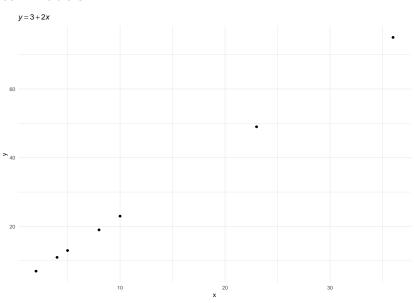
An introduction to GAM(M)s

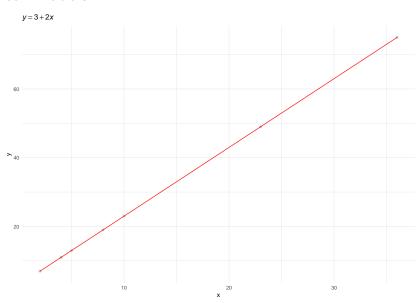
Stefano Coretta

12/07/2018

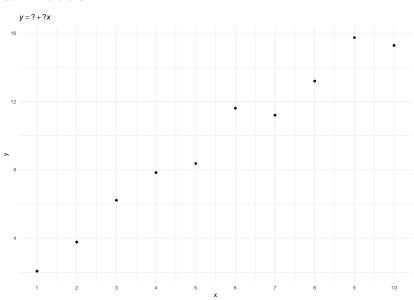
Time travel...

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

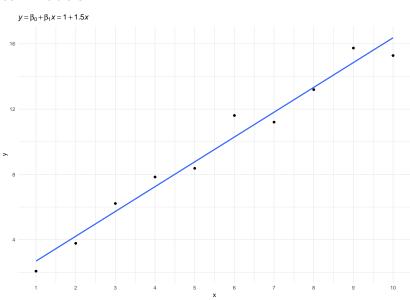


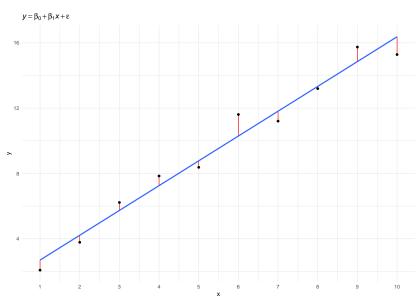


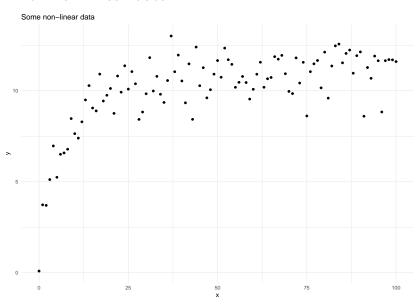
- \blacktriangleright In science, we have x and y...
- ▶ for example, vowel duration and VOT

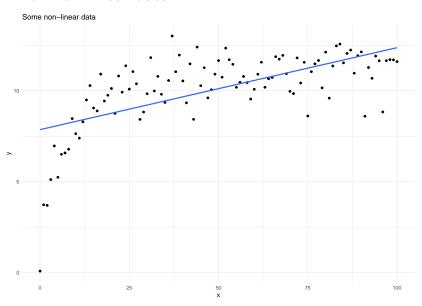


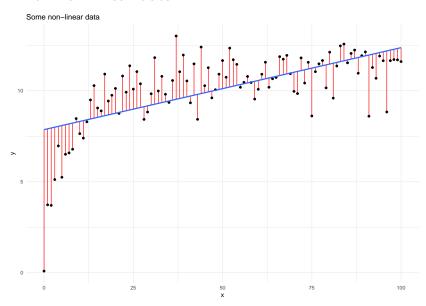
- ► The formula: $y = \beta_0 + \beta_1 x$
 - \triangleright β_0 is the **intercept**
 - \triangleright β_1 is the **slope**
- ▶ We know x and y
 - we need to estimate β_0 , $\beta_1 = \hat{\beta}_0, \hat{\beta}_1$
- We can add more predictors
 - $y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + ... + \beta_n x_n$
- ▶ $lm(y \sim x, data)$ ('y as a function of x')





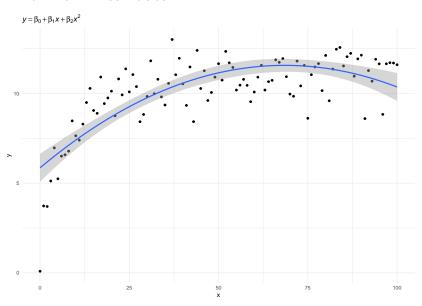


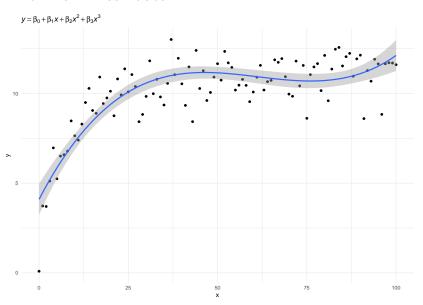


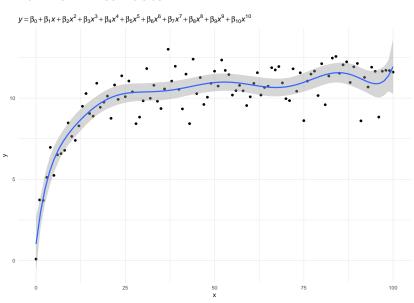


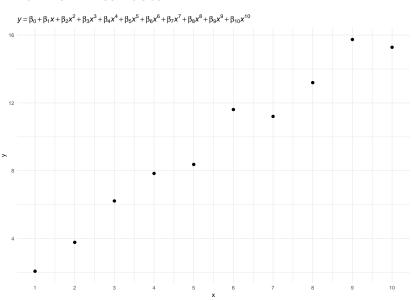
How to account for non-linearity in a linear model?

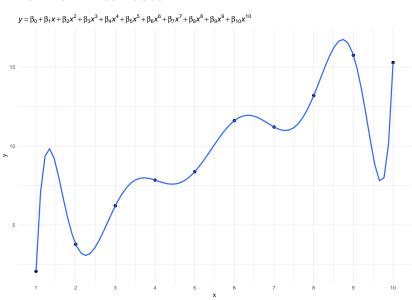
- Use higher-degree polynomials
 - quadratic: $y = \beta_0 + \beta_1 x + \beta_2 x^2$
 - cubic: $y = \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3$
 - *n*th: $y = \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3 + ... + \beta_n x^n$











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
- 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

Smoothing splines

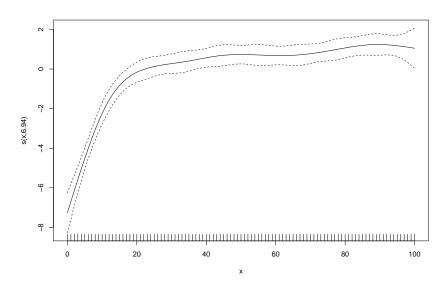
- there are several kinds of splines
 - each with their own basis functions
 - thin plate regression splines
 - cubic regression splines
- ▶ for more info, run ?smooth.terms

A simple GAM

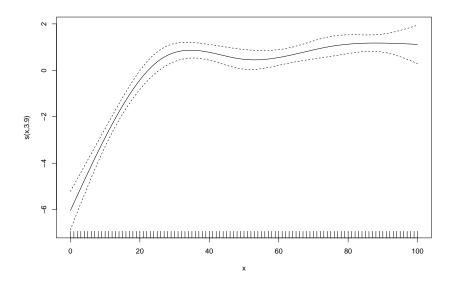
```
##
## Family: gaussian
## Link function: identity
##
## Formula:
## y \sim s(x, bs = "cr", k = 10)
##
## Parametric coefficients:
           Estimate Std. Error t value Pr(>|t|)
##
## ---
```

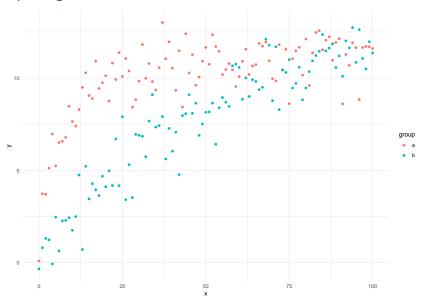
24 / 30

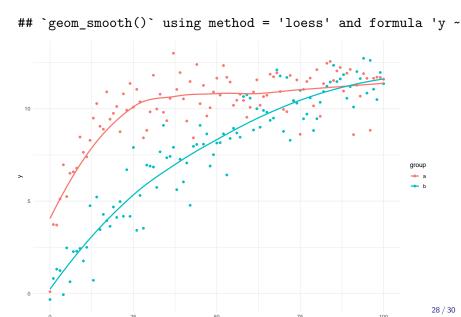
A simple GAM



A simple GAM







ordered by-variables

- 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