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Scoring algorithm

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In statistics, Fisher's scoring algorithm is a form of Newton's method used to solve maximum likelihood equations numerically.

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Sketch of Derivation [edit]

Let Y_1, \ldots, Y_n be random variables, independent and identically distributed with twice differentiable p.d.f. $f(y;\theta)$, and we wish to calculate the maximum likelihood estimator (M.L.E.) θ^* of θ . First, suppose we have a starting point for our algorithm $heta_0$, and consider a Taylor expansion of the score function, V(heta), about $heta_0$:

$$V(\theta) \approx V(\theta_0) - \mathcal{J}(\theta_0)(\theta - \theta_0),$$

$$\mathcal{J}(\theta_0) = -\sum_{i=1}^n \left.
abla
abla^ op
ight|_{ heta = heta_0} \log f(Y_i; heta)$$

is the observed information matrix at $heta_0$. Now, setting $heta= heta^*$, using that $V(heta^*)=0$ and rearranging gives

$$\theta^* \approx \theta_0 + \mathcal{J}^{-1}(\theta_0)V(\theta_0).$$

We therefore use the algorithm

$$\theta_{m+1} = \theta_m + \mathcal{J}^{-1}(\theta_m)V(\theta_m),$$

and under certain regularity conditions, it can be shown that $heta_m o heta^*$.

Fisher scoring [edit]

In practice, $\mathcal{J}(\theta)$ is usually replaced by $\mathcal{I}(\theta) = \mathrm{E}[\mathcal{J}(\theta)]$, the Fisher information, thus giving us the **Fisher** Scoring Algorithm:

$$\theta_{m+1} = \theta_m + \mathcal{I}^{-1}(\theta_m)V(\theta_m)$$

See also [edit]

Score (statistics)

References [edit]

Jennrich, R. I., & Sampson, P. F. (1976). Newton-Raphson and related algorithms for maximum likelihood variance component estimation. Technometrics, 18, 11-17.

Categories: Estimation theory

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