Generalized additive models

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Today's plan

Morning session

- Intro to Generalized Additive Models (GAMs)
- Smooth effect types & Big Data methods

Afternoon session

- Beyond mean modelling: GAMLSS models
- 2 Distribution-free modelling: Quantile GAMs

Intro to Generalized Additive Models (GAMs)

- What is an additive model?
- Introducing smooth effects
- Introducing random effects
- Diagnostics and model selection tools
- GAM modelling using mgcv and mgcViz

Structure of the talk

- What is an additive model?
- Introducing smooth effects
- 3 Introducing random effects
- Diagnostics and model selection tools
- 6 GAM modelling using mgcv and mgcViz

Regression setting:

- y is our response or dependent variable
- x is a vector of covariates or independent variables

In distributional regression we want a good model for Dist(y|x).

Model is $\mathsf{Dist}_m\{y|\theta_1(\mathbf{x}),\dots,\theta_q(\mathbf{x})\}$, where $\theta_1(\mathbf{x}),\dots,\theta_q(\mathbf{x})$ are param.

In a Gaussian model, the mean depends on the covariates

$$y|\mathbf{x} \sim N\{y|\mu = \theta(\mathbf{x}), \sigma^2\},$$

where $\mu = \mathbb{E}(y|\mathbf{x})$ and $\sigma^2 = \text{Var}(y)$.

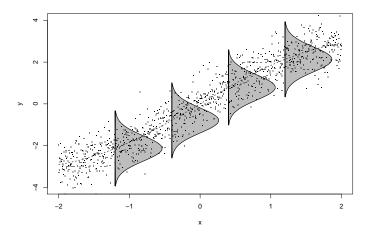


Figure: Gaussian model with variable mean. In mgcv: gam(y~s(x), family=gaussian).

Gaussian additive model:

$$y|\mathbf{x} \sim N(y|\mu(\mathbf{x}), \sigma^2)$$

where
$$\mu(\mathbf{x}) = \mathbb{E}(y|\mathbf{x}) = \sum_{j=1}^m f_j(\mathbf{x})$$
.

 f_j 's can be fixed, random or smooth effects with coefficients β .

 $\hat{oldsymbol{eta}}$ is the maximizer of **penalized** log-likelihood

$$\hat{oldsymbol{eta}} = \mathop{\mathsf{argmax}}_{oldsymbol{eta}} ig\{ L_y(oldsymbol{eta}) - \mathsf{Pen}(oldsymbol{eta}) ig\}.$$

where:

- $L_v(\beta) = \sum_i \log p(y_i|\beta)$ is log-likelihood
- Pen(β) penalizes the complexity of the f_i 's

Generalized additive model (GAM) (Hastie and Tibshirani, 1990):

$$y|\mathbf{x} \sim \mathsf{Distr}\{y|\theta_1 = \mu(\mathbf{x}), \theta_2, \dots, \theta_p\},\$$

where

$$\mathbb{E}(y|\mathbf{x}) = \mu(\mathbf{x}) = g^{-1} \Big\{ \sum_{i=1}^m f_i(\mathbf{x}) \Big\},\,$$

and g is the link function.

Poisson GAM:

- $y|\mathbf{x} \sim \mathsf{Pois}\{y|\mu(\mathbf{x})\}$
- $\mathbb{E}(y|\mathbf{x}) = \mathsf{Var}(y|\mathbf{x}) = \exp\left\{\sum_{j=1}^{m} f_j(\mathbf{x})\right\}$
- $g = \log \text{ assures } \mu(\mathbf{x}) > 0$

Here $\mathbb{E}(y|\mathbf{x})$ and $Var(y|\mathbf{x})$ is implied by model...

... or we can have extra parameters for scale and shape.

Scaled Student's t GAM:

- $y|\mathbf{x} \sim \mathsf{ScaledStud}\{y|\mu(\mathbf{x}), \sigma, \nu\}$
- $\mathbb{E}(y|\mathbf{x}) = \mu(\mathbf{x}) = \sum_{i=1}^{m} f_i(\mathbf{x})$
- ullet σ is scale parameter
- ν is shape parameter (degrees of freedom)
- $Var(y|\mathbf{x}) = \sigma^2 \frac{\nu}{\nu 2}$

In the afternoon will see models with multiple linear predictors, eg:

• $y|\mathbf{x} \sim N\{y|\mu(\mathbf{x}), \sigma(\mathbf{x})\}$

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Consider additive model

$$\mathbb{E}(y|\mathbf{x}) = \mu(\mathbf{x}) = g^{-1}\Big\{f_1(\mathbf{x}) + f_2(\mathbf{x}) + f_3(\mathbf{x})\Big\},\,$$

where

•
$$f_1(\mathbf{x}) = \beta_0 + \beta_1 x_1 + \beta_2 x_1^2$$

•
$$f_2(\mathbf{x}) = \begin{cases} 0 & \text{if } x_2 = \text{FALSE} \\ \beta_4 & \text{if } x_2 = \text{TRUE} \end{cases}$$

• $f_3(\mathbf{x}) = f_3(x_3)$ is a non-linear smooth function.

Smooth effects built using spine bases

$$f_3(x_3) = \sum_{k=1}^r \beta_k b_k(x_3)$$

where β_k are unknown coeff and $b_k(x_3)$ are known spline basis functions.

Example 1: B-splines

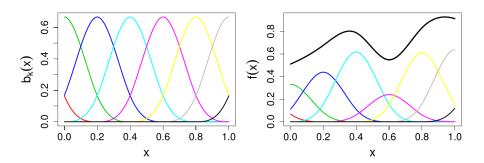


Figure: B-spline basis (left) and smooth (right).

Example 2: Thin plate regression splines (TPRS)

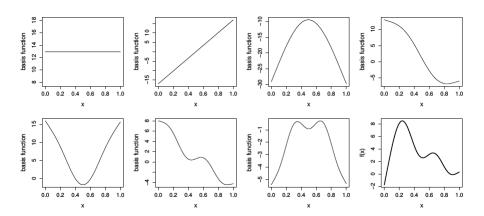


Figure: Rank 7 TPRS basis. Image from Wood (2006).

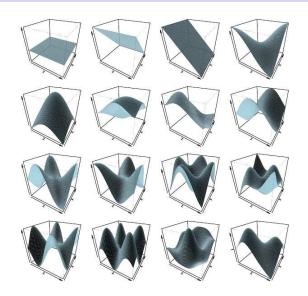


Figure: Rank 17 2D TPRS basis. Courtesy of Simon Wood.

In general

$$f(\mathbf{x}) = \sum_{k=1}^r \beta_k b_k(\mathbf{x}).$$

To determine complexity of $f(\mathbf{x})$:

- the basis rank r is large enough for sufficient flexibility
- ullet a complexity penalty on eta controls the wiggliness of the effects

In first morning practical we'll see only 1D effects.

In mgcv:

$$gam(y ~1 + x0 + s(x1, bs = "tp", k = 15), ...)$$

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Introducing random effects

Suppose we have data on bone mineral density (bmd) as a function of age.

We have m subjects and n data pairs per subject

- subj 1: $\{bmd_{11}, age_{11}\}, \dots, \{bmd_{n1}, age_{n1}\}$
- subj j: $\{bmd_{1j}, age_{1j}\}, \dots, \{bmd_{nj}, age_{nj}\}$
- subj m: $\{bmd_{1m}, age_{1m}\}, \dots, \{bmd_{nm}, age_{nm}\}$

Standard linear model ignores individual differences

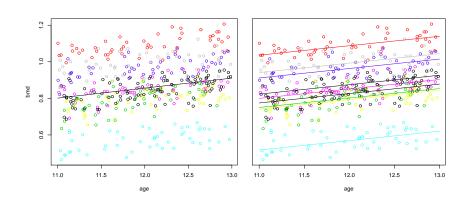
$$\mathbb{E}(\textit{bmd}|\textit{age}_{\textit{ij}}) = \mu(\textit{age}_{\textit{ij}}) = \alpha + \beta \textit{age}_{\textit{ij}}.$$

We can include random intercept per subject

$$\mu(\mathsf{age}_{ij}) = \alpha + \beta \mathsf{age}_{ij} + \mathsf{a}_j,$$

where $\mathbf{a} = \{\mathsf{a}_1, \dots, \mathsf{a}_m\} \sim \mathcal{N}(\mathbf{0}, \mathbf{\Sigma}).$

Introducing random effects



We can also include random slopes

$$\mu(age_{ij}) = \alpha + (\beta + b_i)age_{ij} + a_i$$

where $\mathbf{a} \sim \mathcal{N}(\mathbf{0}, \boldsymbol{\Sigma}_{\mathbf{a}})$ and $\mathbf{b} \sim \mathcal{N}(\mathbf{0}, \boldsymbol{\Sigma}_{\mathbf{b}})$.

Introducing random effects

In mgcv random effect are specified as:

In simplest case $\mathbf{\Sigma_a} = \gamma_{\mathbf{a}}\mathbf{I}$ and $\mathbf{\Sigma_b} = \gamma_{\mathbf{b}}\mathbf{I}$, that is

$$\Sigma_{\mathbf{a}} = \begin{bmatrix} \gamma_{\mathbf{a}} & 0 & 0 & \dots & 0 \\ 0 & \gamma_{\mathbf{a}} & 0 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & \gamma_{\mathbf{a}} \end{bmatrix}$$

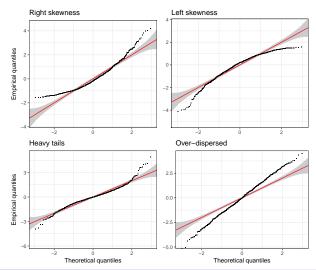
Variances γ_a and γ_b must be estimated (later I'll explain how).

Structure of the talk

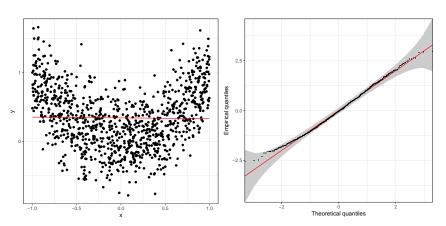
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In first hands-on session we'll use few basic diagnostics.

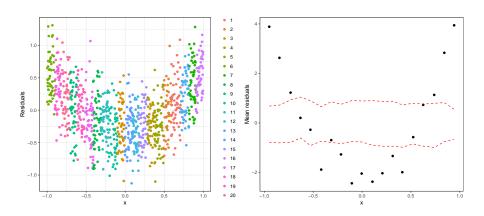
QQ-plots



Useful for choosing model $\operatorname{Dist}_m(y|\mathbf{x})$ (e.g. Poisson vs Neg. Binom.) Less useful for finding omitted variables and non-linearities.



Conditional residuals checks are more helpful here.



Recall structure of smooth effects:

$$f(\mathbf{x}) = \sum_{j=1}^k \beta_j b_j(\mathbf{x}).$$

where β shrunk toward zero by smoothness penalty.

Effective number of parameters we are using is < k.

Approximation is **Effective Degrees of Freedom** (EDF) < k.

By default k = 10 but this is arbitrary.

Exact choice of k not important, but it must not be too low.

Checking whether *k* is too low:

- look at conditional residuals checks
- ② look at output of check(fit):

```
## k' edf k-index p-value

## s(wM) 9.00 8.60 0.91 <2e-16 ***

## s(wM_s95) 9.00 8.13 1.02 0.76

## s(Posan) 8.00 2.66 1.04 0.97
```

3 increase k and see if a model selection criterion improves

Model selection

General criterion is approximate Akaike Information Criterion (AIC):

$$AIC = \underbrace{-2 \log p(\mathbf{y}|\hat{\beta})}_{\text{goodness of fit}} + \underbrace{2\tau}_{\text{model complexity}}$$

where τ is EDF.

If $AIC_{m1} < AIC_{m2}$ choose model 1.

To select which effects to include we can also look at p-values:

```
summary(fit)
## Estimate Std. Error t value Pr(>|t|)
## (Intercept) 267.2004 75.4197 3.543 0.000405 ***
## Fl 6.2854 1.0457 6.010 2.20e-09 ***
## loc2 79.8459 80.4130 0.993 0.320858
## loc3 -71.2728 86.1725 -0.827 0.408284
```

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GAMs in mgcv and mgcViz

 ${\tt mgcv}$ is the recommended R package for fitting GAMs.

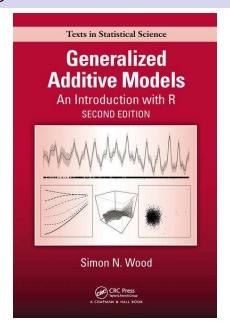
Today we'll work with mgcViz's interface.

mgcViz extends mgcv's tools for:

- plotting the estimated effects
- doing visual model checking

But most of the computation is done by mgcv under the hood.

Further reading



References I

Hastie, T. and R. Tibshirani (1990). *Generalized Additive Models*, Volume 43. CRC Press.

Wood, S. (2006). Generalized additive models: an introduction with R. CRC press.