My Project

Bill Last Updated:

20 January, 2020

Contents

P	refac	e: Motivation	5
1	Practice: Learning on the Battle Field		7
	1.1	R code	7
	1.2	References	12
2	Project Draft		15
	2.1	Background	17
	2.2	Important Examples with R code	20
	2.3	References	21
3	The	e Main One	23
	3.1	The Basic Idea	23
	3.2	Model and R Code	23
	3.3	glmmTMB package	28

4 CONTENTS

Preface: Motivation

This is my MS project (in progress). While I have tried my best, probably there are still some typos and errors. Please feel free to let me know in case you find one. Thank you!

6 CONTENTS

Chapter 1

Practice: Learning on the Battle Field

1.1 R code

```
#https://fivethirtyeight.com/contributors/josh-hermsmeyer/
{\it \# https://github.com/ryurko/nflscrapR-data/blob/master/legacy\_data/README.md}
#mydata1 = read.csv('plays.txt')
#unique(mydata1$gameId)
\#unique(mydata1\$PassLength)
#table(mydata1$PassLength)
#table(mydata1$PassResult)
#table(mydata1$numberOfPassRushers)
##mydata3 = read.csv(url('https://raw.githubusercontent.com/ryurko/nflscrapR-data/master/legacy_c
##write.csv(mydata3,'2017playbyplay.csv')
mydata3<-read.csv('2017playbyplay.csv')</pre>
nrow(mydata3)
table(mydata3$Passer)
table(mydata3$PlayType)
\verb| #my data5 <- my data3[! duplicated(my data3[, c('Game ID', 'Passer')]), ]|
#unique(mydata3$GameID)
mydata6<-subset(mydata3,down==1)</pre>
```

```
mydata7<-subset(mydata6,PlayType=='Pass'|PlayType=='Run')</pre>
#table(mydata7$PlayType)
#table(droplevels(mydata7$PlayType))
mydata7$PlayType<-droplevels(mydata7$PlayType)</pre>
table(mydata7$PlayType)
\#http://rstudio-pubs-static.s3.amazonaws.com/6975\_c4943349b6174f448104a5513fed59a9.htm
source("http://pcwww.liv.ac.uk/~william/R/crosstab.r")
mydata8<-mydata7[,c('Passer','PlayType','GameID','posteam','DefensiveTeam','Yards.Gain
#results<-crosstab(mydata8, row.vars = "GameID", col.vars = "PlayType", type = "r")
#p1<-results$crosstab
#hist(p1[,1],20)
library(plyr)
count_vector<-count(mydata8, "GameID")</pre>
l_new<-length(count_vector$freq)</pre>
time<-c()
for(i in 1:l_new)
{time <- append (time, rep(1:count_vector freq[i]))}
nrow(time)
mydata8$time<-time
mydata8$play_new<-ifelse(mydata8$PlayType=='Pass',1,0)</pre>
n_counting<-0 # help counting the number of pairs</pre>
## The following code collects all the rows of each pair. However, it is difficult to
# in such a format.
#empty_df = mydata8[FALSE,]
#for (i in 1:l_new) # level of different game
#{
    for(j \ in \ 1:((count\_vector\$freq[i])-1)) # within the same game
#
#
#
       if(i==1)
#
       {row_id<-j}
       else {row_id<-sum(count_vector$freq[1:(i-1)])+j}</pre>
#
       #print(row_id)
#
       if(as.character(mydata8[row_id,]$posteam)!=as.character(mydata8[row_id+1,]$post
```

1.1. R CODE 9

```
print("not same team")
#
         if (nrow(empty_df) == 0)
#
             \{empty\_df < -mydata8[row\_id:(row\_id+1),]\}
#
         else
#
#
               if(row.names(mydata8[row_id,])!=row.names(tail(empty_df,1)))
#
                 {empty_df<-rbind(empty_df,mydata8[row_id,])}
               empty_df<-rbind(empty_df,mydata8[row_id+1,])</pre>
#
#
#
        n_{counting} < -n_{counting} + 1
#
#
    7
#}
# The following code only collects the second row of the pair, but adds data of
### PT_L: type of play in the last first down from the other team
### TG_L: Yards.Gained in the last play
### FirstDown: did they get first down or not. Note that, if yes, it means it was a fumble.
PT_L="Pass"
TG_L=0
FD_L=0
pari_data= mydata8[1,]
pari_data<-cbind(pari_data,PT_L,TG_L,FD_L)</pre>
pari_data<-pari_data[FALSE,]</pre>
for (i in 1:1_new) # level of different game
  for(j in 1:((count_vector$freq[i])-1)) # within the same game
    if(i==1)
    {row id<-i}
    else {row_id<-sum(count_vector$freq[1:(i-1)])+j}</pre>
    print(row_id)
    if(as.character(mydata8[row_id,]$posteam)!=as.character(mydata8[row_id+1,]$posteam))
      print("not same team")
      PT_L<-as.character(mydata8[row_id,]$PlayType)</pre>
      TG_L<-mydata8[row_id,]$Yards.Gained
      FD_L<-mydata8[row_id,] $FirstDown
```

```
new_row<-cbind(mydata8[(row_id+1),],PT_L,TG_L,FD_L)
    pari_data<-rbind(pari_data,new_row)
}

n_counting<-n_counting+1
}

pari_data$same<-ifelse(pari_data$PlayType==pari_data$PT_L,1,0)

#write.csv(pari_data, 'pari_data.csv')

write.table(pari_data, file = "pari_data.csv",row.names=FALSE,na = "", sep=",")</pre>
```

Remarks

- 1. mylogit1: in general, a team has a different play in their first down, compared to the other team in the last first down.
- 2. mylogit2: If the defence team passed in the last first down, the offence team is less likely to use pass. If the defence team gained more yards, the offence team is more likely to pass in the next first down. If the defence team fumbled, it will reduce the chance the offence team to do the pass.

```
pari_data2<-read.csv('pari_data.csv')</pre>
mylogit1 = glm(same~1, family=binomial, data=pari_data2)
summary(mylogit1)
##
## Call:
## glm(formula = same ~ 1, family = binomial, data = pari_data2)
##
## Deviance Residuals:
##
      Min
               1Q Median
                                3Q
                                       Max
## -1.117 -1.117 -1.117
                            1.239
                                     1.239
##
## Coefficients:
##
               Estimate Std. Error z value Pr(>|z|)
## (Intercept) -0.14395
                           0.02809 -5.124
                                               3e-07 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## (Dispersion parameter for binomial family taken to be 1)
```

1.1. R CODE 11

Generalized linear mixed model fit by maximum likelihood (Laplace

```
##
##
      Null deviance: 7035.5 on 5093 degrees of freedom
## Residual deviance: 7035.5 on 5093 degrees of freedom
## AIC: 7037.5
##
## Number of Fisher Scoring iterations: 3
mylogit2 = glm(play_new~same+TG_L+FD_L, family=binomial, data=pari_data2)
summary(mylogit2)
##
## Call:
## glm(formula = play_new ~ same + TG_L + FD_L, family = binomial,
##
      data = pari_data2)
##
## Deviance Residuals:
      Min 1Q Median
                                         Max
## -1.6114 -0.9783 -0.9382 1.0995
                                      1.5672
##
## Coefficients:
               Estimate Std. Error z value Pr(>|z|)
## (Intercept) 0.175629 0.040712 4.314 1.6e-05 ***
## same
             -0.757822
                         0.057618 -13.152 < 2e-16 ***
## TG_L
              0.010439
                         0.003873 2.695 0.00704 **
## FD L
              -0.268115
                          0.148835 -1.801 0.07164 .
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
##
      Null deviance: 7034.3 on 5093 degrees of freedom
## Residual deviance: 6850.1 on 5090 degrees of freedom
## AIC: 6858.1
##
## Number of Fisher Scoring iterations: 4
library(lme4)
mylogit3 = glmer(same~play_new+TG_L+FD_L+(1|GameID), family= binomial("logit"), data=pari_data2)
## boundary (singular) fit: see ?isSingular
summary(mylogit3)
```

```
##
    Approximation) [glmerMod]
   Family: binomial (logit)
##
## Formula: same ~ play_new + TG_L + FD_L + (1 | GameID)
##
     Data: pari_data2
##
##
       AIC
                BIC
                     logLik deviance df.resid
##
    6862.4
             6895.1 -3426.2
                              6852.4
                                         5089
##
## Scaled residuals:
##
      Min
               1Q Median
                              30
                                     Max
## -1.3918 -0.7763 -0.7532 0.9061 1.6255
##
## Random effects:
## Groups Name
                     Variance Std.Dev.
## GameID (Intercept) 1.562e-15 3.953e-08
## Number of obs: 5094, groups: GameID, 256
##
## Fixed effects:
               Estimate Std. Error z value Pr(>|z|)
## (Intercept) 0.197140
                        0.040513
                                   4.866 1.14e-06 ***
## play_new
             -0.757838
                        0.057619 -13.153 < 2e-16 ***
## TG_L
              0.006027 0.003824
                                   1.576 0.11502
## FD L
              ## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## Correlation of Fixed Effects:
##
           (Intr) ply_nw TG_L
## play_new -0.627
## TG_L
           -0.270 -0.043
## FD_L
           -0.147 0.031 -0.041
## convergence code: 0
## boundary (singular) fit: see ?isSingular
#Bill_1<- bild(play_new ~ TG_L+FD_L, data = mydata8, id="GameID", start = NULL, depende
#summary(Bill_1)
\#locust2 < - bild(as.factor(PlayType) \sim time + I(time^2), data = mydata8,id="GameID",st
```

1.2 References

```
https://arxiv.org/pdf/1403.7993.pdf \\ http://www.dartmouth.edu/~chance/teaching\_aids/books\_articles/probability\_book/Chapter11.pdf
```

 $\rm https://rpubs.com/JanpuHou/326048$

Chapter 2

Project Draft

```
mydata3<-read.csv('Schnibbe 1502 Binary Data.csv')</pre>
head(mydata3)
##
     XΟ
## 1 0
## 3 0
## 4 0
## 5 1
## 6 0
NO_new<-rep(1:222)
mydata4<-cbind(mydata3,NO_new)</pre>
head(mydata4)
     XO NO_new
## 1 0
## 2 1
## 3 0
## 4 0
## 5 1
             5
a1 = glmer(X0 ~ 1 + (1 NO_new), data = mydata4, family=binomial)
summary(a1)
```

```
## Generalized linear mixed model fit by maximum likelihood (Laplace
##
    Approximation) [glmerMod]
## Family: binomial (logit)
## Formula: X0 ~ 1 + (1 | NO_new)
     Data: mydata4
##
##
##
       AIC
                BIC logLik deviance df.resid
     243.3
              250.1 -119.6
##
                               239.3
                                          220
##
## Scaled residuals:
      Min
               1Q Median
                              3Q
## -0.5461 -0.5461 -0.5461 1.8311
##
## Random effects:
## Groups Name
                      Variance Std.Dev.
## NO_new (Intercept) 1.246e-07 0.000353
## Number of obs: 222, groups: NO_new, 222
##
## Fixed effects:
##
              Estimate Std. Error z value Pr(>|z|)
## (Intercept) -1.2098
                         0.1603 -7.549 4.38e-14 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
a2 = glm(X0 ~ 1, data = mydata4, family=binomial)
summary(a2)
##
## Call:
## glm(formula = X0 ~ 1, family = binomial, data = mydata4)
## Deviance Residuals:
                    Median
                                 3Q
                                         Max
      Min
                1Q
## -0.7225 -0.7225 -0.7225
                                      1.7151
##
## Coefficients:
              Estimate Std. Error z value Pr(>|z|)
## (Intercept) -1.2098
                          0.1595 -7.583 3.38e-14 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
##
      Null deviance: 239.29 on 221 degrees of freedom
## Residual deviance: 239.29 on 221 degrees of freedom
```

```
## AIC: 241.29
##
## Number of Fisher Scoring iterations: 4
```

2.1 Background

The following code is from this website: http://www.biostat.umn.edu/~baolin/teaching/probmods/GLMM_mcmc.html. I will remove it on this page after I complete my practice and learning.

In this example, it simulates a longitudinal data with 4 variables for each of 1000 separate individuals. Specifically, there are three continuous covariates (varying over time) and one ordinal covariate (constant over time). We will consider a random intercept model (mean zero and variance 100), and fit the data with glmer() from lme4 R package.

The R code:

```
n = 1000; p = 3; K = 4; sig = 10
set.seed(123)
## time varying covariates
X1 = vector('list', K)
# 4 list, each 1000 individuals
for(i in 1:K) Xl[[i]] = matrix(rnorm(n*p), n,p)
## constant covariate
Z = rbinom(n, 2, 0.2)
## random effects
#just 1000 random numubers?
U = rnorm(n) * sig
## fixed effects
# It ends a 1000*4 matrix
etaX = sapply(X1, rowSums)
## random errors
eps = matrix(rnorm(n*K), n,K)
## logit model
eta = etaX + U + eps
# calculate probability
prb = \frac{1}{(1+exp(-eta))}
D = 1*(matrix(runif(n*K),n,K) < prb) # comparing it to prb, and change to 1 and 0; 1000*4
```

```
# Select the first list from "Xl", and then add other 3 lists--> 4000 * 3
Xs = Xl[[1]]
for(k in 2:K) Xs = rbind(Xs, Xl[[k]])
## GLMM model
library(lme4)
sid = rep(1:n, K) # a vector of 1-1000, 4 repetitions
## model fit with GLMMM (default to Laplace approximation)
# subjects as the random effect
a1 = glmer(c(D) ~ Xs + Z[sid] + (1|sid), family=binomial)
a1
## Generalized linear mixed model fit by maximum likelihood (Laplace
     Approximation) [glmerMod]
## Family: binomial (logit)
## Formula: c(D) \sim Xs + Z[sid] + (1 | sid)
                   BIC
##
         AIC
                          logLik deviance df.resid
## 3213.666 3251.430 -1600.833 3201.666
                                                 3994
## Random effects:
## Groups Name
                       Std.Dev.
## sid
           (Intercept) 5.816
## Number of obs: 4000, groups: sid, 1000
## Fixed Effects:
## (Intercept)
                        Xs1
                                     Xs2
                                                   Xs3
                                                             Z[sid]
##
        0.1537
                     0.6650
                                   0.6429
                                                0.6074
                                                             0.0199
## MH sampling of random effects | data
## logit\Pr(D_i|eta_i,U) = eta_i+U; U \sim N(0,Vu)
## proposal dist: N(Uc,Vc)
U.mh <- function(Di,eta, Vu, Uc,Vc, B=100){</pre>
  ub = rep(0, B)
  ub[1] = rnorm(1)*sqrt(Vc)+Uc # random starting value
  prb = \frac{1}{(1+exp(-eta-ub[1]))}
  llk0 = dnorm(ub[1],sd=sqrt(Vu), log=TRUE) + sum(log(Di*prb+(1-Di)*(1-prb))) - dnorm(
  for(k in 2:B){
    ub[k] = ub[k-1]
    uk = rnorm(1)*sqrt(Vc)+Uc
    prb = 1/(1+exp(-eta-uk))
    llk1 = dnorm(uk,sd=sqrt(Vu), log=TRUE) + sum(log(Di*prb+(1-Di)*(1-prb))) - dnorm(uk)
    alpha = exp(llk1 - llk0)
    if(alpha>=1){
      ub[k] = uk
      11k0 = 11k1
```

```
} else{
      aa = runif(1)
      if(aa<alpha){</pre>
        ub[k] = uk
        11k0 = 11k1
    }
 }
 return(ub)
library(numDeriv)
UV.est <- function(Di,eta,Vu,Uc){</pre>
 11k0 = function(xpar){
   Uc = xpar
    prb = 1/(1+exp(-eta-Uc))
    res = dnorm(Uc,sd=sqrt(Vu), log=TRUE) + sum(log(Di*prb+(1-Di)*(1-prb)))
    -res
 }
  tmp = try(optim(Uc, 11k0, method='Brent', lower=Uc-10, upper=Uc+10) )
  if(class(tmp)=='try-error') tmp = optim(Uc, 11k0)
 Uc = tmp$par
 Vc = 1/hessian(llk0, Uc)
 c(Uc,Vc)
UV.mh <- function(Vu,beta,Uc, D,X,subj){</pre>
 ## Cov matrix
 sid = unique(subj); n = length(sid)
 Uc = Vc = rep(0,n)
 for(i in 1:n){
    ij = which(subj==sid[i]); ni = length(ij)
    Xi = X[ij,,drop=FALSE]
    eta = Xi<mark>%*%</mark>beta
    zi = UV.est(D[ij],eta,Vu,Uc[i])
    Uc[i] = zi[1]; Vc[i] = zi[2]
 }
 return(list(Uc=Uc,Vc=Vc) )
#Newton Raphson update
# Compute first/second derives of complete data log likelihood
## score and fisher information
SF.mh <- function(Vu,beta,Uc,Vc, D,X,subj){</pre>
 ## S/hessian matrix
 sid = unique(subj); n = length(sid)
```

```
p = dim(X)[2]
  S = rep(0, p)
  FI = matrix(0, p,p)
  sig2 = 0
  for(i in 1:n)
    ij = which(subj==sid[i]); ni = length(ij)
    Xi = X[ij,,drop=FALSE]
    eta = Xi<mark>%*%</mark>beta
    zi = U.mh(D[ij],eta,Vu,Uc[i],Vc[i], B=5e3)[-(1:1e3)]
    theta = sapply(eta, function(b0) mean(1/(1+exp(-b0-zi)))))
    theta2 = sapply(eta, function(b0) mean(exp(b0+zi)/(1+exp(b0+zi))^2))
    FI = FI + t(Xi)%*%(theta2*Xi)
    S = S+colSums((D[ij]-theta)*Xi)
    sig2 = sig2 + mean(zi^2)
  return(list(S=S, FI=FI, sig2=sig2/n) )
library(lme4)
sid = rep(1:n, K)
a1 = glmer(c(D) ~ Xs + Z[sid] + (1|sid), family=binomial)
## extract variance and fixed effects parameters; + mode/variance of (random effects|d.
Vu = (getME(a1,'theta'))^2; beta = fixef(a1); Um = ranef(a1,condVar=TRUE)
D = c(D); X = cbind(1,Xs,Z[sid]); subj = sid
Uc = unlist(Um[[1]]); Vc = c( attr(Um[[1]], 'postVar') )
for(b in 1:100){
  ## NR updates with MH sampling
  obj = SF.mh(Vu,beta,Uc,Vc, D,X,subj)
  Vu = obj$sig2
  tmp = solve(obj$FI,obj$S)
  beta = beta + tmp
  ## Proposal dist update
  tmp1 = UV.mh(Vu,beta,Uc, D,X,subj)
  Uc = tmp1$Uc; Vc = tmp1$Vc
  cat(b, ':', tmp, ';', obj$S/n, '\n\t', sqrt(Vu), beta, '\n')
```

2.2 Important Examples with R code

1. Fitting mixed models with (temporal) correlations in R

https://bbolker.github.io/mixedmodels-misc/notes/corr_braindump.html

2. Mixed effects logistic regression

https://stats.idre.ucla.edu/r/dae/mixed-effects-logistic-regression/

2.3 References

1. Data

 $http://www.michelecoscia.com/?page_id{=}379$

Chapter 3

The Main One

3.1 The Basic Idea

$$L(\beta, D|Y) = \int \prod_{i=1}^{n} f_{y_i|u}(y_i|b_i, \beta) f_{b_i}(b_i|D) db_i$$

Notations:

y: Variable for the fixed effect

b: Variable for the random effect

 β : Parameters for the fixed effect

D: Parameters for the random effect

The dimension of the integral is equal to the levels of the random factors (i.e., the number of observations).

3.2 Model and R Code

Covarance Matrix for n observations:

$$V = \sigma^{2} \begin{bmatrix} 1 & \rho & \rho^{2} & \dots & \rho^{n-1} & \rho^{n} \\ \rho & 1 & \rho & \dots & \rho^{n-2} & \rho^{n-1} \\ \rho^{2} & \rho & 1 & \dots & \rho^{n-3} & \rho^{n-2} \\ \dots & & & & & \\ \rho^{n} & \rho^{n-1} & \rho^{n-2} & \dots & \rho & 1 \end{bmatrix}$$

The inverse matrix is as follows:

$$Q = V^{-1} = \frac{1}{\sigma^2(1-\rho)} \begin{bmatrix} 1 & -\rho & 0 & \dots & 0 & 0 \\ -\rho & 1+\rho^2 & -\rho & \dots & 0 & 0 \\ 0 & -\rho & 1+\rho^2 & \dots & 0 & 0 \\ \dots & & & & & \\ 0 & 0 & 0 & \dots & 1+\rho^2 & -\rho \\ 0 & 0 & 0 & \dots & -\rho & 1 \end{bmatrix}$$

$$N(-\sum_{j\neq k} Q_{kj}b_j^{(m)}Q_{kk}^{-1}, Q_{kk}^{-1})$$

$$lnL(\beta, \theta; Y, b) = \ell = lnf_{Y|b}(Y|b, \beta) + lnf_b(b|\theta)$$

$$a^{(m+1)} = a^{(m)} + \tau(a^{(m)})^{-1}S(a^{(m)})$$

Where,

$$\tau(a) = -E(\frac{\partial^2 \ell}{\partial \alpha \partial \alpha'}|Y)$$

$$S(a) = E(\frac{\partial \ell}{\partial \alpha}|Y)$$

Note that, α is a combination of two sets of parameters.

$$\alpha = \begin{pmatrix} \beta \\ b \end{pmatrix}$$

$$\ell = \sum_{i=1}^{n} \{ [y_i ln(\frac{e^{\beta^T x_i + b_i}}{1 + e^{\beta^T x_i + b_i}}) + (1 - y_i) ln(1 - \frac{e^{\beta^T x_i + b_i}}{1 + e^{\beta^T x_i + b_i}})] + ln f_b(b_i | \theta) \}$$

$$\frac{\partial ln f(Y | b, \beta)}{\partial \beta} = X'(Y - E(Y | b))$$

$$\frac{\partial lnf(Y|b,\beta)}{\partial \beta \partial \beta'} = -X^{'}(Y - E(Y|b))$$

$$\nabla \ell = \sum_{i=1}^{n} [y_i \frac{1}{p(\beta^T x_i + b_i)} \frac{\partial p(\beta^T x_i + b_i)}{\partial (\beta^T x_i + b_i)} \frac{\partial (\beta^T x_i + b_i)}{\partial \beta} + (1 - y_i) \frac{1}{1 - p(\beta^T x_i + b_i)} (-1) \frac{\partial p(\beta^T x_i + b_i)}{\partial (\beta^T x_i + b_i)} \frac{\partial (\beta^T x_i + b_i)}{\partial \beta}$$

$$= \sum_{i=1}^{n} x_i^T [y_i - p(\beta^T x_i + b_i)]$$

$$= \sum_{i=1}^{n} x_i^T [y_i - \frac{e^{\beta^T x_i + b_i}}{1 + e^{\beta^T x_i + b_i}}]$$

The Newton Raphson algorithm needs the second order.

$$\begin{split} \nabla^2 \ell &= \frac{\partial \sum_{i=1}^n x_i^T [y_i - p(\beta^T x_i + b_i)]}{\partial \beta} \\ &= -\sum_{i=1}^n x_i^T \frac{\partial p(\beta^T x_i + b_i)}{\partial \beta} \\ &= -\sum_{i=1}^n x_i^T \frac{\partial p(\beta^T x_i + b_i)}{\partial (\beta^T x_i + b_i)} \frac{\partial (\beta^T x_i + b_i)}{\partial \beta} \\ &= -\sum_{i=1}^n x_i^T p(\beta^T x_i + b_i) (1 - p(\beta^T x_i + b_i)) x_i \\ &= -\sum_{i=1}^n x_i^T \frac{e^{\beta^T x_i + b_i}}{1 + e^{\beta^T x_i + b_i}} (1 - \frac{e^{\beta^T x_i + b_i}}{1 + e^{\beta^T x_i + b_i}}) x_i \end{split}$$

Using the Newton Raphson, the following code calculates the basic logistic model, without any random effects. As we can see, it produces the same result as the R generic function of GLM. Note that, the function of Expit and the variables of y and are from the last block of R code.

```
y<-c(1,1,1,0,0,1,1,0,1,0) ## observations
n=length(y) # the number of observations
Expit<-function(x)\{\exp(x)/(1+\exp(x))\}
x_intercept<-rep(1,n)</pre>
x_intercept<-as.matrix(x_intercept)</pre>
tolerance=1e-3
max_its=2000;iteration=1;difference=2
W<-matrix(0,n,n)
beta_old<-0.4
while(difference>tolerance & iteration<max_its)</pre>
  # The first order
  f_firstorder<-t(x_intercept)%*%(y-Expit(x_intercept%*%beta_old))</pre>
  # The second order
  diag(W) = Expit(x_intercept%*%beta_old)*(1-Expit(x_intercept%*%beta_old))
  f secondorder<--t(x intercept)%*%W%*%x intercept
  # Calculate the beta_updated
  beta_updated=beta_old-(solve(f_secondorder)%*%f_firstorder)
```

for (k in 1:n)

```
difference=max(abs(beta_updated-beta_old));
  iteration=iteration+1;
  beta_old=beta_updated}
beta_old
glm(y~1, family=binomial)$coefficients
#install.packages("CVTuningCov")
library(CVTuningCov) # Will be used to generate AR1 matrix
set.seed(123)
y < -c(1,1,1,0,0,1,1,0,1,0) ## observations
n=length(y) # the number of observations
#Establish the exp function
Expit<-function(x)\{\exp(x)/(1+\exp(x))\}
#Y: observations
#b: random effect
#beta_0:fixed effect->intercept (or, mean of Y)
log_pdf_function<-function(Y,b,beta_0)</pre>
  {mean_prob<-Expit(beta_0+b)</pre>
  dbinom(Y,1,mean_prob,log = TRUE)
  }
b_records<-rep(0,n) #Initial values for the random effect
rho_records<-0.5 #Initial value for rho
sigma_recoards<-2 #Initial value for sigma</pre>
mean_0<-0 # Initial mean value for normal distribution (of the random effect)
beta<-0.5 # Initial value for the intercept of Y
f_random<-function(sigma_recoards, rho_records,beta)</pre>
{
co_matrix<-(sigma_recoards^2)*AR1(n,rho_records) # covariance matrix
co_matrix_inverse<-solve(co_matrix) # inverse covariance matrix</pre>
```

```
# Variance for the random effect
  sd_0<-1/(co_matrix_inverse[k,k])</pre>
  for(j in 1:n)
      { # Make sure that k is not equal to j, otherwise 0
        Q_kj<-ifelse(j!=k,co_matrix_inverse[k,j],0)
        # Calculate the mean for the random effect; sum of mean in a loop
        mean_0<-mean_0-(Q_kj/co_matrix_inverse[k,k])*b_records[j]</pre>
      }
  # Draw a random number from the normal distribution for the random effect
  b_candidate<-rnorm(1,mean_0,sd_0)
  current_lp<-log_pdf_function(y[k],b_records[k],beta)</pre>
  candidate_lp<-log_pdf_function(y[k],b_candidate,beta)</pre>
  Smaller_value<-min(exp(candidate_lp-current_lp),1)</pre>
  # Draw a random number from the uniform distribution
  Random_probability<-runif(1)</pre>
  # Update b (i.e., random variable)
  b_records[k] <-ifelse(Random_probability < Smaller_value, b_candidate, b_records[k])
return(b_records)
# Print result
\#b\_records < -f\_random(1,0.8,0.3)
```

In the following, I will try to add the random effect.

```
x_intercept<-rep(1,n)
x_intercept<-as.matrix(x_intercept)

#We need to set random starting values.

tolerance=1e-3
max_its=2000;iteration=1;difference=2
W<-matrix(0,n,n)
beta_old<-0.4

while(difference>tolerance & iteration<max_its)
{
    b_records<-f_random(2,0.9,beta_old)
    print("first")</pre>
```

```
print(beta_old)
print(b_records)
# The first order
f_firstorder<-t(x_intercept)%*%(y-Expit(x_intercept%*%beta_old+b_records))
print(f_firstorder)
# The second order
diag(W) = Expit(x_intercept)%*%beta_old+b_records)*(1-Expit(x_intercept%*%beta_old+b_records)
f_secondorder<--t(x_intercept)%*%w%*%x_intercept

# Calculate the beta_updated
beta_updated=beta_old-(solve(f_secondorder)%*%f_firstorder)
difference=max(abs(beta_updated-beta_old));
iteration=iteration+1;
beta_old=beta_updated
}
beta_old</pre>
```

3.3 glmmTMB package

```
# https://becarioprecario.bitbucket.io/inla-gitbook/ch-intro.html
#https://cran.r-project.org/web/packages/glmmTMB/vignettes/covstruct.html
#install.packages("glmmTMB")
library(glmmTMB)

times <- factor(1:n)
levels(times)
group <- factor(rep(1,n))
dat0 <- data.frame(y,times,group)

glmmTMB(y ~ ar1(times + 0 | group), data=dat0)</pre>
```