

The main concept of today's class was an Interaction Term

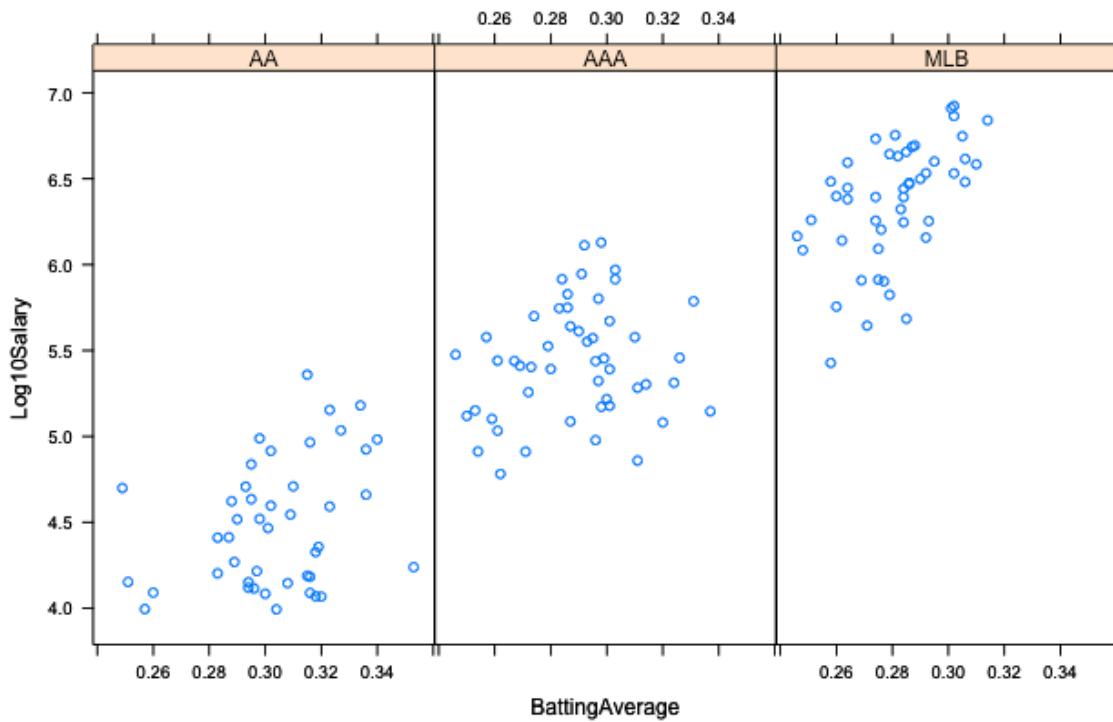
Interaction: A situation in which the sum of the parts is less than the whole

Example: When someone is riding a bike, both the gear and the hill will effect how easily the pedals turn. Eventually, it may become impossible to pedal. This means that one of the variables likely modulated the other variable.

Question: Is the slope of the batting average different depending on the leagues

Objective: Fit a linear model between class, batting average, and interaction between class and batting average

Syntax: "Class: Batting Average"



Mohnish Gandhi
Emily Mi

This is the output for the baseline off set form.

Coefficients:

	Estimate	Std. Error	t value	Pr(> t)	
(Intercept)	2.8488	0.6723	4.238	4.14e-05	***
BattingAverage	5.3985	2.2083	2.445	0.0158	*
ClassAAA	1.7936	0.9139	1.963	0.0517	.
ClassMLB	0.3148	1.0464	0.301	0.7640	
BattingAverage:ClassAAA	-2.6468	3.0739	-0.861	0.3907	
BattingAverage:ClassMLB	6.0100	3.6054	1.667	0.0978	.

Signif. codes:	0 ‘***’ 0.001 ‘**’ 0.01 ‘*’ 0.05 ‘.’ 0.1 ‘ ’ 1				

Residual standard error: 0.3279 on 136 degrees of freedom
Multiple R-squared: 0.8514, Adjusted R-squared: 0.8459
F-statistic: 155.8 on 5 and 136 DF, p-value: < 2.2e-16

Rscript:

```
lm3 = lm(Log10Salary ~ BattingAverage + Class + Class:BattingAverage,  
data=baseballsalary)  
summary(lm3)  
plot(Log10Salary ~ BattingAverage + Class + Class:BattingAverage,  
data=baseballsalary)
```

Mohnish Gandhi

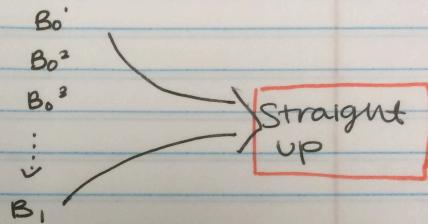
Emily Mi

3 separate regression lines

$$\text{MLB} : y_i = B_0^1 + B_1^1 x_i + e_i$$

$$\text{AAA} : y_i = B_0^2 + B_1^2 x_i + e_i$$

$$\text{AA} : y_i = B_0^3 + B_1^3 x_i + e_i$$



idea: rewrite above 3 regression lines

as 1 line but with dummy variables

Key: X_{i2} = batting average

X_i = class

$$\prod \{X_{i2} = \text{MLB}\}$$

$$= \begin{cases} 1 & \text{if } X_i = \text{MLB} \\ 0 & \text{otherwise} \end{cases}$$

dummy variable

Baseline offset form:

$$y_i = B_0 + B_2 X_{i2} + B_1^{\text{AAA}} \cdot \prod \{X_{i2} = \text{AAA}\}$$

$$+ B_1^{\text{MLB}} \cdot \prod \{X_{i2} = \text{MLB}\}$$

$$+ \gamma^{\text{AAA}} \cdot \prod \{X_{i2} = \text{AAA}\} \cdot X_{i2}$$

$$+ \gamma^{\text{MLB}} \cdot \prod \{X_{i2} = \text{MLB}\} \cdot X_{i2}$$

interaction

algebra to prove the 1 regression eqn is reconstructed by all

when $X_{i2} = \text{AA}$:

$$y_i = B_0 + B_2 X_{i2} + e_i \quad (\text{bc all the interactions} = 0 \text{ when you plug it in})$$

when $X_{i2} = \text{AAA}$:

$$y_i = B_0 + B_2 X_{i2} + B_1^{\text{AAA}} \cdot 1 + \gamma^{\text{AAA}} \cdot 1 \cdot X_{i2} + e_i \quad \text{grouped}$$
$$y_i = [B_0 + B_2] + [B_1^{\text{AAA}} + \gamma^{\text{AAA}}] X_{i2} + e_i \quad \text{made into one term}$$

baseline offset baseline offset

when $X_{i2} = \text{MLB}$:

$$y_i = B_0 + B_2 X_{i2} + B_1^{\text{MLB}} + \gamma^{\text{MLB}} \cdot X_{i2} + e_i$$
$$= [B_0 + B_2] + [B_1^{\text{MLB}} + \gamma^{\text{MLB}}] \cdot X_{i2} + e_i \quad \text{made into one term}$$

if offset = 0 \Rightarrow no offset \Rightarrow back to baseline