# Lecture 3.2 example 2

## preliminaries

```
#clear work space
rm(list=ls())
#set random seed
set.seed(123)
```

## simulation params & structures

```
# simulation parameters
nObs = 100
muTrue = 75
sigTrue = 20

# prior parameters
muMean = 50
muSd = 50

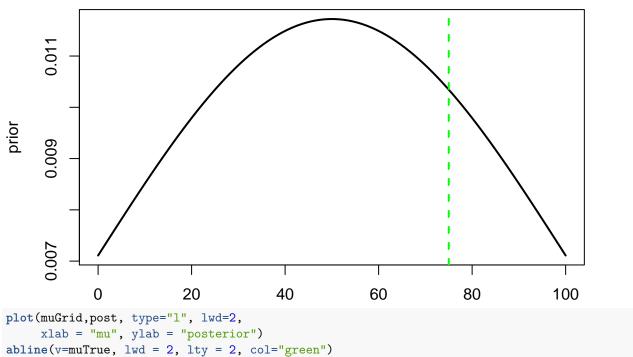
# build grid
nGridPoints = 100
muGridMin = 0
muGridMax = 100
muGridMax = 100
muGrid = seq(muGridMin, muGridMax,length.out = nGridPoints)
muGridSize = (muGridMax - muGridMin) / nGridPoints
```

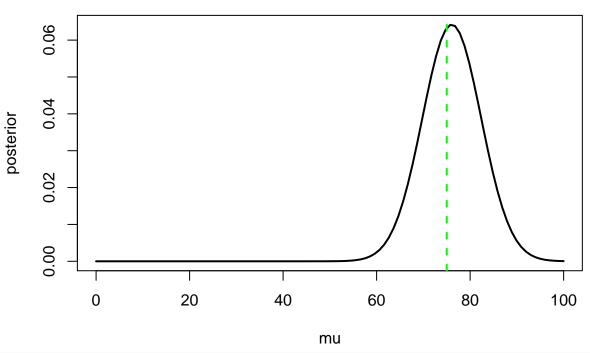
#### define key functions

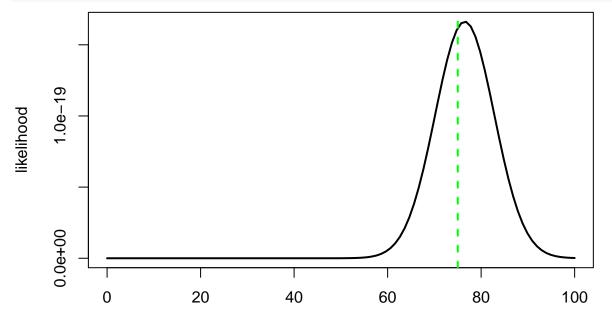
```
# compute posterior
computePost = function(data, sigTrue, prior){
  #initialize posterior matrix
 post = rep(-1, nGridPoints )
  #fill out the posterior
  for (t in 1:nGridPoints) {
     muVal = muGrid[t]
      #compute data likelihood
     loglike = sum(log(dnorm(data, muVal, sigTrue)))
      # update posterior matrix cell
     post[t] = exp(loglike) * prior[t]
   }
  \# normalize the posterior \& return
 post = post / ( sum(post) * muGridSize)
 return(post)
# compute likelihood
computeLike = function(data, sigTrue, prior){
 #initialize likelihood matrix
```

```
like = rep(-1, nGridPoints )
#fill out the likelihood
for (t in 1:nGridPoints) {
    muVal = muGrid[t]
    #compute data likelihood
    like[t] = prod(dnorm(data, muVal, sigTrue))
}
return(like)
}
```

## visualize relationship between prior, likelihood and posterior

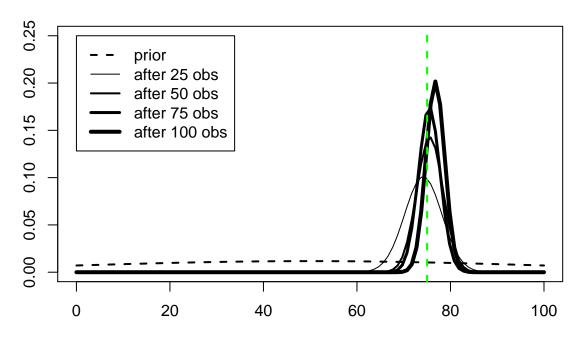




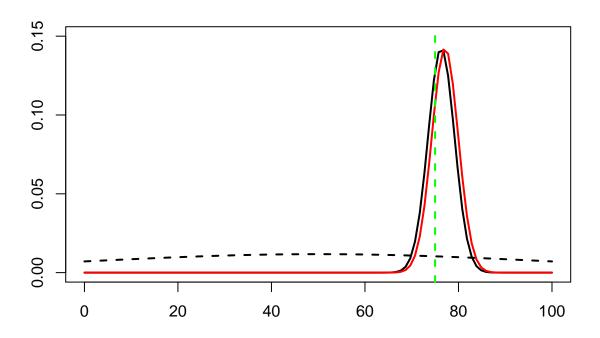


## plot posterior evolution

# posterior evolution



#### compare posterior in even and odd trials



## role of priors

```
muPriorA = dnorm(muGrid, 50, 50)
muPriorA = muPriorA / ( sum(muPriorA) * muGridSize )
muPriorB = dnorm(muGrid, -50, 50)
muPriorB = muPriorB / ( sum(muPriorB) * muGridSize )
muPriorC = dnorm(muGrid, 50, 5)
muPriorC = muPriorC / ( sum(muPriorC) * muGridSize )
plot(muGrid, computePost(data, sigTrue, muPriorA),col = "black",
     type="1", lwd=2, xlab = "", ylab = "", ylim = c(0,0.25))
points(muGrid, computePost(data, sigTrue, muPriorB),col = "red",
     type="1", lwd=2)
points(muGrid, computePost(data, sigTrue, muPriorC),col = "blue",
       type="1", lwd=2)
points(muGrid, muPriorA, col = "black", type="1", lwd=2, lty=2)
points(muGrid, muPriorB, col = "red", type="1", lwd=2, lty=2)
points(muGrid, muPriorC, col = "blue", type="l", lwd=2, lty=2)
abline(v=muTrue, lwd = 2, lty = 2, col="green")
legend(0,0.25,
       legend = c("prior = Normal(50,2500)", "prior = Normal(-50,2500)", "prior = Normal(50,25)"),
       lty = c(1,1,1), col = c("black", "red", "blue"))
```

