# **BIOS612** Project

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2024-11-20

We utilize the function GLMMselect from the R package GLMMselect, which is defined as follows:

GLMMselect(Y, X, Sigma, Z, family, prior, offset, NumofModel, pip\_fixed, pip\_random)

The arguments of this function are described below:

- Y: A numeric vector of binary or count data representing the response variable.
- X: A matrix of covariates.
- Sigma: A list of covariance matrices for the random effects.
- Z: A list of design matrices for the random effects.
- family: The distribution family for the response variable, either "bernoulli" or "poisson".
- prior: The prior distribution for the variance components of the random effects, either "AR" or "HM".
- offset: A known a priori component to be included in the linear predictor during model fitting.
- Numof Model: The number of models with the highest posterior probabilities to be reported.
- pip\_fixed: A cutoff threshold; fixed effects with a posterior inclusion probability exceeding this threshold are included in the final model.
- pip\_random: A cutoff threshold; random effects with a posterior inclusion probability exceeding this threshold
  are included in the final model.

#### Simulation Study Model

For the simulation study, we assume the following model:

$$y_{ij} = eta \mathbf{x_{ii}} + u_i + s_i + \epsilon_{ij}$$

Where:

- $y_{ij}$ : The response variable for the j-th observation in the i-th group.
- $\beta$ : A vector of coefficients associated with the covariates.
- $\mathbf{x}_{ij}$ : The covariate matrix for the j-th observation in the i-th group.
- $U = (u_1, \dots, u_i)^T$ : The overdispersion random effects for group i, where  $U \sim N(0, \tau_2 \Sigma)$ .
- $S=(s_1,\ldots,s_i)^T$ : The spatial random effects for location i, modeled using a spatial covariance structure, where  $S\sim N(0,\tau_1\Sigma)$ .
- $\epsilon_{ij}$ : The residual error term, where  $\epsilon_{ij} \sim N(0,\sigma_{\epsilon}^2)$  .

#### Simulation Settings

For the simulation settings, we adopt the structure described in the referenced study. Specifically:

- The overdispersion random effects are modeled as  $U \sim N(0, au_2 \Sigma)$ .
- The spatial random effects are modeled as  $S \sim N(0, au_1 \Sigma)$ .
- The covariance matrix  $\Sigma$  is defined using a first-order neighborhood structure, consistent with the referenced study.
- The fixed effects coefficients are set to  $\beta=(\beta_0,\beta_1,\beta_2,0,0)$ .
- ullet The covariates  $x_{ij}$  are sampled from a standard normal distribution.

# Scenario One: Poisson Regression

In the first scenario, we set the parameters as follows:

```
 \begin{array}{l} \bullet \;\; \beta_0=1, \, \beta_1=\beta_2=0.1, \\ \bullet \;\; \tau_1=0.05, \, \tau_2=0.05, \end{array}
```

• Sample size: 100,

• Number of simulation iterations: 10.

This setup reflects a Poisson regression framework with specified parameter values and sample constraints.

```
### AR
library (MASS)
beta<-c(1, 0. 1, 0. 1, 0, 0)
result_best<-list()
result_postprob<-list()
tau = 0.05
for (i in 1:10) {
 set. seed(i)
 X1 \leftarrow matrix (rnorm (400), nrow=100, ncol=4)
 X2 \leftarrow cbind(1, X1)
 spatial_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[1]])</pre>
 overdispersion_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[2]])
 linear_predictor <- X2 %*% beta + spatial_random_effect + overdispersion_random_effect</pre>
 Y<-rpois(100, exp(linear_predictor))
 Model_selection_output <- GLMMselect(Y=Y, X=X1, Sigma=Sigma,</pre>
                         Z=Z, family="poisson", prior="AR", offset=NULL)
 result_best[[i]] <-Model_selection_output$BestModel
```

```
print(result_best)
```

```
## [[1]]
\verb|##[[1]]$covariate_inclusion|\\
## integer(0)
##
## [[1]]$random_effect_inclusion
## [1] 1
##
##
## [[2]]
## [[2]]$covariate_inclusion
## integer(0)
##
\verb|## [[2]] $random\_effect\_inclusion|
## [1] 1
##
##
## [[3]]
## [[3]]$covariate_inclusion
## [1] 2
##
## [[3]]$random_effect_inclusion
## integer(0)
##
##
## [[4]]
## [[4]]$covariate_inclusion
## [1] 2
##
## [[4]]$random_effect_inclusion
## [1] 1
##
##
## [[5]]
## [[5]]$covariate_inclusion
## integer(0)
##
## [[5]]$random_effect_inclusion
## [1] 2
##
##
## [[6]]
## [[6]]$covariate_inclusion
## [1] 1 2
##
## [[6]]$random_effect_inclusion
## [1] 1
##
##
## [[7]]
## [[7]]$covariate_inclusion
## [1] 1
## [[7]]$random_effect_inclusion
```

```
## integer(0)
##
##
## [[8]]
## [[8]]$covariate_inclusion
## [1] 1
##
\verb|## [[8]] $ random\_effect\_inclusion \\
## integer(0)
##
##
## [[9]]
\verb|##[[9]]$covariate_inclusion|\\
## integer(0)
##
## [[9]]$random_effect_inclusion
## integer(0)
##
##
## [[10]]
## [[10]]$covariate_inclusion
## [1] 4
## [[10]]$random_effect_inclusion
## [1] 1
```

```
## [[1]]
      x1 x2 x3 x4 r1 r2
##
## 1
       0
          0
             0
                0
                   1
                      0 0.330
## 2
       0
          0
             0
                0
                   0
                      1 0.235
## 3
       0
          0
             0
                0
                      0 0.105
## 4
                      1 0.085
       0
          0
             0
                0
                   1
                      0 0.024
## 5
## 6
                      0 0.023
       0
             0
                1
## 7
             0
                0
                      0 0.018
          0
## 8
       0
         0
             1
                0
                   1
                      0 0.017
       0
             0
                   0
                      1 0.017
## 9
          1
                0
       0
            0 1 0
## 10
         0
                      1 0.014
##
## [[2]]
##
      x1 x2 x3 x4 r1 r2
## 1
         0
             0 0
                   1
                      0 0.409
## 2
             0
                0
                   1
                      0 0.148
       1
          0
## 3
       0
          0
             0
                0
                   1
                      1 0.066
## 4
                      0 0.040
             0
                0
## 5
       0
          0
             0
                      0 0.036
                      0 0.035
## 6
## 7
                      0 0.035
          1
             0
## 8
       0
         0
             1
                0
                   1
                      0 0.022
## 9
         0
                0
                   1
                      0 0.020
       1
             1
## 10
      1
          1 0 1
                  1 0 0.020
##
## [[3]]
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
         0
             0
                0
                   0
                      0 0.131
## 2
                      0 0.113
             0
                0
                   0
                      0 0.095
## 3
       0
          1
             0
                0
                   0
## 4
                      0 0.078
             1
                0
                   0
## 5
                      0 0.077
## 6
       0
          0
             0
                0
                   1
                      0 0.073
## 7
             0
                      1 0.055
## 8
             0
                0
                   0
                      0 0.044
## 9
             0
                      0 0.043
          1
                1
                   0
## 10 0 1 0 0 1 0 0.037
##
## [[4]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
                      0 0.280
## 2
       0
                      0 0.132
## 3
       1
          1
             0
                0
                   1
                      0 0.052
## 4
         0
             0
       0
                0
                   1
                      1 0.047
## 5
       0
          0
             0
                0
                   0
                      1 0.046
## 6
       0
             0
                      1 0.036
          1
                0
                   0
## 7
       0
             0
                1
                      0 0.031
                      0 0.029
## 8
          0
             0
## 9
          0
             0 0
                   1
                      0 0.028
## 10
       0
         1
            0 0 0 0 0.024
##
## [[5]]
```

```
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
       0
          0
             0
                0
                    0
                       1 0.331
## 2
       0
          0
             0
                0
                       0 0.235
                    1
## 3
             0
                       1 0.095
## 4
          0
             0
                 0
                    0
                       1 0.066
                       0 0.034
## 5
                    1
## 6
          0
             0
                0
                       0 0.027
## 7
                       0 0.026
          0
             0
                0
                    0
## 8
       0
             0
                    0
                       1 0.015
          0
                1
## 9
       0
          0
             1
                0
                   0
                       1 0.015
## 10
       0
             0 0 0
                      1 0.015
          1
##
## [[6]]
      x1 x2 x3 x4 r1 r2
                           MPP
##
## 1
             0
                0
                   1
                       0 0.253
## 2
             0
                0
                    0
                       0 0.106
## 3
             0
                       0 0.090
## 4
                       0 0.083
## 5
                       0 0.075
                       0 0.072
## 6
## 7
             1
                1
                       0 0.070
## 8
                       0 0.053
          1
             0
                    0
## 9
       1
          1
             1
                0
                    0
                      0 0.050
## 10
       1
          0
             0
                0
                   1
                      0 0.022
##
## [[7]]
                           MPP
      x1 x2 x3 x4 r1 r2
## 1
             0
                0
                    0
                      0 0.239
## 2
          0
             0
                       0 0.130
                0
## 3
             0
                0
                    0
                       0 0.091
       0
          0
## 4
          0
             0
                0
                    1
                       0 0.074
## 5
             0
                0
                    0
                       0 0.070
                       0 0.043
## 6
          0
             0
                    0
## 7
             1
                       0 0.040
## 8
             0
                0
                    0
                       1 0.031
## 9
       0
          0
             0
                0
                   0
                       1 0.030
## 10 1
         1 0 1 0 0 0.026
##
## [[8]]
##
                           MPP
      x1 x2 x3 x4 r1 r2
                       0 0.131
## 1
## 2
             0
                       0 0.122
## 3
                       0 0.089
## 4
          0
             1
                0
                    0
                       0 0.074
## 5
       0
          0
             0
                0
                    0
                       1 0.058
                      0 0.051
## 6
                0
                    0
             1
                       0 0.050
## 7
       0
          0
             0
                0
## 8
          0
                    0
                       0 0.047
             1
                1
## 9
          1
             0
                0
                    0
                       0 0.042
## 10
       1
          0
            0
                1
                   0
                      0 0.039
##
## [[9]]
      x1\ x2\ x3\ x4\ r1\ r2
                           MPP
## 1
       0 0 0 0 0 0 0.212
```

```
## 2
      0 0
          0 0 1 0 0.210
## 3
      1
        0
           0
              0
                 0 0 0.098
## 4
      1
           0
             0
                1 0 0.076
        0
## 5
           0
             1 0 0 0.049
        0
## 6
      0
        0
           0
              0 0 1 0.026
                   0 0.025
## 7
      1
           0
              1
                1
## 8
         1
           1
              1
                 0
                   0 0.024
             1 0 0 0.023
           0
## 9
      1
        1
## 10 1 1 0 0 0 0 0.021
##
## [[10]]
##
     x1 x2 x3 x4 r1 r2
## 1
           0
             0
                1 0 0.283
## 2
      0
        0
           0
              1
                1
                   0 0.121
## 3
      0
        0
           0
             0
                1 1 0.051
## 4
           0 1
                1
                   0 0.049
      0 1
## 5
      0 1
           0 0 1 0 0.038
## 6
      0 0
           0
             1 0 1 0.035
## 7
      0 0
           0
                0 0 0.031
             1
## 8
           0
             0 0 1 0.031
## 9
      0 1 1 1 1 0 0.030
## 10 0 0 1 1 1 0 0.028
```

```
### HC
beta<-c(1, 0.1, 0.1, 0, 0)
result_best<-list()
result_postprob<-list()
tau = 0.05
for (i in 1:10) {
  set.seed(i)
  X1 \leftarrow matrix (rnorm (400), nrow=100, ncol=4)
  X2 \leftarrow cbind(1, X1)
  spatial_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[1]])</pre>
  overdispersion_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[2]])
  linear_predictor <- X2 %*% beta + spatial_random_effect + overdispersion_random_effect</pre>
  Y<-rpois(100, exp(linear_predictor))
  Model selection output <- GLMMselect(Y=Y, X=X1, Sigma=Sigma,
                           Z=Z, family="poisson", prior="HC", offset=NULL)
  result_best[[i]] <-Model_selection_output$BestModel
  result_postprob[[i]] <-Model_selection_output$PosteriorProb
```

print(result\_best)

```
## [[1]]
\verb|##[[1]]$covariate_inclusion|\\
## integer(0)
##
## [[1]]$random_effect_inclusion
## [1] 1
##
##
## [[2]]
## [[2]]$covariate_inclusion
## integer(0)
##
## [[2]]$random_effect_inclusion
## [1] 1
##
##
## [[3]]
## [[3]]$covariate_inclusion
## [1] 2
##
## [[3]]$random_effect_inclusion
## integer(0)
##
##
## [[4]]
## [[4]]$covariate_inclusion
## integer(0)
##
## [[4]]$random_effect_inclusion
## [1] 1
##
##
## [[5]]
## [[5]]$covariate_inclusion
## integer(0)
##
## [[5]]$random_effect_inclusion
## [1] 2
##
##
## [[6]]
## [[6]]$covariate_inclusion
## [1] 1 2
##
## [[6]]$random_effect_inclusion
## [1] 1
##
##
## [[7]]
## [[7]]$covariate_inclusion
## [1] 1
## [[7]]$random_effect_inclusion
```

```
## integer(0)
##
##
## [[8]]
## [[8]]$covariate_inclusion
## [1] 1
##
\verb|## [[8]] $ random\_effect\_inclusion \\
## integer(0)
##
##
## [[9]]
\verb|##[[9]]$covariate_inclusion|\\
## integer(0)
##
## [[9]]$random_effect_inclusion
## integer(0)
##
##
## [[10]]
## [[10]]$covariate_inclusion
## integer(0)
## [[10]]$random_effect_inclusion
## [1] 1
```

```
## [[1]]
##
      x1 x2 x3 x4 r1 r2
## 1
       0
          0
             0
                0
                   1
                      0 0.327
## 2
       0
          0
             0
                0
                   0
                      1 0.244
## 3
       0
         0
             0
                0
                      0 0.119
## 4
                      1 0.074
       0
          0
             0
                0
                   1
                      0 0.023
## 5
                      0 0.022
## 6
       0
             0
                1
## 7
             0
                      0 0.017
          0
                0
## 8
       0
         1
             0
                0
                   0
                      1 0.016
## 9
       0
                      0 0.016
         0
             1
                0
                   1
       0
            0 1 0
## 10
         0
                     1 0.014
##
## [[2]]
##
      x1 x2 x3 x4 r1 r2
## 1
         0
             0 0
                   1 0 0.431
## 2
             0
                0
                   1
                      0 0.149
       1
          0
## 3
       0
          0
             0
                0
                   1
                      1 0.062
## 4
                      0 0.037
             0
## 5
       0
          0
             0
                      0 0.036
                      0 0.035
## 6
## 7
             0
                1
                      0 0.033
## 8
       0
          0
             1
                0
                   1
                      0 0.022
## 9
         0
                0
                   1
                      0 0.019
       1
             1
## 10
       0
         0 0 0 0
                      1 0.017
##
## [[3]]
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
         0
             0
                0
                   0
                      0 0.138
## 2
                      0 0.119
             0
                0
                   0
                      0 0.100
## 3
       0
          1
             0
                0
                   0
## 4
                      0 0.082
             1
                0
                   0
## 5
                      0 0.081
## 6
       0
          0
             0
                0
                   1
                      0 0.068
## 7
             0
                      1 0.054
## 8
             0
                0
                   0
                      0 0.046
## 9
             0
                      0 0.045
          1
               1
                   0
## 10 0 1 0 0 1 0 0.033
##
## [[4]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
                      0 0.292
## 2
       0
          1
             0
                      0 0.131
## 3
       0
          0
             0
                0
                   0
                      1 0.050
## 4
       1
          1
             0
                0
                   1
                      0 0.048
## 5
       0
          0
             0
                0
                   1
                      1 0.043
## 6
       0
             0
                   0
                      1 0.038
         1
                0
## 7
       0
             0
                1
                      0 0.029
                      0 0.028
## 8
          1
             0
                0
                   0
## 9
       0
         0
             0
                1
                   1
                      0 0.028
## 10
       1
         0 0 0 1 0 0.028
##
## [[5]]
```

```
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
       0
          0
             0
                0
                    0
                       1 0.347
## 2
       0
          0
             0
                 0
                       0 0.235
                    1
## 3
          0
             0
                       1 0.084
## 4
                       1 0.066
          0
             0
                 0
                    0
                       0 0.032
## 5
                    1
## 6
          0
             0
                 0
                       0 0.030
## 7
                       0 0.030
          0
             0
                 0
                    0
## 8
       0
             0
                    0
                       1 0.015
          0
                 1
## 9
       0
          0
             1
                0
                    0
                       1 0.015
## 10
       0
             0 0 0
                      1 0.015
          1
##
## [[6]]
                           MPP
##
      x1 x2 x3 x4 r1 r2
## 1
             0
                0
                    1
                       0 0.243
## 2
             0
                 0
                    0
                       0 0.130
## 3
             1
                    0
                       0 0.086
## 4
             0
                       0 0.077
## 5
       0
             0
                 0
                       0 0.073
                       0 0.071
## 6
## 7
             0
                 1
                       0 0.065
## 8
                       0 0.061
          1
             1
                 0
                    0
## 9
       1
          1
             1
                1
                    1
                       0 0.053
             0
## 10
       1
          0
                0
                    1
                      0 0.023
##
## [[7]]
                           MPP
      x1 x2 x3 x4 r1 r2
## 1
             0
                0
                    0
                      0 0.254
## 2
          0
             0
                       0 0.123
                 0
## 3
             0
                 0
                    0
                       0 0.097
       0
          0
## 4
       1
          1
             0
                 0
                    0
                       0 0.074
## 5
          0
             0
                0
                       0 0.067
                       0 0.045
## 6
          0
             0
                    0
## 7
             1
                       0 0.043
## 8
          0
             0
                 0
                    0
                       1 0.030
## 9
          0
             0
                0
                    0
                       1 0.029
## 10 1
          1 0 1 0 0 0.028
##
## [[8]]
##
                           MPP
      x1 x2 x3 x4 r1 r2
                       0 0.138
## 1
## 2
             0
                       0 0.128
## 3
                       0 0.094
## 4
          0
             1
                 0
                    0
                       0 0.078
## 5
       0
          0
             0
                 0
                    0
                       1 0.056
                      0 0.053
## 6
                0
                    0
             1
## 7
                    0
                       0 0.049
## 8
       0
          0
             0
                0
                       0 0.046
                    1
## 9
          1
             0
                0
                    0
                       0 0.044
## 10
       1
          0
            0
                1
                   0
                      0 0.041
##
## [[9]]
      x1\ x2\ x3\ x4\ r1\ r2
                           MPP
## 1
       0 0 0 0 0 0 0.227
```

```
## 2
           0 0 1
      0 0
                    0 0.201
## 3
        0
            0
              0
                 0
                    0 0.105
## 4
            0
              0
                 1
                    0 0.071
## 5
          0
                    0 0.053
## 6
            1
                 0
                    0 0.026
## 7
            0
                    1 0.026
## 8
            0
                    0 0.025
## 9
      1 1
            0
             0 0 0 0.022
## 10 1 0 1 1 0 0 0.022
##
## [[10]]
##
     x1 x2 x3 x4 r1 r2
## 1
            0
              0
                    0 0.296
## 2
         0
            0
                    0 0.121
## 3
        0
            0
              0
                 1
                    1 0.046
            0
## 4
      0
         1
              1
                 1
                    0 0.045
## 5
      0 1
            0 0
                 1
                    0 0.037
      0 0
           0
                   0 0.037
## 6
             1 0
## 7
            0 1
                 0
                    1 0.037
      0 0
           0
                    1 0.034
## 9
      1
         1 1
              1 0 0 0.028
      0 0 1 1 1 0 0.026
## 10
```

### Scenario Two: Poisson Regression

In this scenario, the values of  $\tau_1$  and  $\tau_2$  are fixed at 0.05. The vector of coefficients is updated to  $\beta = (1, 0.5, 0.5, 0.0)$ .

```
### AR
library (MASS)
beta<-c(1, 0.5, 0.5, 0, 0)
result_best<-list()
result_postprob<-list()
tau=0.05
for (i in 1:10) {
  set. seed(i)
  X1 \leftarrow matrix (rnorm (400), nrow=100, ncol=4)
  X2 \leftarrow cbind(1, X1)
  spatial_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[1]])
  overdispersion_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[2]])
  linear_predictor <- X2 %*% beta + spatial_random_effect + overdispersion_random_effect</pre>
  Y <- rpois (100, exp(linear_predictor))
  Model_selection_output <- GLMMselect(Y=Y, X=X1, Sigma=Sigma,
                           Z=Z, family="poisson", prior="AR", offset=NULL)
  result_best[[i]] <-Model_selection_output$BestModel
  result\_postprob[[i]] \\ <-Model\_selection\_output\\ \\ \\ Posterior\\ \\ Prob
```

```
print(result_best)
```

```
## [[1]]
## [[1]]$covariate_inclusion
## [1] 1 2 4
##
## [[1]]$random_effect_inclusion
## [1] 1
##
##
## [[2]]
## [[2]]$covariate_inclusion
## [1] 1 2
##
## [[2]]$random_effect_inclusion
## [1] 1
##
##
## [[3]]
## [[3]]$covariate_inclusion
## [1] 1 2 3
##
## [[3]]$random_effect_inclusion
## integer(0)
##
##
## [[4]]
## [[4]]$covariate_inclusion
## [1] 1 2 4
##
## [[4]]$random_effect_inclusion
## integer(0)
##
##
## [[5]]
## [[5]]$covariate_inclusion
## [1] 1 2 4
##
## [[5]]$random_effect_inclusion
## integer(0)
##
##
## [[6]]
\verb|## [[6]]$covariate_inclusion|\\
## [1] 1 2 4
##
## [[6]]$random_effect_inclusion
## [1] 1
##
##
## [[7]]
## [[7]]$covariate_inclusion
## [1] 1 2 3 4
## [[7]]$random_effect_inclusion
```

```
## integer(0)
##
##
## [[8]]
## [[8]]$covariate_inclusion
## [1] 1 2
##
\verb|## [[8]] $ random\_effect\_inclusion \\
## [1] 2
##
##
## [[9]]
## [[9]]$covariate_inclusion
## [1] 1 2 4
##
\verb|##[[9]]$ random\_effect\_inclusion \\
## integer(0)
##
##
## [[10]]
## [[10]]$covariate_inclusion
## [1] 1 2 4
## [[10]]$random_effect_inclusion
## [1] 1
```

```
## [[1]]
##
      x1 x2 x3 x4 r1 r2
## 1
             0
               1
                   1
                      0 0.277
          1
## 2
                      0 0.196
             1
                1
                   1
## 3
             0
                      1 0.131
## 4
                   0
                      1 0.079
             0
                0
                       0 0.066
## 5
             0
## 6
             1
                1
                   0
                       1 0.059
## 7
                      0 0.041
             1
                   0
## 8
       1
          1
             0
                1
                   0
                      0 0.038
             0
                      1 0.028
## 9
       1
          1
                1
                   1
## 10
      1
          1
            1 0
                   1
                      0 0.021
##
## [[2]]
##
      x1 x2 x3 x4 r1 r2
       1 1 0 0
## 1
                   1 0 0.503
## 2
       1
             0
                1
                   1
                      0 0.190
          1
## 3
             1
                0
                   1
                      0 0.128
## 4
                       0 0.116
## 5
                       1 0.030
             0
                0
                       1 0.011
## 6
## 7
             0
                1
                   1
                       1 0.007
## 8
          1
             1
                0
                   1
                       1 0.005
## 9
             1
                1
                      1 0.002
       1
          1
                   1
## 10
      1
          1 0 1 0
                      1 0.002
##
## [[3]]
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
             1
                1
                   0
                      0 0.219
## 2
                      0 0.164
             0
                0
                   1
## 3
             1
                0
                   0
                      0 0.163
## 4
                      0 0.121
                0
                   1
## 5
                       0 0.096
## 6
                   0
             0
                0
                      0 0.083
## 7
                       0 0.074
## 8
             0
                1
                   0
                      0 0.063
## 9
             0
                0
                       1 0.004
          1
                   1
## 10 1 1 0 0 0 1 0.004
##
## [[4]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
                      0 0.300
## 1
## 2
                1
                   0
                      0 0.261
## 3
          1
             0
                1
                   0
                      0 0.227
## 4
                0
                   0 0 0.114
       1
          1
             1
## 5
          1
             0
                0
                   1
                      0 0.035
## 6
             0
                   0
                      1 0.015
                0
## 7
                       0 0.015
             0
                1
                       0 0.011
## 8
## 9
          1
             1
                0
                   1
                      0 0.009
## 10
       1
          1
            0 1 0
                      1 0.005
##
## [[5]]
```

```
##
      x1 x2 x3 x4 r1 r2
                            MPP
## 1
          1
             1
                 1
                    0
                       0 0.193
## 2
             0
                    0
                       0 0.184
## 3
                       0 0.126
## 4
                       1 0.102
              0
                 0
                    0
                       0 0.092
## 5
## 6
             0
                 1
                       1 0.061
## 7
                       0 0.055
                    0
## 8
             0
                       0 0.053
          1
                 1
## 9
          1
             1
                 1
                    1
                       0 0.036
## 10
          1
             1
                0
                    1
                       0 0.029
##
## [[6]]
##
      x1 x2 x3 x4 r1 r2
                            MPP
## 1
             0
                    1
                       0 0.291
## 2
             0
                 0
                    1
                       0 0.212
## 3
                    1
                       0 0.191
              1
## 4
                       0 0.078
## 5
              0
                    0
                       0 0.078
                       0 0.064
## 6
## 7
             0
                 0
                       0 0.035
## 8
                       0 0.015
             1
                 0
                    0
## 9
          1
             0
                0
                    0
                       1 0.009
## 10
       1
          1
             0
                0
                   1
                       1 0.008
##
## [[7]]
                            MPP
      x1 x2 x3 x4 r1 r2
## 1
                       0 0.515
## 2
                    0
                       0 0.354
                 0
## 3
                 0
                       0 0.040
          1
             1
                    1
## 4
              1
                 1
                       0 0.034
## 5
                 0
                    0
                       1 0.031
                       1 0.015
## 6
                    0
## 7
                       1 0.003
## 8
             1
                 0
                    1
                       1 0.002
## 9
          1
             0
                 0
                    0
                       0 0.002
## 10 1
          1 0 0 1 0 0.002
##
## [[8]]
##
                            MPP
      x1 x2 x3 x4 r1 r2
                       1 0.306
## 1
                       0 0.096
## 2
             0
## 3
                       1 0.095
              0
## 4
          1
             0
                 0
                    1
                       0 0.091
## 5
                    0
                       0 0.075
             1
                 1
                       0 0.072
## 6
             0
                    0
## 7
                 0
                    0
                       1 0.064
## 8
                       1 0.045
             1
                    0
## 9
          1
             1
                0
                    0
                       0 0.036
## 10
       1
          1
             0
                1
                   1
                      0 0.033
##
## [[9]]
                            MPP
      x1 x2 x3 x4 r1 r2
## 1 1 1 1 1 0 0 0.293
```

```
## 2
           0 0 0 0 0.240
      1 1
## 3
      1
        1
           0
              1
                 0 0 0.170
## 4
              0
                0 0 0.149
      1
         1
           1
## 5
           0
             0
                1 0 0.052
## 6
         1
           1
              1
                 1
                   0 0.025
## 7
      1
         1
           1
              0
                 1
                   0 0.024
## 8
         1
           0
              1
                 1
                    0 0.022
## 9
           0 0 0 1 0.012
      1 1
## 10 1 1 1 0 0 1 0.004
##
## [[10]]
##
     x1 x2 x3 x4 r1 r2
## 1
           0 0
                1 0 0.227
## 2
           0 1
                 1
                   0 0.216
## 3
      1
         1
           1
              1
                 1 0 0.153
## 4
              1
                 0 0 0.118
      1
        1
           1
## 5
      1
        1
           0
             1 0 0 0.108
## 6
         1
           1
              0
                1 0 0.062
## 7
           0
                 0 1 0.027
         1
              1
## 8
         1
           0
              0
                0 0 0.017
## 9
         1
           0 0 1 1 0.016
## 10 1 1 0 0 0 1 0.016
```

```
### HC
beta<-c(1, 0.5, 0.5, 0, 0)
result_best<-list()
result_postprob<-list()
tau = 0.05
for (i in 1:10) {
  set.seed(i)
  X1 \leftarrow matrix (rnorm (400), nrow=100, ncol=4)
  X2 \leftarrow cbind(1, X1)
  spatial_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[1]])</pre>
  overdispersion_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[2]])
  linear_predictor <- X2 %*% beta + spatial_random_effect + overdispersion_random_effect</pre>
  Y<-rpois(100, exp(linear_predictor))
  Model selection output <- GLMMselect(Y=Y, X=X1, Sigma=Sigma,
                           Z=Z, family="poisson", prior="HC", offset=NULL)
  result_best[[i]] <-Model_selection_output$BestModel
  result_postprob[[i]] <-Model_selection_output$PosteriorProb
```

print(result\_best)

```
## [[1]]
## [[1]]$covariate_inclusion
## [1] 1 2 4
##
## [[1]]$random_effect_inclusion
## [1] 1
##
##
## [[2]]
## [[2]]$covariate_inclusion
## [1] 1 2
##
## [[2]]$random_effect_inclusion
## [1] 1
##
##
## [[3]]
## [[3]]$covariate_inclusion
## [1] 1 2 3
##
## [[3]]$random_effect_inclusion
## integer(0)
##
##
## [[4]]
## [[4]]$covariate_inclusion
## [1] 1 2 4
##
## [[4]]$random_effect_inclusion
## integer(0)
##
##
## [[5]]
## [[5]]$covariate_inclusion
## [1] 1 2 4
##
## [[5]]$random_effect_inclusion
## integer(0)
##
##
## [[6]]
\verb|## [[6]]$covariate_inclusion|\\
## [1] 1 2 4
##
## [[6]]$random_effect_inclusion
## [1] 1
##
##
## [[7]]
## [[7]]$covariate_inclusion
## [1] 1 2 3 4
## [[7]]$random_effect_inclusion
```

```
## integer(0)
##
##
## [[8]]
## [[8]]$covariate_inclusion
## [1] 1 2
##
\verb|## [[8]] $ random\_effect\_inclusion \\
## integer(0)
##
##
## [[9]]
## [[9]]$covariate_inclusion
## [1] 1 2 4
##
\verb|##[[9]]$ random\_effect\_inclusion \\
## integer(0)
##
##
## [[10]]
## [[10]]$covariate_inclusion
## [1] 1 2 4
## [[10]]$random_effect_inclusion
## [1] 1
```

```
## [[1]]
##
      x1 x2 x3 x4 r1 r2
## 1
             0
                1
                   1
                      0 0.280
          1
## 2
                      0 0.158
             1
                   1
## 3
             0
                      1 0.132
## 4
                   0
                      1 0.094
             0
                 0
                       0 0.075
## 5
             0
## 6
             1
                1
                   0
                      0 0.061
## 7
             0
                      0 0.057
## 8
       1
          1
             1
                1
                   0
                      1 0.040
             0
                0
                      0 0.021
## 9
       1
          1
                   0
## 10 1
          1
            1 0
                   1 0 0.020
##
## [[2]]
##
      x1 x2 x3 x4 r1 r2
## 1
       1 1 0 0
                   1 0 0.555
## 2
       1
             0
                   1
                      0 0.183
                1
## 3
             1
                0
                   1
                      0 0.123
## 4
                       0 0.087
## 5
             0
                 0
                       1 0.024
                       1 0.012
## 6
## 7
             0
                1
                   1
                       1 0.004
## 8
          1
             1
                0
                   1
                       1 0.003
## 9
             0
                1
                   0
                      1 0.002
       1
          1
      1
          1 1 0 0
                      1 0.002
## 10
##
## [[3]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
          1
             1
                1
                   0
                      0 0.255
## 2
                      0 0.189
             1
                0
                   0
## 3
          1
             0
                0
                   1
                      0 0.150
## 4
                       0 0.099
             1
                0
                   1
## 5
             0
                0
                      0 0.097
## 6
             0
                   0
                      0 0.074
## 7
                       0 0.064
## 8
             0
                 1
                       0 0.060
## 9
             0
                0
                   0
                      1 0.003
          1
## 10 1 1 0 0 1 1 0.003
##
## [[4]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
                      0 0.309
## 2
                   0
                      0 0.268
## 3
          1
             0
                   0
                      0 0.233
## 4
                0
                   0
       1
          1
             1
                      0 0.118
## 5
       1
          1
             0
                0
                   1
                       0 0.028
## 6
             0
                      1 0.013
                0
                   0
## 7
             0
                       0 0.011
                       0 0.006
## 8
                0
## 9
          1
             1
                1
                   1
                      0 0.006
## 10
       1
          1
            0 1 0
                      1 0.004
##
## [[5]]
```

```
##
      x1 x2 x3 x4 r1 r2
                           MPP
                       0 0.222
## 1
          1
             1
                 1
                    0
## 2
             0
                    0
                       0 0.212
## 3
                       0 0.145
## 4
                       1 0.096
             0
                 0
                    0
                       0 0.083
## 5
## 6
                 0
                       0 0.063
## 7
                       1 0.049
             0
                    0
## 8
             0
                       0 0.042
          1
                 1
## 9
       1
          1
             1
                1
                    1
                       0 0.023
## 10
          1
             1
                0
                   1
                       0 0.023
##
## [[6]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
             0
                    1
                       0 0.267
## 2
             0
                0
                    1
                       0 0.223
## 3
                       0 0.139
             1
## 4
                       0 0.108
## 5
             0
                    0
                       0 0.108
                       0 0.058
## 6
## 7
             0
                 0
                       0 0.049
## 8
                       0 0.020
          1
             1
                 0
                    0
## 9
          1
             0
                0
                    0
                       1 0.009
## 10
       1
          1
             0
                0
                   1
                       1 0.006
##
## [[7]]
                           MPP
      x1 x2 x3 x4 r1 r2
## 1
                1
                       0 0.541
## 2
                       0 0.371
## 3
                 0
                       0 0.029
          1
             1
                    1
## 4
                 0
                    0
                       1 0.023
## 5
                       0 0.020
                       1 0.008
## 6
                    0
## 7
                       1 0.002
## 8
             0
                 0
                    0
                       0 0.002
## 9
          1
             0
                0
                    1
                       0 0.001
## 10 1
          1
            0 1 0 0 0.001
##
## [[8]]
##
                           MPP
      x1 x2 x3 x4 r1 r2
                       1 0.310
## 1
## 2
             0
                       0 0.121
## 3
                       0 0.095
## 4
          1
             0
                 1
                    0
                       0 0.091
## 5
             0
                 0
                       0 0.087
                    1
                       1 0.081
## 6
             0
                    0
                 1
                       1 0.055
## 7
                 0
                    0
## 8
                 0
                    0
                       0 0.046
## 9
          1
             0
                1
                    1
                       0 0.028
## 10
       1
          1
             1
                1
                    0
                       1 0.026
##
## [[9]]
                           MPP
      x1 x2 x3 x4 r1 r2
## 1 1 1 1 1 0 0 0.305
```

```
## 2
                 0 0 0.251
      1 1
            0 0
## 3
            0
                  0 0 0.178
## 4
            1
                 0
                    0 0.155
## 5
                    0 0.043
## 6
            1
               0
                 1
                    0 0.018
## 7
                    0 0.016
## 8
            1
               1
                    0 0.015
            0 0 0
## 9
      1 1
                    1 0.010
## 10 1 1 1 0 0 1 0.003
##
## [[10]]
##
     x1 x2 x3 x4 r1 r2
## 1
            0
              0
                 1
                    0 0.231
## 2
            0
                    0 0.191
## 3
         1
            1
                  0
                    0 0.164
            0
## 4
      1
         1
              1
                  0
                    0 0.150
## 5
      1
         1
           1
              1
                 1
                    0 0.106
                    0 0.055
## 6
              0
## 7
            0
                 0
                    1 0.024
              1
            0
                 0 0 0.024
## 9
            0 0 0 1 0.017
## 10 1 1 0 0 1 1 0.012
```

### Scenario Three: Poisson Regression

In this scenario, the values of  $\tau_1$  and  $\tau_2$  are held constant to 0.05, and the coefficient vector is updated to  $\beta = (4, 0.1, 0.1, 0, 0)$ .

```
### AR
library (MASS)
beta<-c(4, 0.1, 0.1, 0, 0)
result_best<-list()
result_postprob<-list()
tau = 0.05
for (i in 1:10) {
  set. seed(i)
  X1 \leftarrow matrix (rnorm (400), nrow=100, ncol=4)
  X2 \leftarrow cbind(1, X1)
  spatial_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[1]])
  overdispersion_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau * Sigma[[2]])
  linear_predictor <- X2 %*% beta + spatial_random_effect + overdispersion_random_effect</pre>
  Y <- rpois (100, exp(linear_predictor))
  Model_selection_output <- GLMMselect(Y=Y, X=X1, Sigma=Sigma,
                            Z=Z, family="poisson", prior="AR", offset=NULL)
  result_best[[i]] <-Model_selection_output$BestModel
  result\_postprob[[i]] \\ <-Model\_selection\_output\\ \\ \\ Posterior\\ \\ Prob
```

```
print(result_best)
```

```
## [[1]]
\verb|##[[1]]$covariate_inclusion|\\
## [1] 1 2
##
## [[1]]$random_effect_inclusion
## [1] 1
##
##
## [[2]]
## [[2]]$covariate_inclusion
## [1] 1
##
## [[2]]$random_effect_inclusion
## [1] 1 2
##
##
## [[3]]
## [[3]]$covariate_inclusion
## [1] 1 2
##
## [[3]]$random_effect_inclusion
## [1] 1
##
##
## [[4]]
## [[4]]$covariate_inclusion
## [1] 1 2
##
## [[4]]$random_effect_inclusion
## [1] 1 2
##
##
## [[5]]
## [[5]]$covariate_inclusion
## [1] 1
##
## [[5]]$random_effect_inclusion
## [1] 1 2
##
##
## [[6]]
\begin{tabular}{ll} $\#\# \ [[6]] $covariate\_inclusion \\ \end{tabular}
## [1] 1 2
##
## [[6]]$random_effect_inclusion
## [1] 1 2
##
##
## [[7]]
## [[7]]$covariate_inclusion
## [1] 1
## [[7]]$random_effect_inclusion
```

```
## [1] 2
##
##
## [[8]]
## [[8]]$covariate_inclusion
## [1] 1 2 3
##
\verb|## [[8]] $ random\_effect\_inclusion \\
## [1] 1 2
##
##
## [[9]]
## [[9]]$covariate_inclusion
## [1] 1 2
##
\verb|## [[9]] $ random\_effect\_inclusion \\
## [1] 1
##
##
## [[10]]
## [[10]]$covariate_inclusion
## integer(0)
## [[10]]$random_effect_inclusion
## [1] 1 2
```

```
## [[1]]
##
      x1 x2 x3 x4 r1 r2
## 1
             0
                0
                   1
                      0 0.295
          1
## 2
             0
                0
                       1 0.146
                   1
## 3
                       0 0.141
## 4
             0
                       1 0.078
          0
                 0
                    1
                       0 0.076
## 5
             0
                 0
## 6
                       0 0.070
             1
                1
## 7
             0
                       0 0.067
          1
                1
## 8
       1
          1
             1
                0
                    1
                       1 0.032
## 9
          0
                      0 0.021
       1
             1
                0
                   1
## 10
      1
          1
             0 1
                   1
                      1 0.020
##
## [[2]]
##
      x1 x2 x3 x4 r1 r2
## 1
          0
             0 0
                   1 1 0.416
## 2
       0
          0
             0
                0
                    1
                      1 0.138
## 3
       1
          0
             0
                0
                    1
                       0 0.137
## 4
                       1 0.045
             0
                0
## 5
          0
                 0
                       1 0.040
             1
                       0 0.039
## 6
## 7
          0
             1
                0
                    1
                       0 0.032
## 8
          1
             0
                0
                    1
                       0 0.031
## 9
          0
             0
                1
                   1
                      1 0.026
       1
## 10
      1
          0 0 1
                   1
                      0 0.015
##
## [[3]]
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
             0 0
                   1
                      0 0.450
## 2
                      0 0.140
             0
                1
                    1
## 3
             1
                0
                    1
                       0 0.133
## 4
                       0 0.119
             1
                1
## 5
             0
                0
                       1 0.107
## 6
                 0
                    1
                       1 0.017
## 7
                1
                       1 0.013
## 8
             0
                0
                       1 0.009
## 9
                       1 0.005
          1
             1
                1
                   1
## 10 1 0 0 0 1 0 0.002
##
## [[4]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
                0
                    1
                      1 0.350
## 2
          1
             0
                0
                    1
                       1 0.104
## 3
          1
             0
                0
                    0
                       1 0.093
## 4
             0
       1
          1
                0
                    1
                      0 0.073
## 5
          1
             0
                1
                       1 0.069
                    1
## 6
             0
                       1 0.058
                1
                    0
## 7
                 0
                       1 0.040
                       0 0.035
## 8
             0
                    1
## 9
          1
             0
                0
                   0
                      1 0.029
## 10
      1
          1
            1 1 0
                      1 0.019
##
## [[5]]
```

```
##
      x1 x2 x3 x4 r1 r2
                            MPP
                       1 0.264
## 1
          0
             0
                0
                    1
## 2
          0
             0
                 0
                    0
                       1 0.159
## 3
                       1 0.117
## 4
                       1 0.110
              0
                 0
                    0
                       1 0.076
## 5
## 6
             0
                 0
                       1 0.024
## 7
                       1 0.020
              0
                    0
## 8
          0
             0
                 1
                       1 0.019
                    1
## 9
       1
          0
             0
                0
                    1
                       0 0.018
## 10
      1
             1 0
                   0
                      1 0.018
          1
##
## [[6]]
##
      x1 x2 x3 x4 r1 r2
                            MPP
## 1
             0
                0
                    1
                       1 0.268
## 2
             0
                 0
                    1
                       0 0.218
## 3
              0
                 0
                    0
                       1 0.104
## 4
                       0 0.091
## 5
              0
                       0 0.087
                       0 0.084
## 6
## 7
             1
                0
                    1
                       1 0.046
## 8
                       1 0.036
          1
             0
                 1
## 9
       1
          1
             1
                0
                    0
                       1 0.022
             0
## 10
       1
          1
                1
                   0
                       1 0.018
##
## [[7]]
                            MPP
      x1 x2 x3 x4 r1 r2
## 1
          0
             0
                0
                       1 0.221
## 2
             0
                       1 0.178
                 0
                    0
## 3
                 0
                    0
                       1 0.068
          1
             1
## 4
              0
                 0
                    0
                       1 0.067
## 5
                 0
                    0
                       1 0.062
             1
                       1 0.060
## 6
       0
          0
             0
                 0
## 7
                       1 0.041
## 8
             0
                 0
                    0
                       1 0.035
## 9
          0
             0
                0
                   1
                       1 0.031
## 10 0
         1 1 0 0 1 0.023
##
## [[8]]
##
                            MPP
      x1 x2 x3 x4 r1 r2
                       0 0.210
## 1
## 2
                       1 0.205
## 3
                       0 0.161
                 0
## 4
          1
             0
                0
                    1
                       1 0.149
## 5
                       1 0.076
             1
                 1
                       0 0.055
## 6
             0
                0
## 7
             0
                       0 0.043
                       1 0.034
## 8
             0
                1
## 9
          1
             0
                0
                    1
                       1 0.021
## 10
       0
          1
             1 0
                   1
                       1 0.011
##
## [[9]]
      x1\ x2\ x3\ x4\ r1\ r2
                           MPP
## 1
     1 1 0 0 1 0 0.401
```

```
## 2
      1 1 1 0 1
                    0 0.201
## 3
        1
            1
              1
                 1
                    0 0.139
## 4
            0
              1
                    0 0.125
## 5
            0
                    0 0.054
             0
## 6
            0 0
                 1
                    1 0.028
## 7
                    1 0.016
## 8
            0
              1
                    0 0.007
## 9
        0
          1 0 1 0 0.007
## 10 1 1 1 0 1 1 0.007
##
## [[10]]
##
     x1 x2 x3 x4 r1 r2
## 1
            0
              0
                    1 0.328
## 2
            0
              0
                    1 0.137
## 3
            0
              0
                 1
                    0 0.112
            0 0
## 4
         1
                 1
                    0 0.056
## 5
         1
            0 0 1
                    1 0.056
            0 0 1
                    0 0.053
## 6
## 7
            0 0 1
                    1 0.051
      0
           0
             0 1
                    0 0.050
## 9
         1
           0 1 1
                    0 0.015
## 10 1 1 1 0 1 0 0.013
```

# Scenario Four: Poisson Regression

In this scenario, the values of the parameters are modified such that  $\tau_1=0.01$  and  $\tau_2=0$ . Additionally, the coefficient vector is updated to  $\beta=(1,0.5,0.5,0.0)$ .

```
### AR
library (MASS)
beta<-c(1, 0.5, 0.5, 0, 0)
result_best<-list()
result_postprob<-list()
tau1=0.01
tau2=0
for (i in 1:10) {
  set.seed(i)
  X1 \leftarrow matrix (rnorm (400), nrow=100, ncol=4)
  X2 < -cbind(1, X1)
  spatial random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau1 * Sigma[[1]])
  overdispersion_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau2 * Sigma[[2]])
  linear predictor <- X2 %*% beta + spatial random effect + overdispersion random effect
  Y (-rpois (100, exp(linear_predictor))
  Model_selection_output <- GLMMselect(Y=Y, X=X1, Sigma=Sigma,</pre>
                           Z=Z, family="poisson", prior="AR", offset=NULL)
  result_best[[i]] <-Model_selection_output$BestModel</pre>
  result_postprob[[i]] <-Model_selection_output$PosteriorProb</pre>
```

```
print(result_best)
```

```
## [[1]]
## [[1]]$covariate_inclusion
## [1] 1 2 3
##
## [[1]]$random_effect_inclusion
## integer(0)
##
##
## [[2]]
## [[2]]$covariate_inclusion
## [1] 1 2 3 4
##
## [[2]]$random_effect_inclusion
## integer(0)
##
##
## [[3]]
## [[3]]$covariate_inclusion
## [1] 1 2 3
##
## [[3]]$random_effect_inclusion
## integer(0)
##
##
## [[4]]
## [[4]]$covariate_inclusion
## [1] 1 2
##
## [[4]]$random_effect_inclusion
## integer(0)
##
##
## [[5]]
## [[5]]$covariate_inclusion
## [1] 1 2
##
## [[5]]$random_effect_inclusion
## integer(0)
##
##
## [[6]]
## [[6]]$covariate_inclusion
## [1] 1 2
##
## [[6]]$random_effect_inclusion
## integer(0)
##
##
## [[7]]
## [[7]]$covariate_inclusion
## [1] 1 2 4
## [[7]]$random_effect_inclusion
```

```
## integer(0)
##
##
## [[8]]
## [[8]]$covariate_inclusion
## [1] 1 2
##
\verb|## [[8]] $ random\_effect\_inclusion \\
## integer(0)
##
##
## [[9]]
## [[9]]$covariate_inclusion
## [1] 1 2
##
\verb|## [[9]] $ random\_effect\_inclusion \\
## integer(0)
##
##
## [[10]]
## [[10]]$covariate_inclusion
## [1] 1 2 3 4
## [[10]]$random_effect_inclusion
## integer(0)
```

```
## [[1]]
##
      x1 x2 x3 x4 r1 r2
## 1
                1
                   0 0 0.348
          1
             1
## 2
                0
                   0
                      0 0.345
## 3
             0
                      0 0.187
## 4
                      0 0.069
             0
                   0
                      0 0.013
## 5
## 6
             0
                0
                      0 0.010
## 7
                      0 0.008
             1
## 8
       1
          1
             0
                0
                   0
                      1 0.007
                      1 0.006
## 9
       1
          1
             1
                0
                   0
## 10 1
         1
            1 1 0
                      1 0.003
##
## [[2]]
##
      x1 x2 x3 x4 r1 r2
## 1
       1 1 1 1 0
                     0 0.331
## 2
       1
             0
                0
                   0 0 0.245
## 3
             1
                0
                   0
                      0 0.187
## 4
                      0 0.150
## 5
             0
                0
                      0 0.023
                      1 0.014
## 6
## 7
             1
                1
                   1
                      0 0.014
## 8
          1
             1
                0
                   1
                      0 0.012
## 9
             0
                1
                   1
                      0 0.010
       1
         1
      1
         1 1 0 0 1 0.005
## 10
##
## [[3]]
      x1 x2 x3 x4 r1 r2
                          MPP
## 1
             0 0
                   0
                     0 0.301
## 2
                      0 0.257
             1
                   0
## 3
             1
                0
                   0
                      0 0.254
## 4
             0
                      0 0.131
                1
                   0
## 5
             0
                      0 0.019
## 6
             1
                0
                   1
                      0 0.011
## 7
                      1 0.008
## 8
             1
                1
                   1
                      0 0.006
## 9
             0
                      0 0.005
          1
               1
                   1
## 10 1 1 1 0 0 1 0.003
##
## [[4]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
                      0 0.365
## 2
                      0 0.183
## 3
       1
          1
             0
                   0
                      0 0.154
## 4
                0
       1
          1
             1
                   0 0 0.150
## 5
          1
             0
                0
                   1
                      0 0.072
## 6
                      0 0.020
                0
## 7
             0
                      0 0.019
                      1 0.014
## 8
             0
                0
                   0
## 9
          1
             1
                1
                   1
                      0 0.013
## 10
      1
          1
            0 1 0 1 0.003
##
## [[5]]
```

```
##
      x1 x2 x3 x4 r1 r2
                            MPP
## 1
          1
             0
                0
                    0
                       0 0.419
## 2
                       0 0.175
                    0
## 3
                       0 0.164
## 4
                       0 0.164
              0
                    0
                       0 0.036
## 5
## 6
             0
                       1 0.012
## 7
                       0 0.010
## 8
             0
                       0 0.009
          1
                 1
## 9
          1
             1
                 1
                    1
                       0 0.006
## 10
          1
             1
                0
                    0
                       1 0.002
##
## [[6]]
##
      x1\ x2\ x3\ x4\ r1\ r2
                            MPP
## 1
             0
                0
                    0
                       0 0.322
## 2
                    0
                       0 0.229
             1
                 1
## 3
              0
                    0
                       0 0.183
## 4
                       0 0.165
## 5
              0
                 0
                       0 0.039
                       0 0.015
## 6
## 7
                 1
                       0 0.015
## 8
                       0 0.013
          1
             1
## 9
          1
             0
                0
                    0
                       1 0.009
## 10
       1
          1
             0
                1
                    0
                       1 0.002
##
## [[7]]
                            MPP
      x1 x2 x3 x4 r1 r2
## 1
                1
                    0
                       0 0.353
## 2
                       0 0.316
              0
## 3
             0
                 0
                    0
                       0 0.199
          1
## 4
             1
                 0
                    0
                       0 0.085
## 5
              0
                       0 0.011
                       0 0.011
## 6
              0
                 0
## 7
                       1 0.007
## 8
             1
                 1
                       0 0.006
## 9
          1
             0
                1
                    0
                       1 0.004
## 10 1
         1 1 0 1 0 0.003
##
## [[8]]
##
                            MPP
      x1 x2 x3 x4 r1 r2
                       0 0.320
## 1
## 2
                       0 0.232
## 3
                       0 0.195
## 4
          1
             0
                 1
                    0
                       0 0.137
## 5
             0
                 0
                    0
                       1 0.038
                       0 0.027
## 6
             0
                 0
                       0 0.010
## 7
                 0
                       1 0.010
## 8
                 0
                    0
## 9
          1
             0
                1
                    0
                       1 0.009
## 10
       1
          1
             0
                1
                    1
                       0 0.007
##
## [[9]]
      x1\ x2\ x3\ x4\ r1\ r2
                            MPP
## 1 1 1 0 0 0 0 0.336
```

```
## 2
                 0 0 0.237
      1 1 1 1
## 3
         1
            0
              1
                 0 0 0.233
## 4
                    0 0.130
            1
              0
                 0
## 5
                    0 0.023
## 6
            0
              1
                 1
                    0 0.011
                    1 0.009
## 7
            0
## 8
              1
                    0 0.007
## 9
      1 1 1 0 1 0 0.006
## 10 1 1 0 1 0 1 0.003
##
## [[10]]
##
     x1 x2 x3 x4 r1 r2
## 1
        1 1 1
                 0
                    0 0.495
## 2
            0
                 0
                    0 0.280
## 3
         1
            0
                    0 0.117
              0
                 0 0 0.057
## 4
      1
         1
            1
## 5
      1
        1
            0
              1
                 1 0 0.011
## 6
            1
                 1
                    0 0.011
## 7
            0
              0
                 1
                    0 0.010
            0
                    1 0.005
## 9
            0 0 0 1 0.005
## 10 1 1 1 1 0 1 0.003
```

### Scenario Five: Poisson Regression

In this scenario, the parameter values are set to  $\tau_1=\tau_2=1$ , and the coefficient vector is specified as  $\beta=(1,1,1,0,0)$ .

```
library (MASS)
beta<-c(1, 1, 1, 0, 0)
result_best<-list()
result_postprob<-list()
tau1=1
tau2=1
for (i in 1:10) {
  set.seed(i)
    X1 \leftarrow matrix (rnorm (400), nrow=100, ncol=4)
  X2 < -cbind(1, X1)
  spatial_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau1 * Sigma[[1]])
  overdispersion_random_effect <- mvrnorm(1, mu = rep(0, 100), Sigma = tau2 * Sigma[[2]])
  linear predictor <- X2 ** beta + spatial random effect + overdispersion random effect
  Y<-rpois (100, exp(linear_predictor))
  Model_selection_output <- GLMMselect(Y=Y, X=X1, Sigma=Sigma,
                          Z=Z, family="poisson", prior="AR", offset=NULL)
  result_best[[i]] <-Model_selection_output$BestModel</pre>
  result_postprob[[i]] <-Model_selection_output$PosteriorProb
```

```
print(result_best)
```

```
## [[1]]
\verb|##[[1]]$covariate_inclusion|\\
## [1] 1 2
##
## [[1]]$random_effect_inclusion
## [1] 1
##
##
## [[2]]
## [[2]]$covariate_inclusion
## [1] 1 2
##
## [[2]]$random_effect_inclusion
## [1] 1
##
##
## [[3]]
## [[3]]$covariate_inclusion
## [1] 1 2
##
## [[3]]$random_effect_inclusion
## [1] 1
##
##
## [[4]]
## [[4]]$covariate_inclusion
## [1] 1 2 3
##
## [[4]]$random_effect_inclusion
## [1] 1 2
##
##
## [[5]]
## [[5]]$covariate_inclusion
## [1] 1 2
##
## [[5]]$random_effect_inclusion
## [1] 1 2
##
##
## [[6]]
\begin{tabular}{ll} $\#\# \ [[6]] $covariate\_inclusion \\ \end{tabular}
## [1] 1 2
##
## [[6]]$random_effect_inclusion
## [1] 1 2
##
##
## [[7]]
## [[7]]$covariate_inclusion
## [1] 1 2 3
## [[7]]$random_effect_inclusion
```

```
## [1] 2
##
##
## [[8]]
## [[8]]$covariate_inclusion
## [1] 1 2
##
\verb|## [[8]] $ random\_effect\_inclusion \\
## [1] 1 2
##
##
## [[9]]
## [[9]]$covariate_inclusion
## [1] 1 2 3
##
\verb|## [[9]] $ random\_effect\_inclusion \\
## [1] 1 2
##
##
## [[10]]
## [[10]]$covariate_inclusion
## [1] 1 2
## [[10]]$random_effect_inclusion
## [1] 1
```

```
## [[1]]
##
      x1 x2 x3 x4 r1 r2
## 1
             0 0
                   1
                      0 0.356
          1
## 2
             0
                   1
                      1 0.216
                0
## 3
             0
                       0 0.117
## 4
                       0 0.107
             1
                0
                   1
                       0 0.083
## 5
## 6
             0
                1
                       1 0.050
## 7
                       1 0.047
             1
                0
                   1
## 8
       1
          1
             1
                1
                   1
                      1 0.025
             0
                0
                   0
                      1 0.000
## 9
       1
          1
## 10 1
          1
            1 0 0
                      1 0.000
##
## [[2]]
##
      x1 x2 x3 x4 r1 r2
## 1
       1 1 0 0
                   1 1 0.236
## 2
       1
             0
                0
                   1
                      0 0.199
## 3
             1
                1
                   1
                       0 0.119
## 4
             0
                       0 0.116
## 5
                0
                   1
                       0 0.108
                       1 0.090
## 6
             0
## 7
             1
                0
                   1
                       1 0.075
## 8
          1
             1
                1
                   1
                       1 0.057
## 9
          0
             0 0
                   1
                      1 0.000
       1
## 10
      1
          0 0 0
                   1
                      0 0.000
##
## [[3]]
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
          1
             0 0
                   1
                      0 0.377
## 2
                      0 0.154
             1
                0
                   1
## 3
          1
             0
                0
                   1
                       1 0.151
## 4
             0
                       0 0.108
                1
## 5
                       0 0.104
## 6
             1
                0
                   1
                       1 0.051
## 7
                1
                       1 0.032
## 8
             1
                1
                       1 0.024
## 9
             0
                0
                   0
                      1 0.000
          1
## 10 1 1 1 0 0 1 0.000
##
## [[4]]
##
      x1 x2 x3 x4 r1 r2
                           MPP
## 1
                   1
                      1 0.224
## 2
             0
                0
                   1
                      0 0.143
## 3
       1
          1
                0
                   1
                       1 0.143
             1
## 4
       1
          1
             1
                1
                   1
                      0 0.137
## 5
       1
                1
                       1 0.101
          1
             1
                   1
## 6
                      0 0.100
                0
                   1
## 7
             0
                1
                       0 0.055
                       1 0.052
## 8
             0
                1
                   1
## 9
          1
             0 0
                   0
                      1 0.015
## 10
      1
          1 1 1 0 1 0.014
##
## [[5]]
```

```
##
      x1 x2 x3 x4 r1 r2
                            MPP
                       1 0.280
## 1
          1
             0
                0
                    1
## 2
             0
                       1 0.128
                    1
## 3
                       0 0.123
## 4
                       0 0.098
              0
                       0 0.072
## 5
## 6
                       1 0.069
## 7
                       1 0.066
              0
                 0
                    0
## 8
                 0
                       1 0.065
          1
             1
                    1
## 9
       1
          1
             1
                 0
                    1
                       0 0.037
             0
## 10
          1
                1
                   0
                       1 0.029
##
## [[6]]
##
      x1\ x2\ x3\ x4\ r1\ r2
                            MPP
## 1
             0
                0
                    1
                       1 0.375
## 2
             0
                 0
                    0
                       1 0.125
## 3
              0
                 0
                       0 0.099
## 4
              0
                       1 0.088
## 5
                 0
                       1 0.085
                       1 0.046
## 6
## 7
                       0 0.043
## 8
                       1 0.031
          1
             1
                 0
                    0
## 9
       1
          1
             1
                 1
                    1
                       0 0.031
             0
## 10
       1
          1
                1
                    0
                       1 0.030
##
## [[7]]
                            MPP
      x1 x2 x3 x4 r1 r2
## 1
                0
                    0
                       1 0.365
## 2
                       1 0.296
                    0
## 3
                 0
                       1 0.111
          1
             1
                    1
## 4
              1
                 1
                       1 0.086
## 5
              0
                 0
                    0
                       1 0.081
                       1 0.026
## 6
              0
                    0
## 7
                       1 0.021
## 8
             0
                 1
                       1 0.006
## 9
          1
             1
                1
                    1
                       0 0.005
## 10 1
         1 1 0 1 0 0.003
##
## [[8]]
##
                            MPP
      x1 x2 x3 x4 r1 r2
                       1 0.389
## 1
## 2
                       1 0.287
## 3
                       1 0.157
## 4
          1
             0
                 1
                    1
                       1 0.094
## 5
                       0 0.016
             1
                 0
                       0 0.015
## 6
             0
                 0
## 7
                       0 0.014
## 8
                 0
                    0
                       1 0.007
             1
## 9
          1
             0
                0
                    0
                       1 0.007
## 10
       1
          1
             0
                1
                    1
                       0 0.006
##
## [[9]]
      x1 x2 x3 x4 r1 r2
                            MPP
## 1 1 1 0 0 1 1 0.225
```

```
## 2
                   1 0.189
## 3
             0 1
                   0 0.129
## 4
                   0 0.110
## 5
                   1 0.106
## 6
      1 1 0 0 1
                  0 0.076
## 7
           0 1 1 1 0.054
## 8
           0 0 0
                   1 0.038
## 9
      1 1 0 1 1 0 0.027
## 10 1 1 1 0 0 1 0.022
##
## [[10]]
##
     x1 x2 x3 x4 r1 r2
## 1
           0 0 1
                  1 0.284
## 2
           0 0 1
                  0 0.242
## 3
      1 1 1 0 1 0 0.095
      1 1 0 1 1 0 0.085
## 4
     1 1 1 1 1 0 0.081
## 5
## 6
     1 1 1 0 1
                  1 0.080
## 7
      1 1 0 1 1 1 0.080
      1 1 1 1 1 0.053
## 9
      1 1 0 0 0 1 0.000
## 10 1 1 0 1 0 1 0.000
```

#### Case Study: Male Lip Cancer in Scotland

This dataset provides the number of male lip cancer cases in 56 counties of Scotland during the period 1975–1980. Additionally, it includes the percentage of the workforce employed in agriculture, fishing, or forestry (AFF) as a covariate.

The most general model considered is defined as follows:

$$y_i | \mu_i \sim_{ ext{ind}} ext{Poisson}(\mu_i), \ \log(\mu_i) = \log(n_i) + \mathbf{x_i}^T oldsymbol{eta} + lpha_{1i} + lpha_{2i}, \quad lpha_1 \sim ext{Normal}(0, au_1 \Sigma), \quad lpha_2 \sim ext{Normal}(0, au_2 \Sigma),$$

where:

- y<sub>i</sub>: The observed number of lip cancer cases in the i-th county.
- $n_i$ : The expected number of lip cancer cases in the i-th county, calculated based on age distributions across counties (treated as a constant).
- x<sub>i</sub>: The covariate vector, including AFF as a predictor.
- β: The vector of fixed-effect coefficients.
- $\alpha_1$ : The overdispersion random effects, modeled as  $\alpha_1 \sim \mathrm{Normal}(0, \tau_2 \Sigma)$ .
- $\alpha_2$ : The spatial random effects, modeled as  $\alpha_2 \sim \text{Normal}(0, \tau_1 \Sigma)$ .
- $\Sigma$ : The covariance matrix associated with random effects.

```
lip_cancer_output$BestModel
```

```
## $covariate_inclusion
## [1] 1
##
## $random_effect_inclusion
## [1] 1
```

```
{\tt lip\_cancer\_output\$PosteriorProb}
```

```
## x1 r1 r2 MPP

## 1 1 1 0 0.905

## 2 0 1 0 0.084

## 3 1 1 1 0.009

## 4 0 1 1 0.002

## 5 1 0 1 0.000

## 6 0 0 1 0.000

## 7 1 0 0 0.000

## 8 0 0 0 0.000
```

```
lip_cancer_output$BestModel
```

```
## $covariate_inclusion
## [1] 1
##
## $random_effect_inclusion
## [1] 1
```

The results indicate that incorporating spatial random effects is necessary, while overdispersion random effects do not contribute significantly to the model.