Probability Concepts

# Session 2: Introduction to Probability Foundations of Quantitative Ecology (EEOB 8896.11)

Paul J. Hurtado, PhD

Mathematical Biosciences Institute (MBI)

August 28, 2013

Probability Concepts

# Why Probability?

One answer: **Statistics**.

One answer: **Statistics**.

But more importantly...

• Biological processes are noisy! (See Jagers 2010)

One answer: **Statistics**.

But more importantly ...

- Biological processes are noisy! (See Jagers 2010)
- The fundamental units in biology are *individuals*. Thus, *Demographic (intrinsic)* noise is commonplace.

One answer: **Statistics**.

But more importantly ...

- Biological processes are noisy! (See Jagers 2010)
- The fundamental units in biology are *individuals*. Thus, *Demographic (intrinsic)* noise is commonplace.
- Environments are constantly changing! Thus, *Environmental (extrinsic)* noise is also ubiquitous.

One answer: **Statistics**.

But more importantly ...

- Biological processes are noisy! (See Jagers 2010)
- The fundamental units in biology are *individuals*. Thus, *Demographic (intrinsic)* noise is commonplace.
- Environments are constantly changing! Thus, *Environmental (extrinsic)* noise is also ubiquitous.

In short, ALL models of living systems are, or are simplifications of, stochastic models.

So, how/why are probability concepts widely used in science?

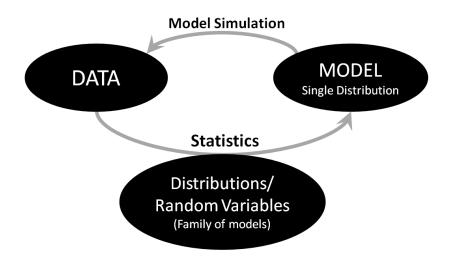
#### A few examples...

- Simulation (sampling from distributions, e.g., to mimic data)
- Qualitative properties (expected values, expected deviations)
- Approximation (Law of Large Numbers)
- Deriving relationships (e.g., functional forms) and other models
- Statistics (e.g., Maximum Liklihood = Maximum density!)

Motivation

Probability Concepts

### **Conceptual Framework**



# Simulation

```
Example: Linear Regression y = \beta_0 + \beta_1 x + \epsilon, where \epsilon \sim N(0, \sigma).
```

```
set.seed(1492); ## ?set.seed or ask me :-)
b0=2; b1=1; sig=2; y=b0+b1*x+rnorm(length(x),0,sig);
## Error: object 'x' not found
plot(x,y,pch=19); abline(b0,b1);
## Error: object 'x' not found
abline(lm(y<sup>x</sup>x,data=data.frame(x,y)),lty=2)
## Error: object 'x' not found
```

### **Distribution Properties**

Mean vs Expected value? Standard Deviation? Moment Generating Function? Conjugate Distributions (Baysian prior & posterior)?

```
x = rbinom(100, 20, p = 0.2)
mean(x) ## Compare mean(x) vs. E(x)=n*p
## [1] 4.04
sd(x) ## Compare sd(x)^2 vs. Var(x)=n*p*(1-p)
## [1] 1.693
sqrt(20 * 0.2 * (1 - 0.2))
## [1] 1.789
```

General mathematical results (aka Analytical results) are really powerful, *if* we can find them! They give general answers to our scientific questions, guide biological intuition, and speed up computations.

**Computation:** Gillespie's Stochastic Simulation Algorithm is driven by "coin tosses" (aka *Bernoulli random variables*) – to speed up computations, approximate multiple coin tosses with a single *binomial distribution*.

**Computation:** Gillespie's Stochastic Simulation Algorithm is driven by "coin tosses" (aka *Bernoulli random variables*) – to speed up computations, approximate multiple coin tosses with a single *binomial distribution*.

**Statistical assumptions:** Error distributions may be known (for mechanistic reasons) to be, e.g., Binomial, which can sometimes be approximated by a Normal distribution.

**Computation:** Gillespie's Stochastic Simulation Algorithm is driven by "coin tosses" (aka *Bernoulli random variables*) – to speed up computations, approximate multiple coin tosses with a single *binomial distribution*.

**Statistical assumptions:** Error distributions may be known (for mechanistic reasons) to be, e.g., Binomial, which can sometimes be approximated by a Normal distribution.

**Dynamics:** We might want to ignore the noise, and just look at averages. Ex: Lotka-Volterra-type foodweb models are really useful!

**Computation:** Gillespie's Stochastic Simulation Algorithm is driven by "coin tosses" (aka *Bernoulli random variables*) – to speed up computations, approximate multiple coin tosses with a single *binomial distribution*.

**Statistical assumptions:** Error distributions may be known (for mechanistic reasons) to be, e.g., Binomial, which can sometimes be approximated by a Normal distribution.

**Dynamics:** We might want to ignore the noise, and just look at averages. Ex: Lotka-Volterra-type foodweb models are really useful!

**General Results:** Model approximation (or considering special cases of a model) can yield well understood (approximate) models for which useful, general results already exist!

# **Statistics: Maximum Liklihood**

Up to this point, we think of density functions as having fixed parameters  $\theta = (\theta_1, ..., \theta_k)$ , with arbitrary input value x. *Liklihood functions* are **the exact same functions** except the "inputs" are fixed data values  $x_1, ... x_n$  and our parameters are the arbitrary inputs of interest. Specifically, we want the parameters that maximize our likelihood function value for this particular data set.

# **Statistics: Maximum Liklihood**

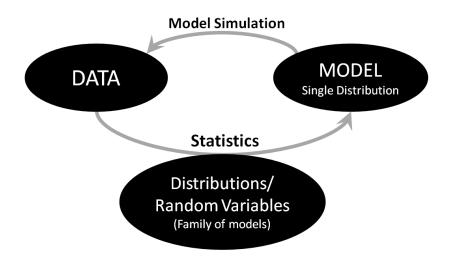
Up to this point, we think of density functions as having fixed parameters  $\theta = (\theta_1, ..., \theta_k)$ , with arbitrary input value x. *Liklihood functions* are **the exact same functions** except the "inputs" are fixed data values  $x_1, ... x_n$  and our parameters are the arbitrary inputs of interest. Specifically, we want the parameters that maximize our likelihood function value for this particular data set.

To see how all this works, we need to start looking at probability distributions in detail.

Motivation

Probability Concepts

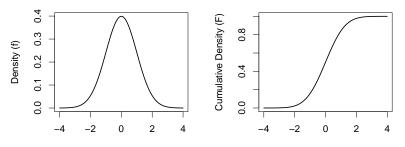
### **Conceptual Framework**



### **Distribution & Density Functions**

Two ways to think about the Normal distribution (a *continuous* distribution) from the relationship:  $F(x) = \int_{-\infty}^{x} f(s) ds$ 

```
## Standard normal density function f(x) and distribution function F(x)
par(cex = 1.4)
x = seq(-4, 4, length = 200)
plot(x, dnorm(x, mean = 0, sd = 1), type = "l", lwd = 2, ylab = "Density (f)")
plot(x, pnorm(x), type = "l", lwd = 2, ylab = "Cumulative Density (F)")
```



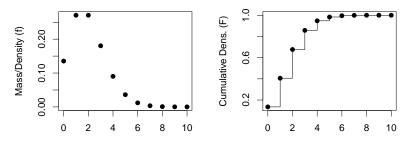
х

х

#### **Distribution & Density Functions**

Discrete distributions: replace integrals with sums.  $F(x) = \sum_{i=0}^{x} f(i)$ 

```
## Poisson (mean 2) density and distribution functions
x = 0:10
par(cex = 1.4)
plot(x, dpois(x, lambda = 2), pch = 19, ylab = "Mass/Density (f)")
plot(x, ppois(x, lambda = 2), type = "s", ylab = "Cumulative Dens. (F)")
points(x, ppois(x, lambda = 2), pch = 19)
```



х

х

#### **Exercises**

Look up which distributions are approximately normal (and for which parameter values), and demonstrate this graphically in R. This may (or may not) be helpful: http://www.math.wm.edu/~leemis/chart/UDR/UDR.html

Use the code on previous slides (or your own) and plot the density and distribution functions for these distributions. For each distributiono, do this in a 2x2 figure. In the top row, compare to a normal distribution with the same mean and variance. In the bottom

- row, do the same but with parameters where the normal approximation fails.
- ③ For the programmers: Too easy? Automate this with a for loop, or use the lattice or ggplot2 packages for the graphics.