### Bayesian data analysis: Theory & practice

Part 1: Bayesian basics & simple linear regression

Michael Franke

#### Content

First session

#### 1. "think Bayesian"

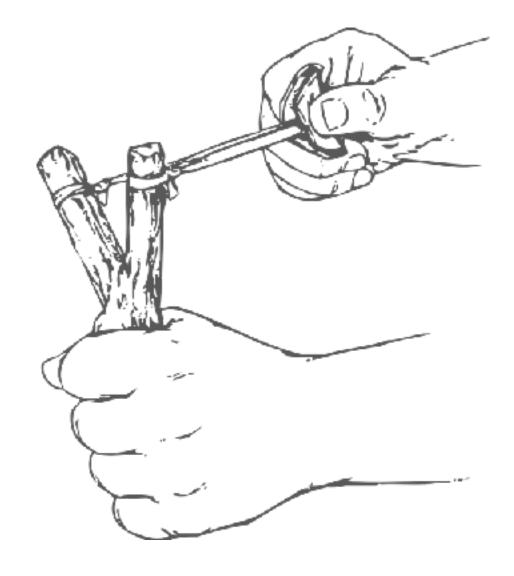
- a. data-generating processes
- b. Bayesian model (prior + likelihood)
- c. updated models

#### 2. Big Bayesian Four

- a. prior / posterior parameter distribution
- b. prior / posterior predictives

#### 3. (simple) linear regression

- a. parameters & priors
- b. likelihood
- c. predictive functions

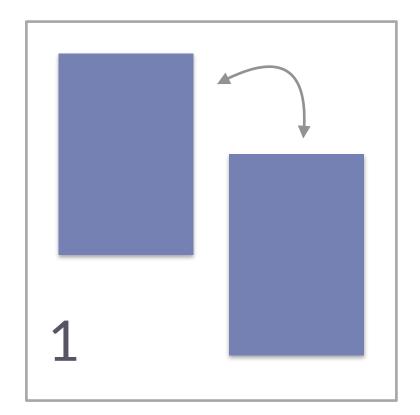


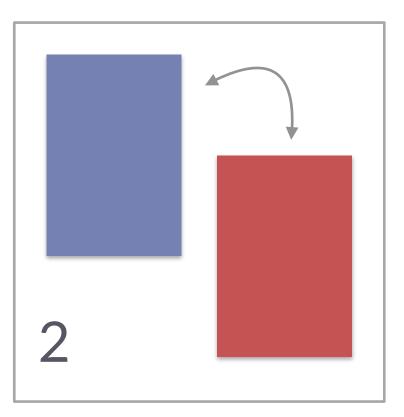
### Bayesian modeling

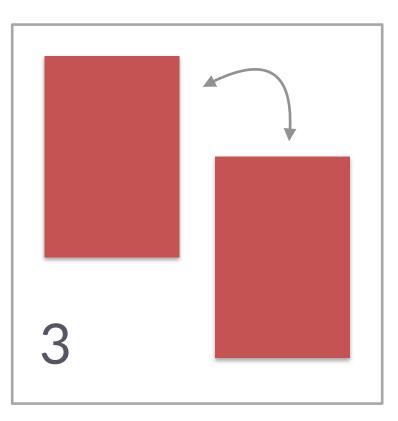
#### Three-card problem

problem statement

- Sample a card (uniformly at random).
- Choose a side of that card to reveal (uniformly at random).
- What's the probability that the side you do not see is BLUE, given that the side you see is BLUE?

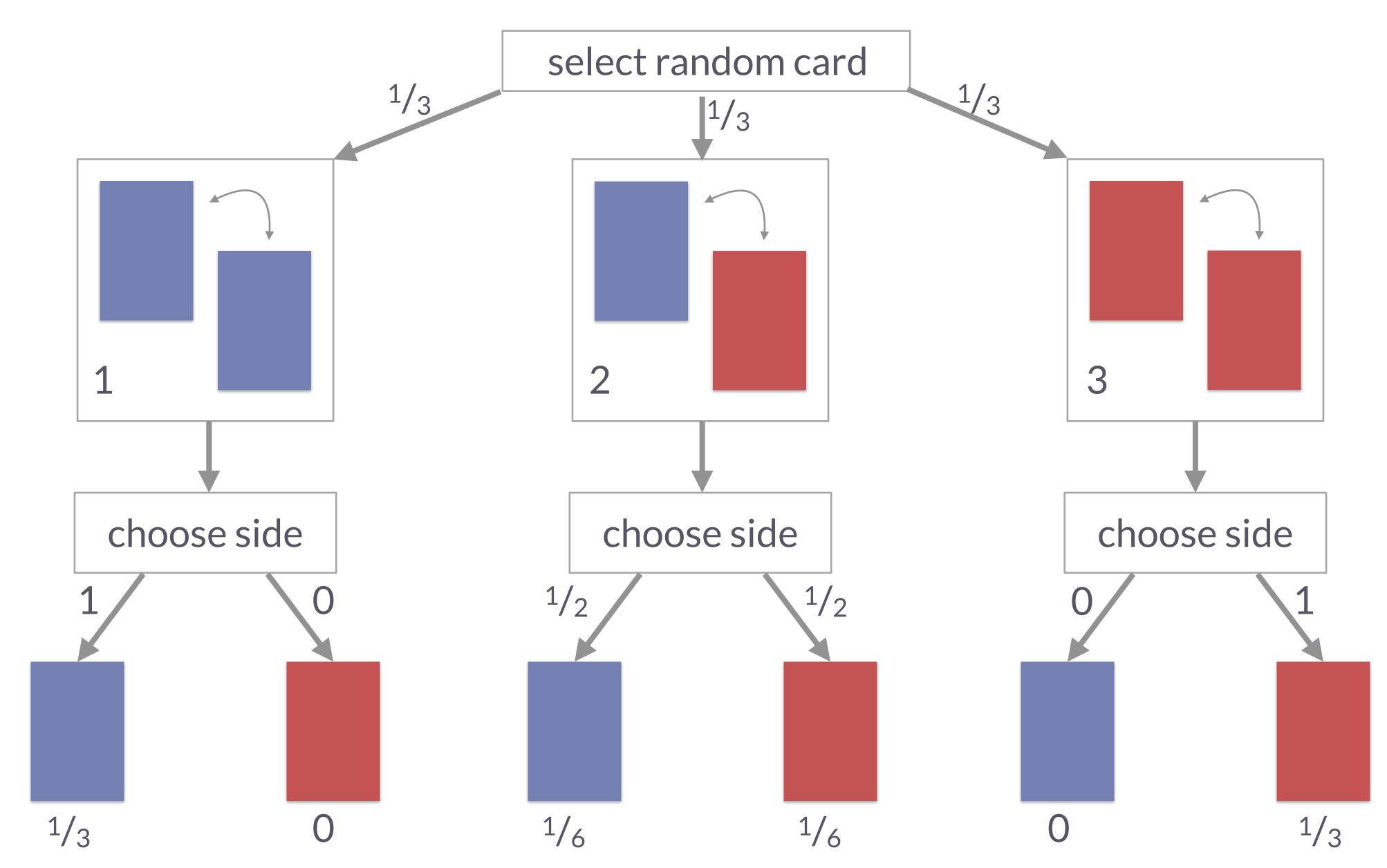






#### Three-card problem

data-generating process



#### Conditional probability and Bayes rule

for the three-card problem

conditional probability

$$P(A \mid B) = \frac{P(A \cap B)}{P(B)}$$

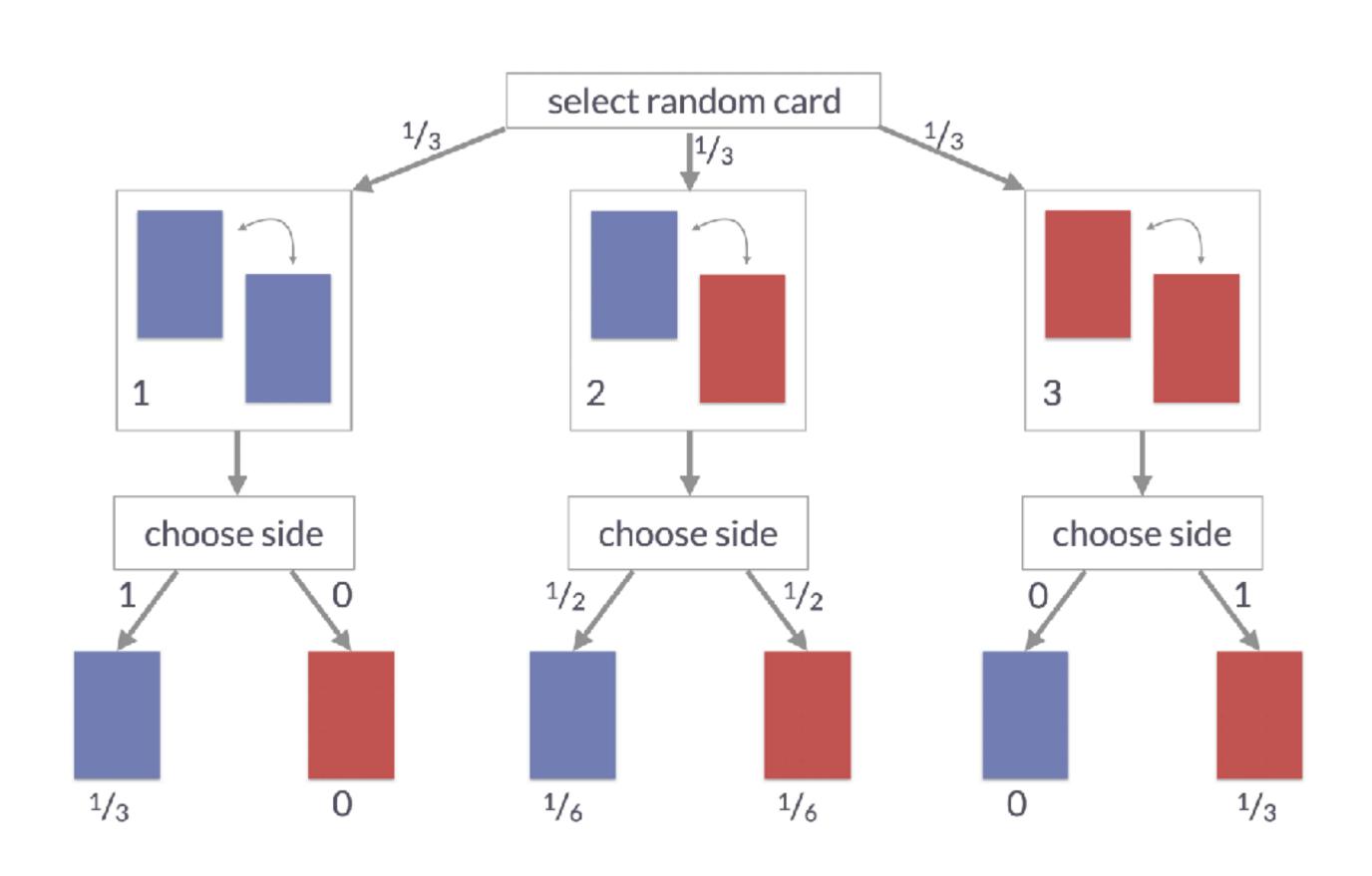
Bayes rule

$$P(A \mid B) = \frac{P(B \mid A)P(A)}{P(B)}$$

Applied to three-card problem:

$$P(\text{card 1} | \text{blue}) = \frac{P(\text{blue} | \text{card 1}) P(\text{card 1})}{P(\text{blue})}$$
$$= \frac{1 \times \frac{1}{3}}{\frac{1}{2}} = \frac{2}{3}$$

"reasoning from observed effect to latent cause via a model of the data-generating process"





#### Bayes rule for parameter inference

which parameter values are likely to have generated the data?

$$P(\theta \mid D) = \frac{P(D \mid \theta) P(\theta)}{\int P(D \mid \theta) P(\theta) d\theta}$$

read more <u>here</u>

#### Bayesian data analysis

in a nutshell

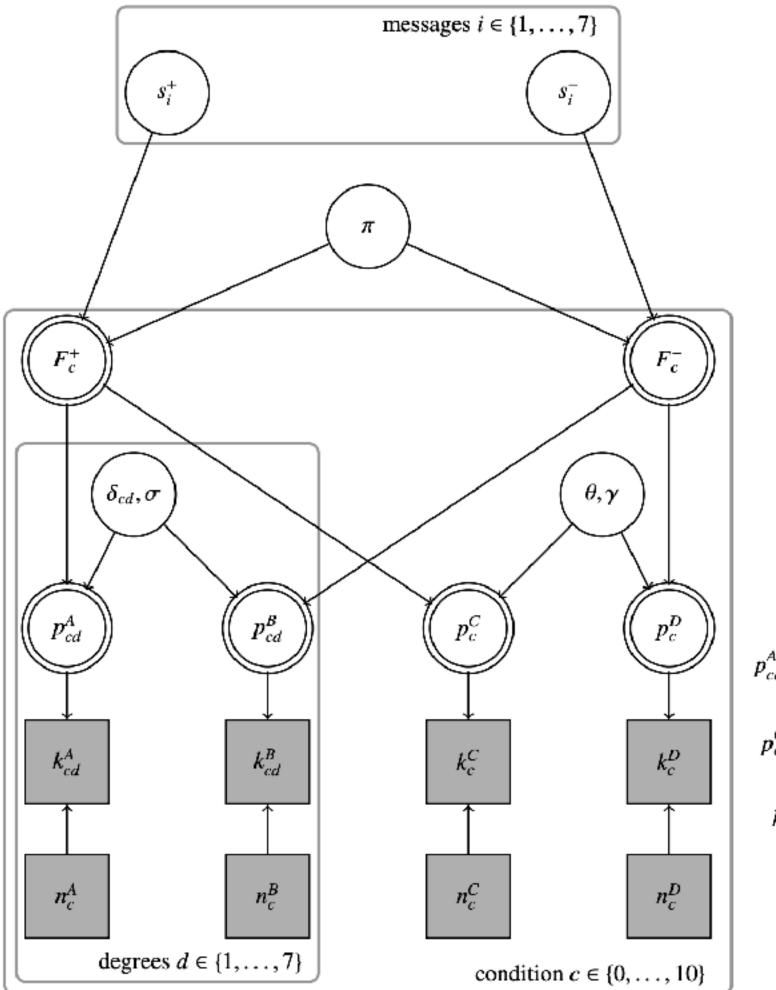
- ► BDA is about what we should believe given:
  - some observable data, and
  - our model of how this data was generated (a.k.a. the data-generating process)
- our best friend will be Bayes rule
  - e.g., for parameter inference:

$$P(\theta \mid D) \propto P(\theta) \times P(D \mid \theta)$$
 posterior prior likelihood

• or, for model comparison:

$$\frac{P(M_1 \mid D)}{P(M_2 \mid D)} = \frac{P(D \mid M_1)}{P(D \mid M_2)} \frac{P(M_1)}{P(M_2)}$$
posterior odds

Bayes factor prior odds



$$s_i^{+/-} \sim \text{Beta}(1,1)$$

 $\frac{1}{\pi} \sim \text{Gamma}(0.5, 0.5)$ 

$$F_c^{+/-} = F(c; \vec{s}^{+/-}, \pi)$$

$$\sigma \sim \text{Uniform}(0, 0.4)$$

$$\delta_{d \in \{1,\dots,6\}} \sim \text{Normal}(d/7, 14)$$
  
 $\delta_0 = -\infty; \ \delta_7 = \infty$ 

$$\theta \sim \text{Normal}(0.5, 0.2)$$

$$\frac{1}{\gamma} \sim \text{Gamma}(1,1)$$

$$p_{cd}^{A/B} = \int_{\delta_{cd}-1}^{\delta_{cd}} \text{Normal}(x, F_c^{+/-}, \sigma) \, dx$$

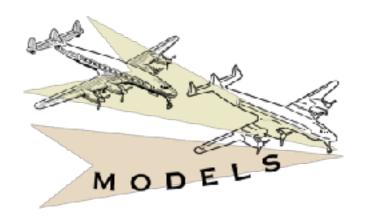
$$p_c^{C/D} = (1 + \exp(-\gamma (F_c^{+/-} - \theta)))^{-1}$$

$$k_{cd}^{A/B} \sim \text{Multinomial}(p_{cd}^{A/B}, n_c^{A/B})$$

$$k_c^{C/D} \sim \text{Binomial}(p_c^{C/D}, n_c^{C/D})$$

#### Statistical models

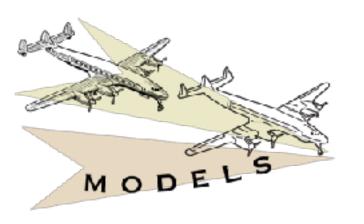
likelihoods from a data-generating process



- A statistical model is a condensed formal representation, following common conventional practices of formalization, of the assumptions we make about what the data is and how it might have been generated by some (usually: stochastic) process.
- "All models are wrong, but some are useful." (Box 1979)

#### Bayesian statistical models

parameterized likelihood + priors



- a Bayesian statistical model  $\mathcal{M} = \langle \Theta, P_{\mathcal{D}}, P_{\Theta} \rangle$  of a stochastic process generating data D from a set of possible data  $\mathcal{D}$  consists of:
  - a space of parameter vectors Θ
  - a (conditional) likelihood function:  $P_{\mathscr{D}} \colon \Theta \to \Delta(\mathscr{D})$
  - a (prior) distribution:  $P_{\Theta} \in \Delta(\Theta)$

#### **Example: The Binomial Model**

the 'coin-flip' model

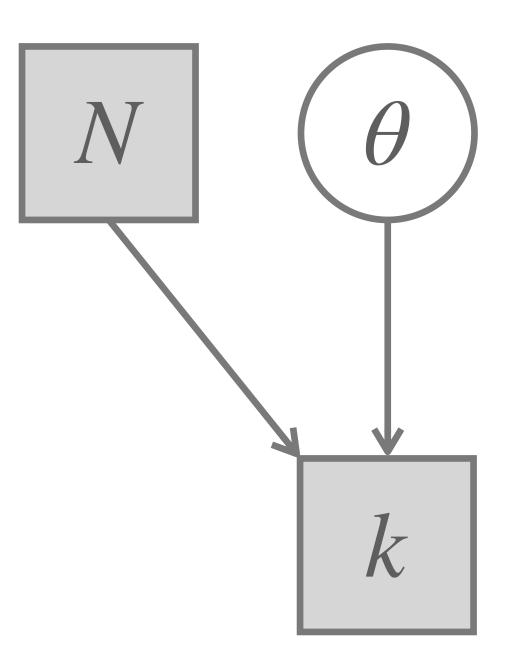
- ▶ data: pair of numbers  $D = \{k, N\}$ 
  - *N* is the number of tosses
  - *k* is the number of heads (successes)
- variable:
  - $\theta$  is the number of heads (successes)
- uninformed prior:

$$\theta \sim \text{Beta}(1,1)$$

likelihood function:

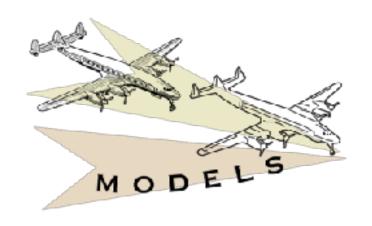
$$k \sim \text{Binomial}(\theta, N)$$

- conventions for model graphs:
  - circles / squares: continuous / discrete variables
  - white / gray nodes: latent / observed variables



#### **Updating Bayesian models**

training on / learning from observations / data



- ▶ let  $D_{obs} \in \mathcal{D}$  be observed (training) data
- let  $\mathcal{M}_1 = \langle \Theta, P_{\mathcal{D}}, P_{\Theta} \rangle$  be the initial / prior model
- the updated / posterior model is  $\mathcal{M}_2 = \langle \Theta, P_{\mathcal{D}}, P_{\Theta}^{|D} \rangle$  where the new distribution over parameters  $P_{\Theta}^{|D_{obs}}$  is **obtained by Bayesian parameter estimation** in the initial / prior model:

$$P_{\Theta}^{|D_{obs}}(\theta) = P_{\Theta}(\theta \mid D_{obs}) = \frac{P_{\theta}(\theta) P_{\mathcal{D}}(D_{obs} \mid \theta)}{C}$$

#### **Example: The Binomial Model**

the 'coin-flip' model

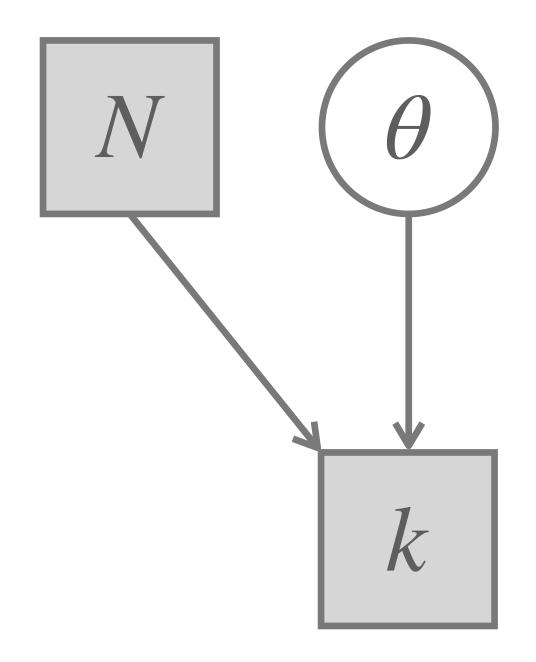
- data: pair of numbers  $D = \{k, N\}$ 
  - *N* is the number of tosses
  - *k* is the number of heads (successes)
- variable:
  - $\theta$  is the number of heads (successes)
- uninformed prior:

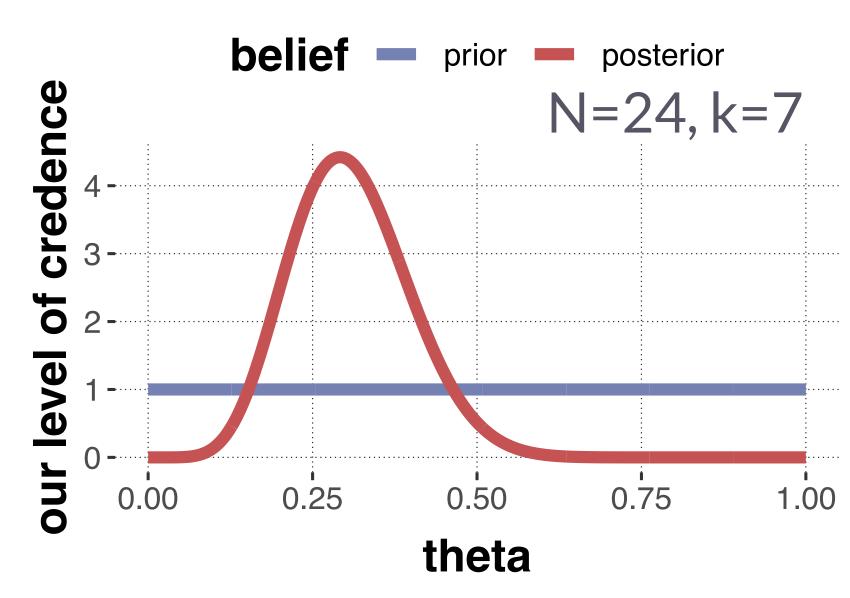
$$\theta \sim \text{Beta}(1,1)$$

likelihood function:

$$k \sim \text{Binomial}(\theta, N)$$

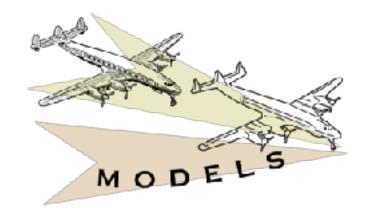
- conventions for model graphs:
  - circles / squares: continuous / discrete variables
  - white / gray nodes: latent / observed variables







#### General picture



Bayesian probabilistic ML

non-Bayesian probabilistic ML

$$(\boldsymbol{\Theta}, P_{\mathcal{D}}, \theta_1) \xrightarrow{D_{obs}} (\boldsymbol{\Theta}, P_{\mathcal{D}}, \theta_2)$$

frequentist statistical model

$$\begin{array}{c} D_{obs} \\ \hline \Theta, P_{\mathscr{D}}, \hat{\theta} \end{array}$$

#### Predictions of a model

the "data-predictive distribution"

- ▶ let  $\mathcal{M} = \langle \Theta, P_{\mathcal{D}}, P_{\Theta} \rangle$  be a Bayesian model
- ► the **predictive of** *M* is the marginal likelihood:

$$P_{\mathcal{D}}(D) = \int P_{\Theta}(\theta) \ P_{\mathcal{D}}(D \mid \theta) \ d\theta$$

- if  $\mathcal{M}_1$  is a prior model and  $\mathcal{M}_2$  is the posterior model after updating with some data:
  - the predictive of  $\mathcal{M}_1$  is called the **prior predictive**
  - the predictive of  $\mathcal{M}_2$  is called the posterior predictive

#### The Big Bayesian 4

#### prior distribution

uncertainty about model parameters before seeing the data

#### posterior distribution

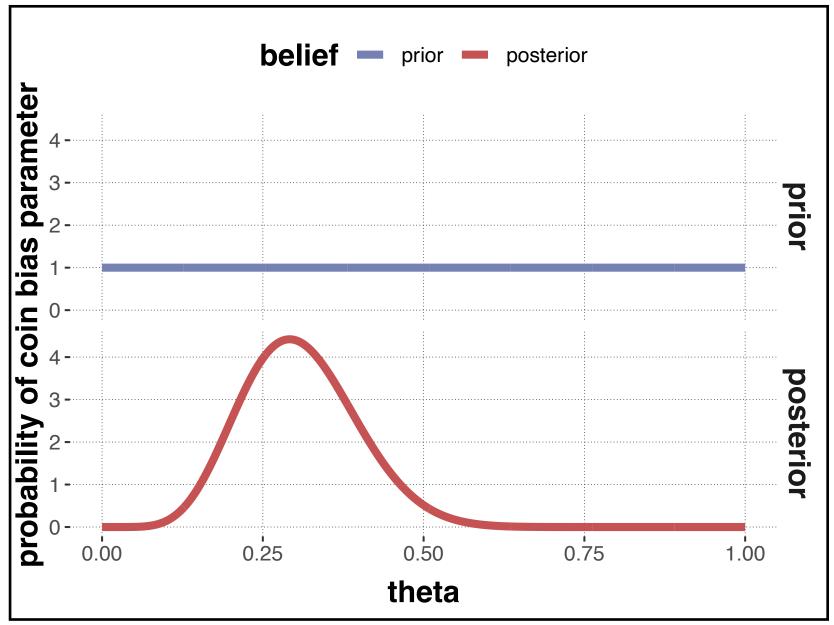
• uncertainty about model parameters after seeing the data

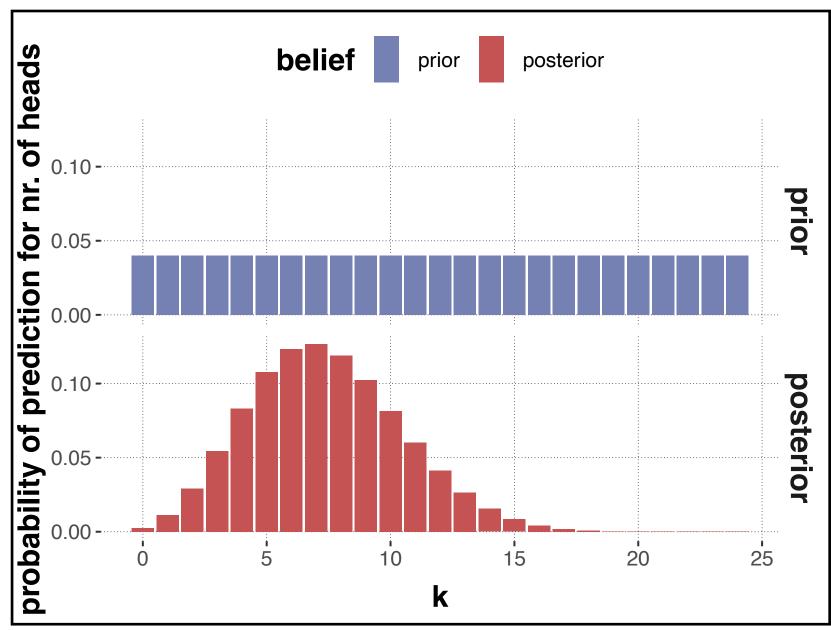
#### prior predictive distribution

distribution over likely future data points before seeing the data

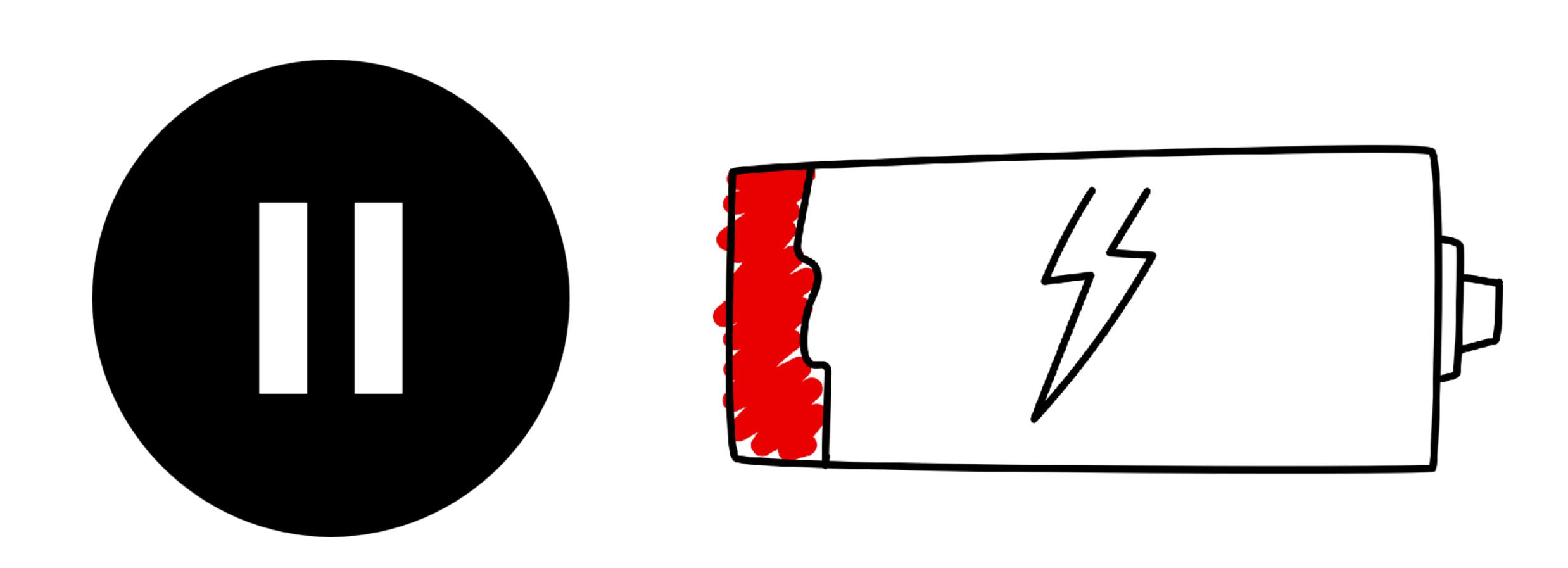
#### posterior predictive distribution

distribution over likely future data points before seeing the data









## the multiple roles of Priors in BDA

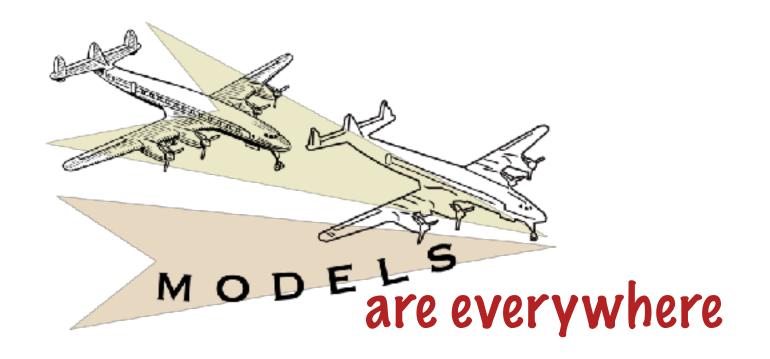
#### Priors in Bayesian data analysis

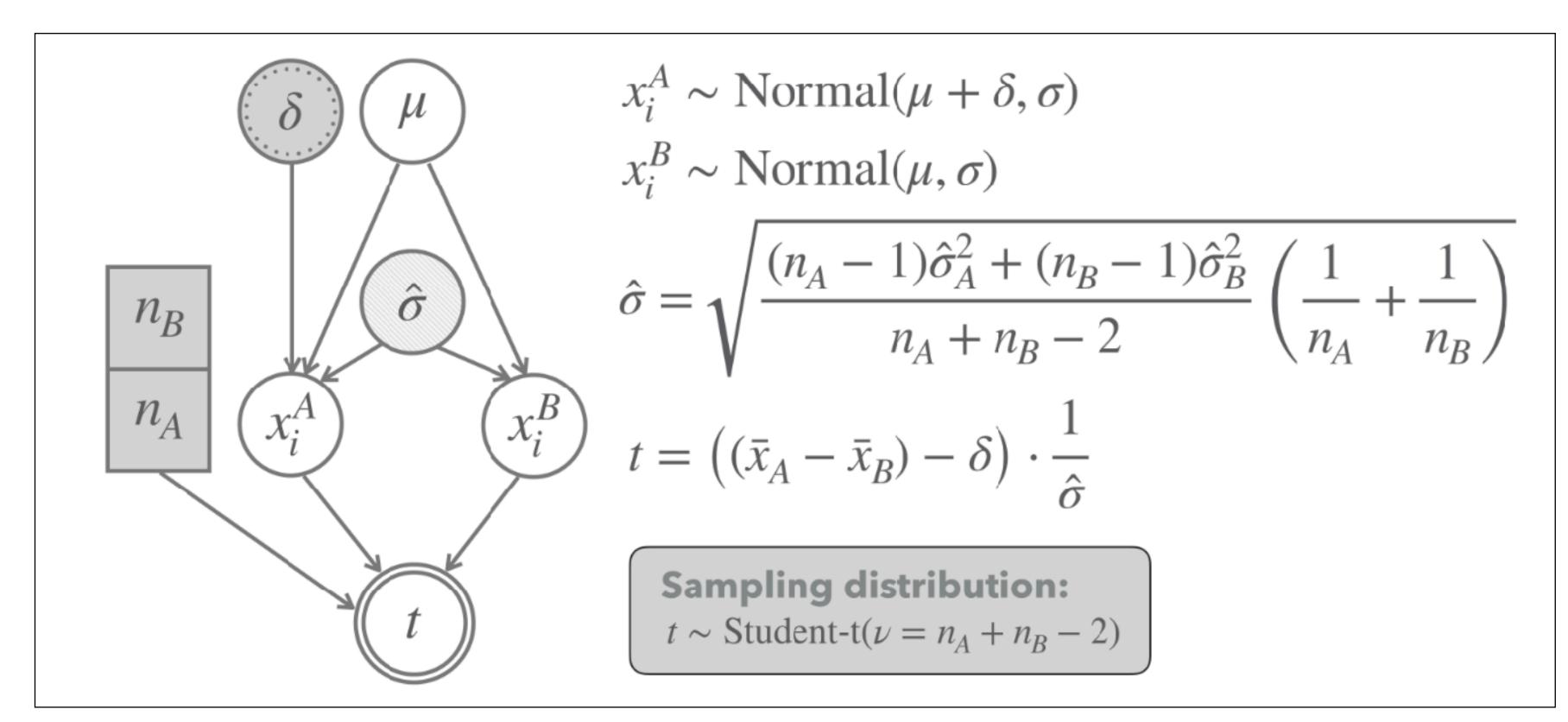
more on this as we go along

- subjective beliefs
  - e.g., as justified by prior research
- regularization
  - harness predictive influence of parameters
- priors in multi-level models
  - partial pooling across groups
  - reduce model complexity (\*see "regularization")

- computational considerations
  - enable efficient computation
  - avoid overfitting to sparse data
- objective priors
  - enable long-term error control (type 1 & type 2 errors)
- conjugate priors
  - allow exact calculation of Bayesian posterior

### Creative fun with datagenerating processes





model of the data-generating process buried inside a two-sample t-test

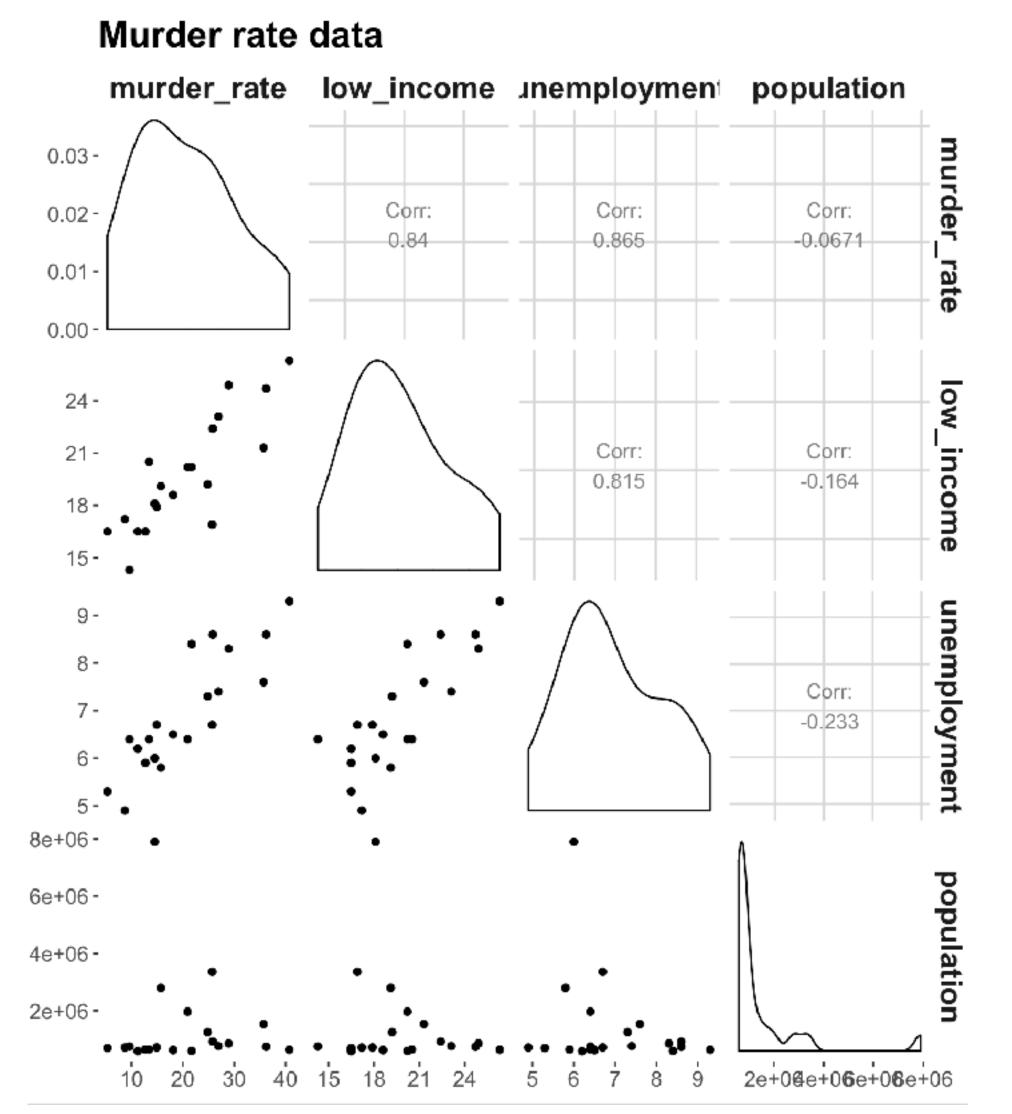


## Simple linear regression likelihood & Bayesian posterior

#### Murder data

#### annual murder rate, average income, unemployment rates and population

	##	# /	A tibble: 20	x 4		
	##		murder_rate	low_income	unemployment	population
	##		<dbl></dbl>	<dbl></dbl>	<dbl></dbl>	<dbl></dbl>
	##	1	11.2	16.5	6.2	587000
	##	2	13.4	20.5	6.4	643000
	##	3	40.7	26.3	9.3	635000
	##	4	5.3	16.5	5.3	692000
	##	5	24.8	19.2	7.3	1248000
	##	6	12.7	16.5	5.9	643000
	##	7	20.9	20.2	6.4	1964000
	##	8	35.7	21.3	7.6	1531000
	##	9	8.7	17.2	4.9	713000
	##	10	9.6	14.3	6.4	749000
	##	11	14.5	18.1	6	7895000
	##	12	26.9	23.1	7.4	762000
	##	13	15.7	19.1	5.8	2793000
	##	14	36.2	24.7	8.6	741000
	##	15	18.1	18.6	6.5	625000
	##	16	28.9	24.9	8.3	854000
	##	17	14.9	17.9	6.7	716000
	##	18	25.8	22.4	8.6	921000
	##	19	21.7	20.2	8.4	595000
7	##	20	25.7	16.9	6.7	3353000



annual murders per million inhabitants

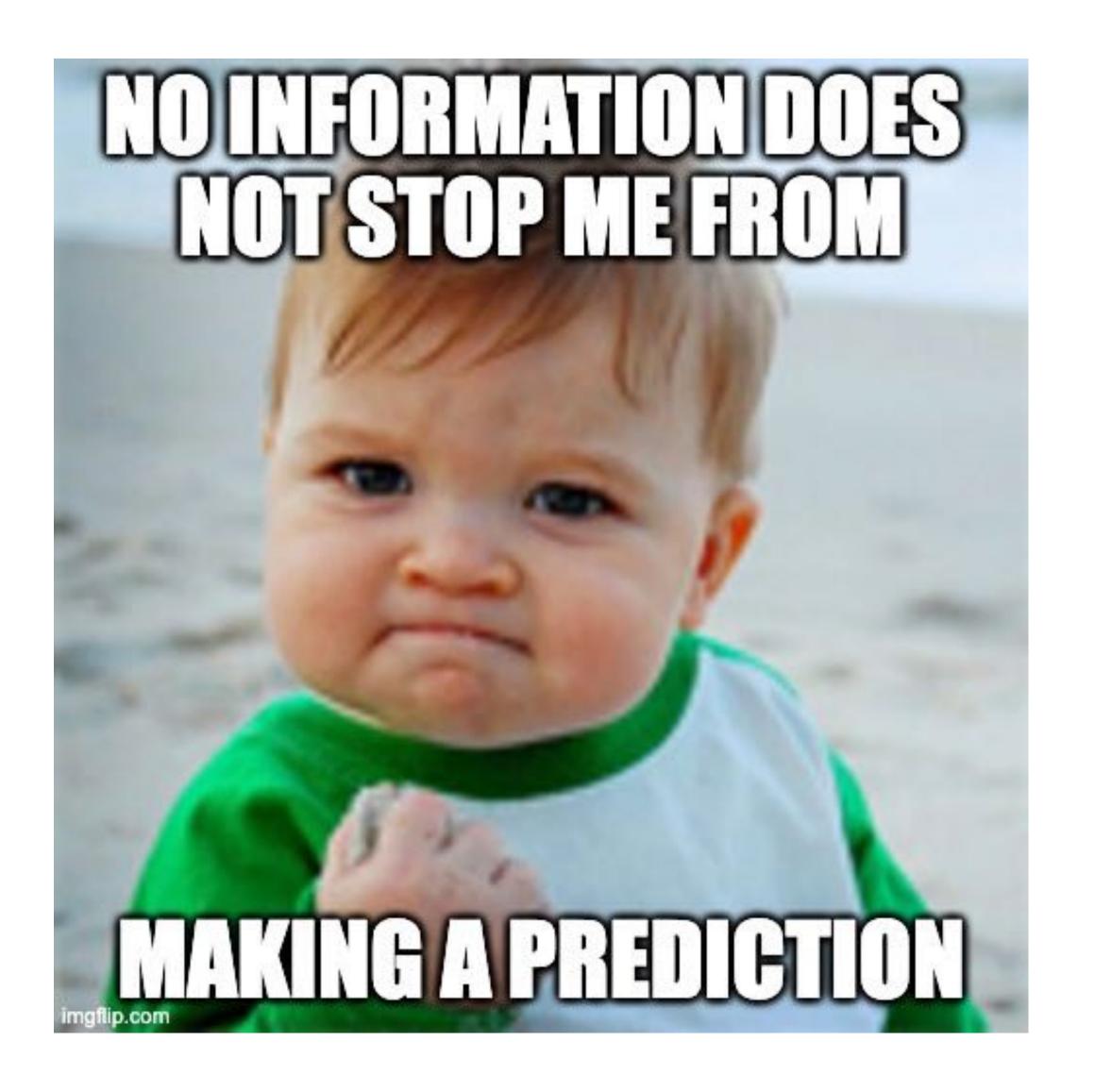
percentage inhabitants with low income

percentage inhabitants who are unemployed

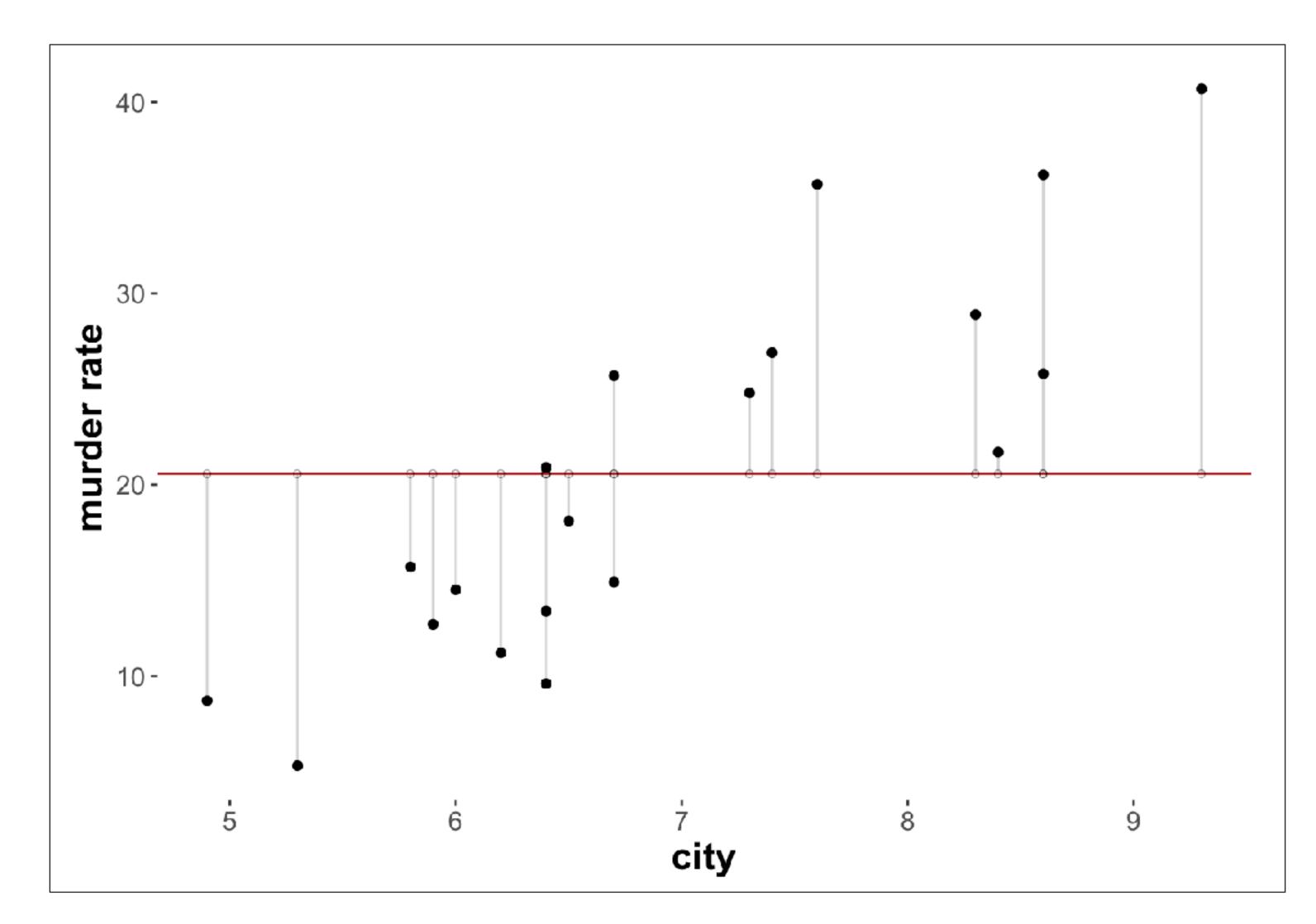
total population

no information at all

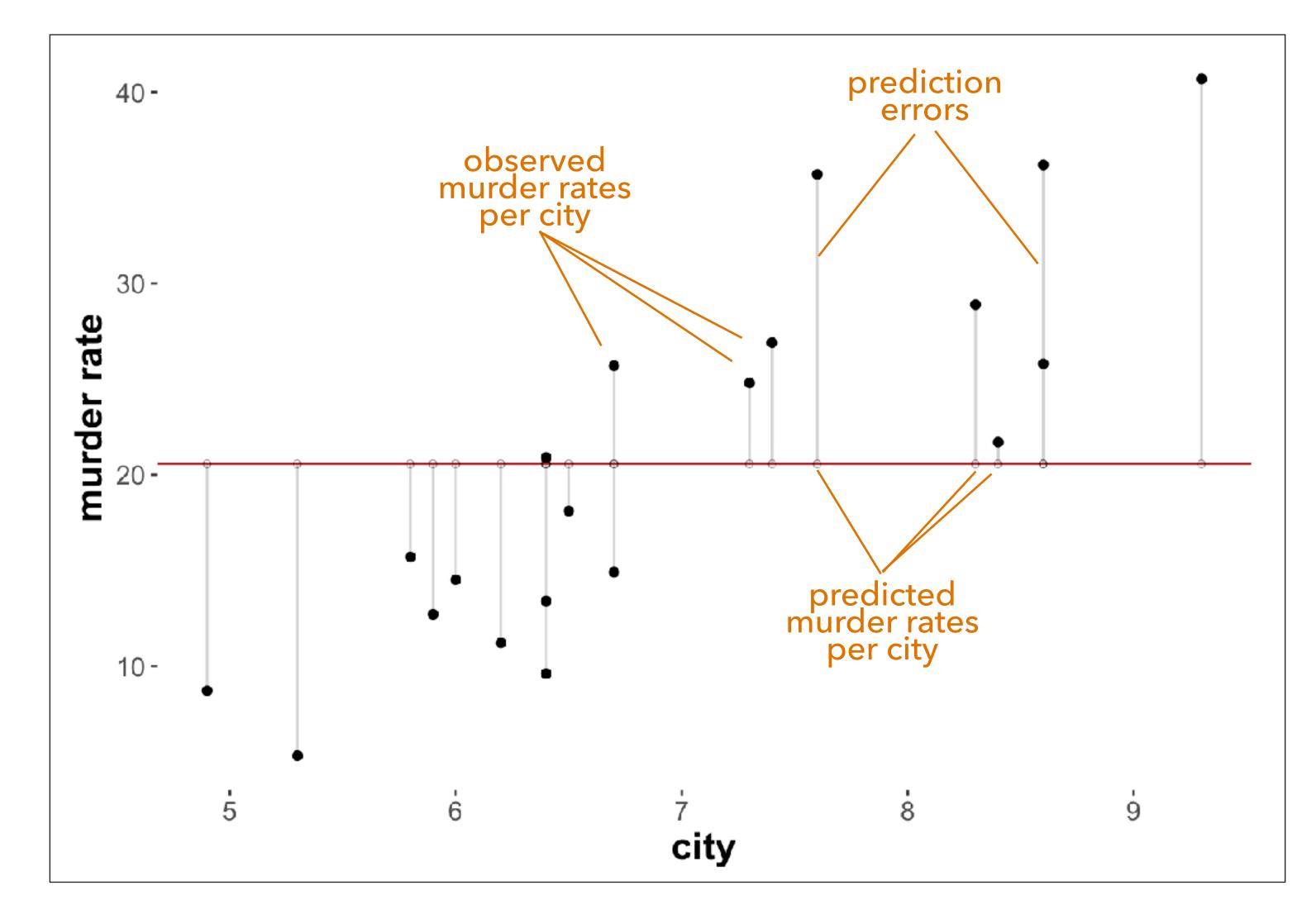
## murder_rate low_income unemployment population ##	##	# A	tibble: 20	x 4		
## 1 11.2 16.5 6.2 587000 ## 2 13.4 20.5 6.4 643000 ## 3 40.7 26.3 9.3 635000 ## 4 5.3 16.5 5.3 692000 ## 5 24.8 19.2 7.3 1248000 ## 6 12.7 16.5 5.9 643000 ## 7 20.9 20.2 6.4 1964000 ## 8 35.7 21.3 7.6 1531000 ## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##		murder_rate	low_income	unemployment	population
## 2 13.4 20.5 6.4 643000 ## 3 40.7 26.3 9.3 635000 ## 4 5.3 16.5 5.3 692000 ## 5 24.8 19.2 7.3 1248000 ## 6 12.7 16.5 5.9 643000 ## 7 20.9 20.2 6.4 1964000 ## 8 35.7 21.3 7.6 1531000 ## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##		<dbl></dbl>	<dbl></dbl>	<dbl></dbl>	<dbl></dbl>
## 3	##	1	11.2	16.5	6.2	587000
## 4 5.3 16.5 5.3 692000 ## 5 24.8 19.2 7.3 1248000 ## 6 12.7 16.5 5.9 643000 ## 7 20.9 20.2 6.4 1964000 ## 8 35.7 21.3 7.6 1531000 ## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##	2	13.4	20.5	6.4	643000
## 5 24.8 19.2 7.3 1248000 ## 6 12.7 16.5 5.9 643000 ## 7 20.9 20.2 6.4 1964000 ## 8 35.7 21.3 7.6 1531000 ## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##	3	40.7	26.3	9.3	635000
## 6 12.7 16.5 5.9 643000 ## 7 20.9 20.2 6.4 1964000 ## 8 35.7 21.3 7.6 1531000 ## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##	4	5.3	16.5	5.3	692000
## 7 20.9 20.2 6.4 1964000 ## 8 35.7 21.3 7.6 1531000 ## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##	5	24.8	19.2	7.3	1248000
## 8 35.7 21.3 7.6 1531000 ## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##	6	12.7	16.5	5.9	643000
## 9 8.7 17.2 4.9 713000 ## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##	7	20.9	20.2	6.4	1964000
## 10 9.6 14.3 6.4 749000 ## 11 14.5 18.1 6 7895000	##	8	35.7	21.3	7.6	1531000
## 11 14.5 18.1 6 7895000	##	9	8.7	17.2	4.9	713000
	##	10	9.6	14.3	6.4	749000
## 12 26.9 23.1 7.4 762000	##	11	14.5	18.1	6	7895000
	##	12	26.9	23.1	7.4	762000
## 13 15.7 19.1 5.8 2793000	##	13	15.7	19.1	5.8	2793000
## 14 36.2 24.7 8.6 741000	##	14	36.2	24.7	8.6	741000
## 15 18.1 18.6 6.5 625000	##	15	18.1	18.6	6.5	625000
## 16 28.9 24.9 8.3 854000	##	16	28.9	24.9	8.3	854000
## 17 <b>14.</b> 9 <b>17.</b> 9 6.7 716000	##	17	<b>14.</b> 9	17.9	6.7	716000
## 18 25.8 22.4 8.6 921000	##	18	25.8	22.4	8.6	921000
## 19 21.7 20.2 8.4 595000	##	19	21.7	20.2	8.4	595000
## 20 25.7 16.9 6.7 3353000	##	20	25.7	16.9	6.7	3353000



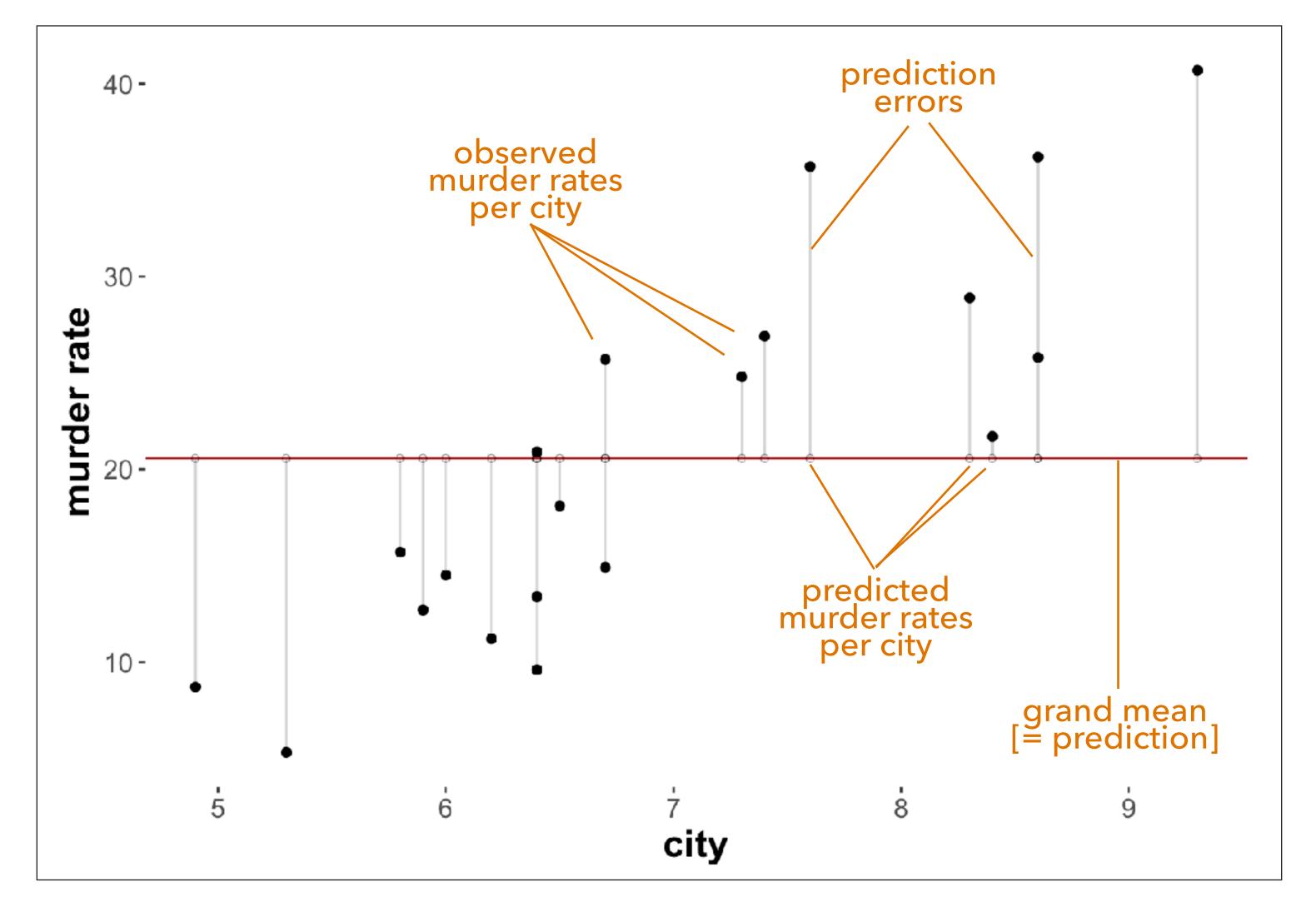
by empirical mean



by grand mean



by grand mean



$$TSS = \sum_{i=1}^{n} (y_i - \bar{y})^2$$

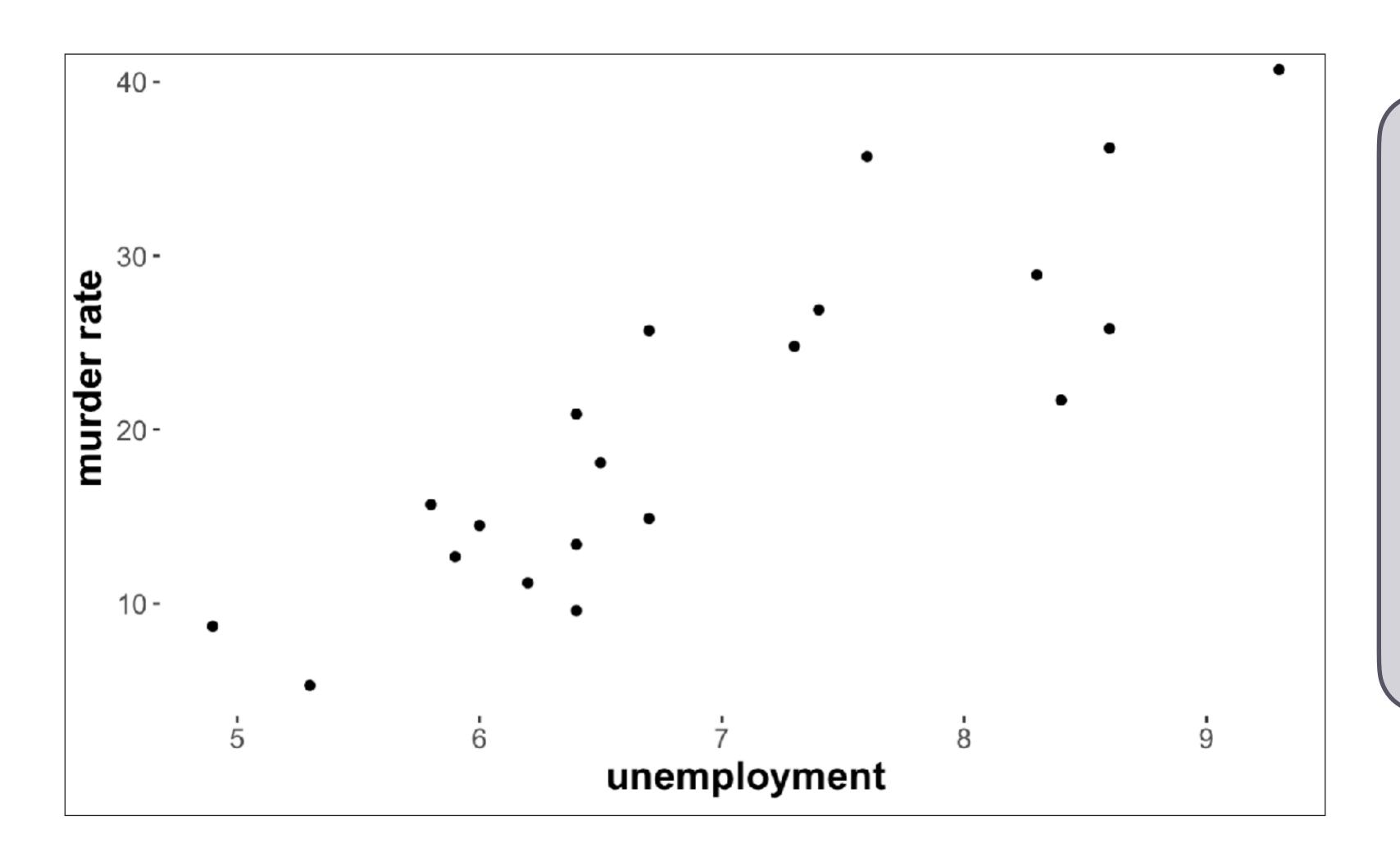
[total sum of squares]

```
y <- murder_data %>% pull(murder_rate)
n <- length(y)
tss_simple <- sum((y - mean(y))^2)
tss_simple</pre>
```

```
## [1] 1855.202
```

#### Predicting murder rate based on unemployment rate

some wild linear guessing



We are to predict the murder rate  $y_i$  of a randomly drawn city i. We know that city's unemployment rate,  $x_i$ , but nothing more.

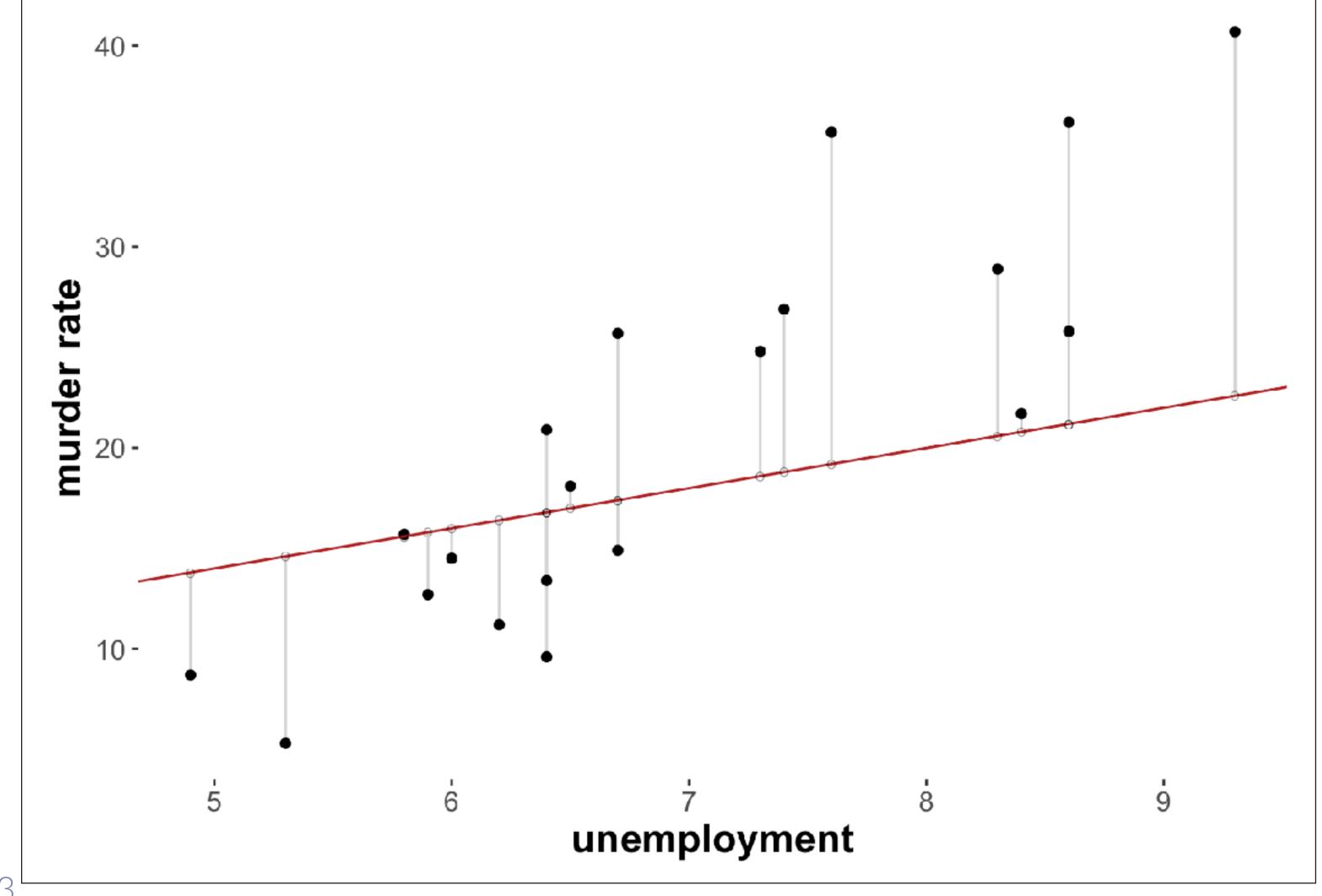
Let's just assume the following linear relationship to make a prediction b/c why not?!?

$$\hat{y}_i = 4 + 2x_i$$

How good is this prediction?

#### How good is any given prediction?

quantifying distance or likelihood



#### Distance-based approach

Residual Sum-of-Squares:

$$RSS = \sum_{i=1}^{n} (\hat{y}_i - y_i)^2$$

 no predictions about spread around linear predictor

#### Likelihood-based approach:

Normal likelihood:

LH = 
$$\prod_{i=1}^{n} \mathcal{N}(y_i \mid \mu = \hat{y}_i, \sigma)$$

fully predictive

#### Likelihood-based simple linear regression

likelihood:

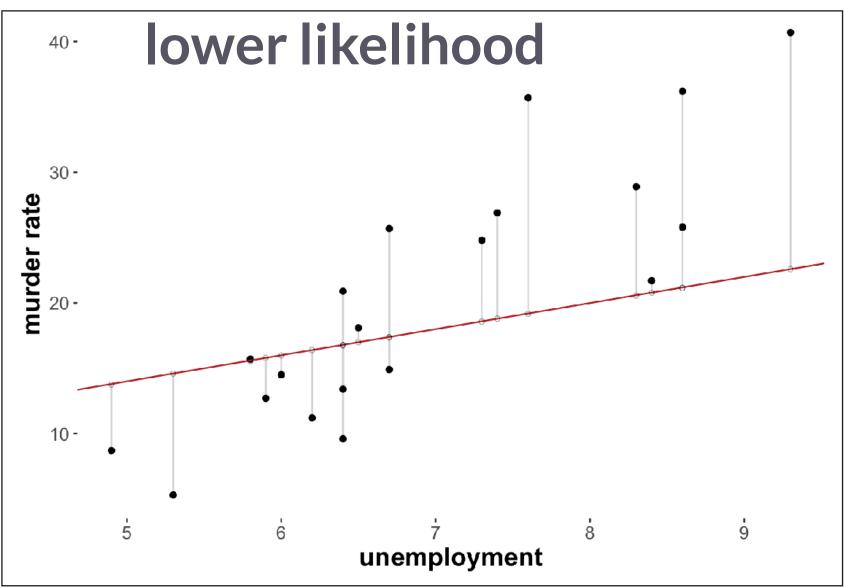
$$y_i \sim \text{Normal}(\mu_i, \sigma)$$
  
 $\mu_i = \beta_0 + x_i \cdot \beta_1$ 

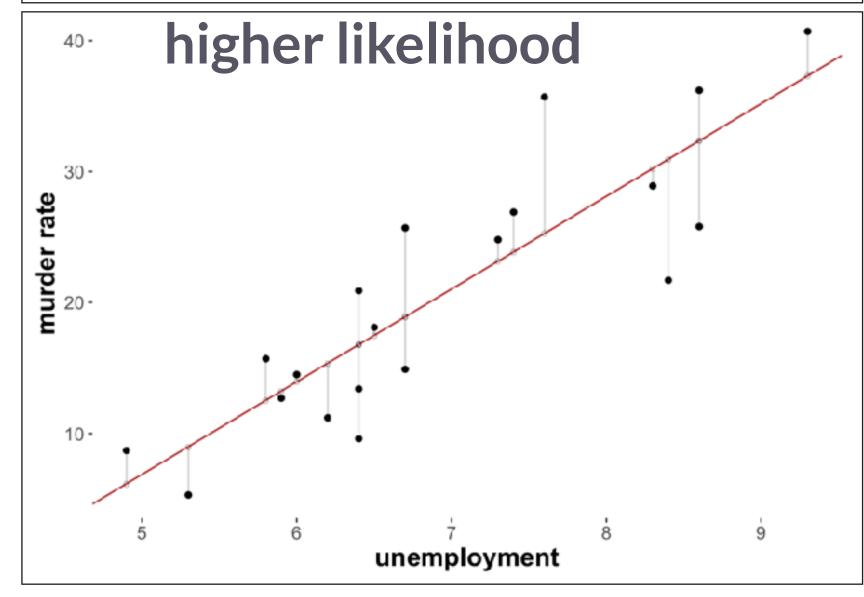
- differential likelihood:
  - parameter triples  $\langle \beta_0, \beta_1, \sigma \rangle$  can be better or worse
  - higher vs. lower likelihood  $P(D \mid \beta_0, \beta_1, \sigma)$
- maximum-likelihood solution:

$$\underset{\beta_0,\beta_1,\sigma}{\operatorname{arg\ max}} \ P(D \mid \beta_0,\beta_1,\sigma)$$

- standard (frequentist) solution
- MLE corresponds to MAP for "flat" priors
- Bayesian approach: full posterior distribution

$$P(\beta_0, \beta_1, \sigma \mid D) \propto P(D \mid \beta_0, \beta_1, \sigma) P(\beta_0, \beta_1, \sigma)$$





#### Simple linear regression model

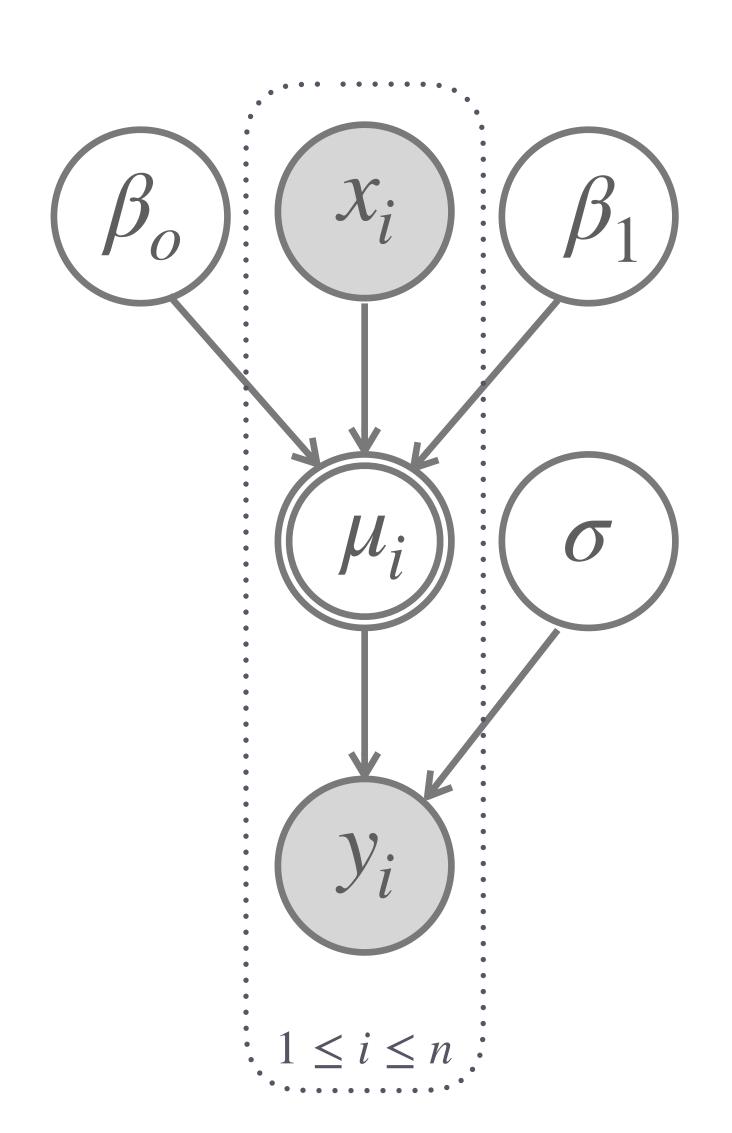
for a single predictor variable

- ► data: *n* pairs of numbers  $D = \{\langle x_1, y_1 \rangle, ... \langle x_n, y_n \rangle\}$ 
  - $x_i$  is the i-th observation of the independent / predictor variable
  - $y_i$  is the i-th observation of the dependent / response variable
- parameters:
  - $\beta_0$  is the **intercept** parameter
  - $\beta_1$  is the **slope** parameter
  - $\bullet$   $\sigma$  is the standard deviation of a normal distribution
- derived variable: [shown in node w/ double lines]
  - $\mu_i$  is the linear predictor for observation i
- priors (uninformed):

$$\beta_0, \beta_1 \sim \text{Uniform}(-\infty, \infty)$$
  $\log(\sigma^2) \sim \text{Uniform}(-\infty, \infty)$ 

likelihood:

$$y_i \sim \text{Normal}(\mu_i, \sigma)$$
  $\mu_i = \beta_0 + x_1 \cdot \beta_1$ 





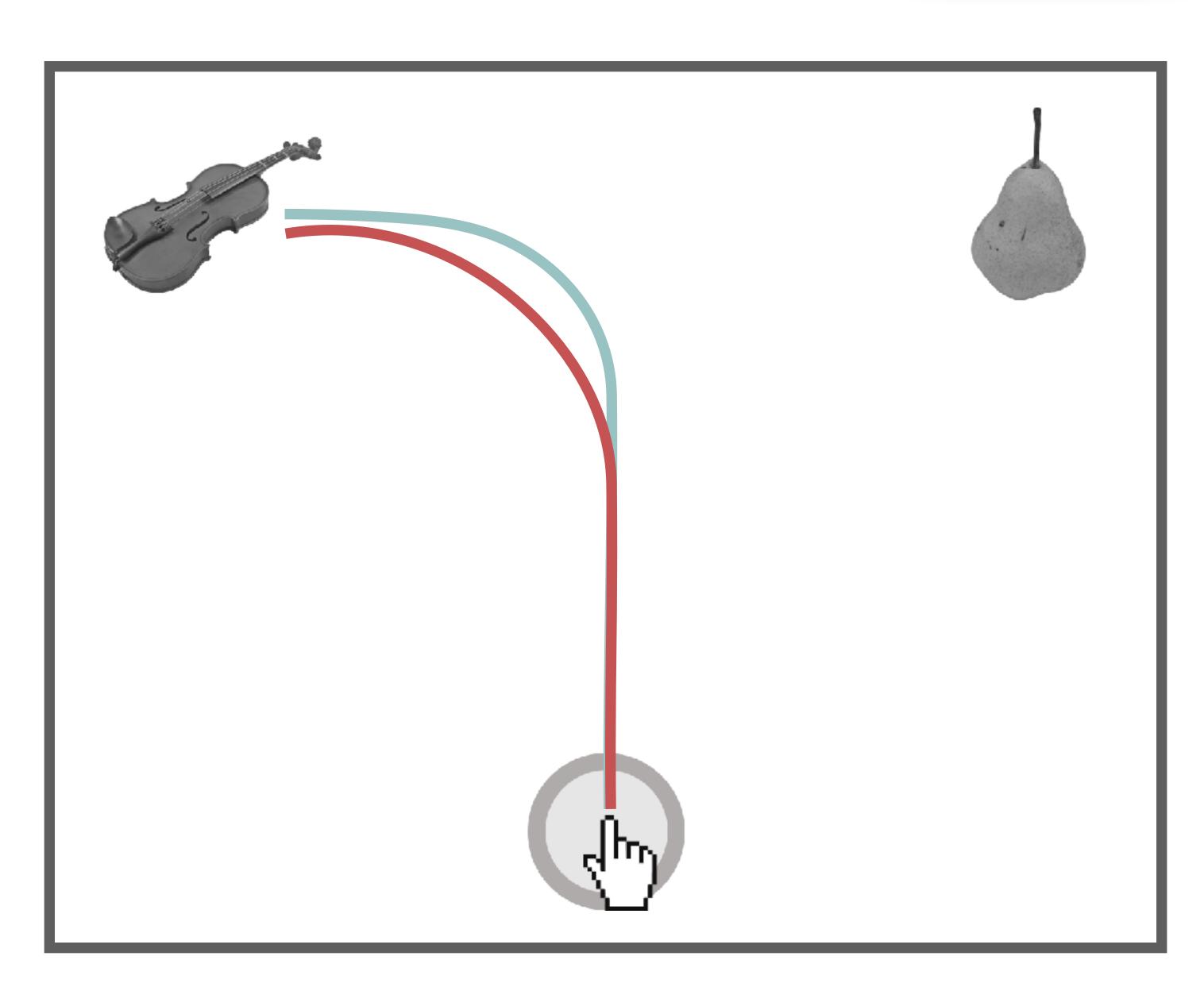
# Mouse-tracking data on typicality in category decisions

#### Mouse-tracking

#### Hand-movement during decision making



- general idea: motor-execution provides information about the ongoing decision process
  - uncertainty
  - gradual evidence accumulation
  - change-of-mind
  - time-point of decision
  - •
- many subtle design decisions
  - click vs touch
  - move horizontally or vertically
  - •



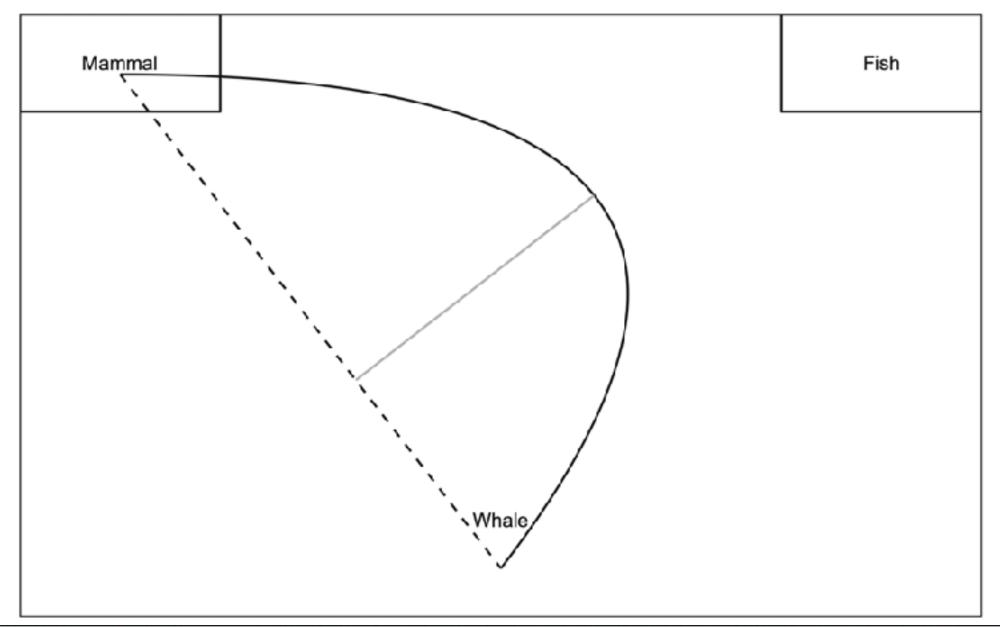
#### Mouse-tracking

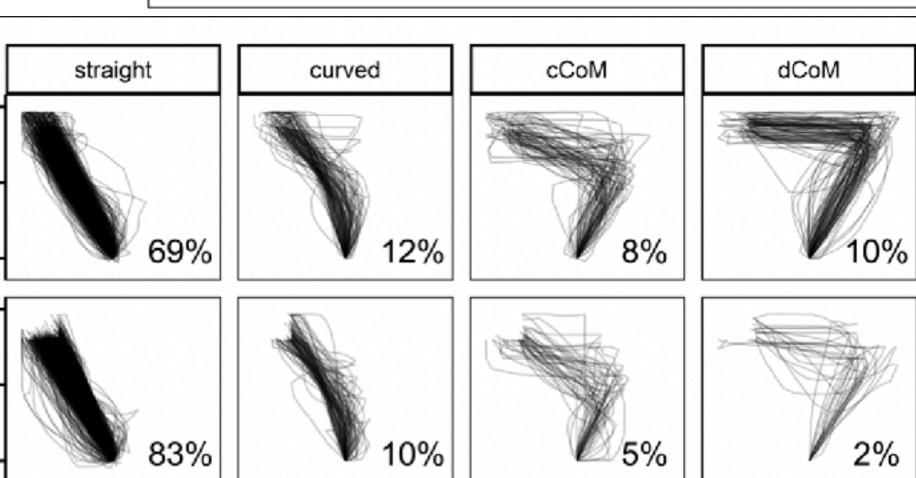
#### common measures of mouse-trajectories



dCoM2

- raw data are lists of triples
  - (time, x-position, y-position)
- commonly used measures
  - area-under the curve (AUC)
    - area between the mouse trajectory and a straight line from start to selected option
  - maximal deviation (MAD)
    - maximum distance between trajectory and straight line from start to selected option
  - correctness
    - whether choice of option was correct or not
  - reaction time (RT)
    - how long did the movement last in total
  - type of trajectory
    - result of clustering analysis based on shape of the trajectories (usually some 3-5 categories)
  - x-flips
    - number of times the trajectory crossed the vertical middle line (at x = 0)





#### Running example

category recognition for typical vs atypical exemplars



- materials & procedure
  - participants read an animal name (e.g. 'dolphin')
  - they choose the true category the animal belongs to (e.g., 'fish' or 'mammal')
  - some trigger words are typical others atypical representatives of the true category
- methodological investigation:
  - two groups: click vs touch to select category
- hypothesis: typical exemplars are easier to categorize than atypical ones
  - fewer mistakes
  - smaller RTs, AUC, MAD
  - less x-flips
  - less "change-of-mind" curve types
- research question (methods): any differences between click & touch selection?

#### variables used in the data set

trial\_id = unique id for individual trials
MAD = maximal deviation into competitor space
AUC = area under the curve
xpos\_flips = the amount of horizontal direction changes
RT = reaction time in ms
prototype\_label = different categories of prototypical movement strategies
subject\_id = unique id for individual participants

group = groups differ in the response design (click vs. touch)

condition = category membership (Typical vs. Atypical)

exemplar = the concrete animal

category\_left = the category displayed on the left

category\_right = the category displayed on the right

category\_correct = the category that is correct

response = the selected category

correct = whether or not the response matches category\_correct

# Outlook

#### Three pillars of BDA

1. parameter estimation / inference [which parameter values are credible given data and model?]

$$P(\theta \mid D) \propto P(\theta) \times P(D \mid \theta)$$
 posterior prior likelihood

- 2. predictions [which future data observations are likely given my model?]
  - a. prior

$$P(D_{\text{pred}}) = P(\theta) P(D_{\text{pred}} \mid \theta) d\theta$$

b. posterior

$$P(D_{\text{pred}}) = \int P(\theta) \ P(D_{\text{pred}} \mid \theta) \ d\theta$$

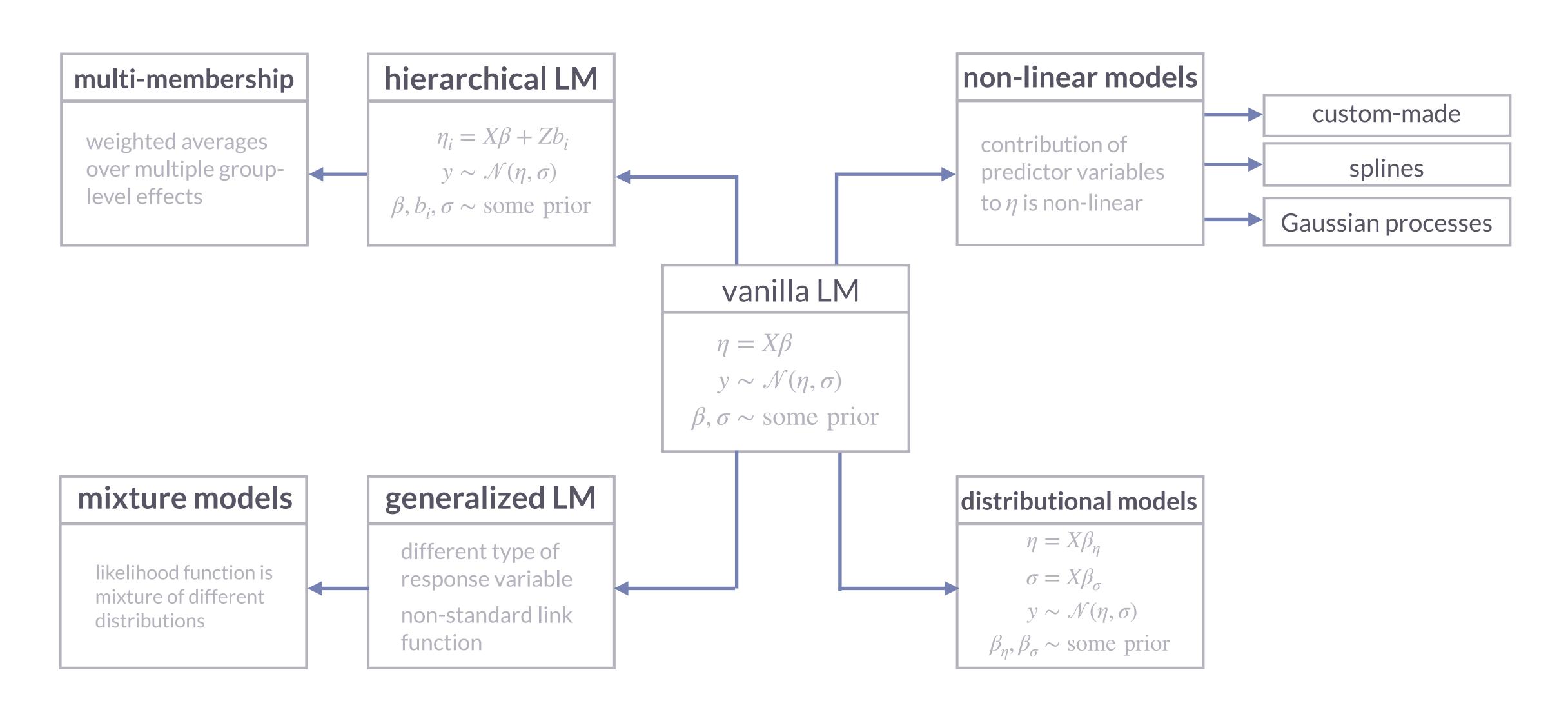
$$P(D_{\text{pred}} \mid D_{\text{obs}}) = \int P(\theta \mid D_{\text{obs}}) \ P(D_{\text{pred}} \mid \theta) \ d\theta$$

3. model comparison [which model of two models is more likely to have generated the data?]

$$\frac{P(M_1 \mid D)}{P(M_2 \mid D)} = \frac{P(D \mid M_1)}{P(D \mid M_2)} \frac{P(M_1)}{P(M_2)}$$
posterior odds
$$\underbrace{P(M_1 \mid D)}_{P(M_2)} = \underbrace{P(D \mid M_1)}_{P(M_2)} \underbrace{P(M_2)}_{P(M_2)}$$

#### Roadmap "beyond vanilla"

common extensions of linear regression modeling



# recap & preparation

#### Recap & preparation

- check out web-book for this course
  - <a href="https://michael-franke.github.io/Bayesian-Regression/">https://michael-franke.github.io/Bayesian-Regression/</a>
- recap:
  - material from 1st session
    - "Thinking Bayesian"
  - basic wrangling & plotting in the tidyverse
    - Wrangling & Plotting
- prepare for next session:
  - Big Bayesian 4 for simple regression in BRMs
    - Regression in BRMs & prior & posterior predictives
  - BRMS cheat sheet
    - cheat sheet
  - MCMC methods
    - slides