

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

For fitting GAMs

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.

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 binomial Normal gaussian Gamma Gamma Inverse normal inverse.gaussian Poisson poisson Quasi quasi Quasi-binomial quasibinomial Quasi-Poisson quasipoisson Tweedie tw/Tweedie Negative binomial nb/neabin Beta betar Censored normal cnorm Ordered categorical ocat Scaled t scat Zero inflated ziP Poisson Zero inflated Poisson ziplss location-scale Cox proportional cox.ph

hazards

Generalized

extreme value

location-scale

Normal

location-scale model Multivariate normal

Gamma

location-scale

Gumbel

location-scale Multinomial

Tweedie

location-scale General family

qumbls mult.inom

twlss

gevlss

qaulss

mvn

gammals

afam

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

$\mathsf{Smoothers}$ in > 1 dimension $\mathsf{Smoothers}$

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

gam.check

Knots and basis complexity

Something

Fitting criterion method=

Neighbourhood Cross-Validation

"GCV.Cp"

Generalized cross validation, default

REstricted Maximum Likelihood,
preferred

Maximum Likelihood

"NCV"

Extras

gam.mh Metropolis-Hastings sampling of

the posterior

concurvity Assess concurvity between

terms

gam.vcomp Random effects style output

gamSim Simulate GAM-type data

inSide/in.out point-in-polygon test

jagam Generate JAGS/Nimble code

new.name Generate a variable name

place.knots Place knots evenly

rmvn Generate multivariate normal

deviates

Extra help

?gam.models Fitting fancy models

?linear.functionals

?random.effects

?mgcv.FAQ frequently asked questions

?mgcv.parallel Info on parallelisation

?missing.data

?choose.k How to select basis size

?one.se.rule

Other packages

scam

gratia

mgcViz

qgam

gamm4