# Mixed effects models 2 "Space is the place" - Sun Ra

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#### Motivation

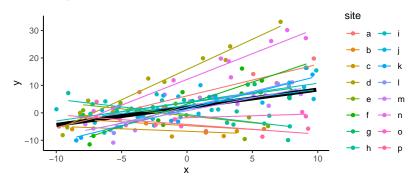
- How do I check if model results are valid?
  - Residual checks
  - Hypothesis testing
- What if my response variable is non-normal?
  - Generalized linear mixed models (GLMMs)
- Sampling over time or space
  - "Continuous" random effects
- Christmas-themed exercise!

## Mixed effect model example

Let's go back to our earlier example:

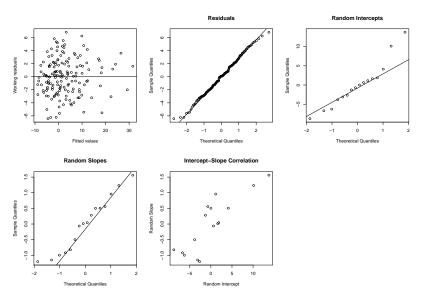
 $lmer(y \sim x + (x|site), data = dat)$ 

- We're interested in predicting *y* using *x* (fixed effects)
- Data was collected at a number of sites, which may affect y
- Effect of each site is normally distributed (random intercept)
- Effect of site on slope of x is normally distributed (random slope)



#### **Validation**

• Similar to linear models, but we *also* check whether the random intercepts are normally distributed



## Hypothesis testing

Is this fixed effect important? (e.g. ANOVA)

- Use likelihood-based test via drop1 (likelihood ratio test, AIC)
- Be careful to fit model with REML = FALSE!

```
lmm1 <- update(lmm1,REML=FALSE) #Refit model using ML rather than REML
drop1(lmm1,test='Chisq') #x has a strong effect</pre>
```

# Hypothesis testing (cont.)

How do I know this effect is different from x? - Use Wald Z-test (2-sided p-value from Z-test)

```
## x
## 0.004659069
```

 glht from library(multcomp) works with lmer models if you are comparing between coefficients (e.g. "Is treatment A different from B and C?")

# What if my response variable is non-normal?

Linear model (LM)

$$\hat{y} = X\beta$$
 $y \sim Normal(\hat{y}, \sigma)$ 

 Linear mixed effects model (LMM)

$$\hat{\mathbf{y}} = \mathbf{X}\boldsymbol{\beta} + U\boldsymbol{\zeta}$$
  
 $\mathbf{y} \sim Normal(\hat{\mathbf{y}}, \boldsymbol{\sigma})$   
 $\boldsymbol{\zeta} \sim Normal(0, \sigma_{site})$ 

Generalized linear model (GLM)

$$logit(\hat{\phi}) = X\beta$$
 $y \sim Binomial(\hat{\phi})$ 

 Generalized linear mixed effects model (GLMM)

$$logit(\hat{\phi}) = X\beta + U\zeta$$
  $y \sim Binomial(\hat{\phi})$   $\zeta \sim Normal(0, \sigma_{site})$ 

#### How do I fit GLMMs?

 glmer and glmer.nb from library(lme4) work for Binomial, Poisson, and Negative Binomial data

```
library(lme4)
glmm1 <- glmer.nb(y2~x+(x|site),data=dat) #Negative binomial GLMM
summary(glmm1) #glmer.nb takes a LONG time to run</pre>
```

- glmmTMB from library(glmmTMB) works for those above, plus a bunch of others
  - e.g. Zero-inflation, Beta-binomial, Spatial Models

```
library(glmmTMB)
glmm2 <- glmmTMB(y2~x+(x|site),data=dat,family=nbinom2())
summary(glmm2) #Similar results, but quicker</pre>
```

Fitting GLMMs - glmer.nb

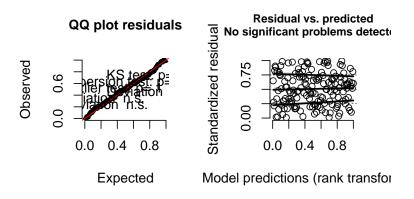
### Fitting GLMMs - glmmTMB

```
## Family: nbinom2 (log)
## Formula:
                v2 ~ x + (x | site)
## Data: dat
##
##
       AIC
              BIC logLik deviance df.resid
     627.8 646.2 -307.9 615.8
##
                                         154
##
## Random effects:
##
## Conditional model:
## Groups Name Variance Std.Dev. Corr
## site (Intercept) 1.43543 1.1981
                     0.02892 0.1701 0.92
##
          x
## Number of obs: 160, groups: site, 16
##
## Overdispersion parameter for nbinom2 family (): 5.12
##
## Conditional model:
##
             Estimate Std. Error z value Pr(>|z|)
## (Intercept) 0.34132 0.32172 1.061 0.2887
## Y
              0.11026 0.04697
                                  2.348 0.0189 *
## ---
## Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' ' 1
```

## Residual checks on glmmTMB models

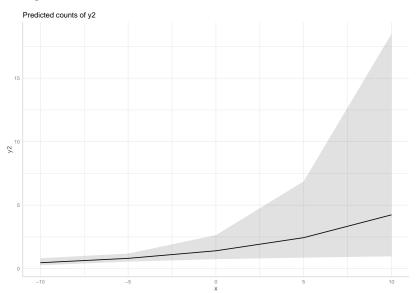
- Extract residuals and make your own plots, or use simulateResiduals from library(DHARMa) (see here)
- DHARMa also has useful functions for checking overdispersion and zero-inflation (found here)

#### DHARMa residual diagnostics



## Partial residual plots for glmmTMB models

 ggpredict() from library(ggeffects) works with glmmTMB models



## Spatial and Temporal Random Effects

"My data were sampled over time or over a geographic area (or both). Can I just use day or site as a random effect?"

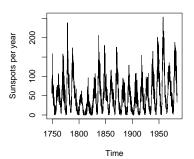
- Short answer: "Yes"
- Long answer: You might be able to do better, because of the 1st Law of Geography:

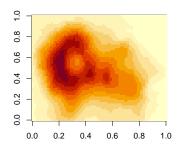
"... everything is related to everything else, but near things are more related than distant things." Waldo Tobler

- If you have spatial or temporal information, this can help R to estimate random effects more accurately
  - Can improve prediction accuracy (smaller p-values)
  - Can give you hints about the underlying causal mechanisms

### Temporal or Spatial Data

- Correlation is often present in temporal data or spatial data; causes may be unknown or "uninteresting"
- Usually we are interested in accounting for these patterns, in order to better estimate the "interesting" patterns on top of them





#### Covariance

- Normal distributions  $^1$ don't just have a single  $\sigma$ , but a matrix of values
- If our data y are independent, then it looks like this:

$$y \sim Normal(M, \Sigma)$$

$$\mathbf{M} = [\mu_1, \mu_2, \mu_3]$$

$$\mathbf{\Sigma} = \begin{bmatrix} \sigma^2 & 0 & 0 \\ 0 & \sigma^2 & 0 \\ 0 & 0 & \sigma^2 \end{bmatrix}$$

- Zeros mean " $\mu_1$ ,  $\mu_2$ , &  $\mu_3$  aren't related to each other"
- Diagonal elements = variance, off-diagonal = covariance

<sup>&</sup>lt;sup>1</sup>Multivariate Normal

#### Covariance and Correlation

In real life, things may not be independent from each other. For example:

- $\sigma = 2$  (variance  $= \sigma^2 = 4$ )
- $\mu_1$  and  $\mu_2$  are strongly correlated (r=0.7), but  $\mu_3$  is not related to anything (r=0). Shown here as a *correlation matrix* (R):

$$\mathbf{R} = \begin{bmatrix} 1 & 0.7 & 0 \\ 0.7 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

 When multiplied by the variance, this becomes the covariance matrix (Σ)

$$\Sigma = \begin{bmatrix} \sigma^2 \times 1 & \sigma^2 \times 0.7 & \sigma^2 \times 0 \\ \sigma^2 \times 0.7 & \sigma^2 \times 1 & \sigma^2 \times 0 \\ \sigma^2 \times 0 & \sigma^2 \times 0 & \sigma^2 \times 1 \end{bmatrix} = \begin{bmatrix} 4 & 2.8 & 0 \\ 2.8 & 4 & 0 \\ 0 & 0 & 4 \end{bmatrix}$$

# Gaussian Process Modelling

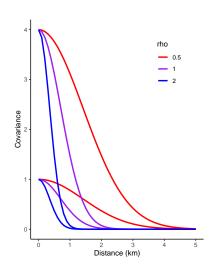
- We can model covariance between things as a function of distance, either in time or space
- Squared-exponential is fairly common<sup>2</sup>:

$$\Sigma = covariance$$

$$\Sigma = variance \times correlation$$

$$\Sigma = \sigma^2 \times e^{-\rho^2 Dist^2}$$

• Instead of finding a single  $\sigma$  value, R now looks for  $\sigma$  (maximum covariance) and  $\rho$  (decay with distance)



<sup>&</sup>lt;sup>2</sup>Also common: AR-1 (temporal processes), Matérn (spatial processes)

# Spatial random effects

- Say that we collected data at 16 sites, and we're interested in the effect of y on x
- Let's first fit a model with a random intercept for site

If we plot the intercepts for each site, we see that they are clustered:

