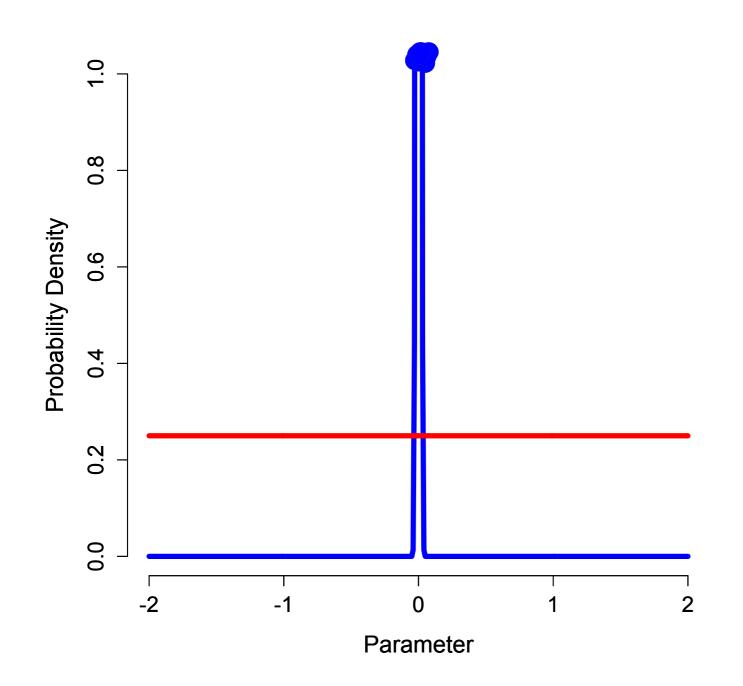
Prior

Likelihood

Take average of blue dots??!!

We'd like to make sure we're sampling high likelihood parts of space with reasonable frequency.

#### Less-Naive Approach 2- Sample from the posterior



Prior

Posterior (~Likelihood)

Since we're supposed to be integrating across the prior, we need to correct for the fact that our samples are from the posterior.

#### Less-Naive Approach 2- Sample from the posterior

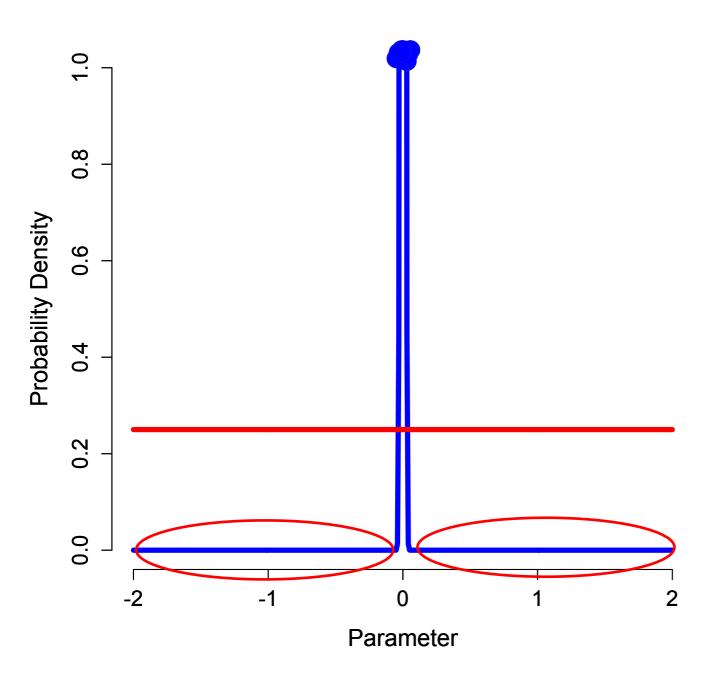
The Harmonic Mean Method

$$\frac{1}{ML} = \frac{1}{L_1} + \frac{1}{L_2} + \dots + \frac{1}{L_3}$$

What's an important property of harmonic means?

Anyone remember discussing bottlenecks in pop gen?

#### Less-Naive Approach 2- Sample from the posterior



The reverse problem to our first naive approach!

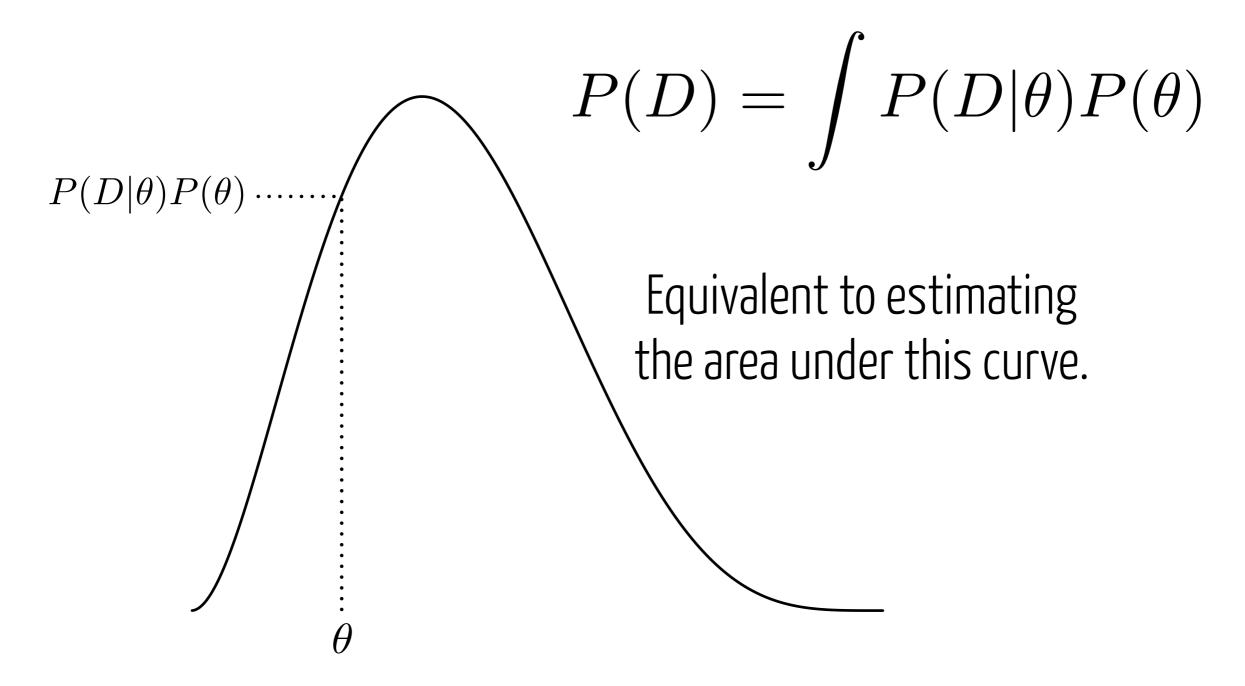
Rarely sampled low likelihoods have a big influence on estimates.

Very unstable.

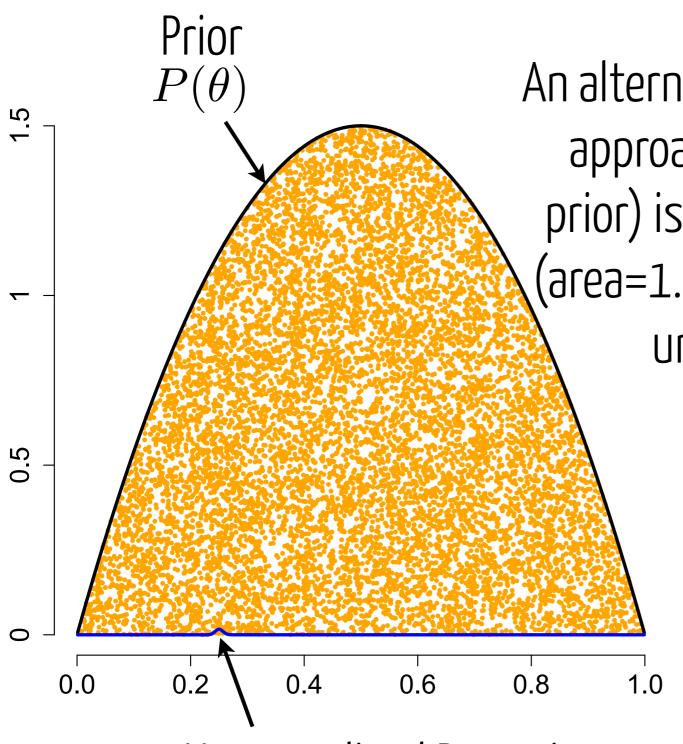
Approach 3\* - Sample from a series of distributions

Steppingstone or path sampling

# Steppingstone Sampling



# Steppingstone Sampling

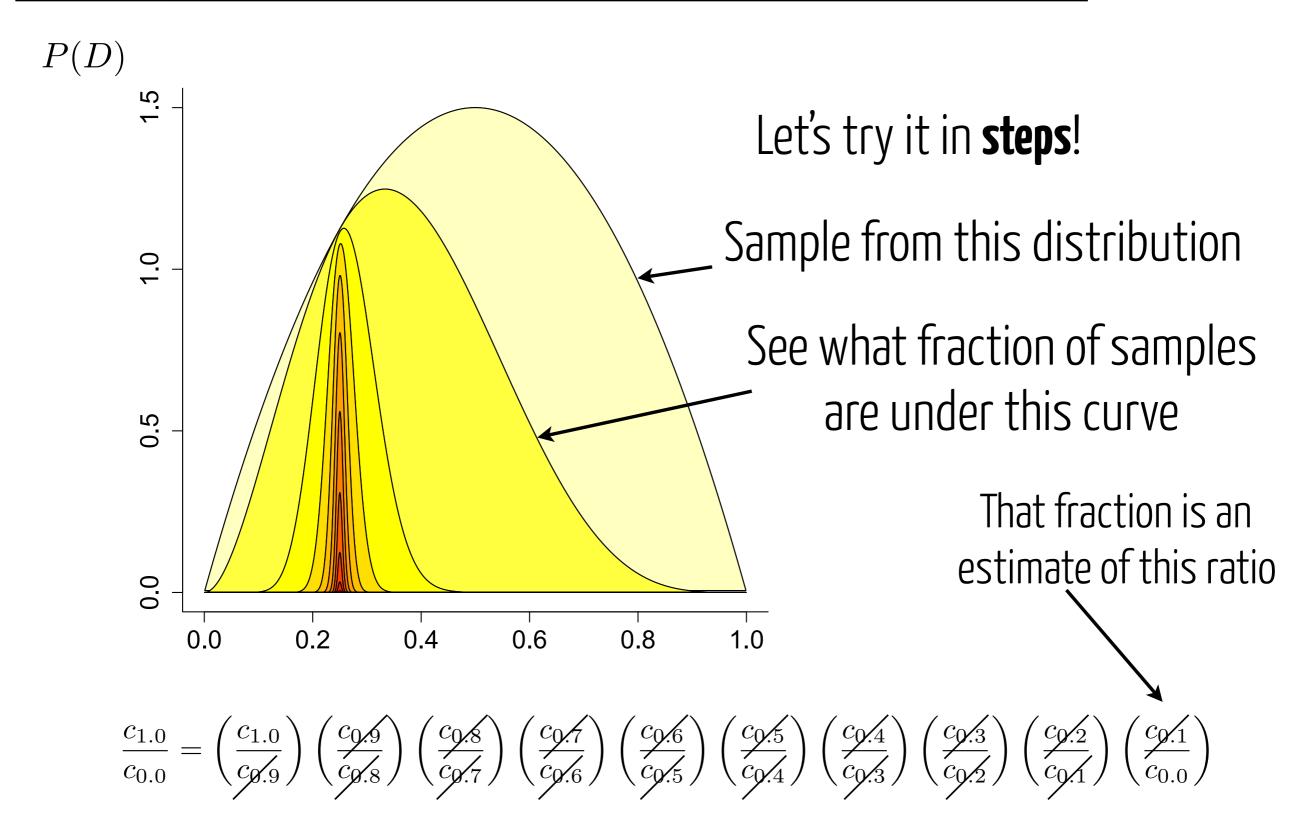


An alternative way to think about our first approach (sampling directly from the prior) is to sample points from the prior (area=1.0), then ask what proportion fall under the curve of interest.

Unfortunately, not many! As before, this is unstable.

Unnormalized Posterior  $\longrightarrow P(D|\theta)P(\theta)$ 

# Steppingstone Sampling



#### Power Posteriors

$$\frac{c_{1.0}}{c_{0.0}} = \left(\frac{c_{1.0}}{c_{0.9}}\right) \left(\frac{c_{0.9}}{c_{0.8}}\right) \left(\frac{c_{0.8}}{c_{0.7}}\right) \left(\frac{c_{0.7}}{c_{0.6}}\right) \left(\frac{c_{0.6}}{c_{0.5}}\right) \left(\frac{c_{0.4}}{c_{0.4}}\right) \left(\frac{c_{0.4}}{c_{0.3}}\right) \left(\frac{c_{0.4}}{c_{0.2}}\right) \left(\frac{c_{0.2}}{c_{0.1}}\right) \left(\frac{c_{0.1}}{c_{0.0}}\right) \\
1$$

Posterior

$$\beta = 1$$

Prior

$$\beta = 0$$

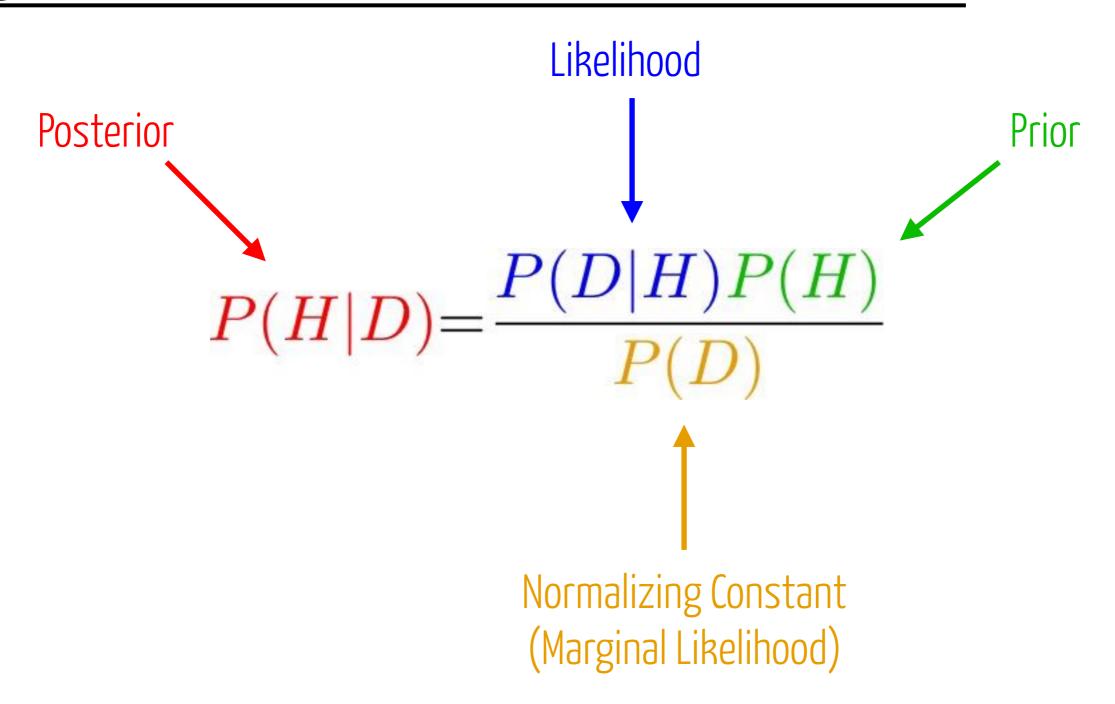
$$P(D|\theta)_{\beta} \propto P(D|\theta)^{\beta} P(\theta)$$

#### Power Posteriors

$$\frac{c_{1.0}}{c_{0.0}}=$$
 Stable estimate of marginal likelihood!



But it requires a **specific type of analysis**, independent of standard MCMC.



$$\frac{P(H_1|D)}{P(H_2|D)} = \frac{\frac{P(H_1)P(D|H_1)}{P(D)}}{\frac{P(H_2)P(D|H_2)}{P(D)}}$$

$$\frac{P(H_1|D)}{P(H_2|D)} = \frac{\frac{P(H_1)P(D|H_1)}{P(D)}}{\frac{P(H_2)P(D|H_2)}{P(D)}}$$

$$\frac{P(H_1|D)}{P(H_2|D)} = \frac{P(H_1)P(D|H_1)}{P(H_2)P(D|H_2)}$$

Posterior Odds

Prior Odds

$$egin{array}{c} P(H_1|D) \ P(H_2|D) \end{array} = egin{array}{c} P(H_1) & P(D|H_1) \ P(H_2) & P(D|H_2) \end{array}$$

Prior Odds

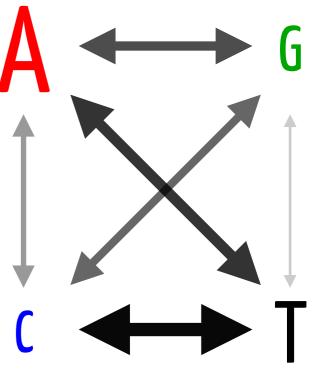
Bayes Factor

Posterior Odds

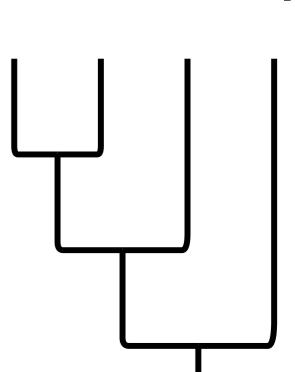
$$\frac{P(H_1)}{P(H_2)} \frac{P(D|H_1)}{P(D|H_2)} = \frac{P(H_1|D)}{P(H_2|D)}$$

2In(BF)	BF	Strength of evidence
0-2	1-3	Barely worth mentioning.
2-6	3-20	Positive
6-10	20-150	Strong
>10	>150	Very Strong

For now, we're going to use these to **compare different models of sequence evolution** as our hypotheses.



However, BFs can also be used for other hypotheses, like **topological relationships**.



#### Or...don't choose a model!

#### Reversible Jump MCMC

Instead of picking a model, include MCMC moves that jump between. Integrate out uncertainty about which model is best. This is a Bayesian form of **model averaging**.

We already do this for trees. Can also do this for models.

#### Or...don't choose a model!

#### Reversible Jump MCMC

Instead of picking a model, include MCMC moves that jump between. Integrate out uncertainty about which model is best. This is a Bayesian form of **model averaging**.

We already do this for trees. Can also do this for models.

\*Disclaimer: Setting up proper reversible jump moves can often be **very challenging**.