
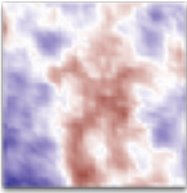
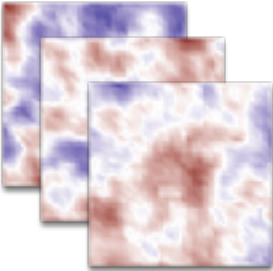
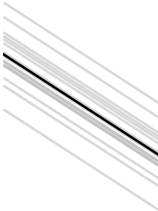
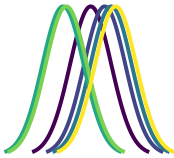
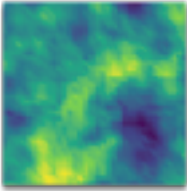
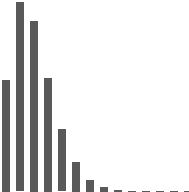


Model component	Illustration	Description	Example	Notation	Example code
Main effects		Linear, smoother, or breakpoint effects	Linear temperature, spline of depth, or breakpoint effect of oxygen on abundance	$\mathbf{X}_{s,t}^{\text{main}} \boldsymbol{\beta}$	<pre>formula = y ~ x formula = y ~ s(x) formula = y ~ breakpt(x)</pre>
Spatial random effects		All spatially correlated effects from variables that are constant in time but are omitted from the model (or a model without a time element)	Depth, latitude, or substrate effects if omitted from model	$\omega_s \sim \text{MVN}(\mathbf{0}, \boldsymbol{\Sigma}_\omega)$	<pre>spatial = 'on' spatial = 'off'</pre>
Spatiotemporal random effects		All spatially correlated effects from variables that change through time but are omitted from the model	Temperature, oxygen, prey abundance effects if omitted from the model	$\epsilon_{s,t} \sim \text{MVN}(\mathbf{0}, \boldsymbol{\Sigma}_\epsilon)$	<pre>spatiotemporal = 'iid' spatiotemporal = 'ar1' spatiotemporal = 'rw' spatiotemporal = 'off'</pre>
IID random intercepts		Group-level effects that are constrained by normal distributions	Transect ID, vessel ID	$\alpha_g \sim \text{N}(0, \sigma_\alpha^2)$	<pre>formula = y ~ (1 g)</pre>
Time-varying effects		Effects that vary though time	Relationship between depth and fish abundance changes through time	$\mathbf{X}_{s,t}^{\text{tvc}} \boldsymbol{\gamma}_t$ $\boldsymbol{\gamma}_t \sim \text{N}(\boldsymbol{\gamma}_{t-1}, \sigma_\gamma^2)$	<pre>time_varying = ~ 0 + x time_varying = ~ 1</pre>
Spatially varying effects		Effects ('slopes') that vary in space	(1) Local trends in abundance over time; (2) spatial distribution depends on a climate index	$\mathbf{X}_{s,t}^{\text{svc}} \boldsymbol{\zeta}_s$ $\boldsymbol{\zeta}_s \sim \text{MVN}(\mathbf{0}, \boldsymbol{\Sigma}_\zeta)$	<pre>spatial_varying = ~ x</pre>
Observation error		Error from observing or sampling the process	Counting birds or fish in a survey; recording presence/absence in a quadrat		<pre>family = binomial(link = "logit") family = nbinom2(link = "log") family = tweedie(link = "log")</pre>