

## STA305/1004 - Class 13

October 24, 2019

# Today's Class

- ▶ Coding qualitative predictors in regression models
- ▶ Estimating treatment effects using least squares
- ▶ In-class problem

## Coding Qualitative Predictors in Regression Models

- ▶ A dummy or indicator variable in a regression takes on a finite number of values so that different categories of a nominal variable can be identified.
- ▶ The term dummy reflects the fact that the values taken on by such variables (e.g., 0, 1, -1) do not indicate meaningful measurements but rather categories of interest. (Kleinbaum et al., 1998)

## Coding Qualitative Predictors in Regression Models

Consider a regression model:  $y = \beta_0 + \beta_1 X_i + \epsilon$

Examples of dummy variables are:

$$X_1 = \begin{cases} 1 & \text{if treatment A} \\ 0 & \text{otherwise} \end{cases}$$

$$X_2 = \begin{cases} 1 & \text{if subject is male} \\ -1 & \text{if subject is female} \end{cases}$$

The variables  $X_1, X_2$  are nominal variables describing treatment group and sex respectively.

## Coding Qualitative Predictors in Regression Models

The following rule should be applied to avoid collinearity in defining a dummy variable for regression analysis:

*if the nominal independent variable of interest has  $k$  categories then exactly  $k - 1$  dummy variables should be defined to index the categories if the regression model contains an intercept term.*

## Dummy Coding

3 boxes of Smarties  
possible colours are:  
Yellow, purple,  
Green, pink.

- ▶ Dummy coding compares each level to the reference level.
- ▶ The intercept is the mean of the reference group.
- ▶ Suppose that we would like to compare the mean number of candy colours in each box. The data from 3 smarties boxes are below.

colour	count
Yellow	4
Yellow	3
Yellow	4
Purple	3
Purple	1
Purple	4
Green	2
Green	5
Green	1
Pink	1
Pink	2
Pink	4

# Dummy Coding

The average and sd of each colour is:

```
#Get means for each flavour  
sapply(split(count,colour),mean)
```

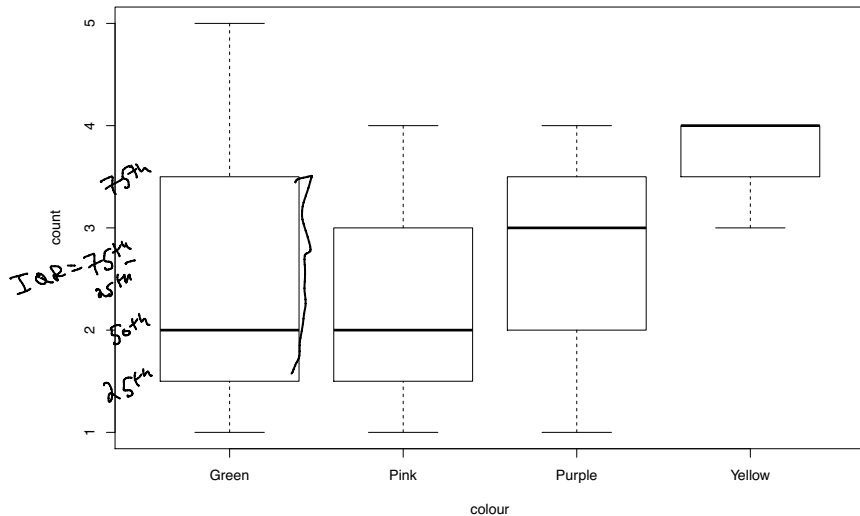
```
##      Green      Pink      Purple      Yellow  
## 2.666667 2.333333 2.666667 3.666667
```

```
#Get standard deviations for each flavour  
sapply(split(count,colour),sd)
```

```
##      Green      Pink      Purple      Yellow  
## 2.081666 1.527525 1.527525 0.5773503
```

# Dummy Coding

```
boxplot(count ~ colour)
```





## Dummy Coding

Dummy coding is the default in R and the most common coding scheme. It compares each level of the categorical variable to a fixed reference level.

```
contrasts(colour) <- contr.treatment(4)
contrasts(colour)  # print dummy coding - base is Green
```

```
##           2 3 4
## Green    0 0 0
## Pink     1 0 0
## Purple   0 1 0
## Yellow   0 0 1
```

Green is the reference category. The first column compares Pink to Green, the second column compares Purple to Green, and the third column compares Yellow to Green. The the three columns define three dummy variables:

## Dummy Coding

$$y_{ij} = \# \text{ Smarties in box } j \text{ of Colour } i \quad \begin{matrix} j = 1, 2, 3 \\ i = 1, 2, 3, 4 \\ \text{Green, pink, purple, yellow} \end{matrix}$$
$$= \mu + \gamma_1 x_{1j} + \gamma_2 x_{2j} + \gamma_3 x_{3j} + \varepsilon_{ij}, \quad E(\varepsilon_{ij}) = 0$$

$$x_{1j} = \begin{cases} 1 & \text{if smartie is pink in box } j \\ 0 & \text{otherwise} \end{cases}$$

$$x_{2j} = \begin{cases} 1 & \text{if smartie is purple in box } j \\ 0 & \text{otherwise} \end{cases}$$

$$x_{3j} = \begin{cases} 1 & \text{if smartie is yellow in box } j \\ 0 & \text{otherwise} \end{cases}$$

If  $x_1 = x_2 = x_3 = 0$  then the colour of the smartie is green - the reference category. This shows that we only require 3 dummy variables to define a nominal variable with 4 categories.

How to interpret  $\mu, \gamma_1, \gamma_2, \gamma_3$ ?

$$y_{ij} = \mu + \tau_1 x_{1j} + \tau_2 x_{2j} + \tau_3 x_{3j} + \varepsilon_{ij} \quad j = 1, 2, 3$$

$$\bar{i} = 1, 2, 3, 4$$

$$\bar{i} = 1 \quad \text{Green}$$

Green, pink, purple,  
yellow.

$$E(y_{1j}) = \mu = \mu_1$$

$$i = 2 \quad \text{pink}$$

$$E(y_{2j}) = \mu + \tau_1 = \mu_2 \Rightarrow \mu_1 + \tau_1 = \mu_2 \Rightarrow \tau_1 = \mu_2 - \mu_1$$

$$i = 3 \quad \text{purple}$$

$$E(y_{3j}) = \mu + \tau_2 = \mu_3 \Rightarrow \mu_1 + \tau_2 = \mu_3 \Rightarrow \tau_2 = \mu_3 - \mu_1$$

$$i = 4$$

$$E(y_{4j}) = \mu + \tau_3 = \mu_4 \quad \mu_1 + \tau_3 = \mu_4 \Rightarrow \tau_3 = \mu_4 - \mu_1$$

$$\hat{\mu}_1 = \bar{y}_{1.}, \quad \hat{\tau}_1 = \bar{y}_{2.} - \bar{y}_{1.}, \quad \hat{\tau}_2 = \bar{y}_{3.} - \bar{y}_{1.}, \quad \hat{\tau}_3 = \bar{y}_{4.} - \bar{y}_{1.}$$

## Dummy Coding

The regression model from previous page:

```
smarties <- data.frame(colour, count)
summary(lm(count ~ colour, data = smarties))$coefficients
```

$\bar{y}_i = \bar{y}_i$   
 $\bar{y}_2 - \bar{y}_1 =$   
 $\bar{y}_3 - \bar{y}_1 =$   
 $\bar{y}_4 - \bar{y}_1 =$

##		Estimate	Std. Error	t value	Pr(> t )
##	(Intercept)	2.666667e+00	0.8819171	3.023716e+00	0.0164661
##	colour2	-3.333333e-01	1.2472191	-2.672612e-01	0.7960287
##	colour3	4.710277e-16	1.2472191	3.776624e-16	1.0000000
##	colour4	1.000000e+00	1.2472191	8.017837e-01	0.4458383

*Get means for each flavour*  
`sapply(split(count, colour), mean)`

##	Green	Pink	Purple	Yellow
##	2.666667	2.333333	2.666667	3.666667

$2.33 - 2.67$

$2.67 - 2.67$

$3.7 - 2.7$

## Dummy Coding

To change the reference level change the value of base in `contr.treatment()`.

```
contrasts(colour) <- contr.treatment(4, base = 2) # Now reference is pink
contrasts(colour)
```

```
##           1 3 4
## Green    1 0 0
## Pink     0 0 0 ← Ref.
## Purple   0 1 0
## Yellow   0 0 1
```

```
contrasts(colour) <- contr.treatment(4, base = 4) # Now reference is yellow
contrasts(colour)
```

```
##           1 2 3
## Green    1 0 0
## Pink     0 1 0
## Purple   0 0 1
## Yellow   0 0 0 ← Ref.
```

If regression was computed with.  
new value of `contr.treatment` base value  
then parameter estimates will change!

## Deviation Coding

- ▶ This coding system compares the mean of the dependent variable for a given level to the overall mean of the dependent variable.



$$X_1 = \begin{cases} 1 & \text{if smartie is green} \\ -1 & \text{if smartie is yellow} \\ 0 & \text{otherwise} \end{cases}$$

$$X_2 = \begin{cases} 1 & \text{if smartie is pink} \\ -1 & \text{if smartie is yellow} \\ 0 & \text{otherwise} \end{cases}$$

$$X_3 = \begin{cases} 1 & \text{if smartie is purple} \\ -1 & \text{if smartie is yellow} \\ 0 & \text{otherwise} \end{cases}$$

- ▶ 1 is used to compare a level to all other levels and -1 is assigned to yellow because it's the level that will never be compared to the other levels.

## Deviation Coding

- ▶ In R the variables can be created using the `contr.sum()` function.
- ▶ The argument of 4 in `contr.sum(4)` indicates the number of levels of the factor.

```
contrasts(colour) <- contr.sum(4)
contrasts(colour)
```

```
##           [,1] [,2] [,3]
## Green      1    0    0
## Pink       0    1    0
## Purple     0    0    1
## Yellow    -1   -1   -1
```

## Deviation Coding

$$y_{ij} = \mu + \tau_c x_{1j} + \tau_2 x_{2j} + \tau_3 x_{3j} + \varepsilon_{ij}, \quad E(\varepsilon_{ij}) = 0$$

$$x_{1j} = \begin{cases} 1 & \text{green} \\ 0 & \text{ow} \\ -1 & \text{yellow} \end{cases}, \quad x_{2j} = \begin{cases} 1 & \text{pink} \\ 0 & \text{ow} \\ -1 & \text{yellow} \end{cases}, \quad x_{3j} = \begin{cases} 1 & \text{purple} \\ 0 & \text{ow} \\ -1 & \text{yellow} \end{cases}$$

$$c=1 \quad \text{Green}$$

$$E(y_{1j}) = \mu + \tau_1 = \mu_1$$

$$c=1, 2, 3, 4$$

green, pink, purple,

yellow

$$c=2$$

$$E(y_{2j}) = \mu + \tau_2 = \mu_2$$

$$c=3$$

$$E(y_{3j}) = \mu + \tau_3 = \mu_3$$

$$c=4$$

$$E(y_{4j}) = \mu - \tau_1 - \tau_2 - \tau_3 = \mu_4$$

$$\mu = \frac{\mu_1 + \mu_2 + \mu_3 + \mu_4}{4}, \quad \tau_1 = \mu_1 - \mu, \quad \tau_3 = \mu_3 - \mu$$

$$\tau_2 = \mu_2 - \mu$$



## Deviation Coding

$$\rightarrow \frac{2.7 + 2.3 + 2.7 + 3.67}{4} \approx 2.85$$

```
summary(lm(count ~ colour))$coefficients
```

```
##              Estimate Std. Error    t value    Pr(>|t|)
## (Intercept)  2.833333   0.4409586   6.4253960 0.0002035567
## colour1     -0.1666667   0.7637626  -0.2182179 0.8327229152
## colour2     -0.5000000   0.7637626  -0.6546537 0.5310577712
## colour3     -0.1666667   0.7637626  -0.2182179 0.8327229152
```

*#Get means for each flavour*

```
apply(split(count, colour), mean)
```

```
##      Green      Pink      Purple      Yellow
## 2.666667 2.333333 2.666667 3.666667
```

$$\rightarrow \bar{y}_1 - \bar{y}_{..} = 2.7 - 2.85 \approx -0.15$$

$$\rightarrow \bar{y}_2 - \bar{y}_{..} = 2.3 - 2.85 \approx -0.55$$

$$\rightarrow \bar{y}_3 - \bar{y}_{..} = 2.7 - 2.85 \approx -0.15$$

## Example - blood coagulation study

The table below gives coagulation times for blood samples drawn from 24 animals receiving four different diets A, B, C, and D.

	A	B	C	D
	60	65	71	62
	63	66	66	60
	59	67	68	61
	63	63	68	64
	62	64	67	63
	59	71	68	56
Treatment Average	61	66	68	61
Grand Average	64	64	64	64
Difference	-3	2	4	-3

## Estimating treatment effects using least squares

$y_{ij}$  is the  $j^{th}$  observation under the  $i^{th}$  treatment. Let  $\mu$  be the overall mean. The model for diet  $y_{ij} = \mu + \tau_i + \epsilon_{ij}$ ,  $\epsilon_{ij} \sim N(0, \sigma^2)$  can be written in terms of the dummy variables  $X_1, X_2, X_3$  as:

$$y_{ij} = \mu + \tau_1 X_{1j} + \tau_2 X_{2j} + \tau_3 X_{3j} + \epsilon_{ij},$$

where,

$$X_{1j} = \begin{cases} 1 & \text{if } j\text{th unit receives diet 1} \\ 0 & \text{otherwise} \end{cases}$$

$$X_{2j} = \begin{cases} 1 & \text{if } j\text{th unit receives diet 2} \\ 0 & \text{otherwise} \end{cases}$$

$$X_{3j} = \begin{cases} 1 & \text{if } j\text{th unit receives diet 3} \\ 0 & \text{otherwise} \end{cases}$$

## Estimating treatment effects using least squares

It follows that  $E(y_{Aj}) = \mu_A = \mu$  is the mean of diet A so

$$E(y_{Bj}) = \mu_B = \mu_A + \tau_1 \Rightarrow \tau_1 = \mu_B - \mu_A$$

$$E(y_{Cj}) = \mu_C = \mu_A + \tau_2 \Rightarrow \tau_2 = \mu_C - \mu_A$$

$$E(y_{Dj}) = \mu_D = \mu_A + \tau_3 \Rightarrow \tau_3 = \mu_D - \mu_A$$

The least squares estimates are:

$$\hat{\mu} = \bar{y}_{1.},$$

$$\hat{\tau}_1 = \bar{y}_{2.} - \bar{y}_{1.},$$

$$\hat{\tau}_2 = \bar{y}_{3.} - \bar{y}_{1.},$$

$$\hat{\tau}_3 = \bar{y}_{3.} - \bar{y}_{1.}.$$

## Estimating treatment effects using least squares

- ▶ This model can also be written in matrix notation

$$y = X\beta + \epsilon$$

,

where  $\beta = (\mu, \tau_1, \tau_2, \tau_3)$ ,  $X = (\mathbf{1}, X_{i1}, X_{i2}, X_{i3})$ , and  $\epsilon = (\epsilon_{ij})$ .

- ▶  $X$  is an  $24 \times 4$  design matrix with  $\mathbf{1}$  is a  $24 \times 1$  column vector of 1s, and  $\epsilon$  is an  $24 \times 1$  column vector.
- ▶ Note that  $\tau_4$  corresponding to the 4th treatment is implicitly set to 0. It is used as a constraint so that that  $(X'X)^{-1}$  exists.

## Example - blood coagulation study (treatment coding)

```
contrasts(tab0401$diets)
```

```
  B C D  
A 0 0 0  
B 1 0 0  
C 0 1 0  
D 0 0 1
```

```
lm.diets <- lm(y~diets,data=tab0401);round(summary(lm.diets)$coefficients,2)
```

	Estimate	Std. Error	t value	Pr(> t )
(Intercept)	61	0.97	63.14	0
dietsB	5	1.37	3.66	0
dietsC	7	1.37	5.12	0
dietsD	0	1.37	0.00	1

## Example - blood coagulation study (treatment coding)

The averages for each of the four diets are in the table below.

Diet	A ( $j = 1$ )	B ( $j = 2$ )	C ( $j = 3$ )	D ( $j = 4$ )
Average ( $\bar{y}_{j\cdot}$ )	61	66	68	61

$$\bar{y}_{1\cdot} = 61,$$

$$\hat{\tau}_1 = \bar{y}_{2\cdot} - \bar{y}_{1\cdot} = 5$$

$$\hat{\tau}_2 = \bar{y}_{3\cdot} - \bar{y}_{1\cdot} = 7$$

$$\hat{\tau}_3 = \bar{y}_{3\cdot} - \bar{y}_{1\cdot} = -9.9 \times 10^{-15}.$$

## Example - blood coagulation study (treatment coding)

The design matrix (first 12 observations) is

```
model.matrix(lm.diets)[1:12,]
```

##	(Intercept)	dietsB	dietsC	dietsD
## 1	1	0	0	0
## 2	1	0	0	0
## 3	1	0	0	0
## 4	1	0	0	0
## 5	1	0	0	0
## 6	1	0	0	0
## 7	1	1	0	0
## 8	1	1	0	0
## 9	1	1	0	0
## 10	1	1	0	0
## 11	1	1	0	0
## 12	1	1	0	0



## Example - blood coagulation study (treatment coding)

The design matrix (first 12 observations) with the observations `y` and treatment variable `diets` (first 12 observations) is

```
cbind(tab0401$y,tab0401$diets,model.matrix(lm.diets))[1:12,]
```

##			(Intercept)	dietsB	dietsC	dietsD
## 1	62	1	1	0	0	0
## 2	60	1	1	0	0	0
## 3	63	1	1	0	0	0
## 4	59	1	1	0	0	0
## 5	63	1	1	0	0	0
## 6	59	1	1	0	0	0
## 7	63	2	1	1	0	0
## 8	67	2	1	1	0	0
## 9	71	2	1	1	0	0
## 10	64	2	1	1	0	0
## 11	65	2	1	1	0	0
## 12	66	2	1	1	0	0

## Example - blood coagulation study (deviation coding)

If deviation coding was used then the parameter estimates would represent different treatment effects. In the regression model the dummy variables would be defined as

$$X_1 = \begin{cases} 1 & \text{if diet is A} \\ -1 & \text{if diet is D} \\ 0 & \text{otherwise} \end{cases}$$

$$X_2 = \begin{cases} 1 & \text{if diet is B} \\ -1 & \text{if diet is D} \\ 0 & \text{otherwise} \end{cases}$$

$$X_3 = \begin{cases} 1 & \text{if diet is C} \\ -1 & \text{if diet is D} \\ 0 & \text{otherwise} \end{cases}$$

## Example - blood coagulation study (deviation coding)

It follows that

$$E(y_{Aj}) = \mu_A = \tau_0 + \tau_1$$

$$E(y_{Bj}) = \mu_B = \tau_0 + \tau_2$$

$$E(y_{Cj}) = \mu_C = \tau_0 + \tau_3$$

$$E(y_{Dj}) = \mu_D = \tau_0 - \tau_1 - \tau_2 - \tau_3$$

So,

$$\tau_0 = \frac{\mu_A + \mu_B + \mu_C + \mu_D}{4}$$

$$\tau_1 = \mu_A - \frac{\mu_A + \mu_B + \mu_C + \mu_D}{4}$$

$$\tau_2 = \mu_B - \frac{\mu_A + \mu_B + \mu_C + \mu_D}{4}$$

$$\tau_3 = \mu_C - \frac{\mu_A + \mu_B + \mu_C + \mu_D}{4}$$

## Example - blood coagulation study (deviation coding)

```
attach(tab0401)
contrasts(tab0401$diets) <- contr.sum(4)
contrasts(tab0401$diets)
```

	[,1]	[,2]	[,3]
A	1	0	0
B	0	1	0
C	0	0	1
D	-1	-1	-1

```
lm.diets <- lm(y~diets,data=tab0401)
round(summary(lm.diets)$coefficients,2)
```

	Estimate	Std. Error	t value	Pr(> t )
(Intercept)	64	0.48	132.49	0.00
diets1	-3	0.84	-3.59	0.00
diets2	2	0.84	2.39	0.03
diets3	4	0.84	4.78	0.00

- ▶ The estimate of the intercept  $\hat{\tau}_0$  is the grand average.
- ▶ The slope estimates  $\hat{\tau}_1, \hat{\tau}_2, \hat{\tau}_3$  are the differences between the treatment averages and grand average of diets A, B, and C.