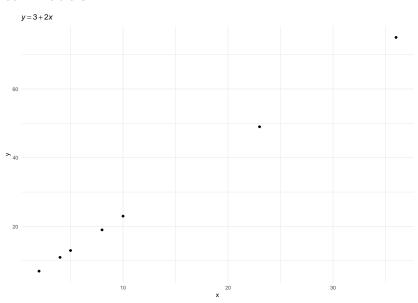
## An introduction to GAM(M)s

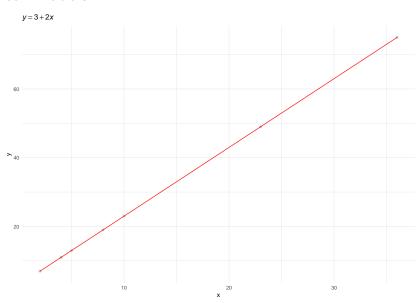
Stefano Coretta

12/07/2018

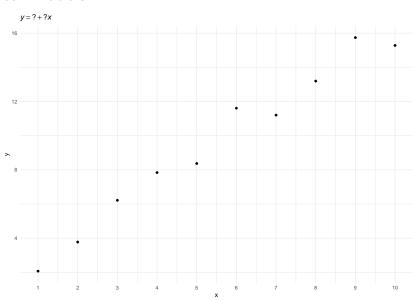
Time travel...

$$y = 3 + 2x$$
where  $x = (2, 4, 5, 8, 10, 23, 36)$ 

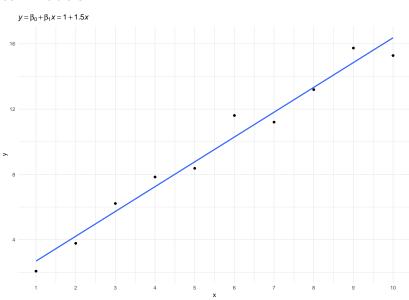


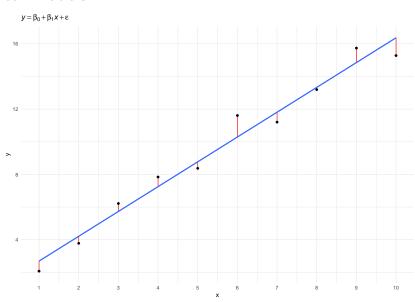


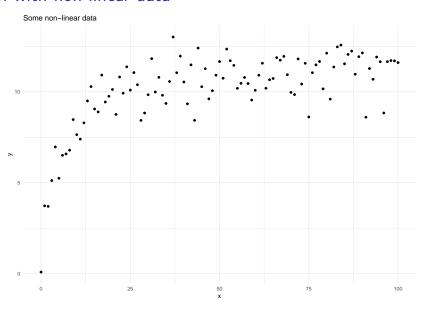
- $\blacktriangleright$  In science, we have x and y...
- ▶ for example, vowel duration and VOT

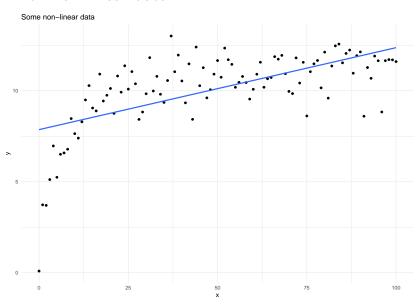


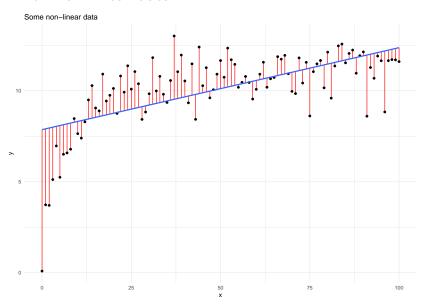
- ► The formula:  $y = \beta_0 + \beta_1 x$ 
  - $\triangleright$   $\beta_0$  is the **intercept**
  - $ightharpoonup \beta_1$  is the **slope**
- ▶ We know x and y
  - we need to estimate  $\beta_0$ ,  $\beta_1 = \hat{\beta}_0$ ,  $\hat{\beta}_1$
- We can add more predictors
  - $y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + ... + \beta_n x_n$
- ▶  $lm(y \sim x, data)$  ('y as a function of x')





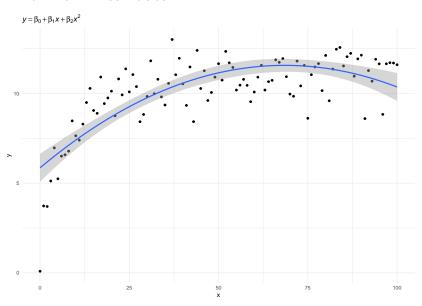


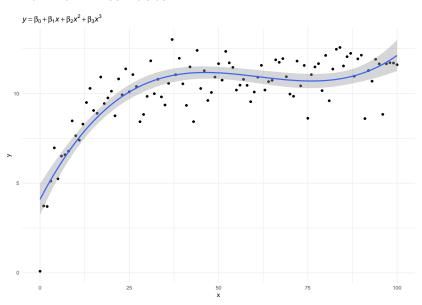


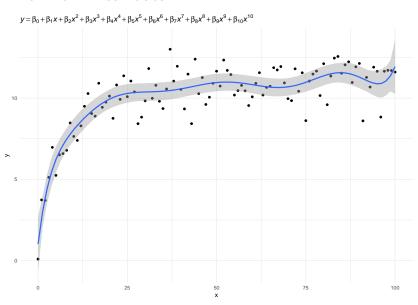


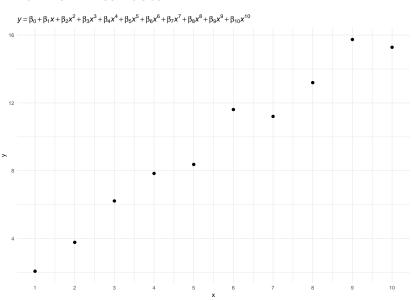
How to account for non-linearity in a linear model?

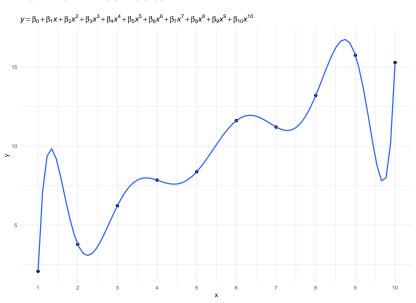
- Use higher-degree polynomials
  - quadratic:  $y = \beta_0 + \beta_1 x + \beta_2 x^2$
  - cubic:  $y = \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3$
  - *n*th:  $y = \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3 + ... + \beta_n x^n$











#### Generalised additive models

- ► Genrealised Additive Models
- $ightharpoonup y = f(x) + \epsilon$ 
  - f(x) = 'some function of x' (or *smooth function*)

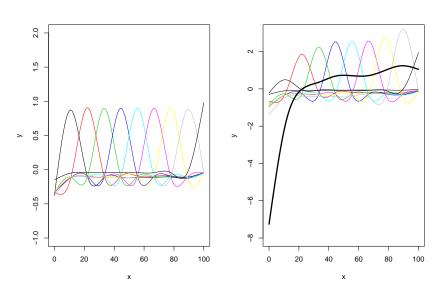
#### Smooth terms

- ► LMs have parametric terms
  - $\triangleright \beta_n x_n \text{ (x in R)}$
  - linear effects
- ▶ GAMs add (non-parametric) smooth terms (or simply smooths, also smoothers)
  - ightharpoonup f(x), s(x) in R
  - non-linear effects
- ▶ gam(y ~ s(x), data), 'y as some function of x'

### Smoothing splines, basis, basis functions

- smooths in GAMs are smoothing splines
  - splines are defined piecewise with a set of polynomials
- the set of polynomials is called a basis
  - the basis is composed of basis functions (the polynomials)
- a spline is the sum of the products of each basis function and its coefficient

### Basis functions



### Smoothing splines

- there are several kinds of splines
  - each with their own basis functions
  - thin plate regression splines
  - cubic regression splines
- ▶ for more info, run ?smooth.terms

### A simple GAM

```
simple <- gam(y ~ s(x, bs = "cr", k = 10), data = sim_nl_a)
summary(simple)
##</pre>
```

```
## Link function: identity
##
```

## Family: gaussian

## Formula:

##

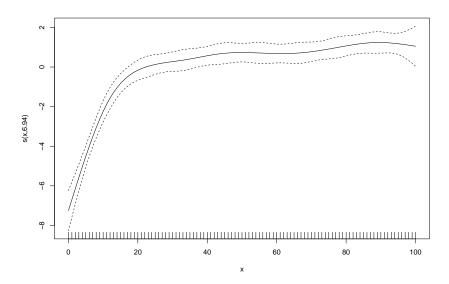
## y ~ s(x, bs = "cr", k = 10)

## Parametric coefficients:

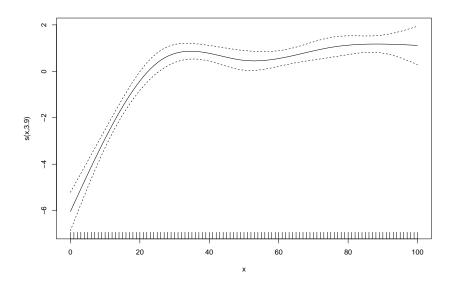
## Estimate Std. Error t value Pr(>|t|)

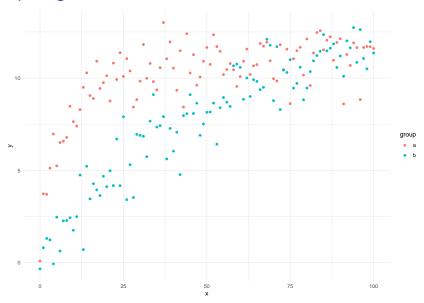
25 / 31

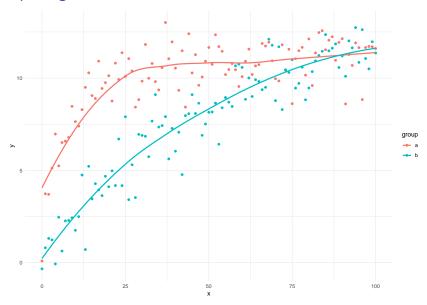
## A simple GAM



## A simple GAM







ordered by-variables

```
compare <- gam(</pre>
    group +
    s(x, bs = "cr", k = 5) +
    s(x, bs = "cr", k = 5, by = group),
  data = sim_nl
```

- to use ordered by-variables
  - change factor to ordered factor
  - change factor contrast to treatment contrast
    (contr.treatment)
    - the default in ordered factors is contr.poly, this won't work
  - include factor as parametric term
  - include a reference smooth and a difference smooth with the by-variable