

Growth curve models

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Example: Growth curve model

This example from linguistics is taken from Winter and Wieling (2016)

- Participants play a game of 'vocal charades'
- At each round, a participant has to vocalize a meaning to the partner (e.g., 'ugly') without using language (e.g., through grunting or hissing)
- The partner has to guess the meaning of the vocalization
- This game is played repeatedly with the finding that over time, a dyad converges on a set of nonlinguistic vocalizations that assure a high degree of intelligibility between the two participants in the dyad

Example: Growth curve model

- Initially, participants may be struggling with the task and explore very different kinds of vocalizations
- Over time, they may converge on a more stable set of iconic vocalizations, that is vocalizations that resemble the intended referent (e.g., a high-pitched sound for 'attractive' and a low-pitched sound for 'ugly')
- Finally, after even more time, the dyad may conventionalize to idiosyncratic patterns that deviate from iconicity and become increasingly arbitrary

Example: Growth curve model

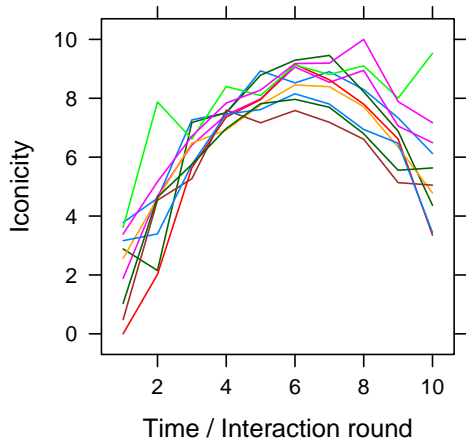
100 observations of three variables (simulated data set)

Variable	Description
dyad	different pairs of subjects playing the vocal charades game
t	sequential rounds for which the vocal charades game was played
iconicity	iconicity measure

For better interpretation, t will be centered

```
dat$t_c <- dat$t - mean(dat$t)
```

Visualization of data



```
xyplot(  
  iconicity ~ t, dat,  
  groups = dyad,  
  type = "l",  
  xlab = "Time/Interaction round",  
  ylab = "Iconicity")
```

Mixed-effects model with quadratic trend

We will now consider a model with uncorrelated random effects

$$y_{ij} = \beta_0 + \beta_1 t_{ij} + \beta_2 t_{ij}^2 + v_{0i} + v_{1i} t_{ij} + v_{2i} t_{ij}^2 + \varepsilon_{ij}$$

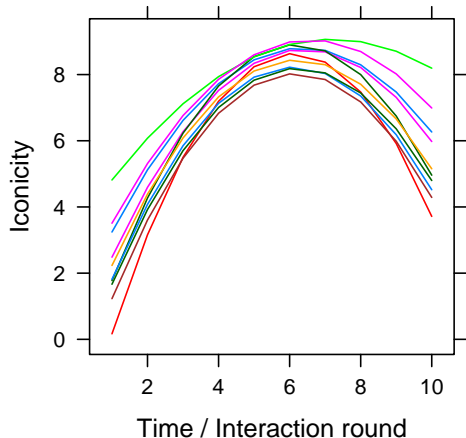
with

$$\begin{pmatrix} v_{0i} \\ v_{1i} \\ v_{2i} \end{pmatrix} \sim N \left(\begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} \sigma_{v_0}^2 & 0 & 0 \\ 0 & \sigma_{v_1}^2 & 0 \\ 0 & 0 & \sigma_{v_2}^2 \end{pmatrix} \right) \text{ i.i.d.} \\ \varepsilon_i \sim N(\mathbf{0}, \sigma^2 \mathbf{I}_{n_i}) \text{ i.i.d.}$$

This model is fitted by

```
gcm1 <- lmer(iconicity ~ t_c + I(t_c^2) +  
  (1 | dyad) + (0 + t_c | dyad) + (0 + I(t_c^2) | dyad),  
  data=dat, REML=F)
```

Visualization of model predictions



```
xyplot(  
  predict(gcm1) ~ t, dat,  
  groups = dyad,  
  type = "l",  
  xlab = "Time/Interaction round",  
  ylab = "Iconicity")
```

ML estimates of parameters

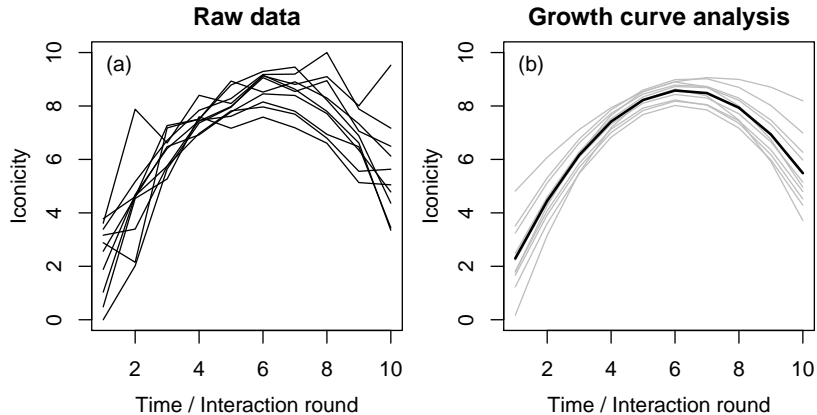
```
...
Random effects:
  Groups      Name                Variance Std.Dev.
dyad         (Intercept) 0.152845 0.39095
dyad.1       t_c          0.002595 0.05094
dyad.2       I(t_c^2)     0.003504 0.05920
Residual                                0.429691 0.65551
Number of obs: 100, groups:  dyad, 10

Fixed effects:
              Estimate Std. Error t value
(Intercept)   8.45761    0.15849   53.36
t_c           0.35475    0.02793   12.70
I(t_c^2)     -0.22558    0.02078  -10.86
...
```


Interpretation of results

- There are now two slopes, one for the effect of linear time (t_c , $\beta_1 = 0.35$) and one for the effect of quadratic time (t_c^2 , $\beta_2 = -0.23$), both of which are allowed to differ by dyad ($\sigma_{v_{1i}} = 0.05$ and $\sigma_{v_{2i}} = 0.06$)
- The negative value for the quadratic term indicates the inverse U-shape
- The point of reversal is $t = \bar{t} + \frac{-\hat{\beta}_1}{2*\hat{\beta}_2} = 5.5 + \frac{-.35}{2*(-.22)} = 6.29$
- The model assumes that the random intercept and slopes are all uncorrelated

Plots from the article



References

Winter, B., & Wieling, M. (2016). How to analyze linguistic change using mixed models, growth curve analysis and generalized additive modeling. *Journal of Language Evolution*, 1(1), 7–18. <https://doi.org/10.1093/jole/lzv003>