Working with Scripts

OpenBUGS

Script Commands

Some commands for creating scripts are the following (for more info see Manual, page 51):

- **modelDisplay('log') .** Opens the log window to follow the process step by step.
- **modelData(Datafilepath.txt).** Loads the data from the indicated .txt file. It is equivalent to press the "load data" button.
- **modelCompile(n).** Compiles the program with the given number n of initials. It is equivalent to press the "compile" button.
- **modelInits(Initsfilepath,txt).** Loads the initial data from the indicated file. It is equivalent to press the "load inits" button.
- **modelGenInits().** Generates random initial data for the parameters. It is equivalent to press the "gen inits" button.
- **samplesSet('parametername').** Selects the nodes of interest. If all are desired use '*'. It is equivalent to press the "sets" button.
- **modelUpdate(n).** Generates a set of n samples, that can be burning-in or final samples. It is equivalent to press the "update" button.

Script Commands

- **samplesStats(nodename).** Provides the statistics of the indicated node. If all are desired use '*'. It is equivalent to press the "stats" button.
- **samplesCoda(nodename,'filepath').** Returns the posterior sample of the given node in the indicated file. It is equivalent to press the "coda" button.
- **samplesQuantiles(nodename).** Provides the quantiles of the indicated node or nodes. It is equivalent to press the "quantiles" button.
- **samplesDensity(nodename).** Provides the graph of the marginal density of the given node or nodes. It is equivalent to press the "density" button.
- **samplesHistory(nodename).** Provides the history associated with the indicated node or nodes. It is equivalent to press the "history" button.
- **samplesTrace(nodename).** Generates the trace plot for the indicated node. It is equivalent to press the "trace" button.
- **modelSaveState('filepath').** Saves the actual state of the model in the indicated file. It is equivalent to the "Save State" option of the "Model" menu.

Script Commands

- **infoNodeValues(nodename).** Provides information about the given node (values, methods and type). It is equivalent to the “Node Info...” option of the “Info” menu.
- **SummaryStats(nodename).** Provides the statistics information of the indicated node.
- **infoMemory().** Provides the memory requrements
- **modelExternalize(’filenamepath.bug).** Stores the model state to be reproduced later using the “Internalize” command.
- **modelInternalize(’filenamepath.bug).** Recovers the previously stored model state using the “Externalize” command.
- **modelSaveLog(’filepath’).** Stores the result of the full session with graphics included. It is the only way of recovering graphic information.
- **modelQuit(’Yes or No’).** Closes the log window. If string is omitted a dialog window is shown.