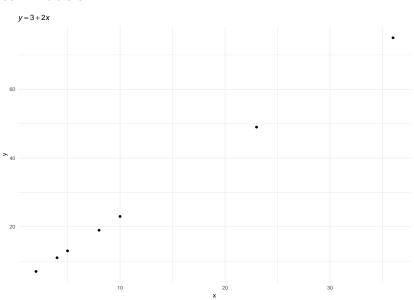
## An introduction to GAM(M)s

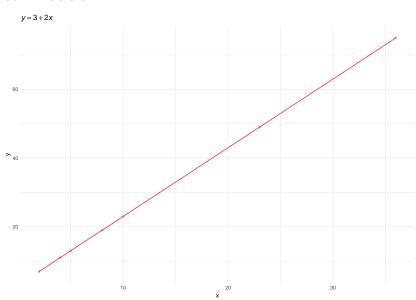
Stefano Coretta

12/07/2018

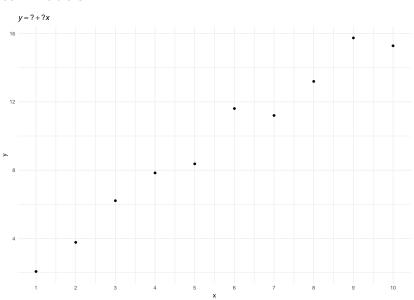
Time travel...

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





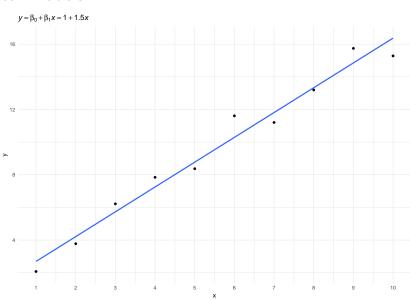
- ightharpoonup In science, we have x and y...
- ▶ for example, vowel duration and VOT, speech rate and pitch, etc. . .

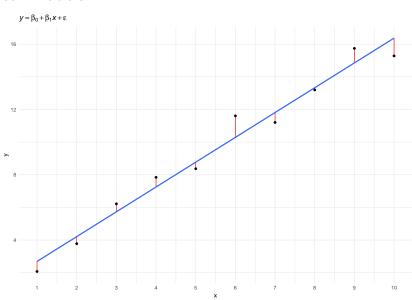


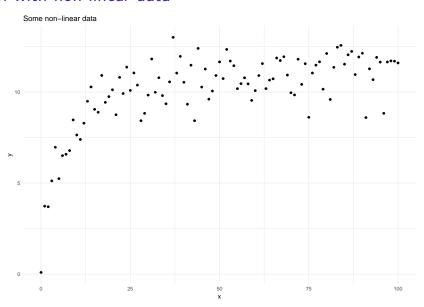
- ▶ The formula:  $y = \beta_0 + \beta_1 x$ 
  - $ightharpoonup \beta_0$  is the **intercept**
  - $\triangleright$   $\beta_1$  is the **slope**
- $\triangleright$  We know x and y
  - we need to estimate  $\beta_0$ ,  $\beta_1 = \hat{\beta}_0$ ,  $\hat{\beta}_1$
- ► We can add more predictors

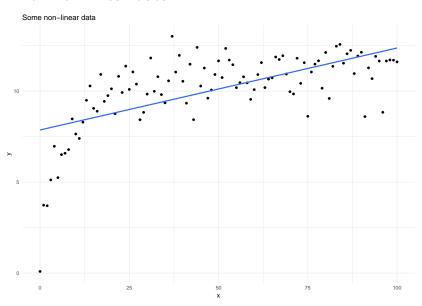
$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + ... + \beta_n x_n$$

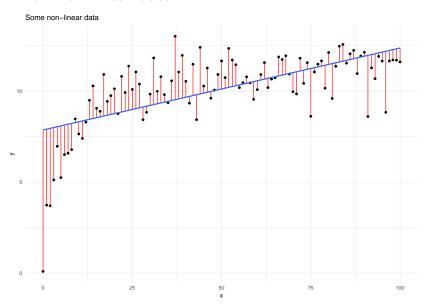
ightharpoonup lm(y ~ x, data) ('y as a function of x')





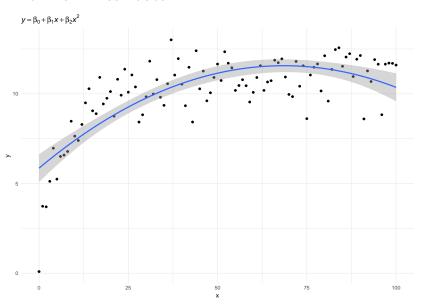


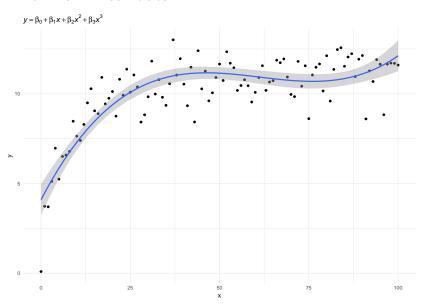


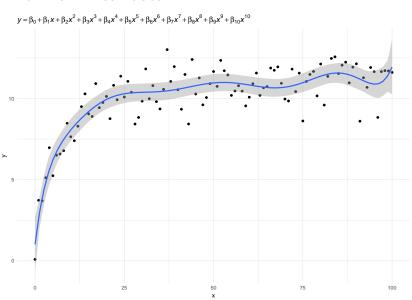


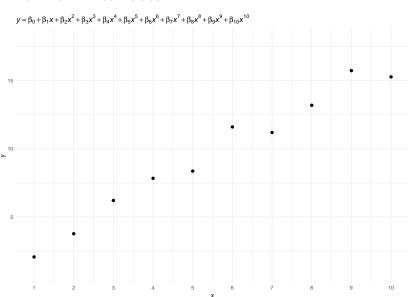
How to account for non-linearity in a linear model?

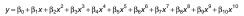
- **▶** Use higher-degree polynomials
  - quadratic:  $y = \beta_0 + \beta_1 x + \beta_2 x^2$
  - cubic:  $y = \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3$
  - nth:  $y = \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3 + ... + \beta_n x^n$

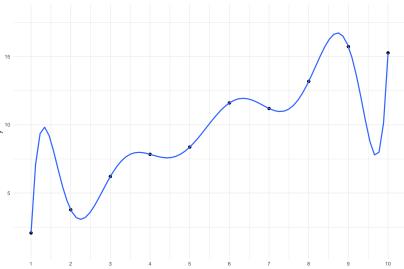












#### Generalised additive models

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

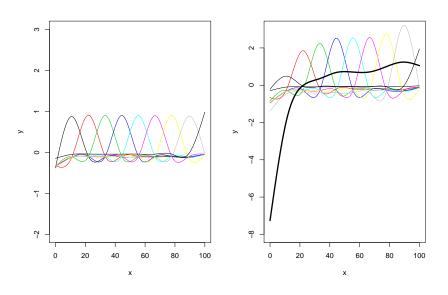
### Smooth terms

- ► 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
- ightharpoonup 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 parameter

- 'Wiggliness' is related to number of basis functions
  - more basis functions, more wiggliness (less smoothing)
- ► The **smoothing parameter** penalises wiggliness
  - high values = less wiggliness (more smoothing)
  - estimated from the data

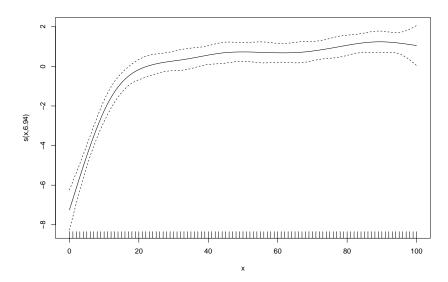
### Smoothing splines

- ► There are **several kinds** of splines
  - each with their own basis functions
- Most common
  - thin plate regression splines
  - cubic regression splines
- ► For more info, run ?smooth.terms

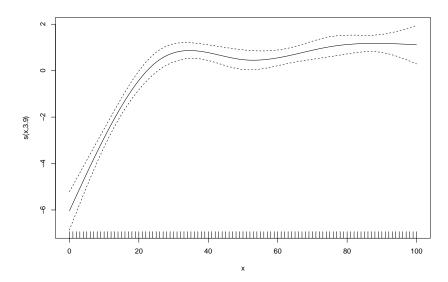
### A simple GAM

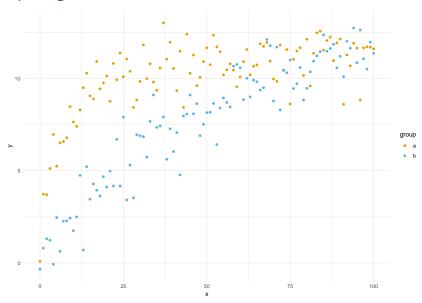
```
simple <- gam(y \sim s(x, bs = "cr", k = 10), data = sim_nl_a)
summary(simple)
##
## Family: gaussian
## Link function: identity
##
## Formula:
## v \sim s(x, bs = "cr", k = 10)
## Parametric coefficients:
              Estimate Std. Error t value Pr(>|t|)
## (Intercept) 10.1165 0.1028 98.37 <2e-16 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## Approximate significance of smooth terms:
##
        edf Ref.df
                     F p-value
## s(x) 6.939 8.01 38.69 <2e-16 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## R-sq.(adj) = 0.755 Deviance explained = 77.2%
## GCV = 1.1593 Scale est. = 1.0681
```

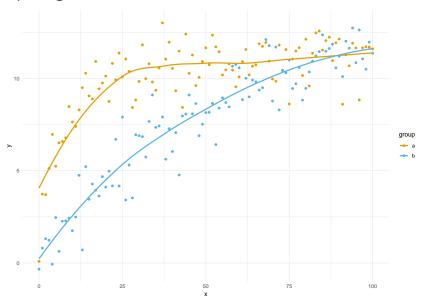
## A simple GAM



## A simple GAM







by-variables with ordered factors

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

- ► To use by-variables with ordered factors
  - 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

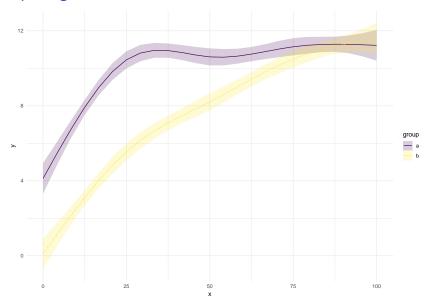
```
sim_nl <- sim_nl %>%
mutate(group = ordered(group, levels = c("a", "b")))
contrasts(sim_nl$group) <- "contr.treatment"</pre>
```

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

```
##
## Family: gaussian
## Link function: identity
##
## Formula:
## y ~ group + s(x, bs = "cr", k = 5) + s(x, bs = "cr", k = 5, by = group)
##
## Parametric coefficients:
             Estimate Std. Error t value Pr(>|t|)
## groupb -2.4947 0.1549 -16.10 <2e-16 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## Approximate significance of smooth terms:
##
              edf Ref.df
                            F p-value
## s(x)
         4.000 4.000 64.99 <2e-16 ***
## s(x):groupb 3.576 3.896 39.67 <2e-16 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## R-sq.(adj) = 0.873 Deviance explained = 87.8%
## GCV = 1.2725 Scale est. = 1.2122 n = 202
```

```
library(tidymv)

plot_smooths(compare, x, group)
```



- ► Several ways for testing significance of smooths
- We will used a combined method
  - model comparison with itsadug::compareML() of a full and a null model
  - visualisation of the difference smooth with

```
tidymv::plot_difference()
```

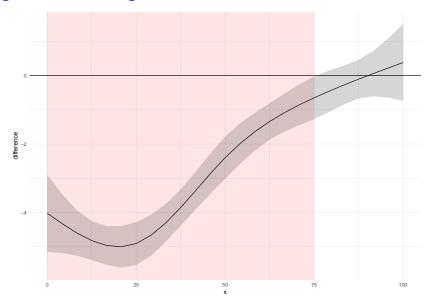
(you can also use itsadug::plot\_diff())

```
compare_1 <- gam(</pre>
    group +
    s(x, bs = "cr", k = 5) +
    s(x, bs = "cr", k = 5, by = group),
  data = sim_nl,
  method = "ML"
compare_0 <- gam(</pre>
    s(x, bs = "cr", k = 5),
  data = sim_nl,
  method = "ML"
```

```
compareML(compare 0, compare 1)
 ## compare 0: y \sim s(x, bs = "cr", k = 5)
 ##
 ## compare_1: y \sim \text{group} + s(x, bs = "cr", k = 5) + s(x, bs = "cr", k = 5, by = 
 ##
 ## Chi-square test of ML scores
 ## ----
                                                    Model Score Edf Difference Df p.value Sig.
 ##
 ## 1 compare_0 422.4827 3
 ## 2 compare_1 314.0105 6 108.472 3.000 < 2e-16 ***
 ##
 ## AIC difference: 221.22, model compare_1 has lower AIC.
```

▶ Let's plot the difference smooth with tidymv::plot\_difference()

```
plot_difference(compare, x, list(group = c("b", "a")))
```



### Hands on

# Tutorial 1

#### Random effects

##

## Parametric coefficients:

```
## Warning in gam.side(sm, X, tol = .Machine$double.eps^0.5): mo
## repeated 1-d smooths of same variable.
##
## Family: gaussian
## Link function: identity
##
## Formula:
## f1 \sim \text{voicing} + \text{s(time point, } k = 6) + \text{s(time point, } k = 6, \text{ by}
```

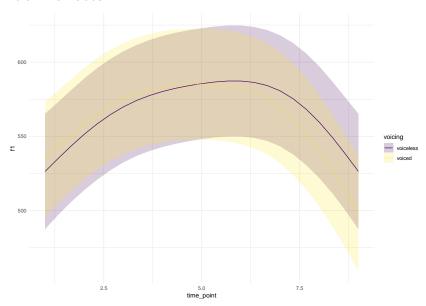
## Estimate Std. Error t value Pr(>|t|)

## (Intercept) 562 963 18 629 30 219 <29-16 \*\*\*

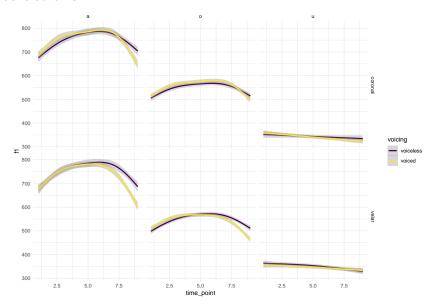
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s(time point, speaker, bs = "fs", m = 1)

### Random effects



### **Interactions**



### Interactions

##

```
## Family: gaussian
## Link function: identity
##
## Formula:
## f1 \sim vow voi + s(time point, k = 6) + s(time point, by = vow
     k = 6
##
##
## Parametric coefficients:
##
                  Estimate Std. Error t value Pr(>|t|)
## (Intercept)
                  746.087
                             2.059 362.34 < 2e-16 ***
## vow voiu.voiceless -399.511 2.986 -133.80 < 2e-16 ****
```