Brute Force Moving Average (MA) Smoother

Australian Wine Edition < 3

In future workshops, we will use the actual high-level ITSMR functions used to implement this kind of smoother. However, these functions are *black boxes* in the sense that without diving into further documentation, it's not clear what they are doing *mathematically*. We'll recreate what's inside the black box now.

Agenda

- 1. Load the data
- 2. Review the theoretical definition of an MA smoother
- 3. Create our own MA smoothing code
- 4. Calculate and examine the output at a few select times.

1) Loading the Data

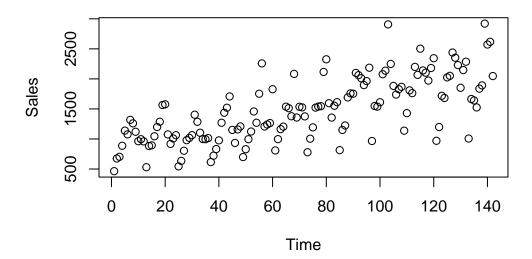
We'll use the Australian Wine Sales data. Recall that these data are dollar amounts, observed monthly from January 1980 to October 1991.

```
# load the ITSMR package which contains the wine dataset
library(itsmr)

# store the data as a spreadsheet with 2 columns: time (mo) and sales ($)
wine.data <- data.frame(Time = 1:142, Sales = wine)

# plot sales vs. time - Make sure time is the first column in the dataframe
plot(wine.data, main = "Australian Red Wine Sales")</pre>
```

Australian Red Wine Sales



2) What's MA smoothing again?

At time t, we want to find \hat{m}_t : an estimate of the trend component m_t . The formula for an MA smoother with bandwidth $q \geq 0$ is

$$\hat{m}_t = \frac{1}{2q+1} \sum_{j=-q}^q x_{t-j}$$

3) Making our own MA smoother for a fixed t

```
q <- 5  # choose bandwidth
t <- 10  # choose timepoint to estimate (the t in m_t)
x <- wine.data$Sales  # this is our time series :)</pre>
```

Recall that the colon operator a:b concatenates (connects at the seams) integers ranging from a to b, inclusive. So to create the vector of t-j values for $j \in \{-q, \dots, q\}$, considering we've chosen t=10 and q=5,

$$\begin{bmatrix} t - (-q) \\ t - (-q+1) \\ \vdots \\ t - (q-q) = t \\ \vdots \\ t - (q-1) \\ t - q \end{bmatrix} = \begin{bmatrix} 10 - (-5) \\ 10 - (-4) \\ \vdots \\ 10 - 0 \\ \vdots \\ 10 - (4) \\ 10 - (5) \end{bmatrix} = \begin{bmatrix} 15 \\ 14 \\ \vdots \\ 10 \\ \vdots \\ 6 \\ 5 \end{bmatrix}$$

$$(t-(-q)):(t-q)$$

[1] 15 14 13 12 11 10 9 8 7 6 5

So our indices are correct. The corresponding data is

$$x[(t-(-q)):(t-q)]$$

[1] 894 883 530 960 996 963 1120 1260 1318 1077 1139

And the code representing the full RHS of the smoothing formula (part 2) is:

$$(1/(2*q+1)) * sum(x[(t-(-q)):(t-q)])$$

4) Calculating \hat{m}_t

For t = 10:

```
# Calculate and Store hat.m10 <- (1/(2*q+1)) * sum(x[ (t-(-q)):(t-q) ])

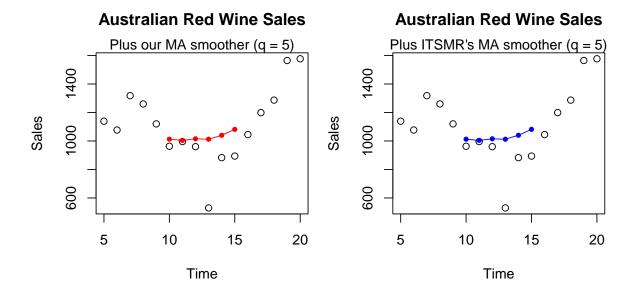
# Print (you must print it if you want it to show up in the Quarto output) hat.m10
```

[1] 1012.727

For t=11 through to t=15, we can compute \hat{m}_t manually (obviously, in practice, we would write a function returning a vector, but we're doing it manually now for the sake of demonstration.)

Let's plot our results over the original data in that time-region, and compare it to the results from the ITSMR package's built-in function.

```
par(mfrow = c(1,2), mar = c(4,4,4,1)) # puts 2 plots side-by-side
## --- PLOT 1
# Only shows region surrounding timepoints we've estimated
plot(wine.data[5:20,],
     ylim = range(x[5:20], my.MA),
                                            # Makes it all fit in plot window
     main = "Australian Red Wine Sales")
mtext("Plus our MA smoother (q = 5)")
                                          # Adds a subtitle
lines(10:15, my.MA,
      col = "red", type = "o", pch = 20)  # Adds our home-made MA
## --- PLOT 2
# Same plot as before, but with the ITSMR output highlighted
plot(wine.data[5:20,],
     ylim = range(x[5:20], my.MA),
                                            # Makes it all fit in plot window
     main = "Australian Red Wine Sales")
mtext("Plus ITSMR's MA smoother (q = 5)")  # Adds a subtitle
lines(10:15, my.MA,
      col = "blue", type = "o", pch = 20)  # Adds ITSMR function's output
```



Questions for you to think about

Does this look right?

Why do you think \hat{m}_t has this shape, in this region?

Was the smoother "effective?" What would that mean?

Consider how you would write a function to smooth an entire time series, similarly to the smoo.ma() function. (You might want to use loops, vector arithmetic, or apply() functions)