

Y_1, \dots, Y_n iid

$$f(y; \lambda) = \frac{\lambda^{y_i} e^{-\lambda}}{y_i! (1 - e^{-\lambda})} \quad y_i = 1, 2, \dots$$

$$\begin{aligned} l(\lambda) &= (\sum y_i) \cdot \log \lambda - n\lambda - n \log(1 - e^{-\lambda}) \\ &= \sum_{i=1}^n \log \left(\frac{\lambda^{y_i} e^{-\lambda}}{y_i! (1 - e^{-\lambda})} \right) \end{aligned}$$

$$l'(\lambda) = \frac{1}{n} \left(\frac{\bar{y}}{\lambda} - 1 - \frac{e^{-\lambda}}{1 - e^{-\lambda}} \right)$$

$$= n \frac{1}{n} \left(\frac{\bar{y}}{\lambda} - \frac{(1 - e^{-\lambda})}{(1 - e^{-\lambda})} - \frac{e^{-\lambda}}{1 - e^{-\lambda}} \right)$$

$$= n \left(\frac{\bar{y}}{\lambda} - \frac{1}{1 - e^{-\lambda}} \right) \quad \leftarrow$$

$$l'(\hat{\lambda}) = 0 \quad \frac{\bar{y}}{\hat{\lambda}} = \frac{1}{1 - e^{-\hat{\lambda}}}$$

$$\boxed{\hat{\lambda} = \bar{y} (1 - e^{-\hat{\lambda}})}$$

$$\hat{\lambda}^{(0)} = \bar{y}$$

$$\hat{\lambda}^{(t+1)} = \bar{y} (1 - e^{-\hat{\lambda}^{(t)}})$$

simple iteration

(NR)

$$\hat{\lambda}^{(t+1)} = \hat{\lambda}^{(t)} - \frac{L'(\hat{\lambda}^{(t)})}{L''(\hat{\lambda}^{(t)})}$$

Solve $f(x) = 0$

Iteration: find $g(x)$ s.t. $g(x) = x$
 $g(x) = f(x) + x \Rightarrow f(x) = 0$

$$\begin{aligned}x^{(t+1)} &= g(x^{(t)}) \\ &= \underline{x^{(t)}} + \underline{f(x^{(t)})}\end{aligned}$$

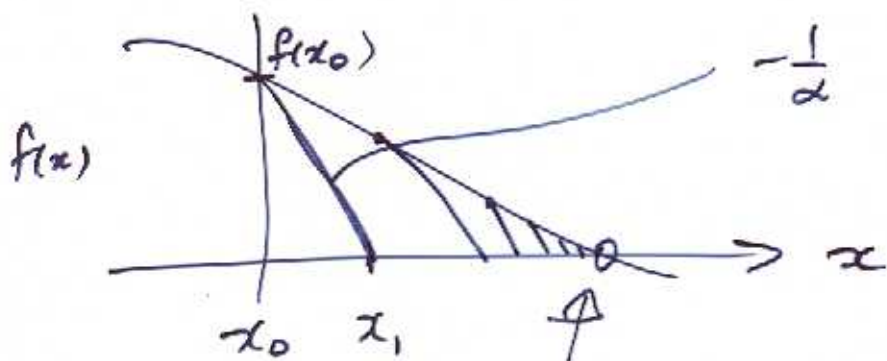
$$\begin{aligned}g(x) &= x \\ \Rightarrow f(x) &= 0 \\ \text{then} \\ g(x) &= x + f(x)\end{aligned}$$

$$x^{(t+1)} = x^{(t)} + \alpha f(x^{(t)})$$

for some choice α

$$\alpha \in \frac{1}{f'(x^{(t)})}$$

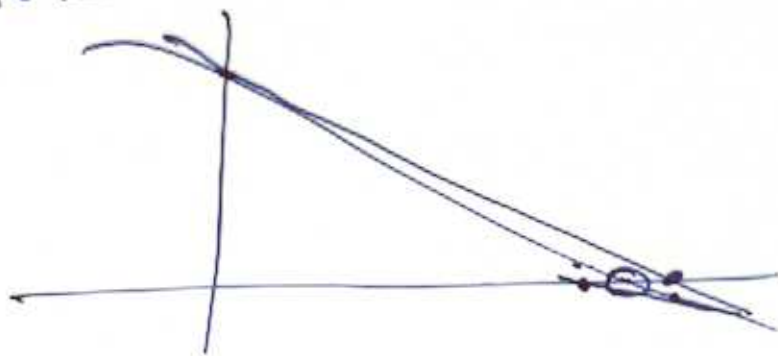
NR



↑ Simple iter.

if we replace α by $\frac{1}{f'(\alpha^{(t)})}$, then

we get NR



methpd. of.
NZP. ~~newton~~ scoring

← special to log-lk.

$$l'(\hat{\theta}) = 0 = l'(\theta) + (\hat{\theta} - \theta) l''(\theta)$$

$$\hat{\theta} \approx \theta - \frac{l'(\theta)}{l''(\theta)}$$

replace $l''(\theta)$ by $E(l''(\theta)) \leftarrow$ "scoring"
 $= i(\theta)$

$$\hat{\theta}^{(t+1)} = \hat{\theta}^{(t)} + \frac{l'(\hat{\theta}^{(t)})}{i(\hat{\theta}^{(t)})}$$

replace
obs'd inf.
by
exp'd

In \mathbb{R} , solving $f(x) = 0$, most often use uniroot Brent's method

(doesn't use derivatives)

- bracketing method

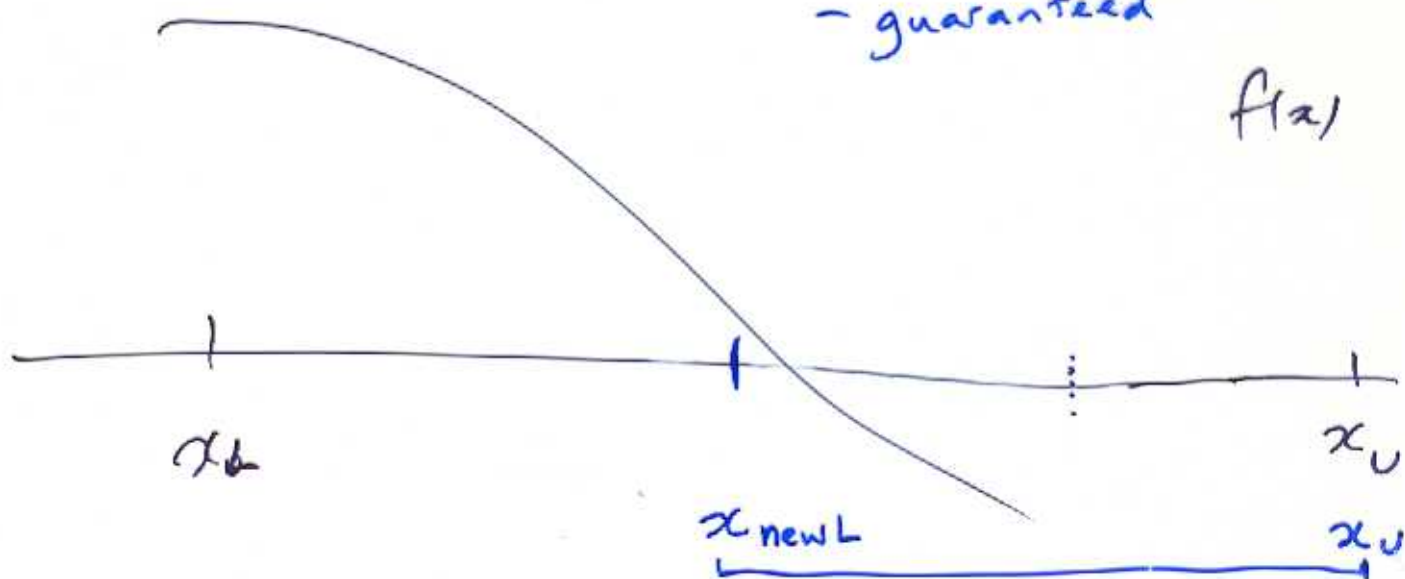
- bisection

- clever adjustm.

- interpolation

- better convergence than bisection

- guaranteed



input an interval that brackets the root

bisection cut interval in half

- guaranteed to find a root if there is one
- slow

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