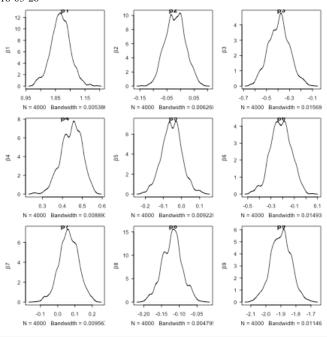
```
## MCMC
## Metropolis algorithm
## Poisson regression
## Hessian
## Mode
## Maximum likelihood estimator
## Program general functions
# Task 1: Poisson regression - the MCMC way
# a) Obtain the maximum likelihood estimator of \beta in the Poisson regression model
# Find significant covariates
# b) Bayesian analysis of the Poisson regression
# Find mode and hessian of Beta
\mbox{\# c)} Simulate from the actual posterior of \beta using the Metropolis algorithm and
# compare with the approximate results in b)
# Program general function
# d) Use MCMC draws from c) to simulate from the predictive distribution of
\# the number of bidders in a new auction
library(mvtnorm)
########## Task 1 ###########
# Consider the following Poisson regression model:
   y_i \mid \beta \sim Poisson[exp(t(x_i) * \beta)], i = 1, ..., n
dataset <- read.table("eBayNumberOfBidderData.dat", header = TRUE)</pre>
X <- dataset[, -1]</pre>
Y <- dataset[, 1]
\# Obtain the maximum likelihood estimatior of \beta
# Fit Poisson model
nBids.fitted <- glm(formula = nBids ~.-Const,</pre>
               data = dataset,
               family = poisson)
# Find significant coefficients
# 99.9%: (Intercept), VerifyID, Sealed, LogBook, MinBidShare
# 95%: MajBlen
nBids.summary <- summary(nBids.fitted)</pre>
# Bayesian Analysis of the Poisson regression
# Zellner's prior:
     \beta \sim N(0, 100 * (t(X)*X)^{(-1)}), X: n x p covariate matrix
# Approximate posterior density:
     \beta \mid y \sim N[B_hat, Jy(\beta_hat)^(-1)]
# Functions
logPostPois <- function(\beta, mu, sigma, y, X) {
  n <- length(Y)
  # log likelihood
 log.likelihood <- sum(y * X %*% \beta - exp(X %*% \beta))
  # If log.likelihood -Inf or Inf
 if (abs(log.likelihood) == Inf) log.likelihood = -20000;
  # OBS: Use dmvnorm!! You want the likelihood of the betas!
 log.prior <- dmvnorm(x = \beta, mean = mu, sigma = sigma, log = TRUE)
 return (log.likelihood + log.prior)
}
# Setup
X.matrix <- as.matrix(X)</pre>
beta_init <- as.matrix(10 * rep(1, dim(X.matrix)[2]))</pre>
sigma <- 100 * solve(t(X.matrix)%*%(X.matrix))</pre>
mu <- rep(0, dim(sigma)[2])</pre>
optim.res <- optim(par = beta_init,
                   fn = logPostPois,
                   gr = NULL,
                   mu = mu,
                   sigma = sigma,
                   y = Y
                   X = X.matrix,
                   method = "BFGS",
control = list(fnscale = -1),
                   hessian = TRUE
\beta.{\tt mode} <- optim.res$par # Mode of betas
\beta.neg.inv.hessian <- -solve(optim.res$hessian) # Negative inverse hessian, when betas = mode
# c) Metropolis
```

```
# Functions
Metropolis <- function(theta, logPostFunc, c, \Sigma, nDraws, warmUp, ...) {
  theta_c <- theta # theta_c: Current thetas
  thetas <- matrix(nrow = nDraws,
  for (i in -warmUp:nDraws) {
    # Generate new thetas in the surounding area of theta_c
    theta_p <- as.vector(rmvnorm(n = 1, mean = theta_c, sigma = sigma_c))
    log.post.p <- logPostFunc(theta_p, ...)</pre>
    log.post.c <- logPostFunc(theta_c, ...)</pre>
    # Calculate the acceptance probability.
    # If there's a high probability of theta_p, accept_prob will be equal to 1 and the bern trial will
    # draw in its favour.
    accept_prob <- min(1, exp(log.post.p - log.post.c))</pre>
    # Bern trial to decide if theta_c should continue as before or if a "jump" to newly generated theta_p should be made
    bern_trial <- rbinom(1, size = 1, prob = accept_prob)</pre>
    # Set theta_c to new value
    if (bern_trial == 1) {
      theta_c <- theta_p
    # When burn-in is passed, start to save the theta-values
    if(i > 0) thetas[i, ] <- theta_c;</pre>
  return(thetas)
# Setup
X.matrix <- as.matrix(X)</pre>
beta_init <- rep(0, dim(X.matrix)[2])</pre>
sigma <- 100 * solve(t(X.matrix)%*%(X.matrix))</pre>
mu <- rep(0, dim(sigma)[2])</pre>
nDraws = 4000 \# No. of draws
warmUp = round(nDraws/5) # No. of Burn-in
metropolis.res <- Metropolis(theta = beta init,</pre>
                              logPostFunc = logPostPois,
                              c = c
                              \Sigma = \beta.neg.inv.hessian,
                              nDraws = nDraws,
                              warmUp = warmUp,
                              mu = mu,
                              sigma = sigma,
                              y = Y
                              X = X.matrix)
postPhi <- exp(metropolis.res) # Phi = exp(\beta) is often more interprentable
# Plot \beta
par(mfrow = c(3, 3))
for (i in 1:dim(metropolis.res)[2]) {
 main_legend <- paste(c("\beta", i), collapse = "")
  plot(density(metropolis.res[, i]),
       main = main_legend,
       type = '1',
       ylab = main legend)
}
```



```
# Plot Phis
par(mfrow = c(3, 3))
for (i in 1:dim(postPhi)[2]) {
    main_legend <- paste(c("Phi:", i), collapse = " ")
    plot(density(postPhi[, i]),
        main = main_legend,
        type = 'l',
        ylab = main_legend)
}</pre>
```

```
2.8 3.0
                                                                                            0.5 0.6 0.7 0.8 0.9
                                                                                           N = 4000 Bandwidth = 0.01063
       N = 4000 Bar
                                                 N = 4000 Band
                                                                      h = 0.00615
                             = 0.01566
                                          Phi: 5
                                                                                    Phi: 6
          1.3 1.4 1.5 1.6 1.7 1.8
                                                   0.8
                                                          0.9 1.0 1.1
                                                                                            0.6 0.7 0.8 0.9 1.0 1.1
N = 4000 Bandwidth = 0.01205
                                                                                        30
                                              10
                                          Phi: 8
                                                                                    Phi: 9
Phi: 7
                                                                                       20
                                                                0.90
                                                                        0.96
                                                                                                                   0.18
```

