Econometrics I

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Econometrics I

Part 23 – Simulation Based Estimation

Settings

Conditional and unconditional log likelihoods

- Likelihood function to be maximized contains unobservables
- Integration techniques
- Bayesian estimation
 - Prior times likelihood is intractible
 - How to obtain posterior means, which are open form integrals
- The problem in both cases is "...how to do the integration?"

A Conditional Log Likelihood

Conditional (on random v) density, f(y_i |θ, x_i, v_i) Unconditional density:

$$f(\mathbf{y}_i \mid \boldsymbol{\theta}, \alpha \mathbf{x}_i) = \int_{\mathbf{v}_i} f(\mathbf{y}_i \mid \boldsymbol{\theta}, \mathbf{x}_i, \mathbf{v}_i) h(\mathbf{v}_i \mid \alpha) d\mathbf{v}_i$$

Log likelihood function

$$\log - L(\theta, \alpha) = \sum_{i=1}^{n} \log \int_{v_i} f(y_i \mid \theta, x_i, v_i) h(v_i \mid \alpha) dv_i$$

Integral does not exist in closed form. How to do the maximization?

Application - Innovation

- □ Sample = 1,270 German Manufacturing Firms
- □ Panel, 5 years, 1984-1988
- Response: Process or product innovation in the survey year? (yes or no)
- Inputs:
 - Imports of products in the industry
 - Pressure from foreign direct investment
 - Other covariates
- Model: Probit with common firm effects
- Irene Bertschuk, doctoral thesis, Journal of Econometrics, 1998)

Likelihood Function for Random Effects

□ Joint conditional (on $u_i = \sigma v_i$) density for obs. i. $f(y_{i1}, ..., y_{iT} | v_i) = \prod_{t=1}^{T} g(y_{it} | v_i) = \prod_{t=1}^{T} \Phi[(2y_{it} - 1)(\boldsymbol{\beta}' \mathbf{x}_{it} + \sigma v_i)]$

Unconditional likelihood for observation i

$$L_{i} = \int_{u_{i}} \prod_{t=1}^{T} g(y_{it} | v_{i}) h(v_{i}) dv_{i}$$

How do we do the integration to get rid of the heterogeneity in the conditional likelihood?

Obtaining the Unconditional Likelihood

- The Butler and Moffitt (1982) method is used by most current software
 - Quadrature (Stata –GLAMM)
 - Works only for normally distributed heterogeneity

Hermite Quadrature

$$\begin{split} &\int_{-\infty}^{\infty} f(x,v) \exp(-v^2) dv \approx \sum_{h=1}^{H} f(x,v_h) W_h \\ & \text{Adapt to integrating out a normal variable} \\ & f(x) = \int_{-\infty}^{\infty} f(x,v) \frac{\exp(-\frac{1}{2}(v/\sigma)^2)}{\sigma\sqrt{2\pi}} dv \\ & \text{Change the variable to } z = (1/(\sigma\sqrt{2}))v, \\ & v = (\sigma\sqrt{2})z \text{ and } dv = (\sigma\sqrt{2})dz \\ & f(x) = \frac{1}{\sqrt{\pi}} \int_{-\infty}^{\infty} f(x,\lambda z) \exp(-z^2) dz, \ \lambda = \sigma\sqrt{2} \\ & \text{This can be accurately approximated by Hermite quadrature} \end{split}$$

 $f(x) \approx \sum_{h=1}^{H} f(x, \lambda z) W_h$

Example: 8 Point Quadrature

Nodes for 8 point Hermite Quadrature Use both signs, + and -0.381186990207322000, 1.15719371244677990 1.98165675669584300 2.93063742025714410

Weights for 8 point Hermite Quadrature 0.661147012558199960, 0.20780232581489999, 0.0170779830074100010, 0.000199604072211400010

Butler and Moffitt's Approach Random Effects Log Likelihood Function

$$\log L = \sum_{i=1}^{N} \log \int_{-\infty}^{\infty} \left\{ \prod_{t=1}^{T} g \left[y_{it}, \left(\mathbf{x}'_{it} \boldsymbol{\beta}^{0} + v_{i} \right) \right] \right\} h(v_{i}) dv_{i}$$

Butler and Moffitt: Compute this by Hermite quadrature

$$\int_{-\infty}^{\infty} f(v_i)h(v_i)dv_i \approx \sum_{h=1}^{H} f(z_h)w_h \text{ when } h(v_i) = \text{ normal density}$$

- z_h = quadrature node; w_h = quadrature weight
- $z_i = \sigma v_i, \sigma$ is estimated with β^0

The Simulated Log Likelihood

$$\log L = \sum_{i=1}^{N} \log \int_{-\infty}^{\infty} \left\{ \prod_{t=1}^{T} g \left[y_{it}, \left(\mathbf{x}_{it}' \boldsymbol{\beta}^{0} + \sigma v_{i} \right) \right] \right\} \phi(v_{i}) dv_{i}$$

where v_i is the normally distributed effect.

Use the law of large numbers:

let $v_{i1}, ..., v_{iR} = a$ random sample of R draws from the standard normal population.

$$\frac{1}{\mathsf{R}}\sum_{r=1}^{R}\prod_{t=1}^{T}g\left[y_{it},\left(\mathbf{x}_{it}'\boldsymbol{\beta}^{0}+\boldsymbol{\sigma}v_{iR}\right)\right] \xrightarrow{P} \int_{-\infty}^{\infty} \left\{\prod_{t=1}^{T}g\left[y_{it},\left(\mathbf{x}_{it}'\boldsymbol{\beta}^{0}+\boldsymbol{\sigma}v_{iR}\right)\right]\right\}\phi(v_{i})dv_{i}$$

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Monte Carlo Integration

$$\frac{1}{R}\sum_{r=1}^{R}f(u_{ir}) \xrightarrow{P} \int_{u_i} f(u_i)g(u_i)du_i = E_{u_i}[f(u_i)]$$
(Certain smoothness conditions must be met.)

Drawing u_{ir} by 'random sampling' $u_{ir} = t(v_{ir}), v_{ir} \sim U[0,1]$ E.g., $u_{ir} = \sigma \Phi^{-1}(v_{ir}) + \mu$ for $N[\mu, \sigma^{2}]$ Requires many draws, typically hundreds or thousands

Generating Random Draws

Most common approach is the "inverse probability transform" Let u = a random draw from the standard uniform (0,1). Let x = the desired population to draw from Assume the CDF of x is F(x). The random draw is then $x = F^{-1}(u)$. Example : exponential, θ . f(x)= θ exp(- θ x), F(x)=1-exp(- θ x) Equate u to F(x), $x = -(1/\theta)\log(1-u)$. Example: Normal(μ,σ). Inverse function does not exist in closed form. There are good polynomial approximations to produce a draw from N[0,1] from a U(0,1). Then $\mathbf{x} = \mu + \sigma \mathbf{v}$.

Drawing Uniform Random Numbers

Computer generated random numbers are not random; they are Markov chains that look random.

The Original IBM SSP Random Number Generator for 32 bit computers. SEED originates at some large odd number

 $d3 = 2147483647.0 \quad (2^{31} - 1)$

 $d2 = 2147483655.0 \quad (2^{31} + 7)$

d1=16807.0 (a strange number)

```
SEED=Mod(d1*SEED,d3) ! MOD(a,p) = a - INT(a/p) * p
```

X=SEED/d2 is a pseudo-random value between 0 and 1.

Problems:

(1) Short period. Based on 32 bits, so recycles after $2^{31} - 1$ values

- (2) Evidently not very close to random. (Recent tests have discredited this RNG)
- (3) Current state of the art is the Mersenne Twister. (Default in R, Matlab, etc.) Period = 2^{20000} Passes (DieHard) randomness tests

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Poisson with mean = 4.1 Table

X=Cases	Prob[X=x]	Prob[X<=x]
0	0.016573	0.01657
1	0.067948	0.08452
2	0.139293	0.22381
3	0.190368	0.41418
4	0.195127	0.60931
5	0.160004	0.76931
6	0.109336	0.87865
7	0.064040	0.94269
8	0.032820	0.97551
9	0.014951	0.99046
10	0.006130	0.99659
12	0.000781	0.99966
13	0.000246	0.99990
14	0.000072	0.99997
15	0.000020	0.99999
16	0.000005	1.00000

Uniform Draw = .72159 Poisson Draw = 4

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RECIPES

The Art of Mchentific Computing

THIRD EDITION

William H. Press Set4 A. Teukohiloj William T. Vetterling Brian P. Flannery

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Quasi-Monte Carlo Integration Based on Halton Sequences

- Coverage of the unit interval is the objective,
- not randomness of the set of draws.
- Halton sequences --- Markov chain
- p = a prime number,

r= the sequence of integers, decomposed as $\sum_{i=0}^{I} b_i p^i$ H(r|p) = $\sum_{i=0}^{I} b_i p^{-i-1}$, r = r₁,... (e.g., 10,11,12,...)

For example, using base p=5, the integer r=37 has $b_0 = 2$, $b_1 = 2$, and $b_2 = 1$; (37=1x5² + 2x5¹ + 2x5⁰). Then H(37|5) = 2×5⁻¹ + 2×5⁻² + 1×5⁻³ = 0.448.

Halton Sequences vs. Random Draws



Requires far fewer draws – for one dimension, about 1/10. Accelerates estimation by a factor of 5 to 10.

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Part 23: Simulation Based Estimation

Panel Data Estimation A Random Effects Probit Model

$$y_{it}^{*} = \mathbf{x}_{it}^{\prime} \boldsymbol{\beta} + \varepsilon_{it} + u_{i}, \ t = 1, ..., T, \ i = 1, ..., N,$$

$$y_{it} = \mathbf{1}(y_{it}^{*} > 0), \ \text{(observation mechanism)}$$

$$[\varepsilon_{i1}, \varepsilon_{i2}, ..., \varepsilon_{iT}]^{\prime} \sim N[\mathbf{0}, \mathbf{I}], \ u_{i} \sim N[\mathbf{0}, \sigma^{2}] \perp (\mathbf{x}_{it}, \varepsilon_{it})$$

$$Var[...] = (1 + \sigma^{2}) \begin{bmatrix} 1 \quad \rho \quad ... \quad \rho \\ \rho \quad 1 \quad ... \quad \rho \\ \vdots \quad \rho \quad \ddots \quad \vdots \\ \rho \quad ... \quad \rho \quad 1 \end{bmatrix}, \ \rho = \frac{\sigma^{2}}{1 + \sigma^{2}}$$

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Log Likelihood

$$\log L(\beta, \sigma) = \sum_{i=1}^{n} \log \int_{-\infty}^{\infty} \prod_{t=1}^{T} \Phi[(2y_{it} - 1)(\boldsymbol{\beta}' \mathbf{x}_{it} + \sigma v_i)]\phi(v_i)dv_i$$
$$\rho = \frac{\sigma^2}{1 + \sigma^2}$$

Quadrature

$$\log L(\beta, \sigma) \approx \sum_{i=1}^{n} \log \sum_{h=1}^{H} \prod_{t=1}^{T} W_h \Phi[(2y_{it} - 1)(\boldsymbol{\beta}' \mathbf{x}_{it} + \sigma z_h)]$$

W_h = quadrature weight, z_h = quadrature node
Simulated

$$\log L(\beta, \sigma) \approx \sum_{i=1}^{n} \log \frac{1}{R} \sum_{r=1}^{R} \prod_{t=1}^{T} \Phi[(2y_{it} - 1)(\beta' \mathbf{x}_{it} + \sigma \hat{v}_{ir})]$$

$$\hat{v}_{ir} = \text{rth draw from standard normal for individual i.}$$

$$(\hat{v}_{i1}, ..., \hat{v}_{iR}) \text{ are reused for all computations of function}$$

or derivatives.

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Application: Innovation

Bertschek and Lechner applied the GMM estimator to an analysis of the product innovation activity of 1,270 German manufacturing firms observed in five years, 1984 -1988, in response to imports and foreign direct investment. [See Bertschek (1995).] The basic model to be estimated is a probit model based on the latent regression

$$y_{it}^* = \beta_1 + \sum_{k=2}^{s} x_{k,it} \beta_k + \varepsilon_{it}, \ y_{it} = \mathbf{1} \left(y_{it}^* > 0 \right), \ i = 1, \dots, 1270, \ t = 1984, \dots, 1988.$$

where

 $y_{it} = 1$ if a product innovation was realized by firm i in year t, 0 otherwise,

 $x_{2,it} = \text{Log of industry sales in DM},$

- $x_{3,it}$ = Import share = ratio of industry imports to (industry sales plus imports),
- x_{4,it} = Relative firm size = ratio of employment in business unit to employment in the industry (times 30),
- x_{5,it} = FDI share = Ratio of industry foreign direct investment to (industry sales, plus imports),
- $x_{6,it}$ = Productivity = Ratio of industry value added to industry employment,
- $x_{7,it}$ = Raw materials sector = 1 if the firm is in this sector,
- $x_{8,it}$ = Investment goods sector = 1 if the firm is in this sector,

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Application: Innovation
$y_{it}^* = \beta_1 + \sum_{k=2}^8 x_{k,it} \beta_k + \varepsilon_{it}, \ y_{it} = 1 (y_{it}^* > 0),$
<i>i</i> = 1,,1270, <i>t</i> = 1984,,1988.
$y_{it} = 1$ if a product innovation was realized by German
manufacturing firm <i>i</i> in year <i>t</i> , 0 otherwise,
$x_{2,it} = \text{Log of industry sales in DM},$
$x_{3,it}$ = Import share = ratio of industry imports to (industry
sales plus imports),
$x_{4,it}$ = Relative firm size = ratio of employment in business
unit to employment in the industry (times 30),
$x_{5,it}$ = FDI share = Ratio of industry foreign direct investment
to (industry sales, plus imports),
$x_{6,it}$ = Productivity = Ratio of industry value added to
industry employment,
$x_{7,it}$ = Raw materials sector = 1 if the firm is in this sector,
$x_{8,it}$ = Investment goods sector = 1 if the firm is in this sector

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Part 23: Simulation Based Estimation

	Random Effects					
	Quadrature Estimator		Simulation	n Estimator		
Variable	Estimate	Std.Error	Estimate	Std.Error		
Constant	-2.839**	0.533	-2.884**	0.543		
log Sales	0.244**	0.0522	0.249**	0.0510		
Rel Size	1.522**	0.257	1.452**	0.281		
Imports	1.779**	0.360	1.796**	0.360		
FDI	3.652**	0.870	3.724**	0.831		
Prod.	-2.307	1.911	-2.321**	0.151		
Raw Mtl	-0.477*	0.202	-0.469*	0.186		
Inv Good	0.331**	0.0952	0.331**	0.0915		
ρ	0.578**	0.0189	0.578^{**a}	0.0231		

Table 2. Estimated Random Effects Models

^a Based on estimated standard deviation of the random constant of 1.1707 with estimated standard error of 0.01865. (1.1707² / (1 + 1.1707²) = 0.578)

* Indicates significant at 95% level, ** indicates significant at 99% level based on a two tailed test.

Quadrature vs. Simulation

- Computationally, comparably difficult
- Numerically, essentially the same answer. MSL is consistent in R
- Advantages of simulation
 - Can integrate over any distribution, not just normal
 - Can integrate over multiple random variables. Quadrature is largely unable to do this.
 - Models based on simulation are being extended in many directions.
 - Simulation based estimator allows estimation of conditional means → essentially the same as Bayesian posterior means

A Random Parameters Model

Prob(Innovation)= $\Phi(\beta_{1i}FDI + \beta_{2i}Imports \beta_3 + \beta_4IogSales + \beta_5Employment + \beta_6Productivity)$

$$\begin{bmatrix} \beta_{1i} \\ \beta_{2i} \end{bmatrix} \sim \mathsf{N} \begin{bmatrix} \beta_1 \\ \beta_2 \end{bmatrix}, \begin{pmatrix} \sigma_{11} & \sigma_{12} \\ \sigma_{12} & \sigma_{22} \end{bmatrix}$$

and four fixed (nonrandom) parameters.

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$$\log L(\beta, \sigma) = \sum_{i=1}^{n} \log \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} \prod_{t=1}^{T} \Phi[(2y_{it} - 1)(\beta_{0}' \mathbf{x}_{it}^{0} + (\beta_{1} + \sigma_{1} v_{i1})x_{it}^{1} + (\beta_{2} + \sigma_{2} v_{i2})x_{it}^{2})]\phi(v_{i2})\phi(v_{i1})dv_{i2}dv_{i1}$$

$$\rho = \frac{\sigma^{2}}{1 + \sigma^{2}}$$

Simulated

$$\log L(\beta, \sigma) \approx \sum_{i=1}^{n} \log \frac{1}{R} \sum_{r=1}^{R} \prod_{i=1}^{T} G(v_{i1,r} v_{i2,r})$$

$$\hat{v}_{ik,r} = \text{rth draw from standard normal for individual i and variable k.}$$

$$(\hat{v}_{i1,r}, ..., \hat{v}_{i1,R}, ...) \text{ are reused for all computations of function or derivatives.}$$

Part 23: Simulation Based Estimation

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Estimates of a Random Parameters Model

Probit Dependent Log likel Estimatio Informati AIC	Regression Star variable ihood function n based on N = on Criteria: Nor Normalized 1.30420	t Values for IP IP -4134.84707 6350, K = 6 rmalization=1/N Unnormalized 8281.69414			
Variable	Coefficient	Standard Error	b/St.Er.	P[Z >z]	Mean of X
Constant FDIUM	-2.34719*** 3.39290*** 90941***	.21381 .39359 14333	-10.978 8.620 6.345	.0000 .0000	.04581
LOGSALES SP PROD	.24292*** 1.16687*** -4.71078***	.01937 .14072 .55278	12.538 8.292 -8.522	.0000 .0000 .0000	10.5401 .07428 .08962

RPM

Random Coefficients Probit Model Dependent variable IP Log likelihood function -4113.14958 Restricted log likelihood -4134.84707 Chi squared [2 d.f.] 43.39499 Significance level .00000 McFadden Pseudo R-squared .0052475 Estimation based on N = 6350, K = 8 Inf.Cr.AIC = 8242.3 AIC/N = 1.298 Sample is 1 pds and 6350 individuals PROBIT (normal) probability model							
IP	Coefficient	Standard Error	z	Prob. z >Z ≭	95% Co Int	nfidence erval	
Constant LOGSALES SP PROD	Nonrandom paramet -2.80391*** .28298*** 2.06212*** -8.16188***	ers .24985 .02276 .14857 .36419	-11.22 12.43 13.88 -22.41	.0000 .0000 .0000 .0000	-3.29360 .23837 1.77093 -8.87569	-2.31422 .32760 2.35330 -7.44808	
FDIUM IMUM FDIUM IMUM	Means for random 9.78159*** 1.82017*** Scale parameters 11.9585*** 4.01600***	parameters .65708 .18017 for dists. .48085 .11124	14.89 10.10 of random 24.87 36.10	.0000 .0000 parame .0000 .0000	8.49373 1.46704 ters 11.0160 3.79798	11.06945 2.17329 12.9009 4.23403	



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Parameter Heterogeneity



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Hollywood exports: helped by McDonald's?

Study: U.S. films do better overseas in countries with more of the fast-food chain's outlets. December 5, 2005: 2:25 PM EST

NEW YORK (CNNMoney.com) - If Hollywood wants its films to burn up box offices overseas, it may want to keep the hamburger house McDonald's in mind, according to a study released Monday.

The study, produced by three professors at New York University's Stern School of Business, found that U.S. movies tended to have higher box office sales in countries with more "Golden Arches," taking income levels and population into account.

Using McDonald's as a measure of 'Americanization', professors C. Samuel Craig, Susan Douglas and William Greene looked at box office sales for the 50 top U.S. films from 1997 to 2002 in eight countries including Australia, Spain, Mexico, Germany and Argentina.

Included in the study's other findings was that certain film genres performed better than others, as action, animated and horror films typically outperformed family films.

The research, which was released in a statement Monday by NYU's Stern School of Business, is scheduled to be published in an upcoming issue of the Journal of International Marketing.



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what's this?

Film Institute of Technology:

-advertiser links-

Hollywood The six month Film Institute of Technology program is an allinclusive course... www.mi.edu

Hollywood Camera Work

Learn high-end directing and filmmaking with over 9 hours of 3D animated... www.hollywoodcamerawork.us

<u>The Los Angeles Film School</u> Learn filmmaking in the heart of Hollywood at The Los Angeles

Movie Model

The hypotheses involve variables at two levels, film and country. In addition, each film is unique and consequently it was also desirable to be able to account for filmspecific heterogeneity. Consequently, a hierarchical random parameters regression model was formulated as follows:

$$B_{f,c} = \alpha_f + \beta_f B_{f,US} + \gamma_1 C D_c + \gamma_2 MACSPC_c + \gamma_3 English_c + \delta_{98} D_{1998} + \dots + \delta_{02} D_{2002} + \sum_{g=1}^{12} \eta_g G_{f,g} + \varepsilon_{f,c} \alpha_f = \alpha_0 + \alpha_1 \log \operatorname{Income}_c + u_{\alpha,f}$$
(1)

$$\beta_f = \beta_0 + \beta_1 \log \operatorname{Income}_c + u_{\beta,f}$$

where "f" denotes film, f = 1, ..., F = 299 and "c" denotes country = UK, Australia, Germany, Austria, Argentina, Chile, and Mexico. In the primary equation, B_{fc} is the log of the per capita box office revenues for film f in country c; B_{fUS} is the same for the United States. CD_c is our measure of the cultural distance of country j from the US. $MACSPC_c$ is the number of McDonald's restaurants per capita in country c in 2000; $English_c$ is a dummy variable for whether the country is an English-speaking country (UK, Australia). The variables G_{fg} are 12 dummy variables for primary genre; the 13th, Crime, is fixed as the basis. The disturbance, ε_{fc} is assumed to be normally distributed with mean zero and constant variance σ^2 .

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