Meeting with Xiaolin 11/1/18

Analysis

Xiaolin ran for three outcomes

binges

past month drinking days (M4ALC1)

**count of negative consequences <--> gender, pre, ss, purg**

**ss related to structural 0's**

**purg & pre related to count**

Coding

Max will code 10 more papers

Many papers describe effects qualitatively but not numerically

Xiaolin will check on UW access

**Next week we will discuss coding in-depth**

Writing

Graphing

Max will start working on getting results into InterActive plots

DATA EXAMPLE SHOULD SHOW

That main effects of (positive urgency) are influenced by levels of other covariates (CAT gender, CONT ss)

That first differences between predicted counts for unit increases in predictor (positive urgency) are non-constant

Meeting with Xiaolin 11/8/18

Analysis

Working with data example

Coding

Max go through 15-20 papers for reliability

Writing

SO we should show histogram of outcome in the work-up to our statement(s) about dependence of effects on one another. It is a consequence (not exactly an artifact, because it’s not “wrong”) of this distribution being the right one that effects become nonlinear and dependent. In terms of the quantities of interest, this is important. – **Xiaolin will generate histograms and main effects plots**

ESPECIALLY with physical or discrete outcomes like # of drinks, talking about changes in the outcomes is meaningful. In the same way, an event happening or not happening is a discrete or “physical” outcome.

December writing

When we explain each type of distribution, we probably want to show what a histogram would look like; what a simple main effect would look like

Graphing

Meeting with Connor 11/29/18

Analysis

A real data example that might be more dramatic

go back to jeremy's and kevin's 2012 paper

predicting alcohol consequences…

use quantity/frequency of alcohol use as a covariate

for logit portion...

alcohol use and alcohol consequences are very related

we should see a ceiling effect for heavier drinkers (flat line)

but effect of impulsivity for light/moderate drinkers (line should slope upward)

Coding

Max go through 15-20 papers for reliability

Writing

“Inherent interactivity” means…

within nonlinear models

every effect in substantive space depends on all the covariates

we cannot translate intuition from ols

Weave into intro or discussion..

we are making strong statements about the data generating process by selecting between these models

not always a clear cut direction for how to choose between models

distinction will become clear between the two models if you plot it

estimates will be the same, ci's will not

Things to avoid

don’t mention centering – it’s a red herring

don’t mention adjudicating between types of count/hybrid models

This paper is a tutorial for psychologists, not necessarily a methods advancement

check for overlap with Atkins paper

Graphing

Connor put together some great graphs – easy to modify his code so that we add vertical lines showing interactivity

We’d like to ADD a plot of first differences, likely with a single predictor (rise over run)

We ***will*** try to release this with the GLM Main Effects Interactive app