

# mgcv tips sheet

## Getting Help

### What is mgcv ?

mgcv is an R package for fitting generalized additive models (GAMs). That means we can fit models where the predictors are smooth functions of the covariates. Often these smooth functions are splines, but that's not all they can be.

## The main functions in mgcv

`gam`  
For fitting GAMs

`gamm`  
For fitting generalized additive mixed models. Can include correlation structures and performance can be better for random effects. You can specify random effects using `lme` syntax.

`bam`  
For fitting big additive models. Includes some special tricks for fitting to large datasets.

`ginla`  
For fitting using a general integrated nested Laplace approximation (like R-INLA).

## Useful references

Wood. Generalized Additive Models. An Introduction with R. 2nd ed. CRC Press, 2017

Pedersen, Miller, Simpson and Ross. Hierarchical Generalized Additive Models in Ecology: An Introduction with mgcv . PeerJ (2019). <https://doi.org/10.7717/peerj.6876>

## Basic operation of gam

### formula=

We can write a model formula in mgcv just as we can when we use `lm` or `glm`, with some additions.

`s()` is the general setup for a smooth.

`te()` allows us to construct an interaction using a tensor product.

### Response distribution family=

Binomial	<code>binomial</code>
Normal	<code>gaussian</code>
Gamma	<code>Gamma</code>
Inverse normal	<code>inverse.gaussian</code>
Poisson	<code>poisson</code>
Quasi	<code>quasi</code>
Quasi-binomial	<code>quasibinomial</code>
Quasi-Poisson	<code>quasipoisson</code>
Tweedie	<code>tw/Tweedie</code>
Negative binomial	<code>nb/negbin</code>
Beta	<code>betar</code>
Censored normal	<code>cnorm</code>
Ordered categorical	<code>ocat</code>
Scaled $t$	<code>scat</code>
Zero inflated Poisson	<code>zip</code>
Zero inflated Poisson	<code>ziplss</code>
location-scale	
Cox proportional hazards	<code>cox.ph</code>
Generalized extreme value	<code>gevlss</code>
location-scale	
Normal	
location-scale model	<code>gaulss</code>
Multivariate normal	<code>mvn</code>
Gamma	<code>gammals</code>
location-scale	
Gumbel	<code>gumbels</code>
location-scale	
Multinomial	<code>multinom</code>
Tweedie	<code>twlss</code>
location-scale	
General family	<code>gfam</code>

### Fitting criterion method=

## Smoothers

Using the `bs=` argument in `s()`, `te()`, etc. Further details can be found in `?smooth.construct.*.smooth.spec`

### Univariate only smoothers

Cubic regression splines `cr`

Cubic regression splines with shrinkage `cs`

Cyclic cubic splines `cc`

B-splines `bs`

P-splines `ps`

### Special smoothers

Adaptive smoothers `ad`

Factor-smooth interactions `sz`

Random factor-smooth interactions  
`fs`

### Smoothers in $\geq 1$ dimension

Thin plate regression splines `tp`

Thin plate regression splines within shrinkage `ts`

Duchon splines `ds`

Random effects `re`

Markov random fields `mrf`

Gaussian process smooths `gp`

### Smoothers in 2 dimensions

Splines on the sphere `sos`

Soap film smoothing `so` (`sw` and `sf`)

## Model checking

## Something

## Extras

### Fitting criterion `method=`

"GCV.Cp"	Generalized cross validation, default
"REML"	REstricted Maximum Likelihood, preferred
"ML"	Maximum Likelihood
"NCV"	Neighbourhood Cross-Validation

<code>gam.mh</code>	Metropolis-Hastings sampling of the posterior
<code>concurvity</code>	Assess concurvity between terms
<code>gam.vcomp</code>	Random effects style output
<code>gamSim</code>	Simulate GAM-type data
<code>inSide/in.out</code>	point-in-polygon test
<code>jagam</code>	Generate JAGS/Nimble code
<code>new.name</code>	Generate a variable name
<code>place.knots</code>	Place knots evenly
<code>rmvn</code>	Generate multivariate normal deviates

## Extra help

<code>?gam.models</code>	Fitting fancy models
<code>?linear.functionals</code>	
<code>?random.effects</code>	
<code>?mgcv.FAQ</code>	frequently asked questions
<code>?mgcv.parallel</code>	Info on parallelisation
<code>?missing.data</code>	
<code>?choose.k</code>	How to select basis size
<code>?one.se.rule</code>	

## Other packages

`scam`  
`gratia`  
`mgcViz`  
`qgam`  
`gamm4`