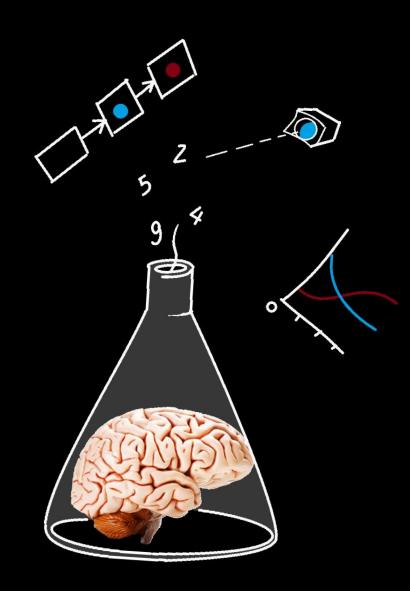
28-09

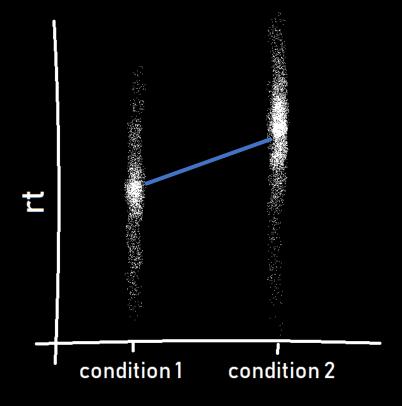
Linear mixed-effect models in *R*



The logic of LMMs

Explaining more variance than regular

ANOVA's





The logic of LMMs

Fixed effects vs. random effects

Experimental variable (conditions)

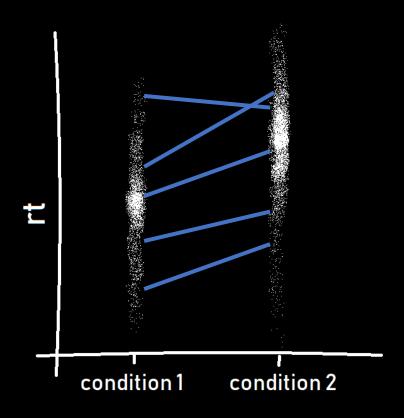
Those things about which we have hypotheses; (a specific direction of effect)

Covariates for which we expect a particular pattern

subjects items (stimuli)

Those things that we expect may be variable, but for which we do not expect a particular pattern

Both in terms of *intercept* and *slope*, i.e. overall performance and effect strength





An example Cats, Dogs & Capybaras



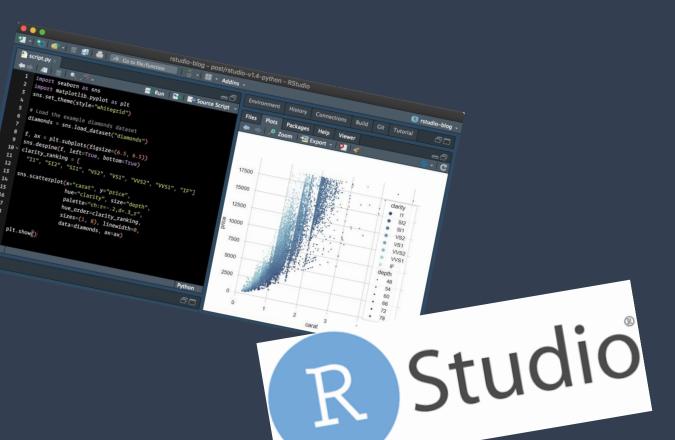
Fixed effect: picture-sound congruency (congruent vs. incongruent)

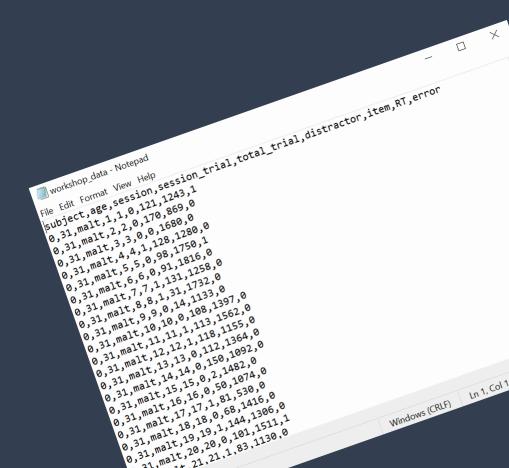
Random effect: subjects, animal type, animal picture, sound (both in terms of intercepts as well as slopes)

→ The data will be analyzed on the basis of single trials, rather than averages per condition and participant

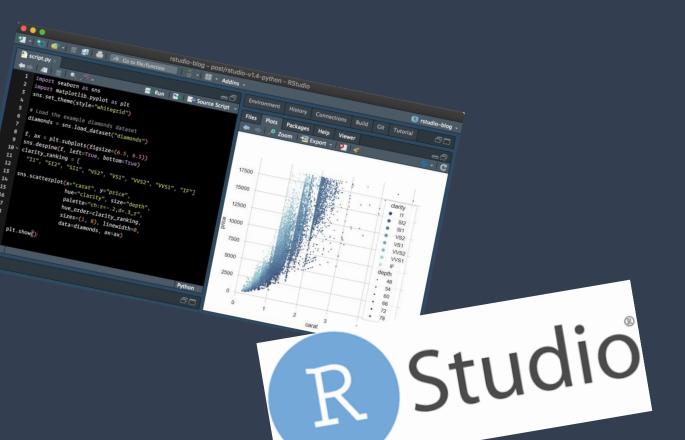


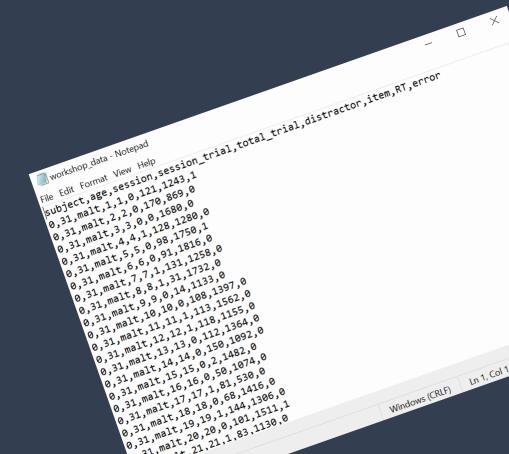
Linear mixed models: The tutorial





Place 'workshop_data.txt' in a folder of your preference Do the same for LMM_script.R









- We test people's ability to focus; how strongly are they distracted in a speeded reaction task?
- 40 participants are tested in 3 sessions each: one after drinking a litre of the finest beer, one after drinking a litre of malt, and one after drinking a litre of lemonade
- Per session they do 400 trials: 200 without being distracted, 200 with distractor
- We don't want too many stimulus repetitions, so we have 200 different stimuli, each of which is being tested once per condition per participant.
- → A 2 x 3 design, with distraction (present vs. absent) and alcohol consumption (alcohol, placebo, control) as factors
 ...and a few other things that might be contributing variance

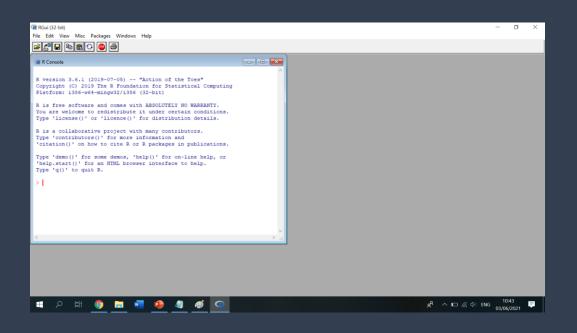
Let's take a look at our data

```
workshop_data - Notepad
File Edit Format View Help
subject, age, session, trialnr session, trialnr total, distractor, item, RT, error
0,31,malt,1,1,0,121,1243,1
0,31,malt,2,2,0,170,869,0
0,31,malt,3,3,0,0,1680,0
0,31,malt,4,4,1,128,1280,0
0,31,malt,5,5,0,98,1750,1
0,31,malt,6,6,0,91,1816,0
0,31,malt,7,7,1,131,1258,0
0,31,malt,8,8,1,31,1732,0
0,31,malt,9,9,0,14,1133,0
0,31,malt,10,10,0,108,1397,0
0,31,malt,11,11,1,113,1562,0
0,31,malt,12,12,1,118,1155,0
0,31,malt,13,13,0,112,1364,0
0,31,malt,14,14,0,150,1092,0
0,31,malt,15,15,0,2,1482,0
0,31,malt,16,16,0,50,1074,0
0,31,malt,17,17,1,81,530,0
0,31,malt,18,18,0,68,1416,0
0,31,malt,19,19,1,144,1306,0
0,31,malt,20,20,0,101,1511,1
0,31,malt,21,21,1,83,1130,0
0,31,malt,22,22,1,71,1411,0
0,31,malt,23,23,1,171,1022,0
0,31,malt,24,24,1,25,1120,0
0,31,malt,25,25,0,67,727,1
```

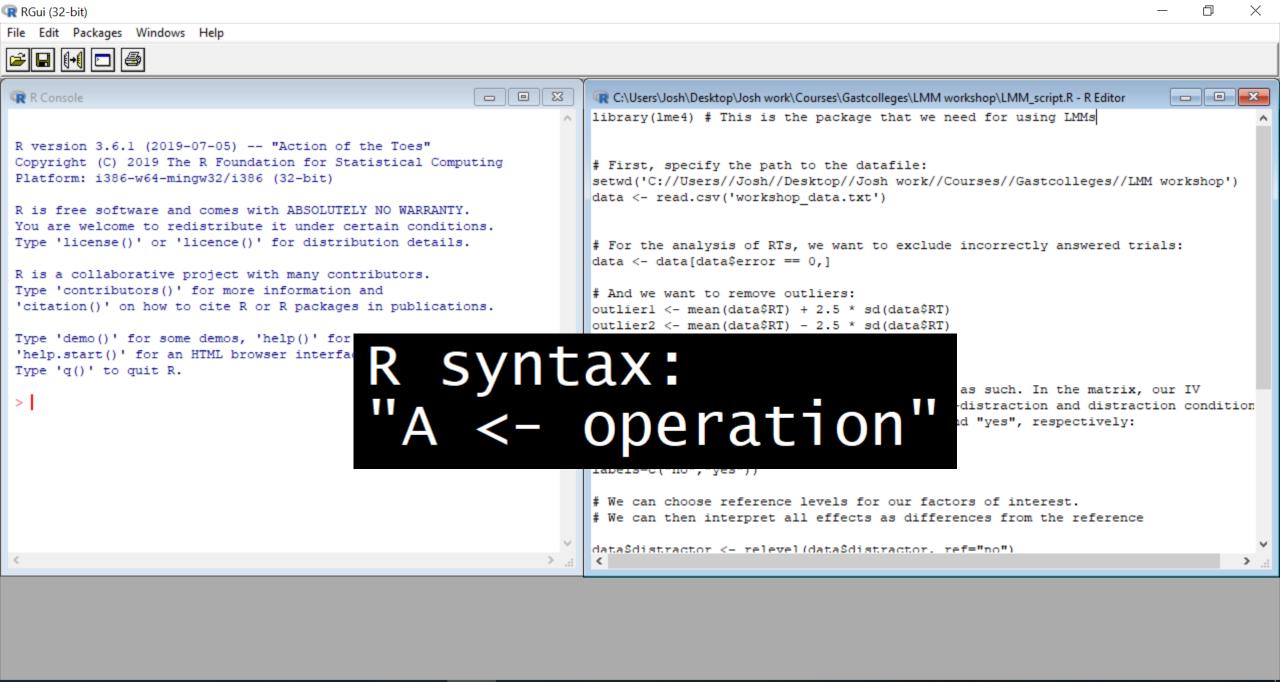
R accepts various file formats This txt file is interpreted as a csv file.

First row indicates column names (separated by comma)
All subsequent rows are individual trials.

And now: the script!



To install LMM functionality: type install.packages("lme4") and press Enter













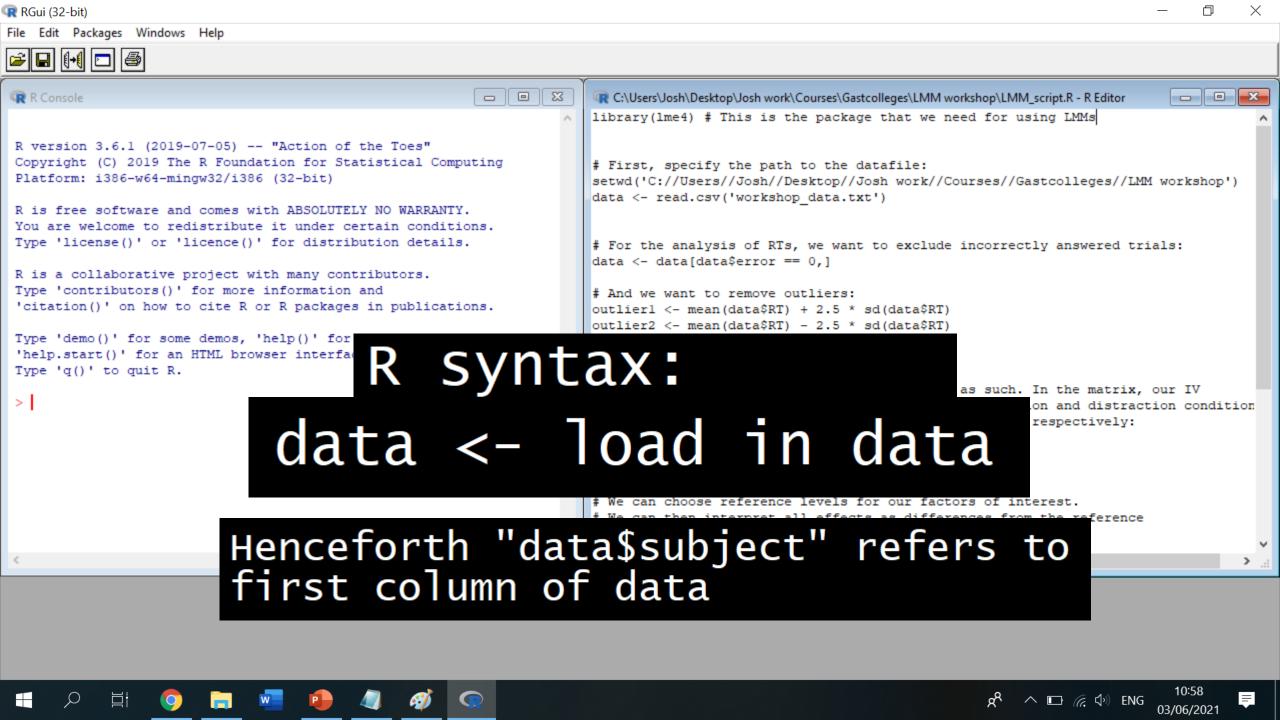


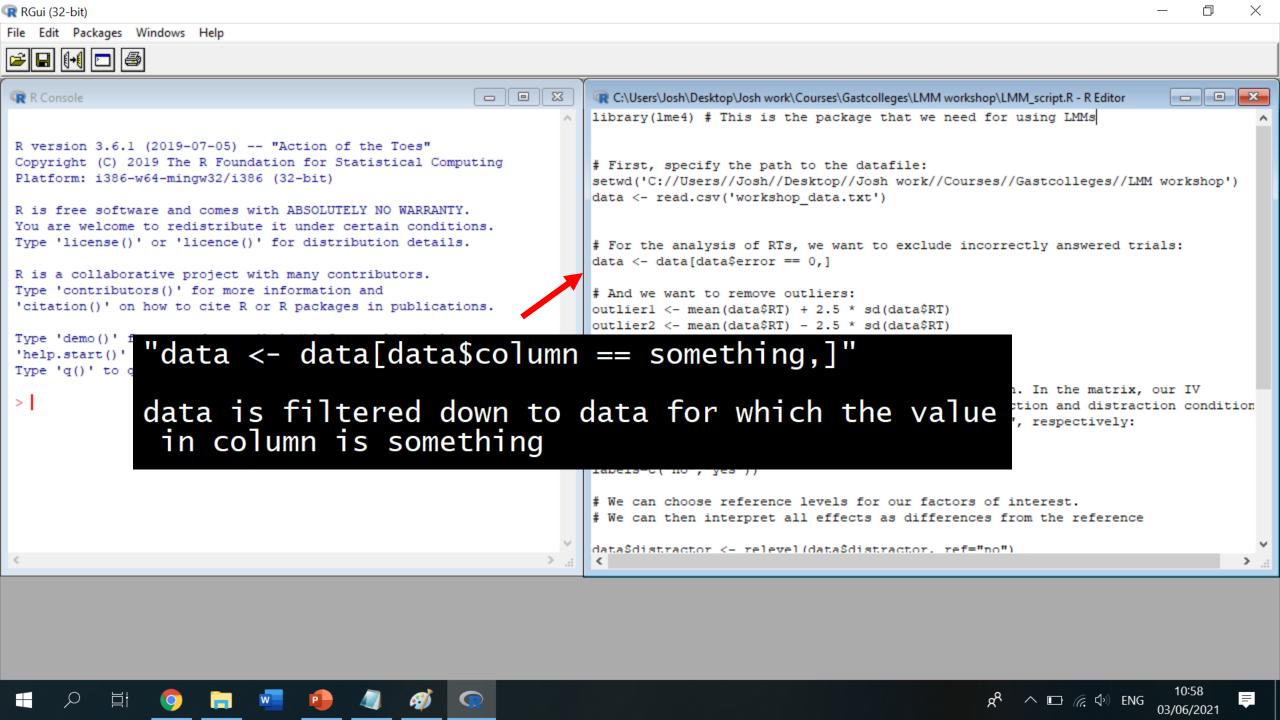


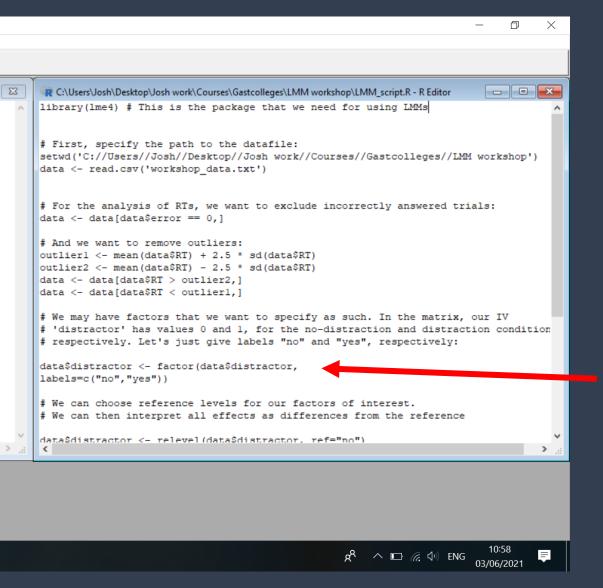






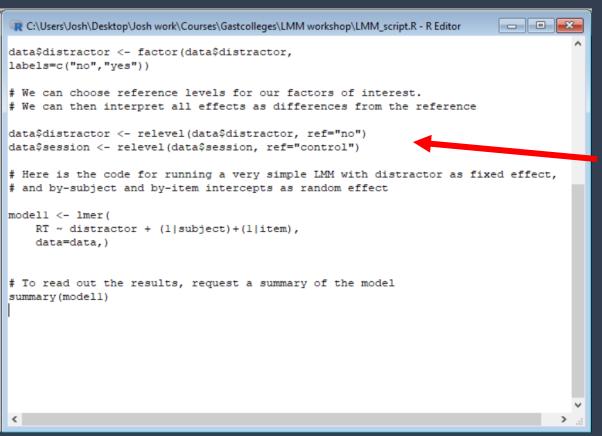






R doesn't always know whether your IV is a continuous variable or a factor (if condition names are numbers rather than names)

specify that "distractor" is a factor



The analysis is going to show the extent to which DV's in one condition differ from another. You can choose your reference conditions

```
    C:\Users\Josh\Desktop\Josh work\Courses\Gastcolleges\LMM workshop\LMM script.R - R Editor

data$distractor <- factor(data$distractor.
labels=c("no", "yes"))
# We can choose reference levels for our factors of interest.
# We can then interpret all effects as differences from the reference
data$distractor <- relevel(data$distractor, ref="no")
data$session <- relevel(data$session, ref="control")
# Here is the code for running a very simple LMM with distractor as fixed effect
# and by-subject and by-item intercepts as random effect
    RT ~ distractor + (1|subject)+(1|item),
    data=data,)
# To read out the results, request a summary of the model
summary(modell)
```

And finally, the actual analysis...

Printing the outcome (in the left window)

model <-li>lmer(DV ~ IV+(random effect1)+(random effect2), data=data)

Let's run our script:

```
Select all (cntrl + a or 'apple' + a)
```

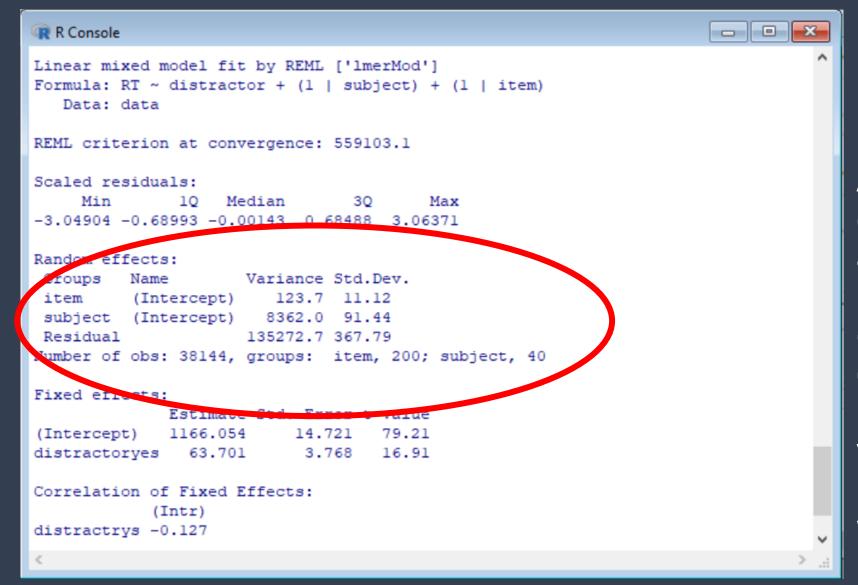
```
Then cntrl + r
or 'apple' + r
```

```
R Console
Linear mixed model fit by REML ['lmerMod']
Formula: RT ~ distractor + (1 | subject) + (1 | item)
  Data: data
REML criterion at convergence: 559103.1
Scaled residuals:
                                       Max
    Min
              10 Median
-3.04904 -0.68993 -0.00143 0.68488 3.06371
Random effects:
Groups Name
                   Variance Std.Dev.
      (Intercept) 123.7 11.12
item
subject (Intercept) 8362.0 91.44
Residual
                    135272.7 367.79
Number of obs: 38144, groups: item, 200; subject, 40
Fixed effices:
             Estimate Std. Error t value
                       14.721
(Intercept) 1166.054
                                 79.21
distractorves 63.701
                        3.768
                                 16.91
Correlation of Fixed Lifects:
           (Intr)
distractrys -0.127
```

b-value = 63.70 SE = 3.77 *t* = 16.91

$$t = |1.96| \approx p = .05$$

Intercept can be left alone (it's the ref. average, sign. different from zero)



Random effects

A small bit of variance was explained by differences across stimuli (items);

much more variance was explained by inter-subject differences.

But the residual – i.e., variance not accounted for by these random effects, was even larger.

Now you try:

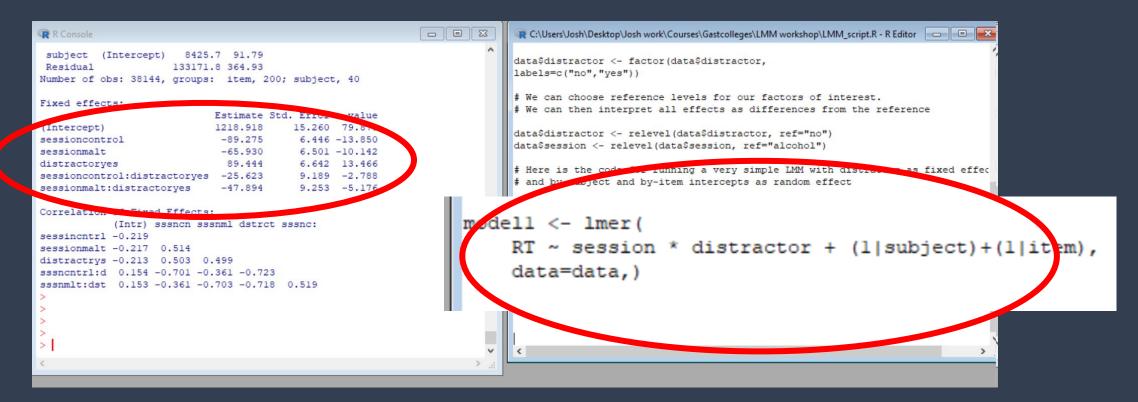
- Test for a main effect of session
- Test for an effect of session on the error rate

```
because error is a binomial variable, after "data=data," we add family="binomial" and instead of lmer(), we use glmer()

Don't forget to 'inactivate' the line of code that excludes incorrectly answered trials! (place a '#' in front of it).
```

- Test for the *interaction between session and distractor* on RTs. In the function, write session*distractor

About interactions...



The <u>*</u> operator tests interaction plus main effects, while the <u>:</u> operator tests only the interaction

Be careful with main effects! That main effect of distractor is a main effect of distractor in the reference condition of session

But now we want the perfect model!

```
(1+distraction | subject)
On the right of the vertical line: variable name
On the left: 1 = random intercept
```

(subjects may on average vary from one another)

'distraction' = random slope

(the effect of distraction may vary across subjects)

But now we want the perfect model!

What do you think – do we want random slopes for subjects in the model?
What about random slopes for items?

But now we want the perfect model!

There is no consensus about what is a perfect LMM

My advice: let the structure of your model be theory-driven

(Should we include day of the week? Nationality? Age?)

It's basically always reasonable to assume that effects may vary across subjects; so by default I'd include random slopes

We can verify that a model with random slopes explains more variance than a model without random slopes

Likelihood-ratio test

model1 <- lmer (with random slope)
model2 <- lmer (without random slope)

anova(model1, model2)

```
model1 <- lmer(
   RT ~ session * distractor + (l+distractor|subject)
   data=data,)

model2 <- lmer(
   RT ~ session * distractor + (l|subject)+(l|item),
   data=data,)

anova(model1,model2)</pre>
```

The universe impacts our behavior in a virtually infinite number of ways Include the parts of the universe that you feel are really relevant



How do you report your analyses?

- "We ran a linear mixed-effect model (LMM) with A and B as fixed effects and by-C and by-D random intercepts as well as random slopes."
- "The maximal random structure that successfully converged was one that included C and D random intercepts and by-C random slopes for the distractor factor"

How do you report your analyses?

- "Values of t > | 1.96 | were deemed significant"

How do you report your analyses?

- Report b, SE and t. Mind positivity/negativity of b and t, as this indicates direction of effect
- Example text will be shared on Canvas.