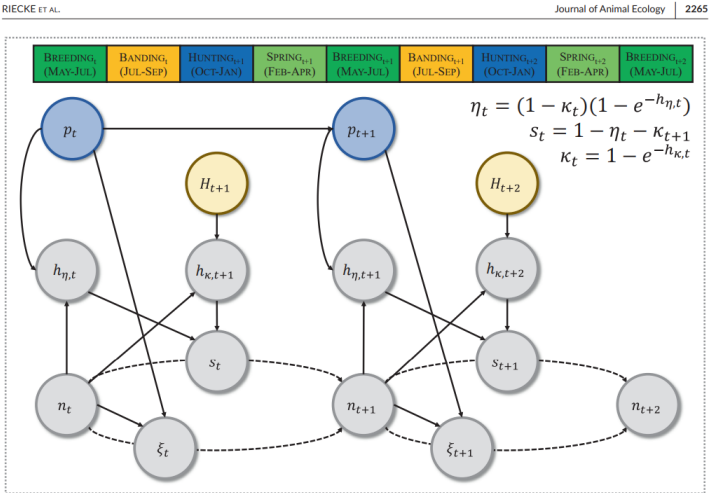
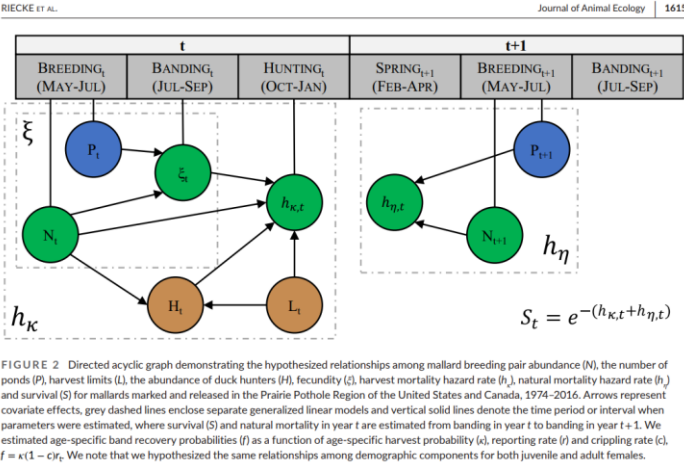
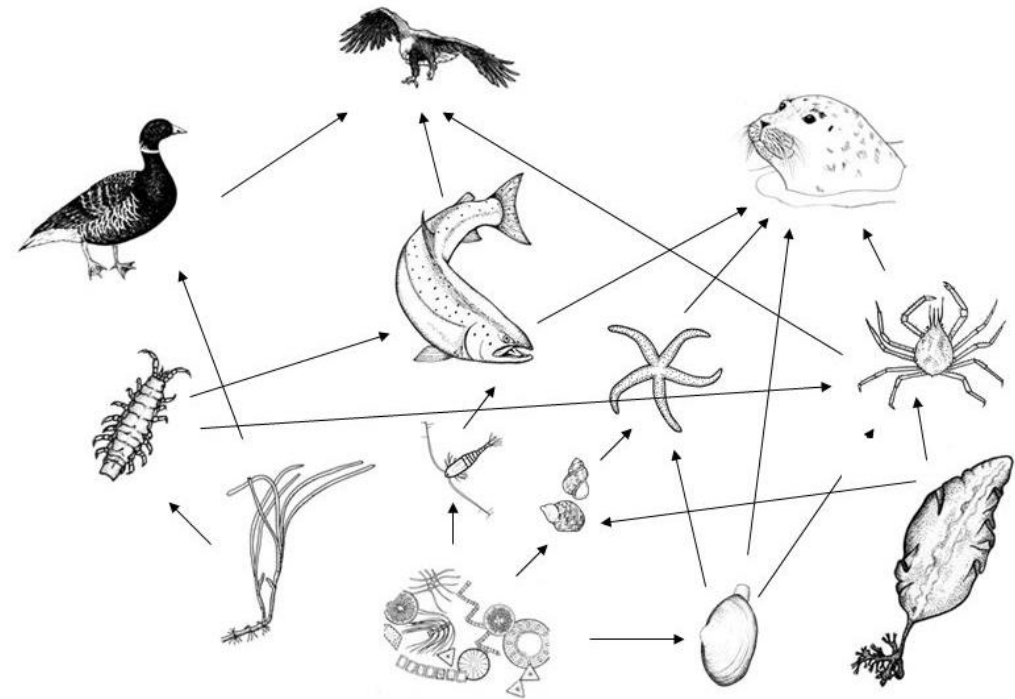
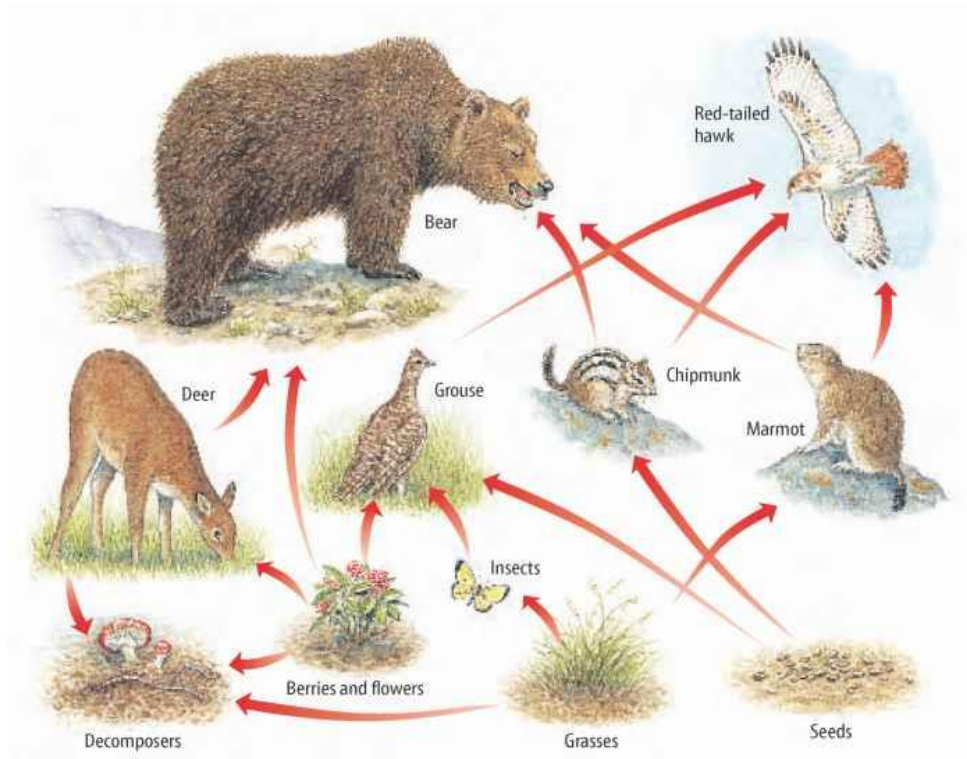


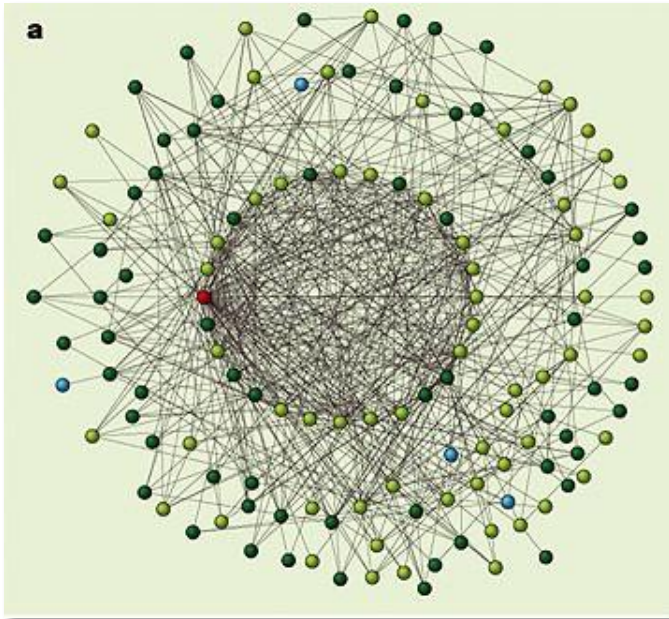
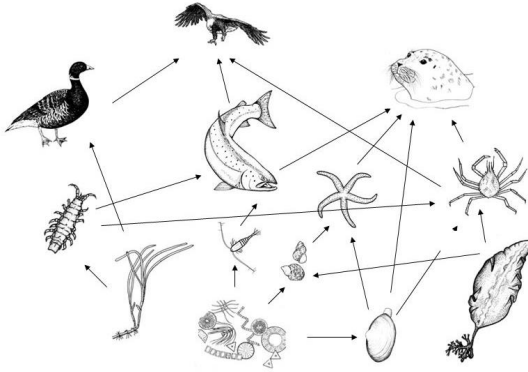
# Section 5: Path analysis and handling real data



# Ecological systems are fascinating

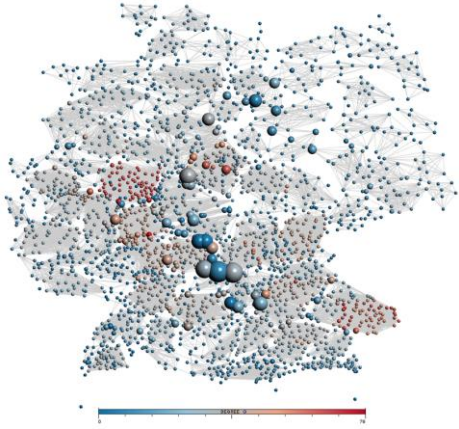


# Ecological reality is a bit more complex



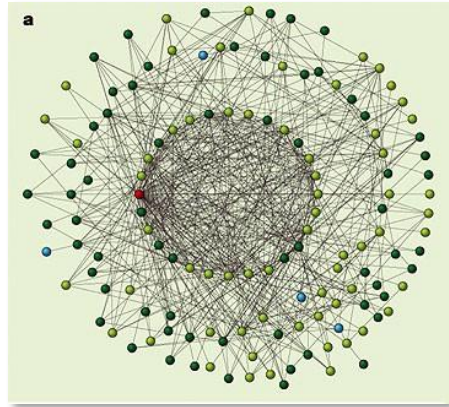


# Ecological systems are unbelievably complex!



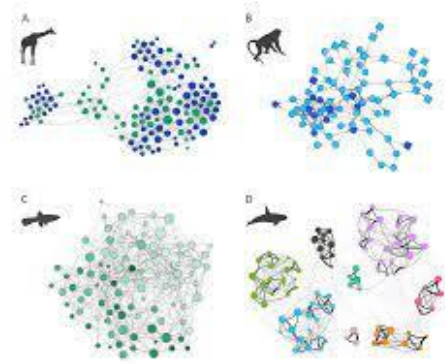
## Climate network

*Abiotic systems*



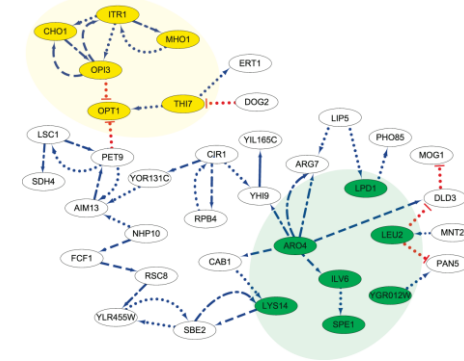
## Food Network

*Within communities*



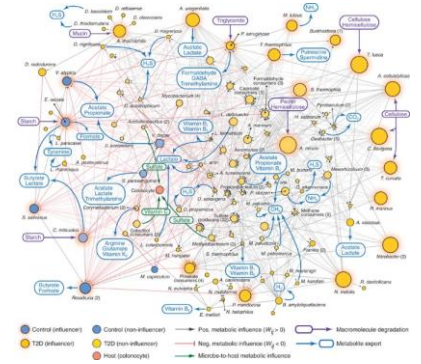
## Social Network

*Within populations*



## Gene Network

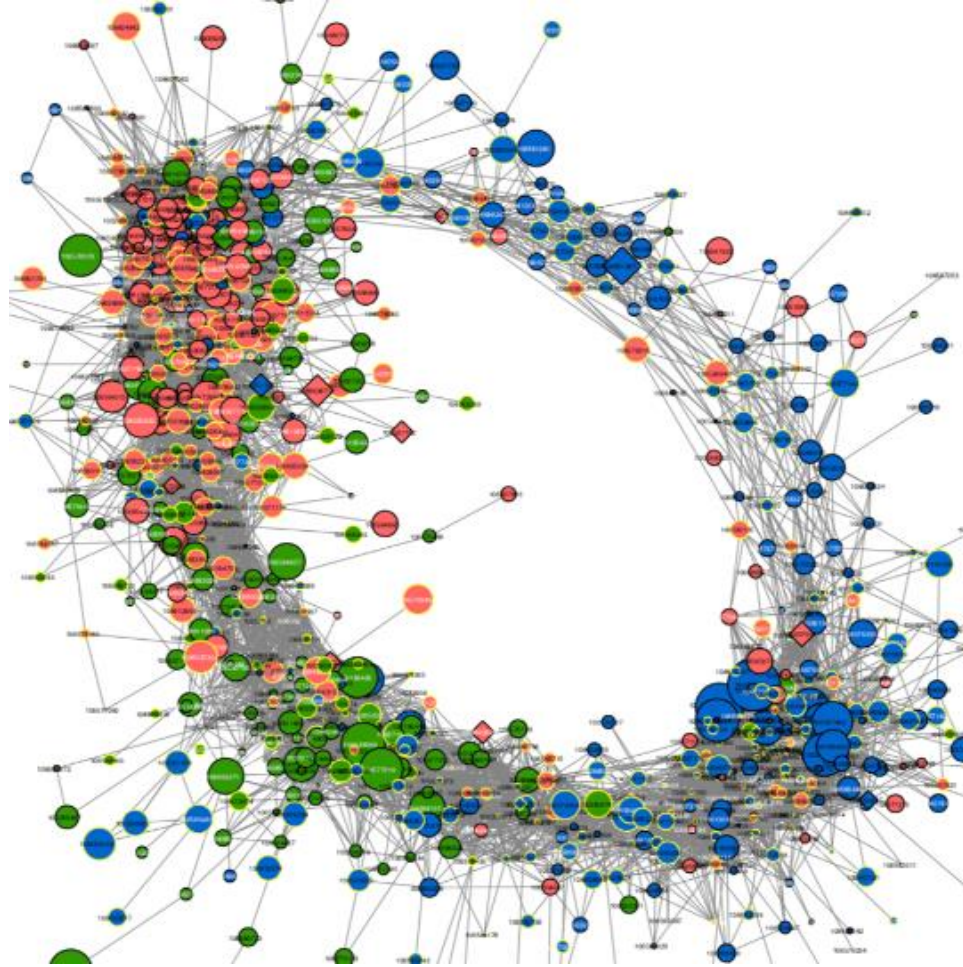
*Within individuals*



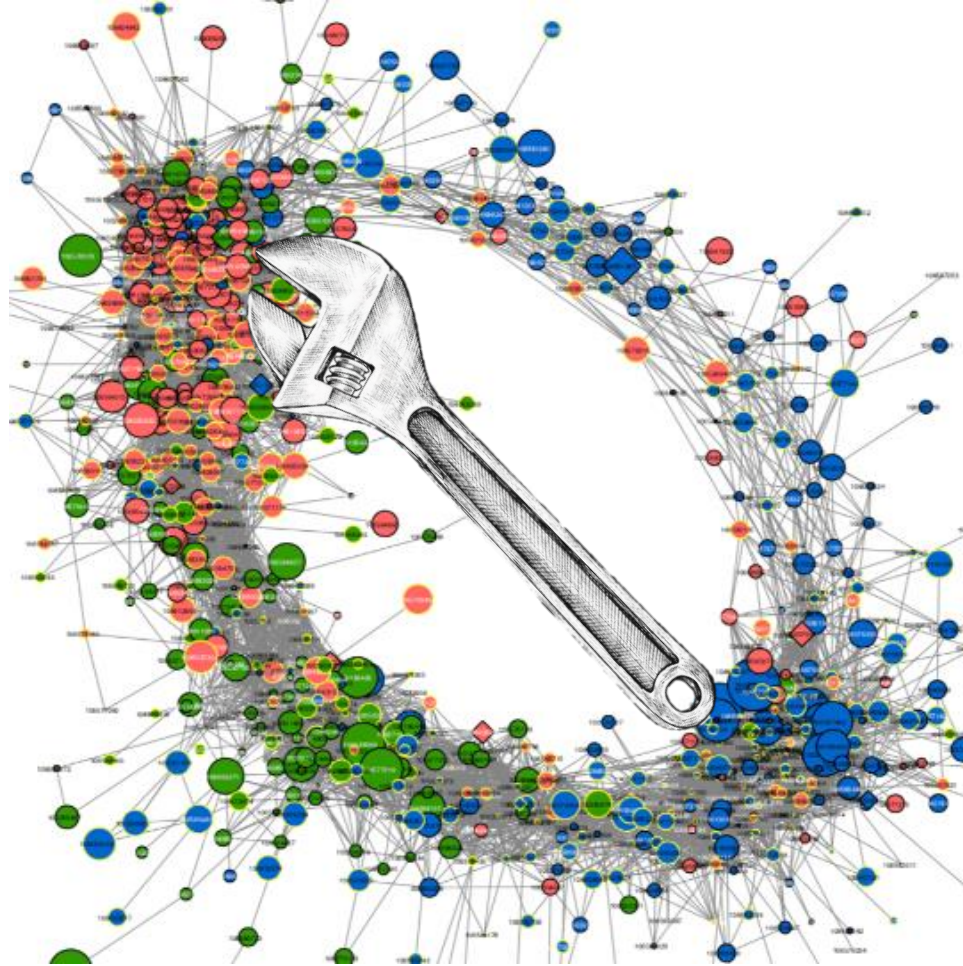
## Microbial Network

*Within individuals*

# Ecological systems are fascinating and beautiful!

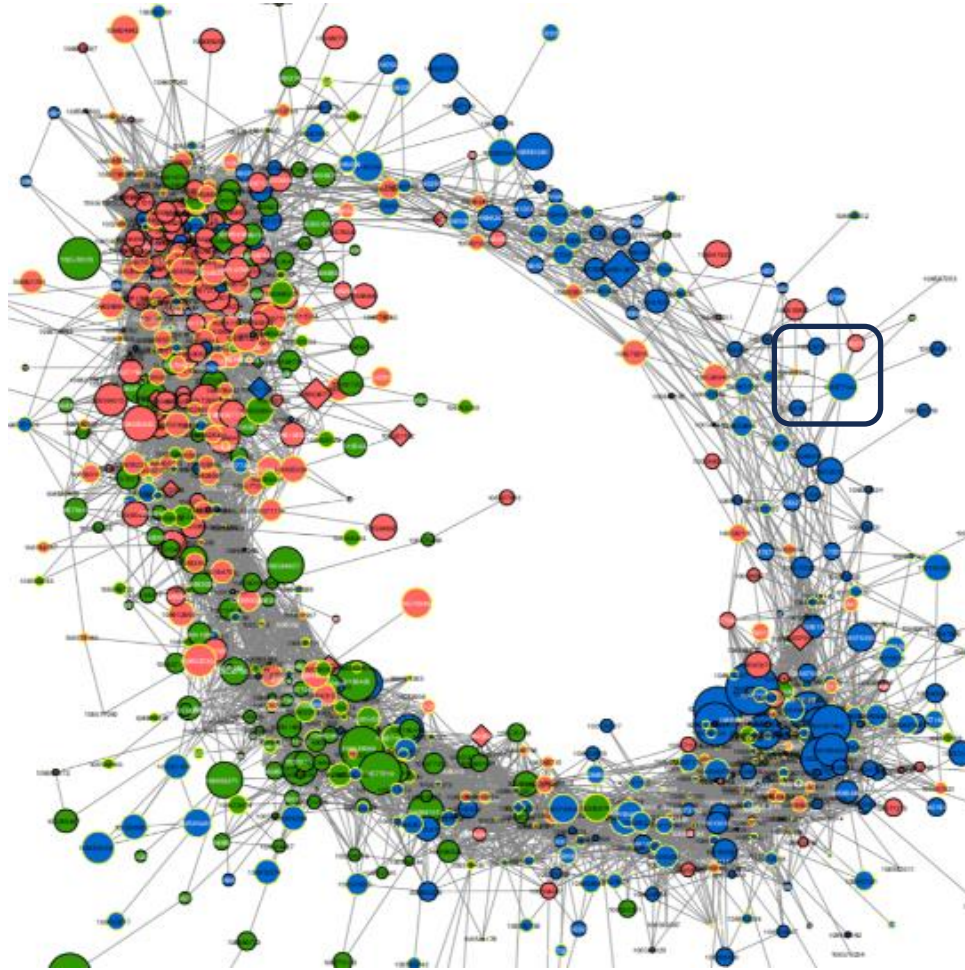


# There's a disconnect...

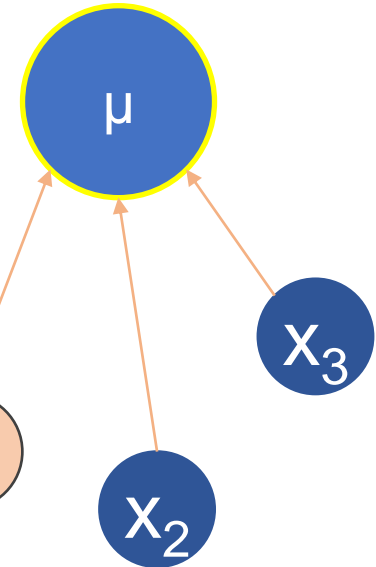




# GLMs dominate ecological analyses



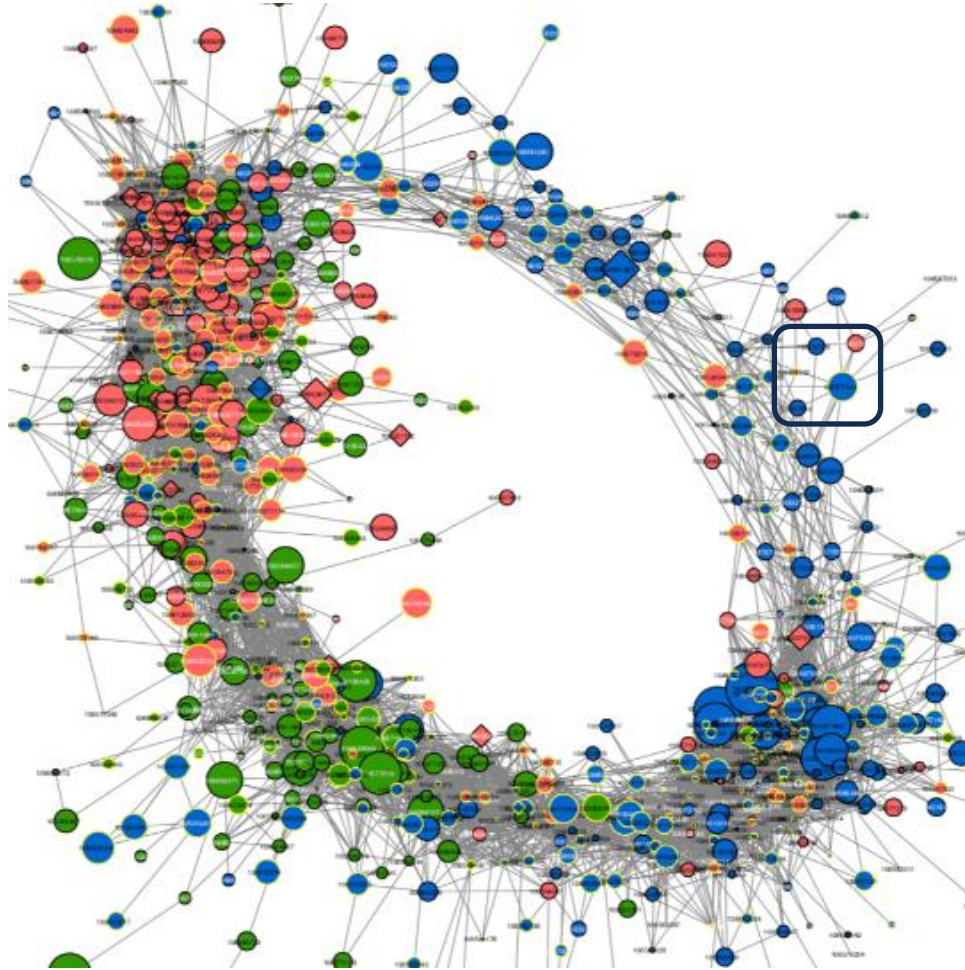
**Response**



**Covariates**

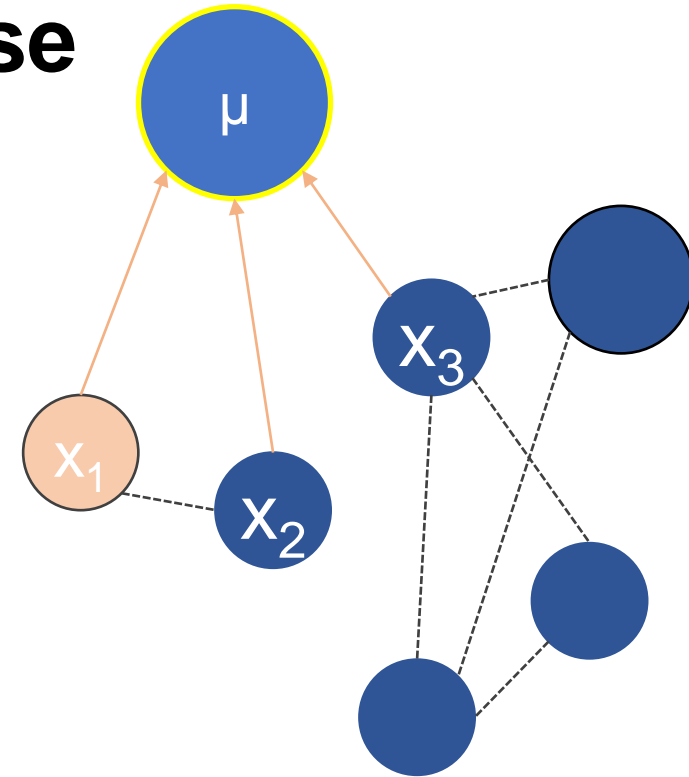
$$\text{glm}(y \sim x1 + x2 + x3)$$

# Covariates are often collinear, or correlated



**Response**

**Covariates**

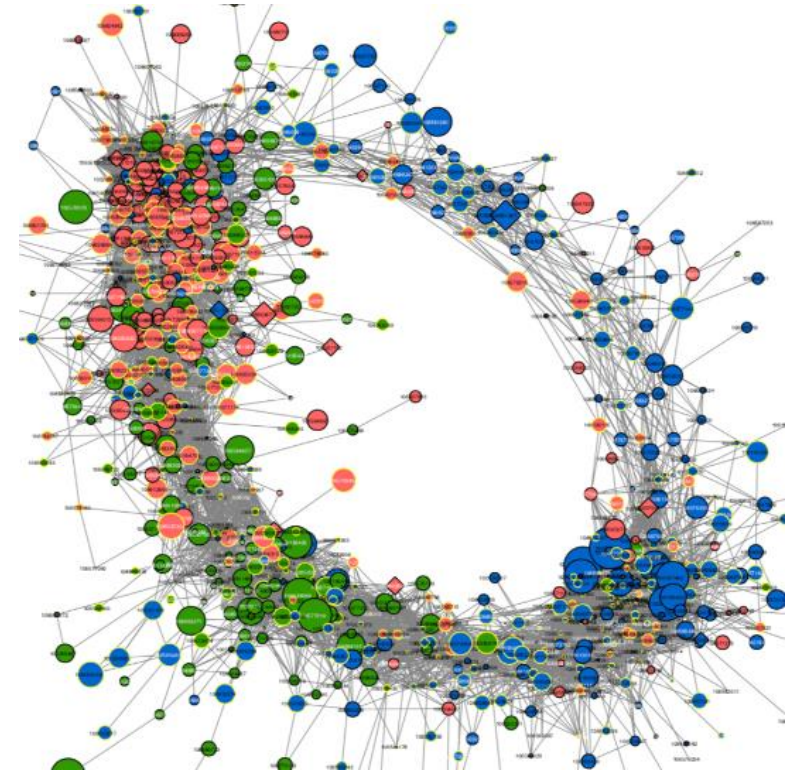
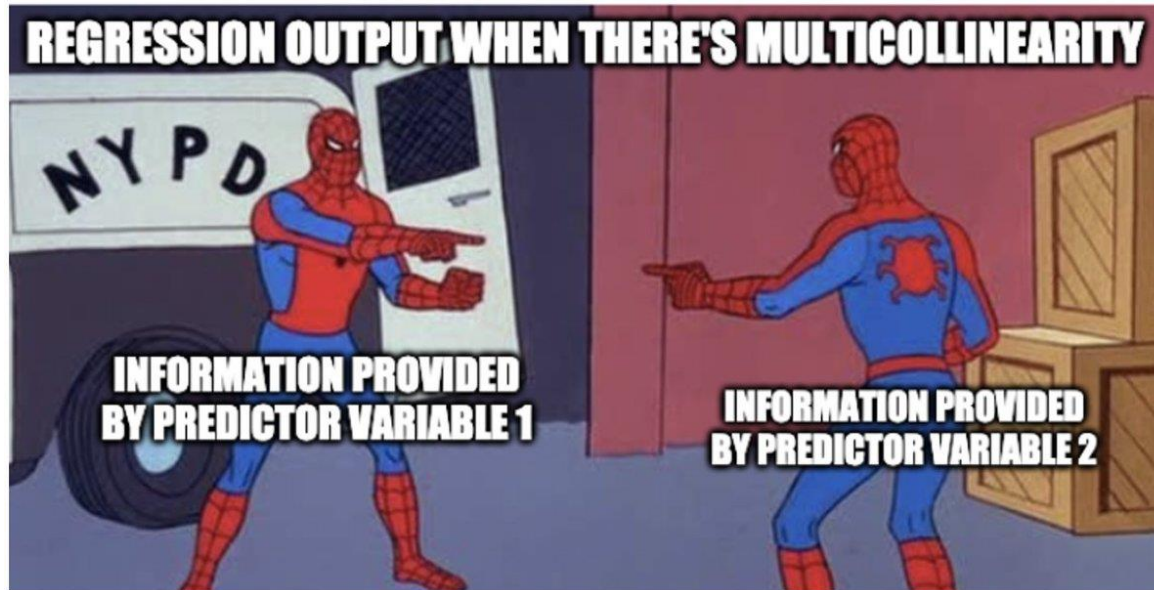




**How many of you have had to...**

**exclude multicollinear ( $r > 0.7$  [ $r > 0.5?$ ]) covariates?**

# We do this for good reasons

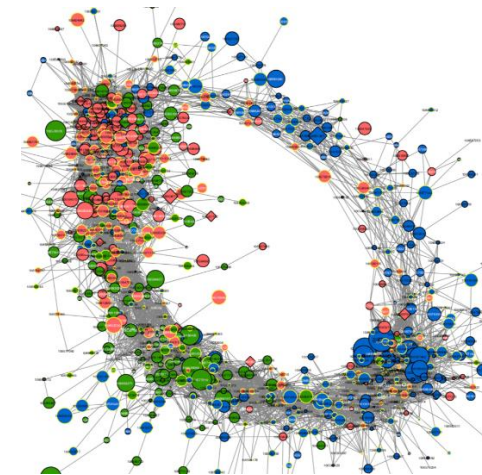


Graham (2003) *Ecology*; Cade (2015) *Ecology*

# **We often do this in weird ways**

- **test which fit 'best' | model selection**
- **haphazardly? (autocratically)**
- **$|r| > 0.7$  is a problem,  $|r| = 0.694$  is fine...**

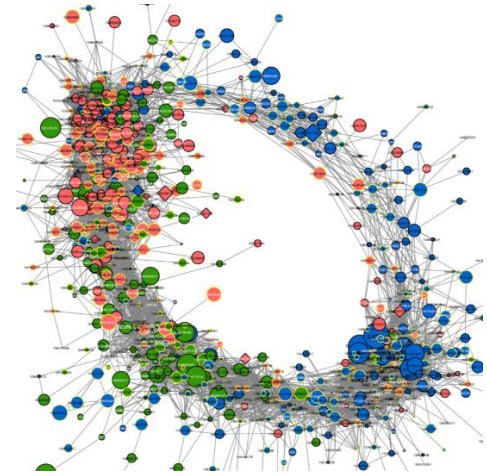




**Why were they collinear?**

# Why were they collinear?

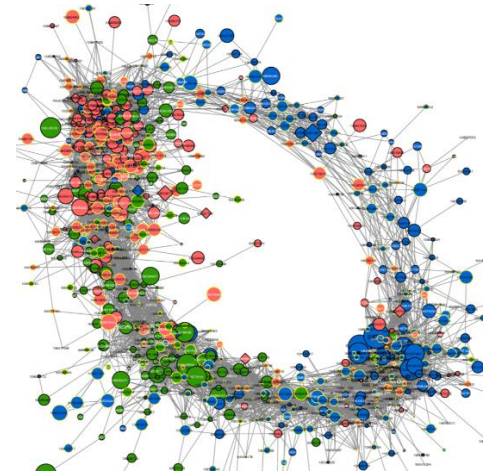
• ~~‘random’?~~



# Why were they collinear?

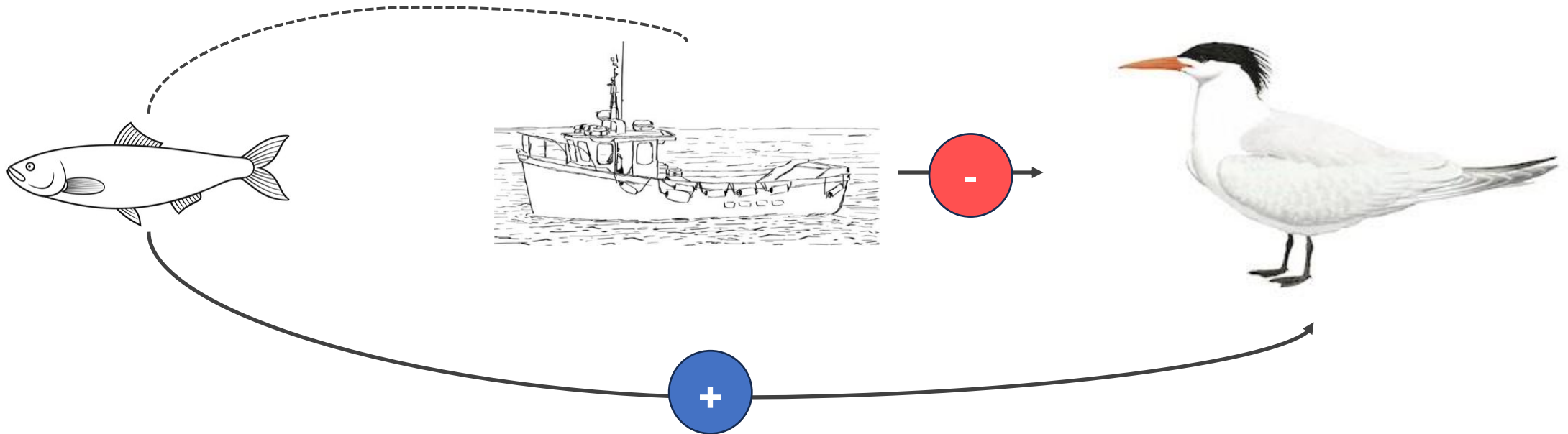
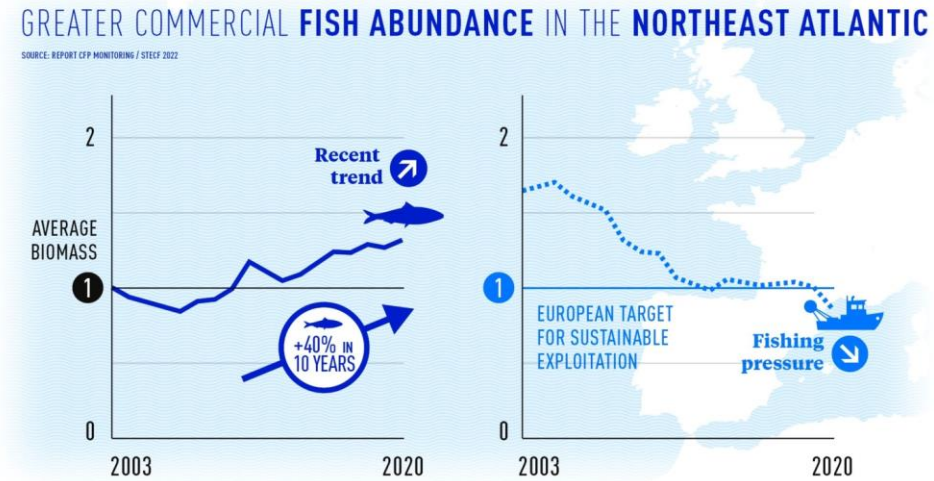
• ~~‘random’?~~

1) One affects the other directly or indirectly





e.g. problem

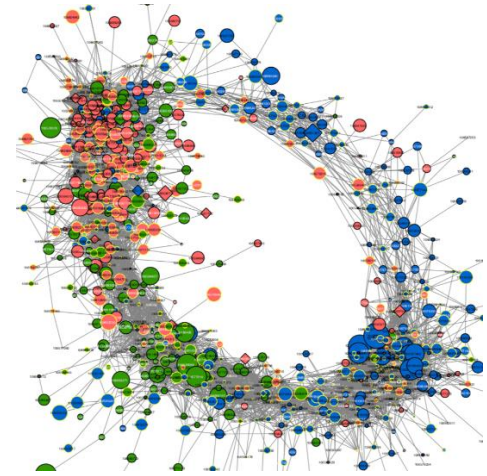


Fish and fishing are collinear because fishing affects fish

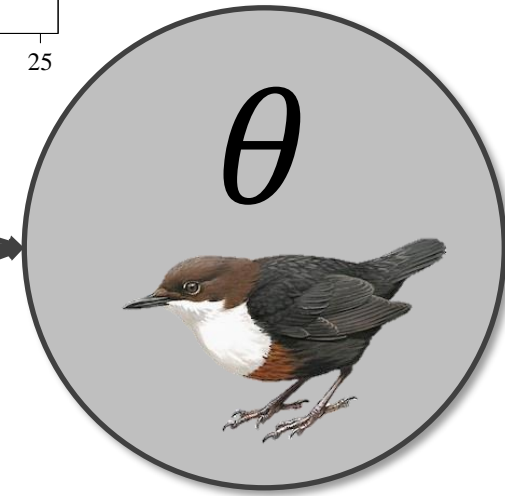
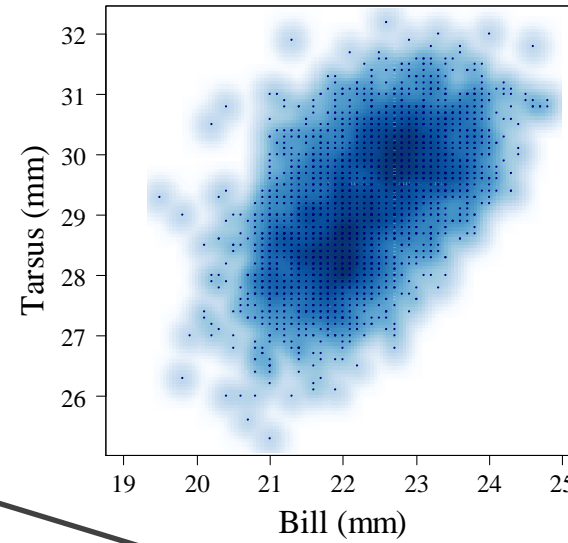
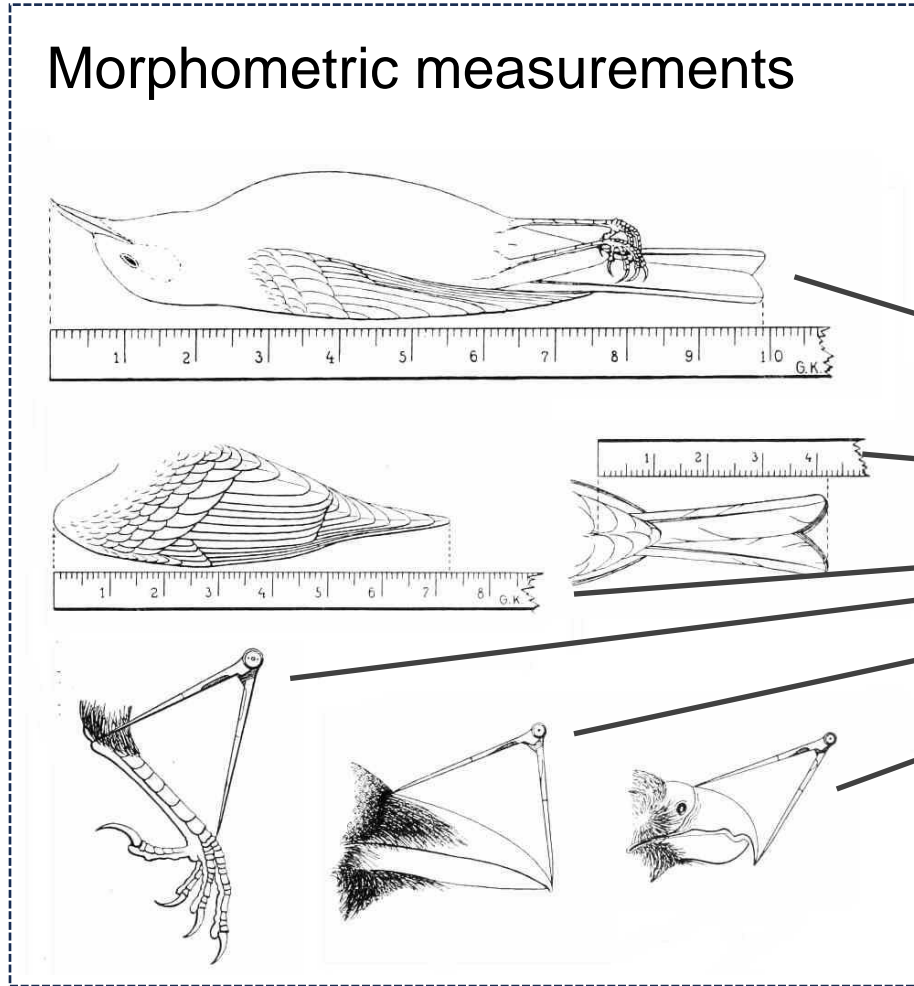
# Why were they collinear?

• ~~‘random’?~~

- 1) One affects the other directly or indirectly
- 2) They're a result of an underlying latent process
  - i.e., we're measuring the same thing



# e.g. problem

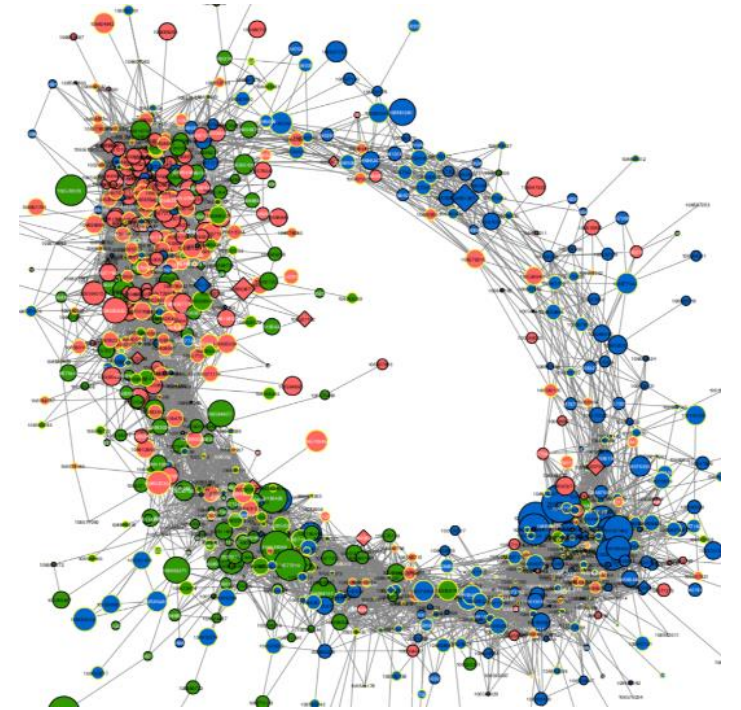


These are all measurement of different aspects of 'size'

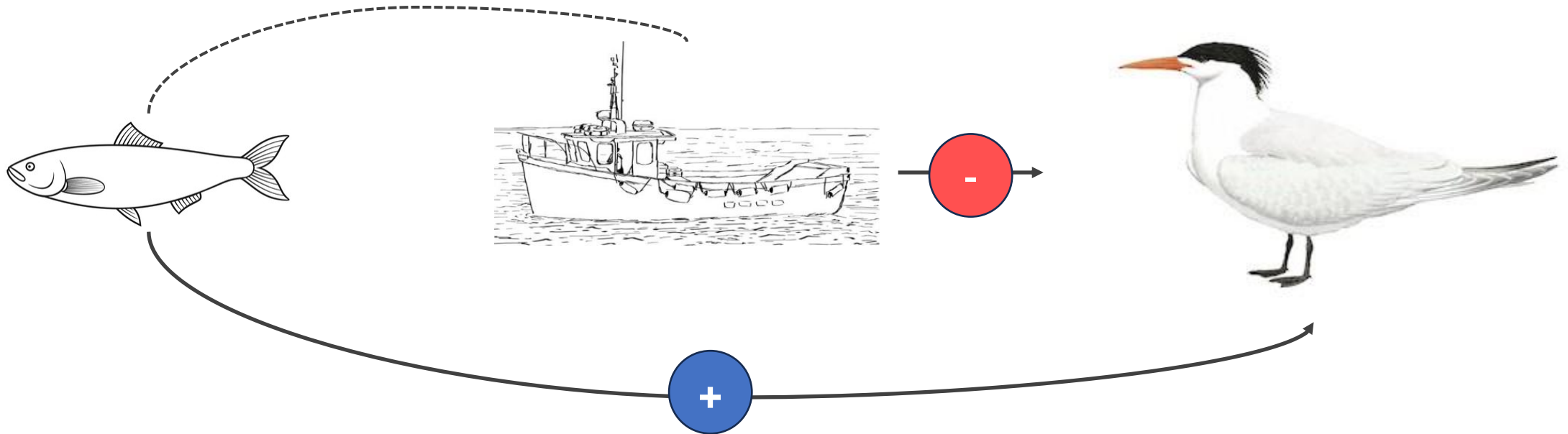
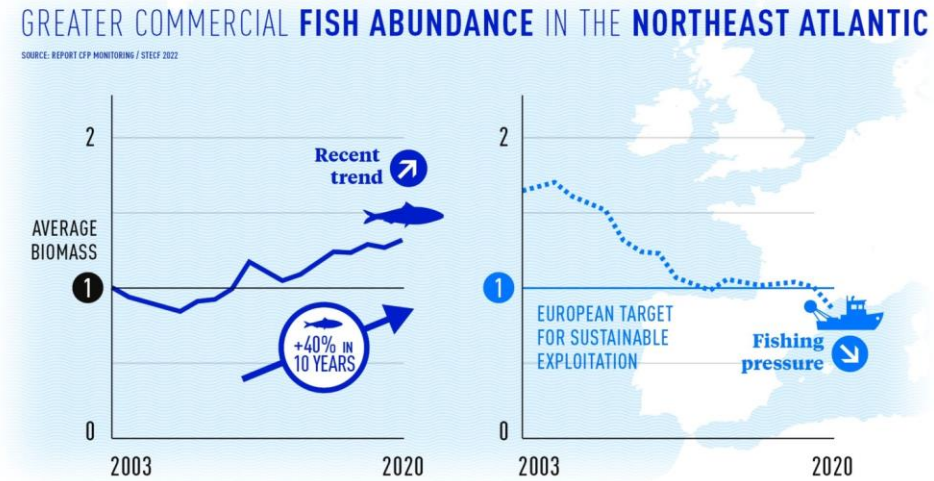


# Instead of fighting or fearing multicollinearity...

**We should expect it, appreciate it,  
and seek to understand and use it.**

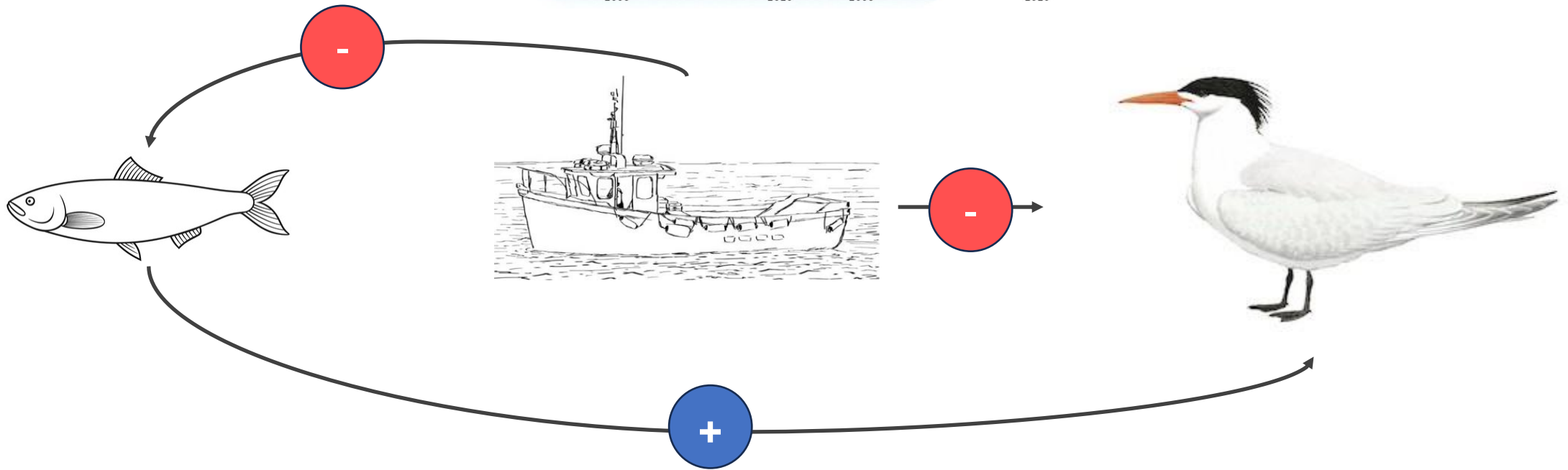
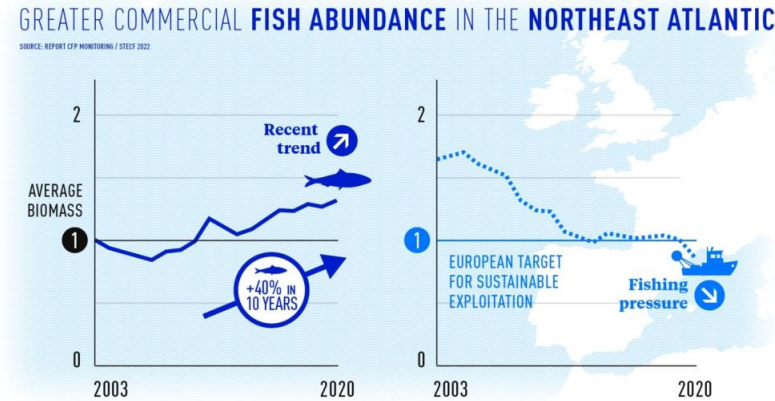


e.g. problem



Fish and fishing are collinear because fishing affects fish

# e.g. solution via path analysis



Fish and fishing are collinear because fishing affects fish, we can model that



# SEMs often feel overwhelming?!



*Special Section: Observational Studies*

## Structural Equation Modeling for Observational Studies

JAMES B. GRACE,<sup>1</sup> *United States Geological Survey National Wetlands Research Center, 700 Cajundome Boulevard, Lafayette, LA 70506, USA*

$$y_1 = \alpha_1 + \gamma_{11}x_1 + \zeta_1 \quad (1)$$

$$y_2 = \alpha_2 + \gamma_{21}x_1 + \gamma_{22}x_2 + \beta_{21}y_1 + \zeta_2 \quad (2)$$

$$y_3 = \alpha_3 + \gamma_{31}x_1 + \gamma_{32}x_2 + \beta_{31}y_1 + \beta_{32}y_2 + \zeta_3 \quad (3)$$

Simplifying the LISREL system for the case where there are no latent variables and ignoring the intercept terms, a generalized representation of a system of such equations is

$$Y = BY + \Gamma X + \zeta \quad (4)$$

Grace et al. **(2008)** *Journal of Wildlife Management*

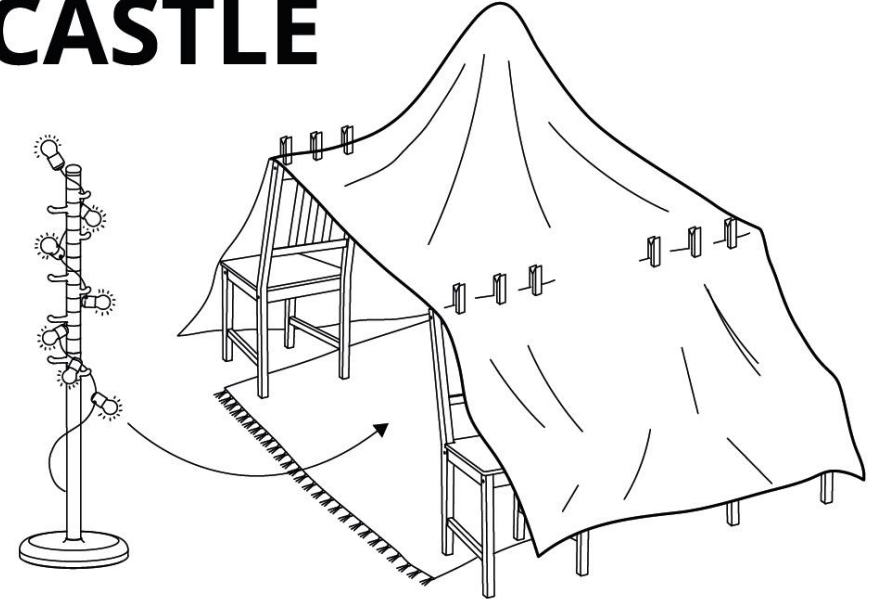
# Everything is overwhelming if we don't know the language


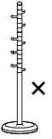


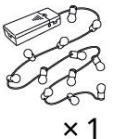

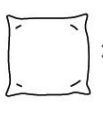
- 1) Put the **Taulov** on the **Golv**
- 2) Arrange four **Stefans** on the **Taulov**
- 3) Put the **Krokig** between the **Stefans**
- 4) Put the **Nattjasmin** over the **Stefans** and **Krokig**

# Everything is overwhelming if we don't know the language

- 1) Put the **rug** on the **floor**
- 2) Arrange four **chairs** on the **rug**
- 3) Put the **lamp** between the **chairs**
- 4) Put the **blanket** over the **chairs** and **lamp**

## CÅSTLE

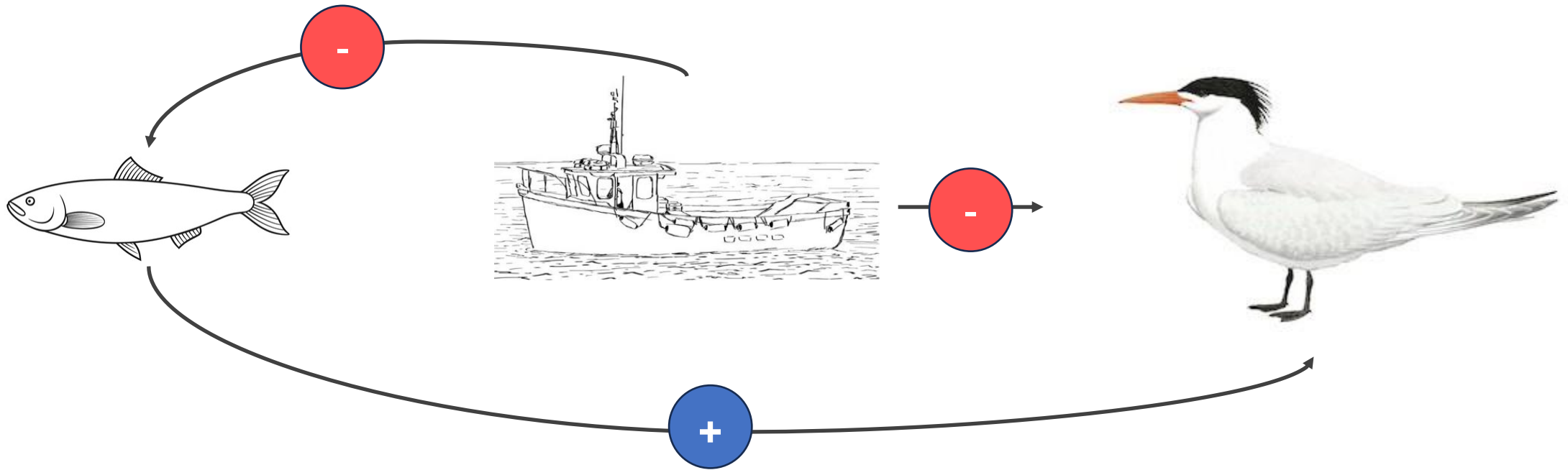


| STEFAN   | KROKIG   | NATTJASMIN   | BLÖTSNÖ  | TAULOV   | VALBJÖRG   |
|--|--|--|--|--|--|
|  × 4 |  × 1 |  × 2<br> × 16 |  × 1 |  × 1 |  × 3 |

Make sure that the structure is safe. Do not leave children unattended.  
The suggested examples are not official IKEA user guides for IKEA products.  
If you can't find the products referred to in the instructions, use similar ones.

# SEMs are intuitive

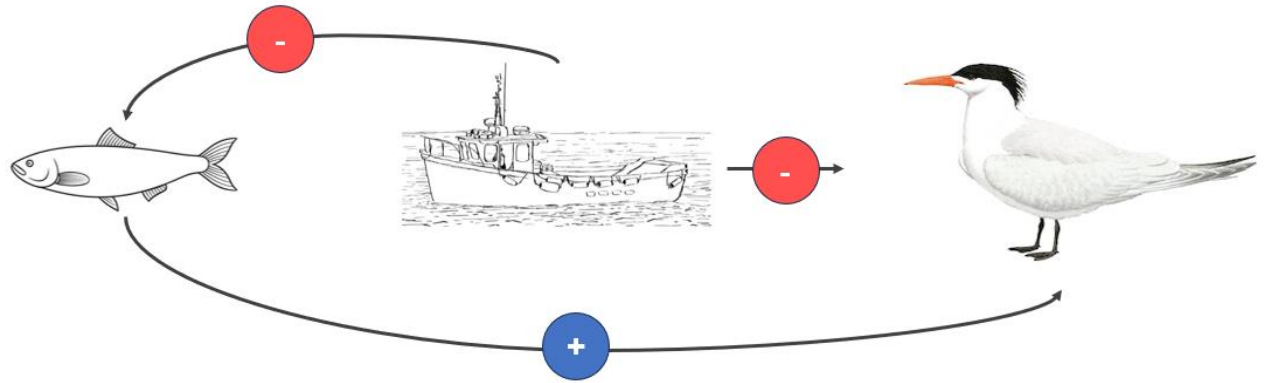
- 1) Draw a diagram of how you think your system works





# SEMs are intuitive

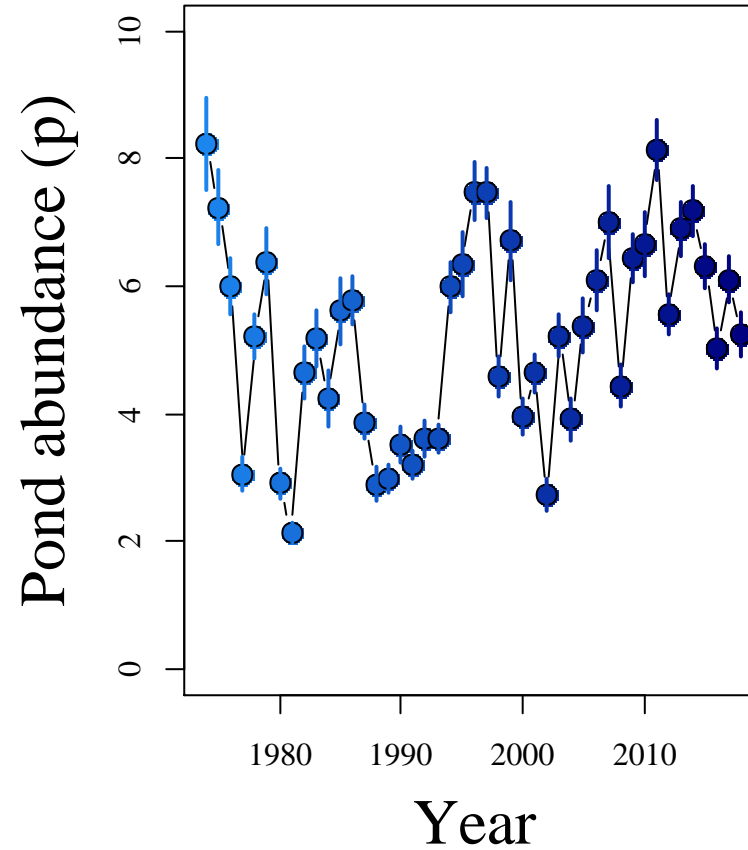
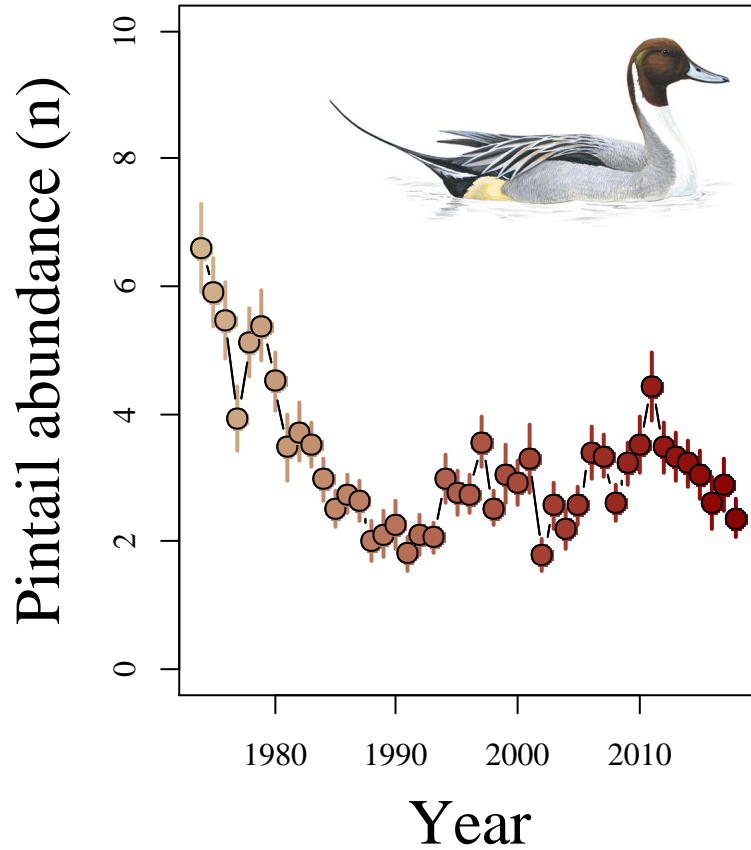
- 1) Draw a diagram of how you think your system works
- 2) Write more than one linear model that represents your diagram



```
sem('fish ~ fishing  
    terns ~ fish + fishing')
```

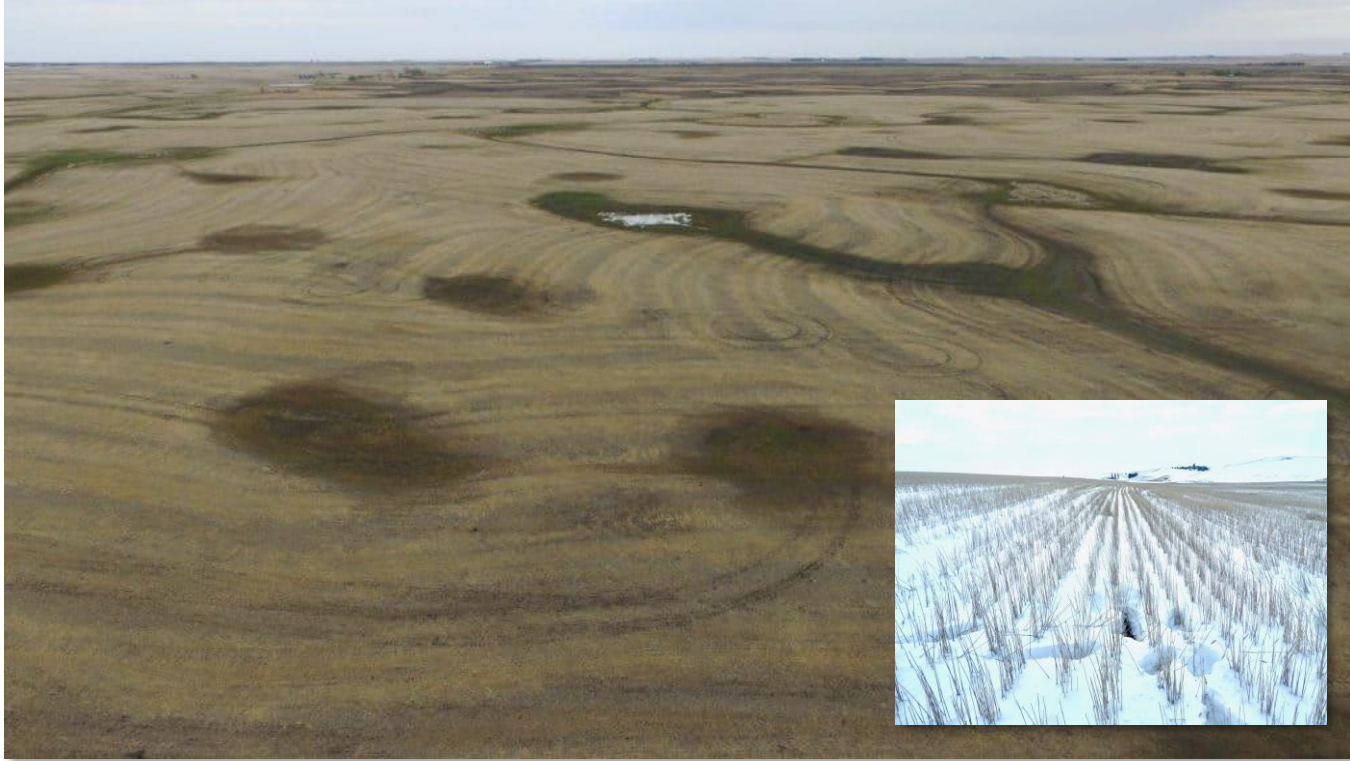
**How many ducks will we shoot if  $X$ ?**

# Northern pintails are relatively unique among dabbling ducks



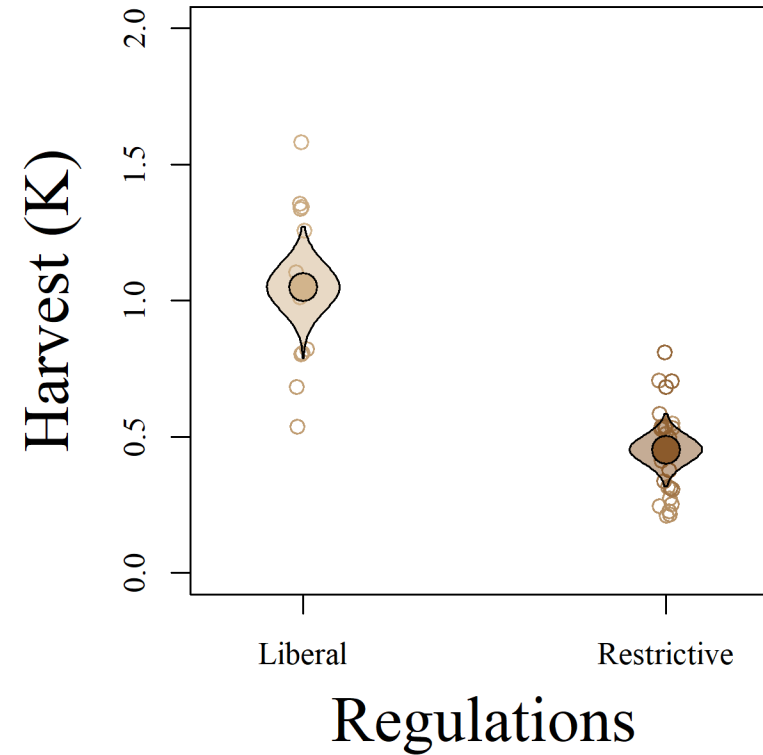
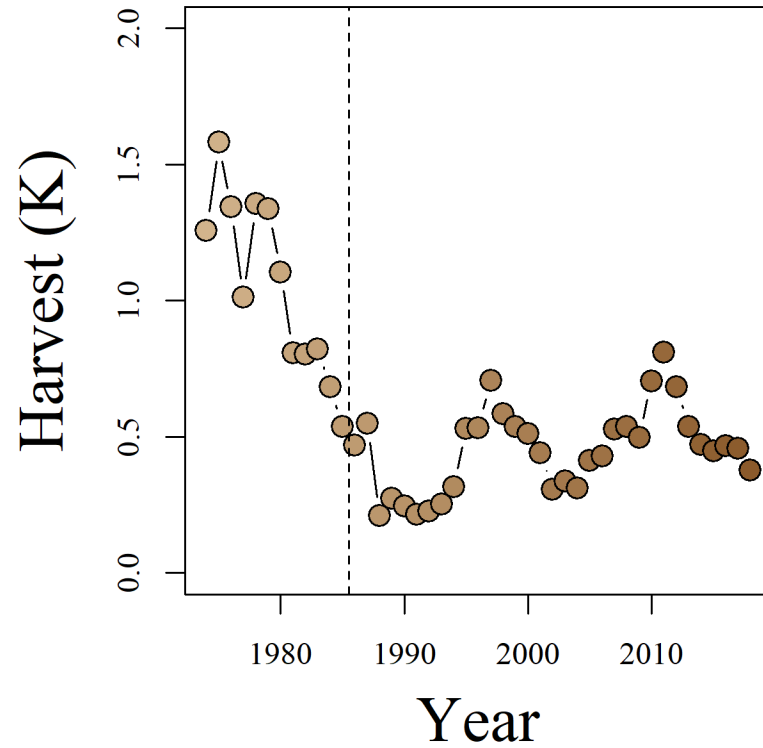
**Like other ducks, they like ponds, but haven't done as well...**

# A textbook example of an 'ecological trap'

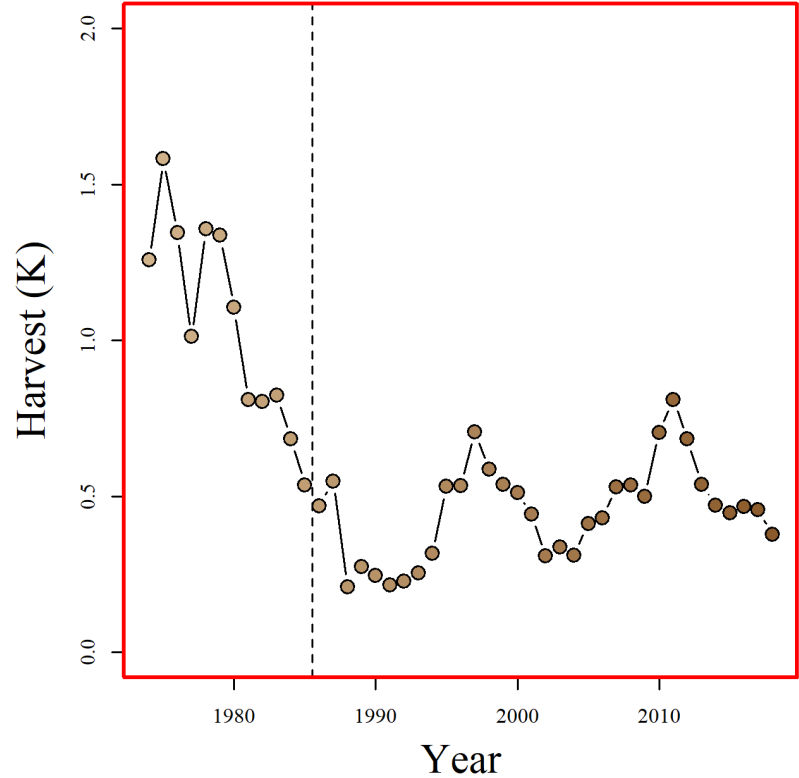
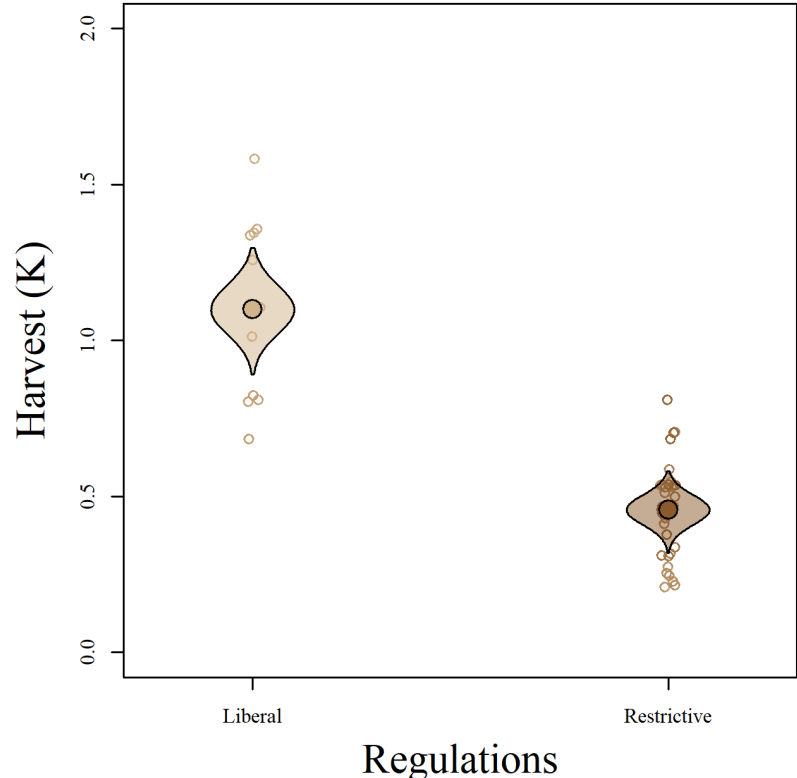
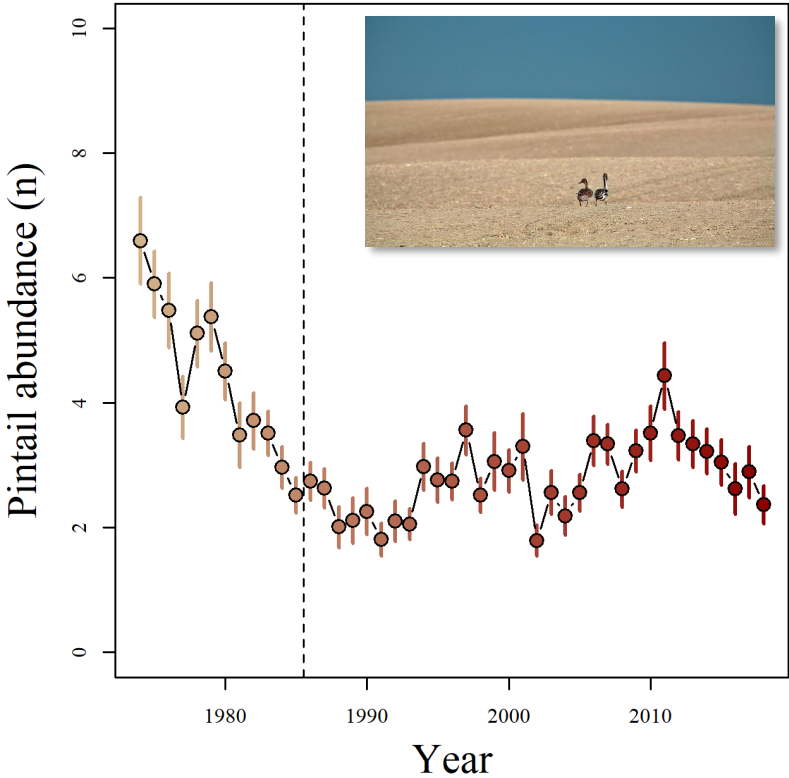




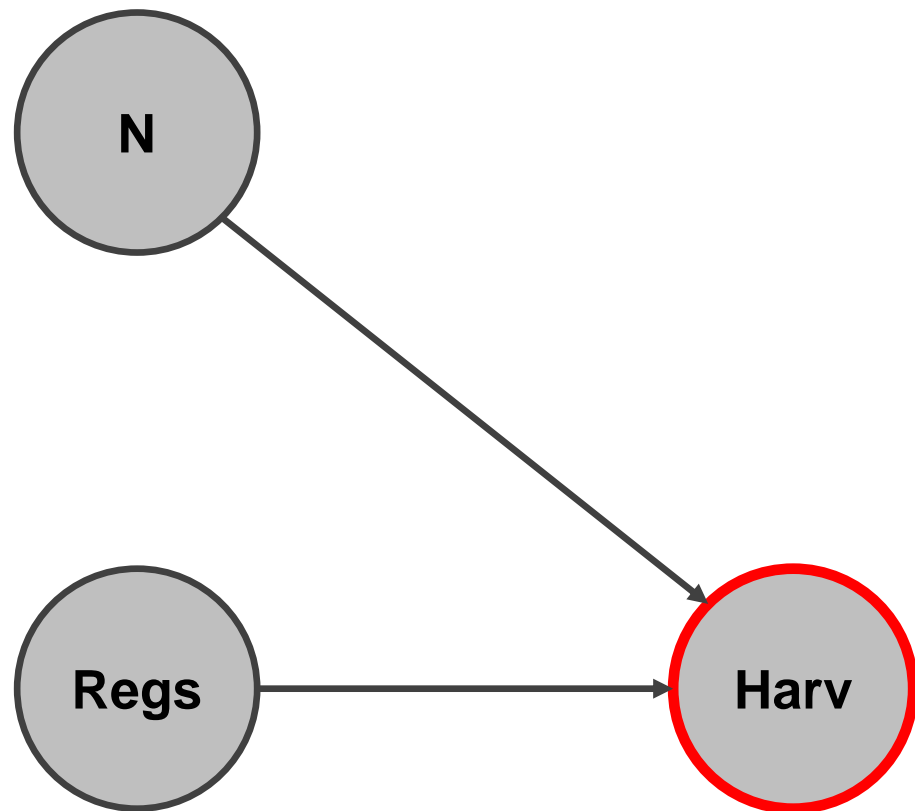
# Harvest management has been our main response...



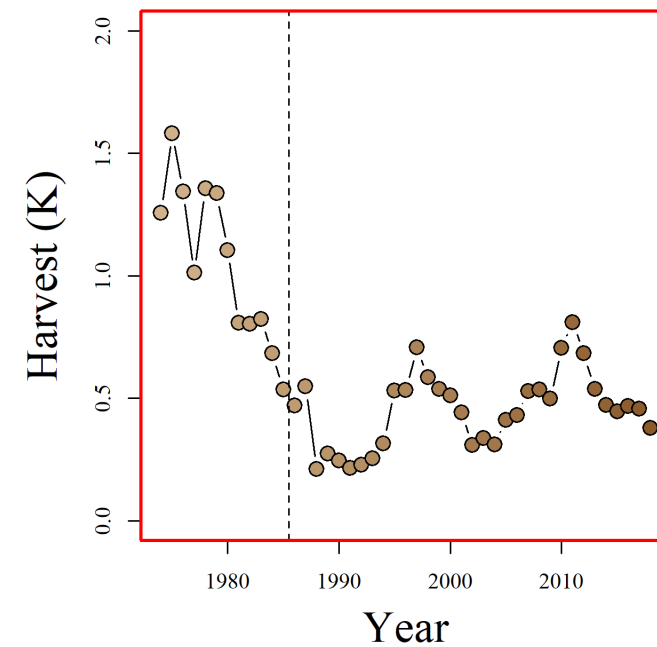
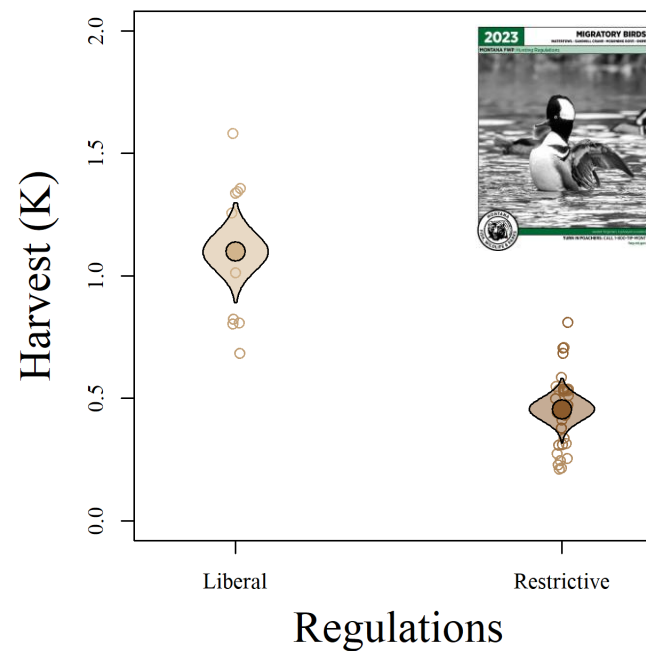
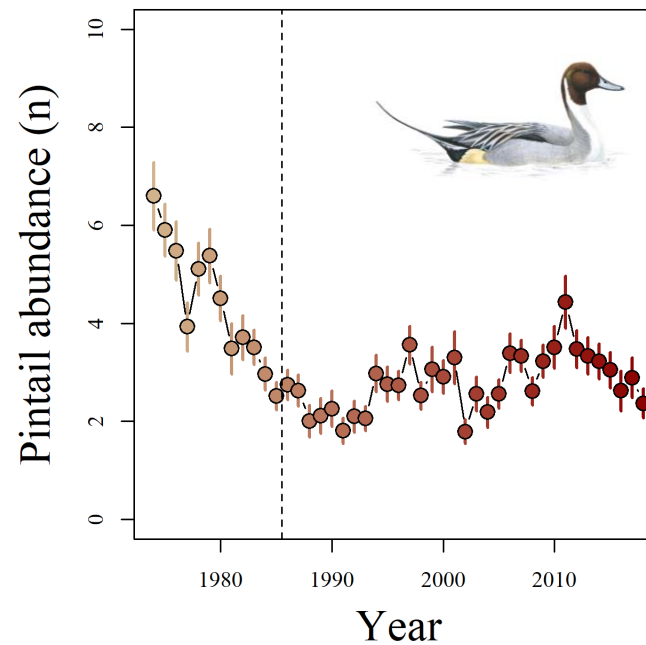
# We've reached an impasse...



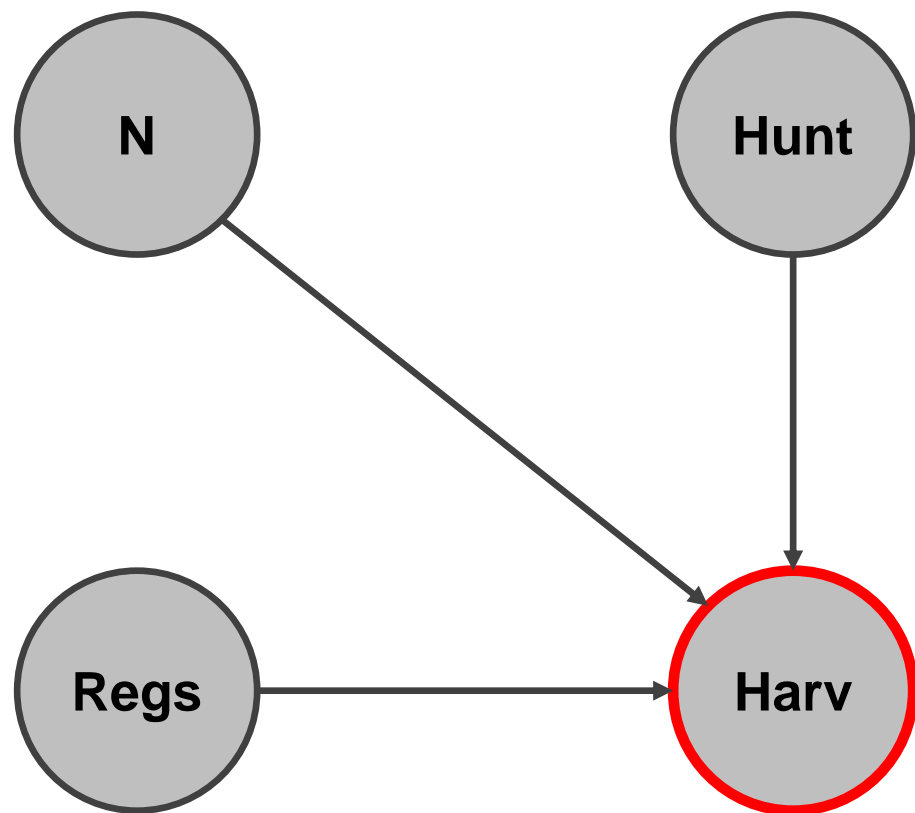
# Let's build a better model...



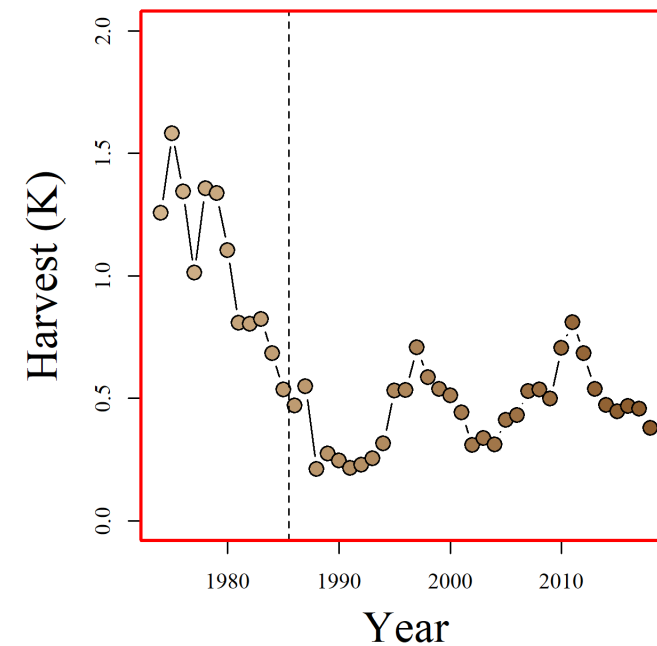
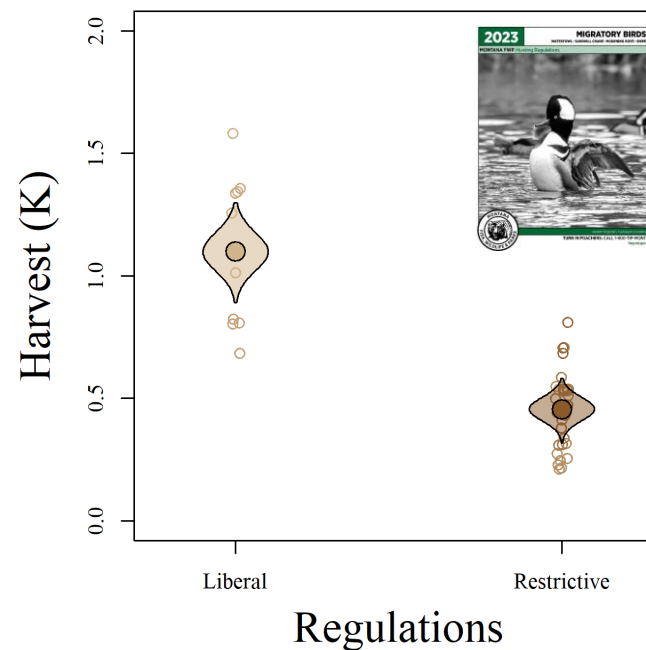
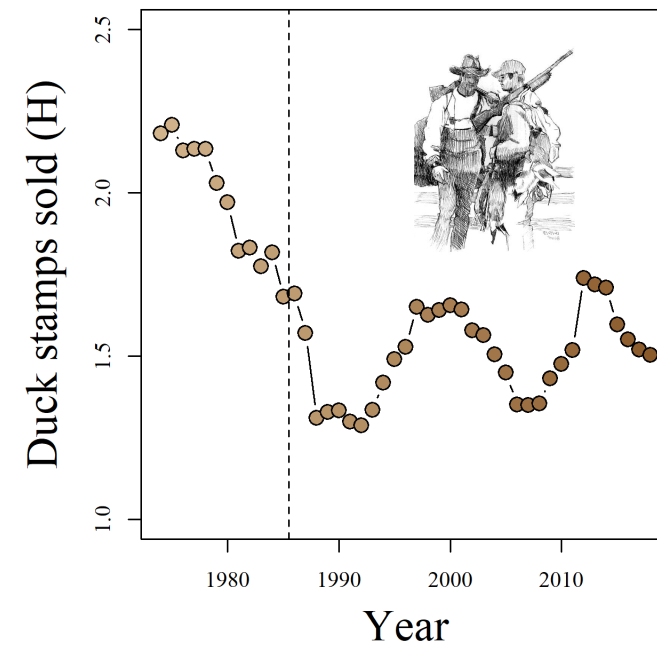
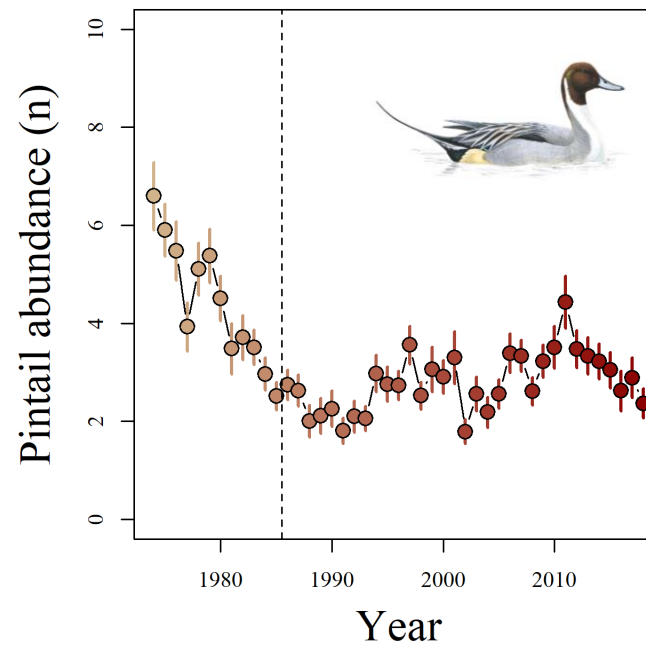
$\text{glm}(K \sim R + N)$



# Let's build a better model...

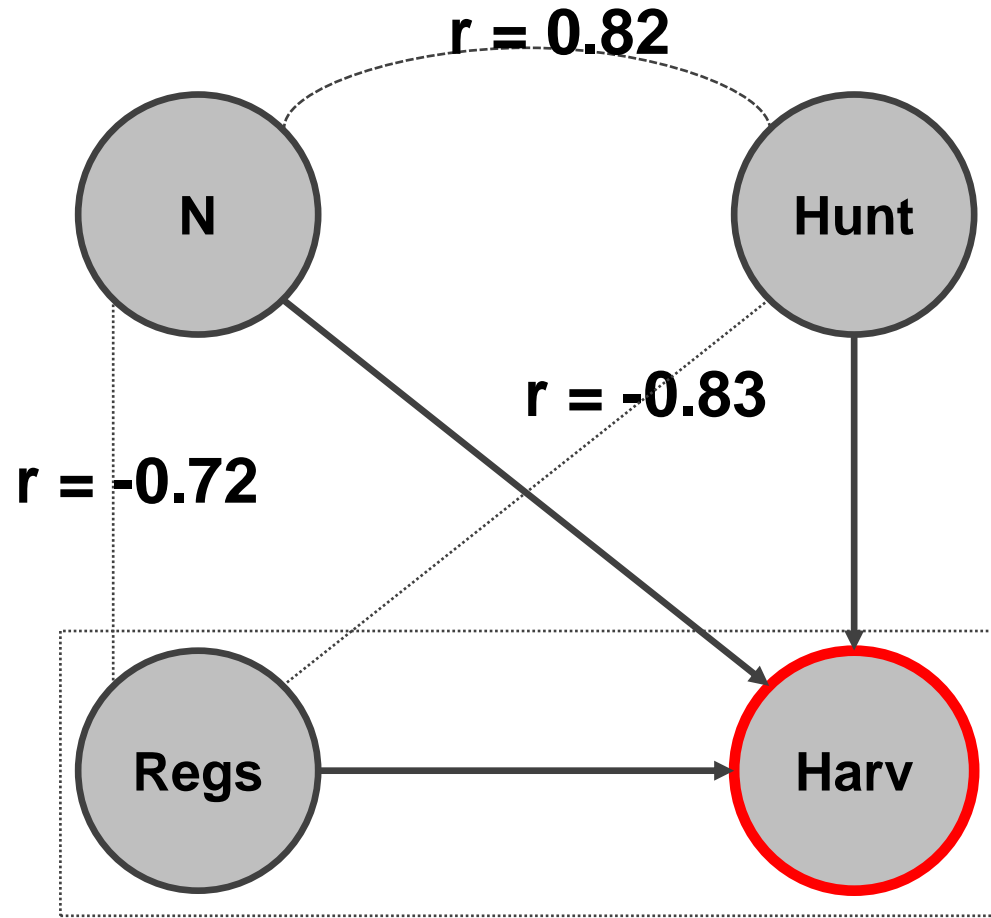


$\text{glm}(K \sim R + N + H)$

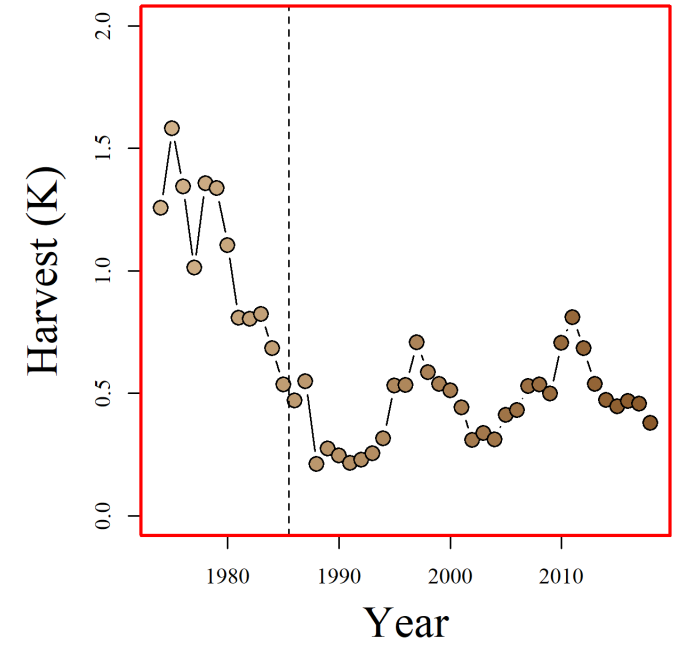
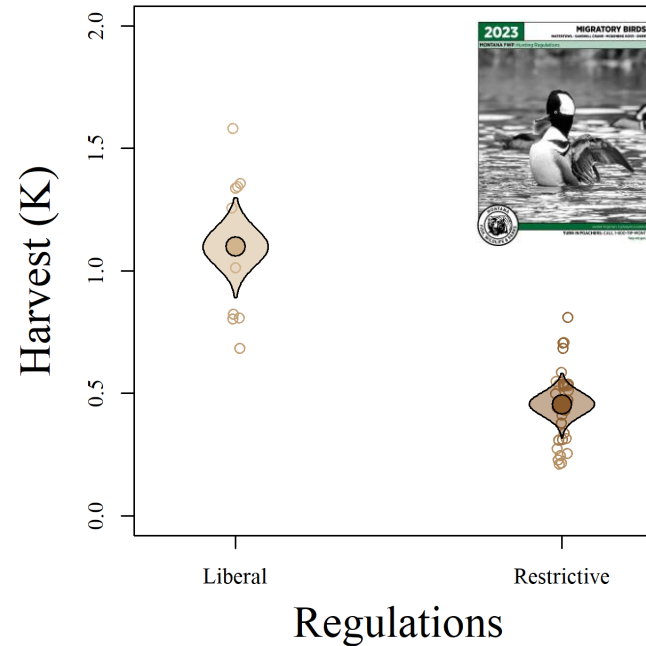
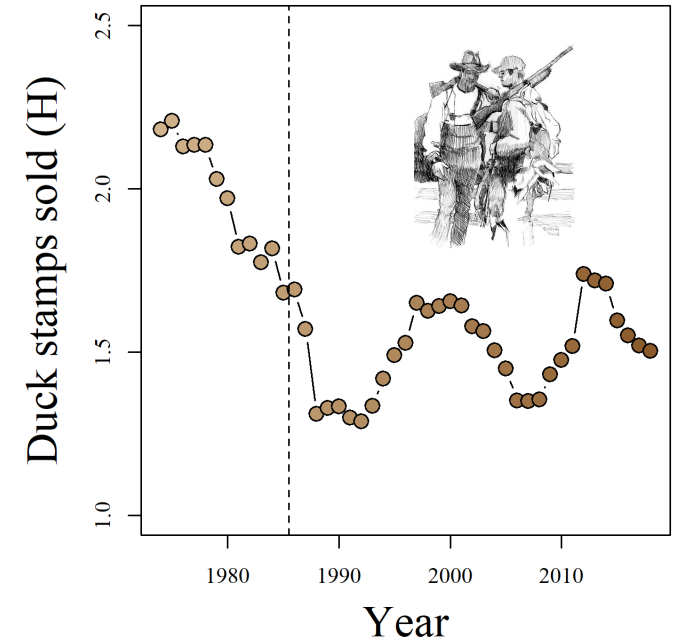
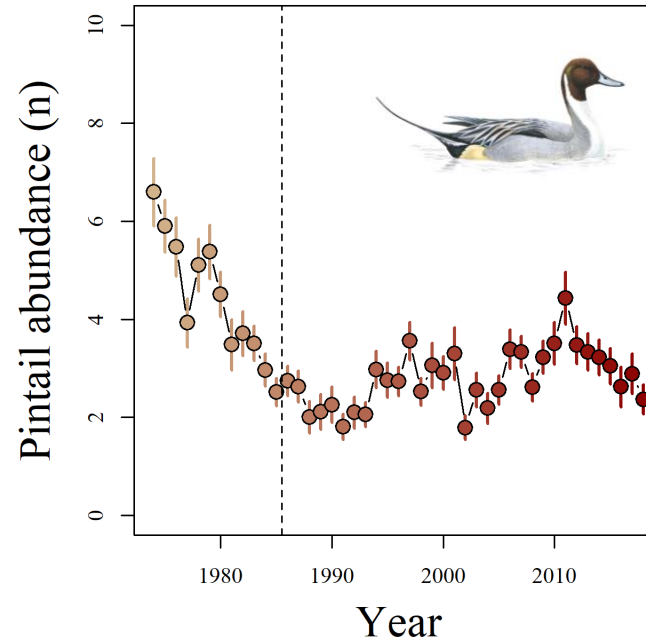




# Let's build a better model...



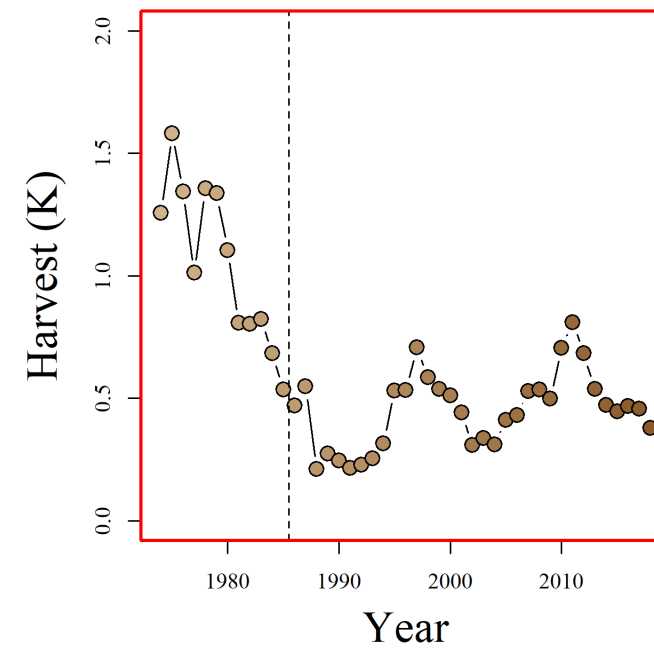
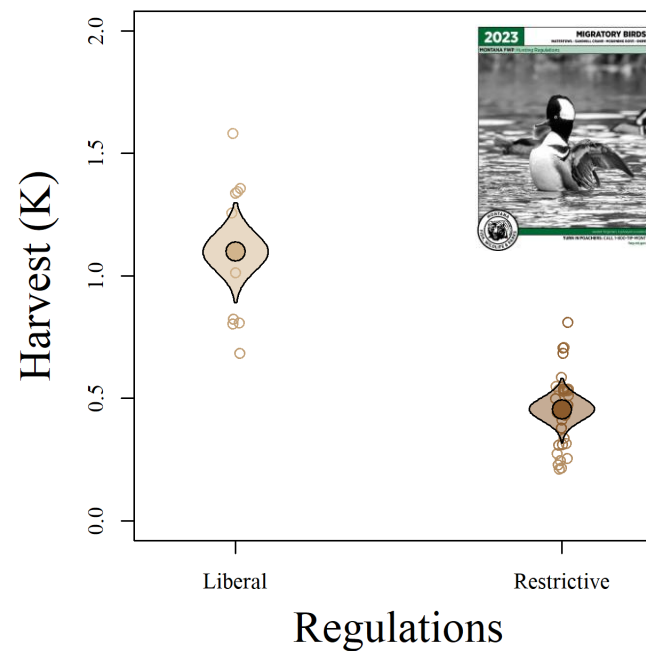
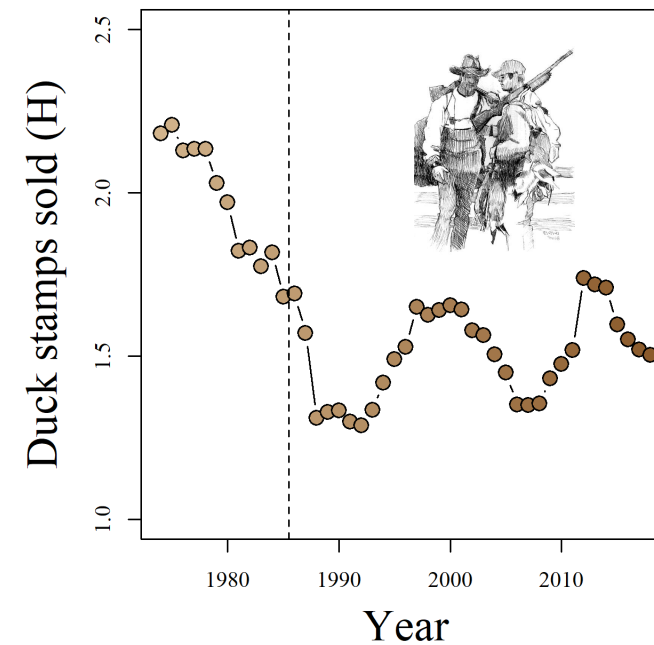
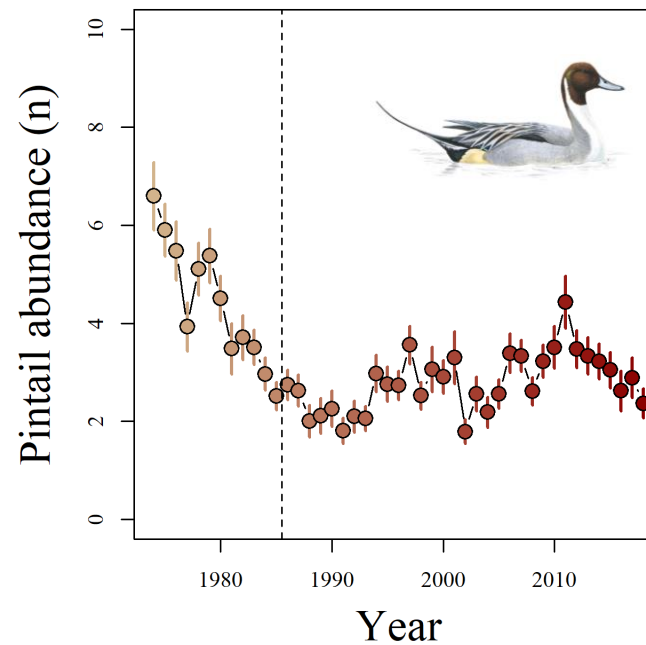
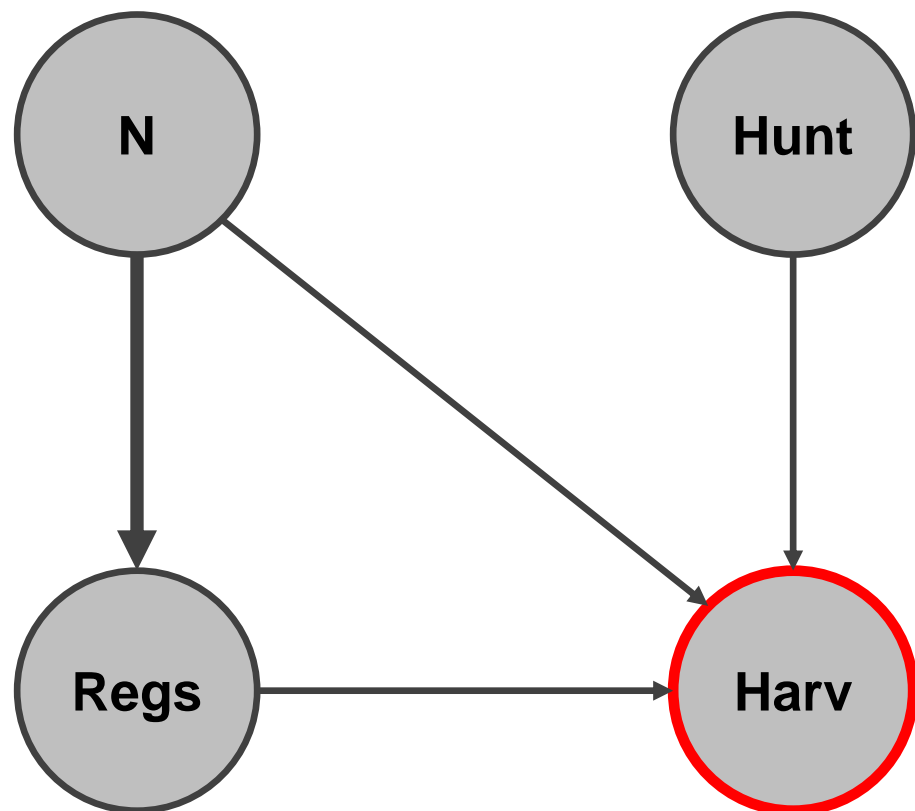
$\text{glm}(K \sim R + N + H)$



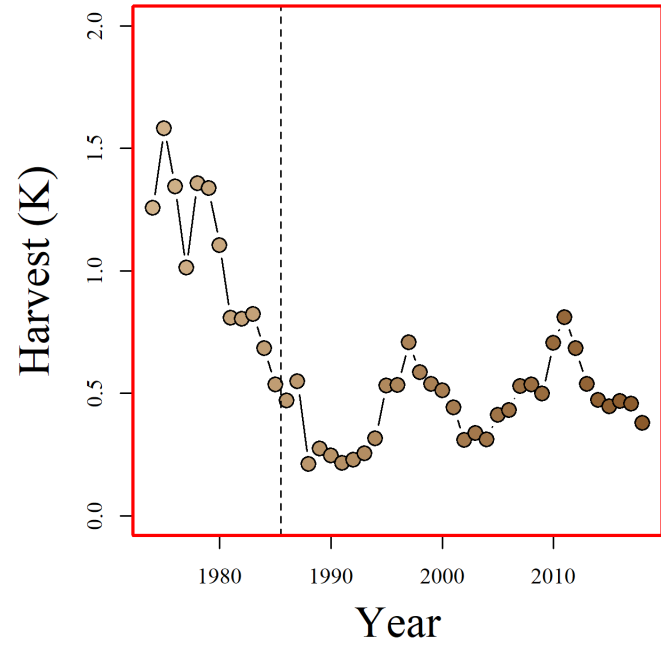
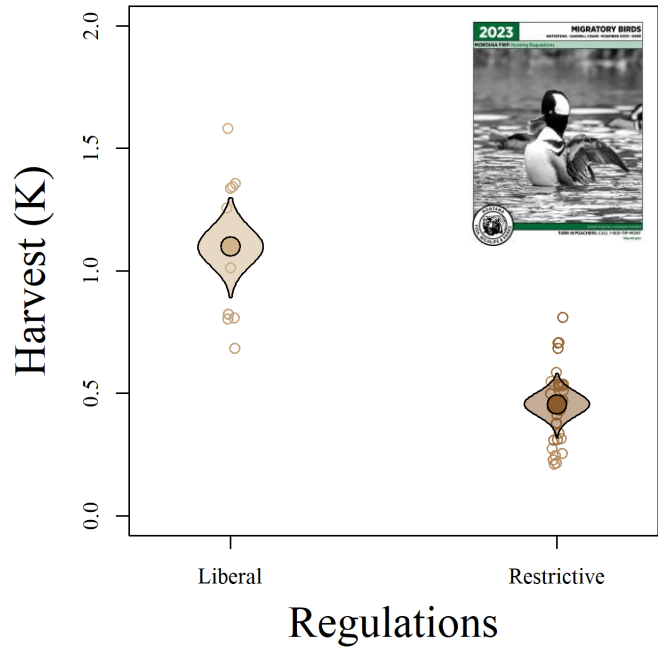
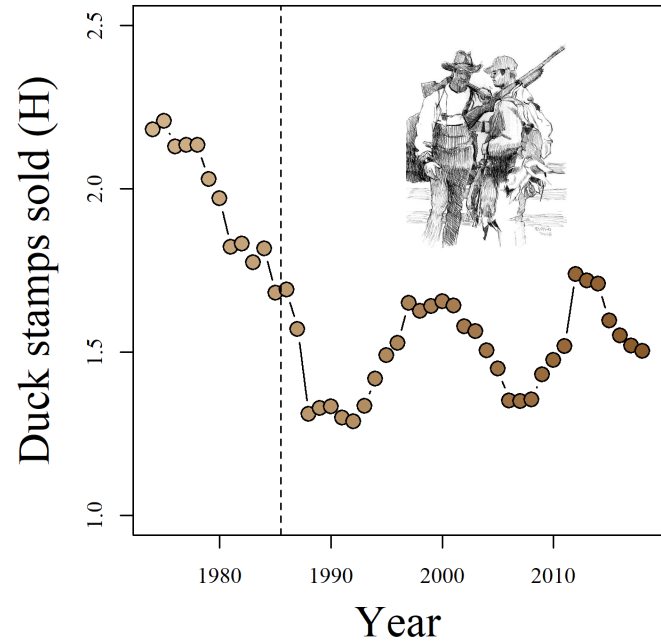
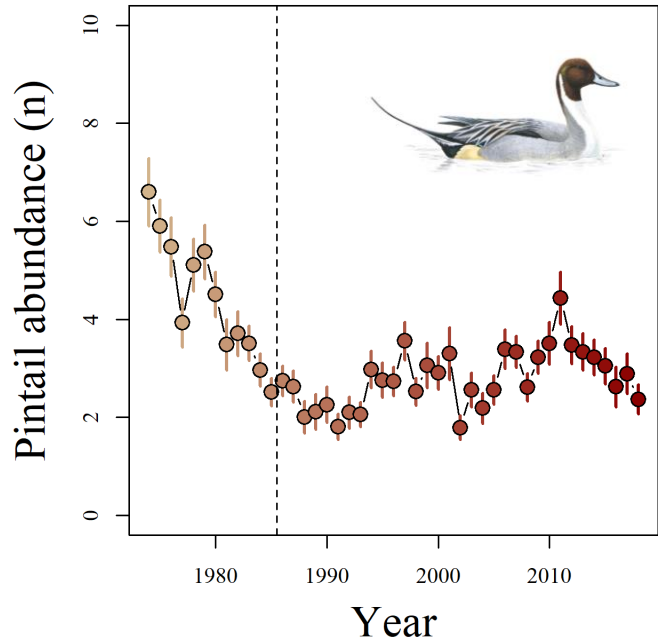
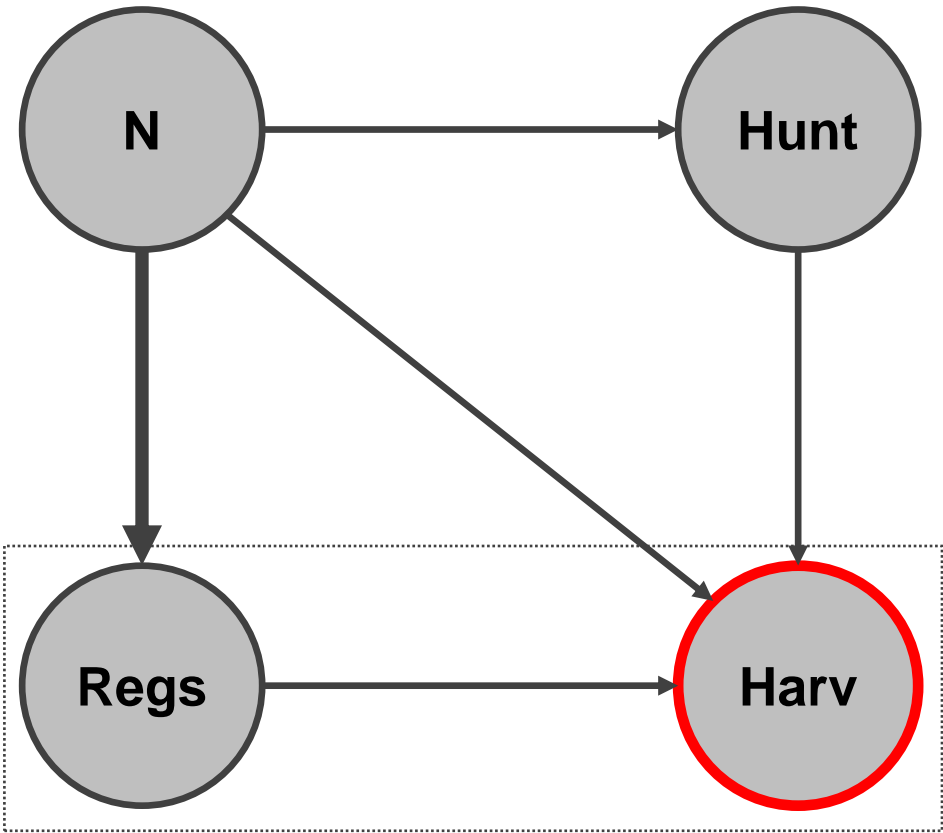
# **SEMs are intuitive**

- 1) Draw a diagram of how you think your system works**
- 2) Write more than one linear model that represents your diagram**

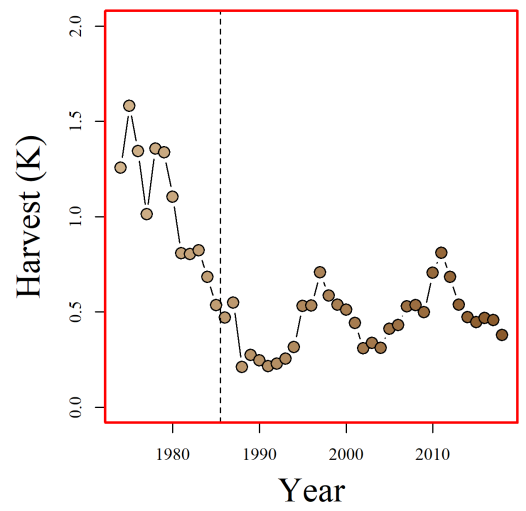
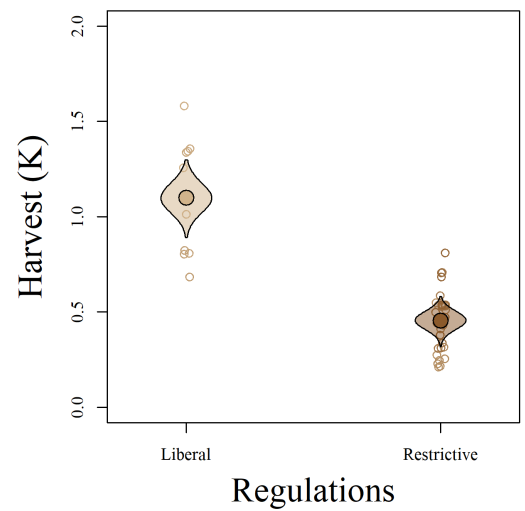
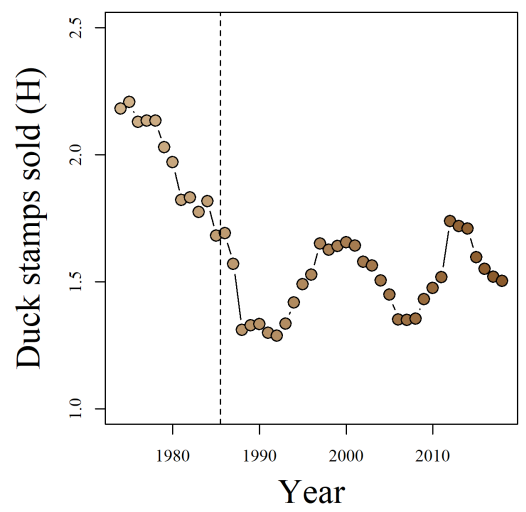
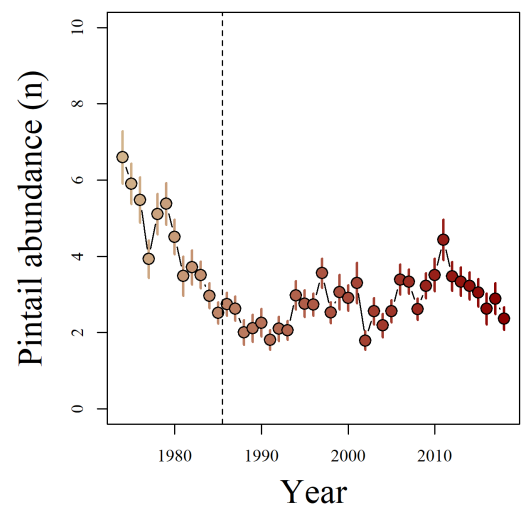
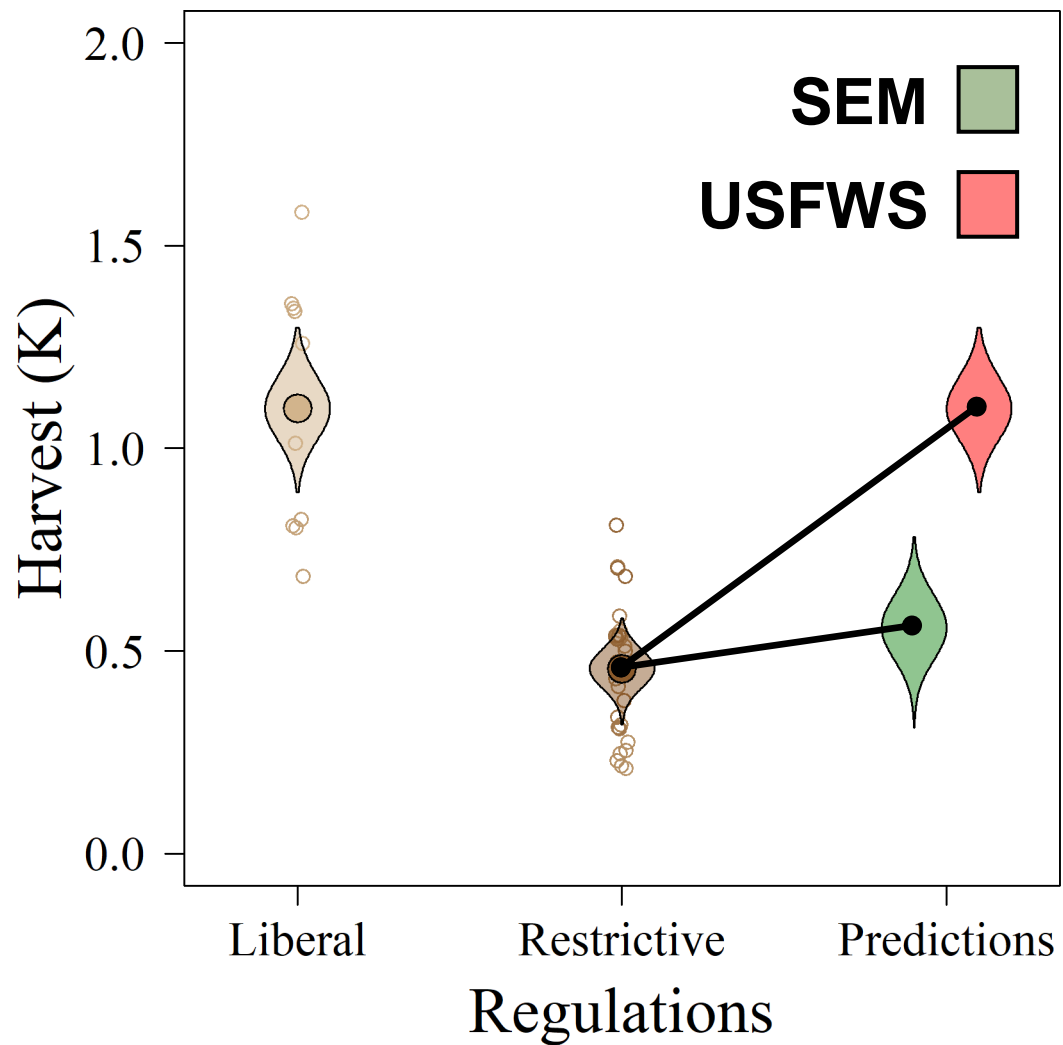
# Let's build a better model...



# A better model...

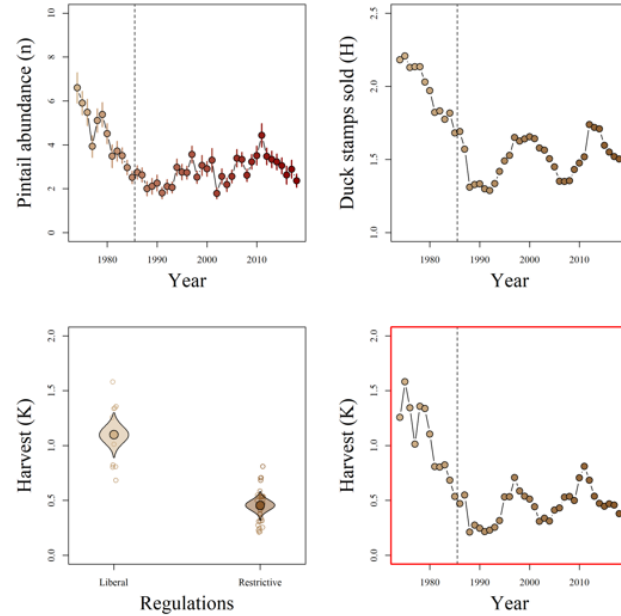
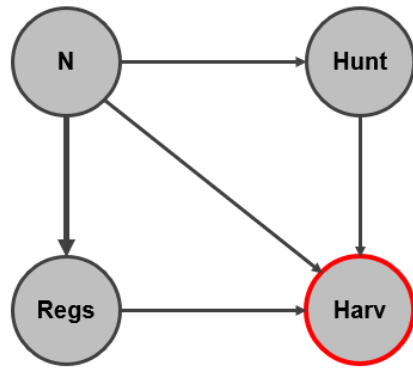


# Two models, wildly different conclusions...

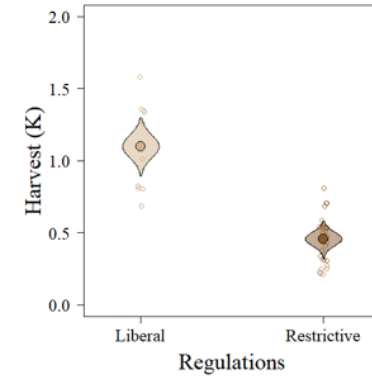




# SEMs allow us to model in the same way that we think

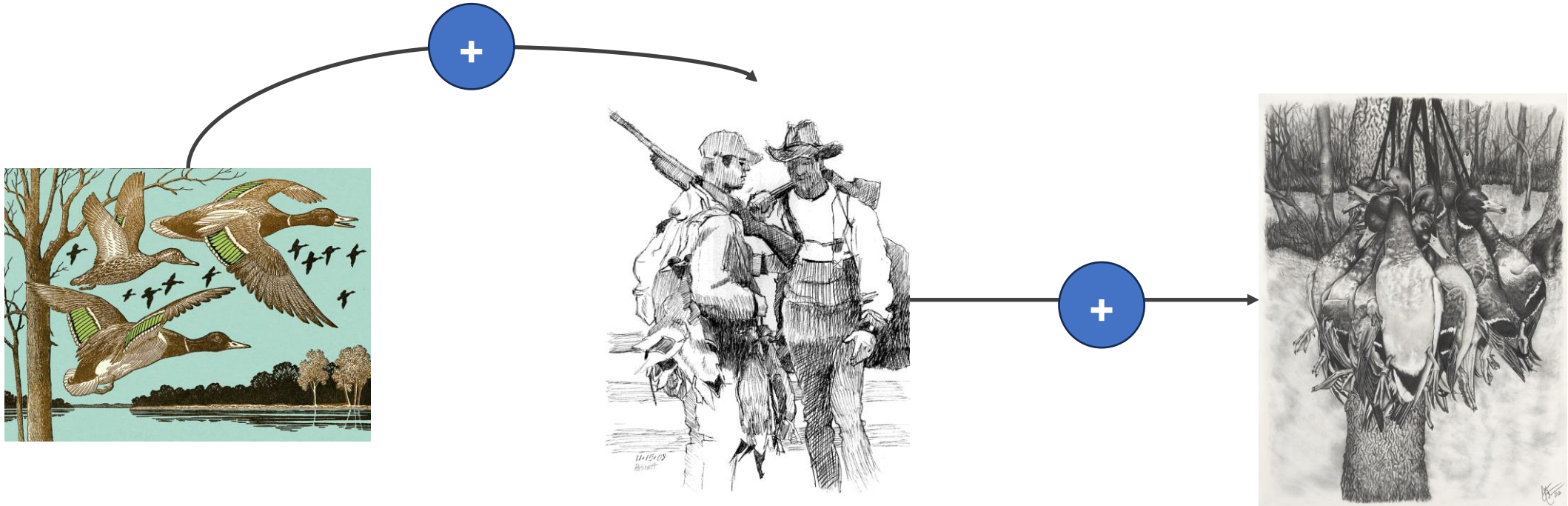


This is how we think, and could be how we make decisions



This is currently how we make decisions

# Abundance, hunters, and hunting mortality



# **Script 7**

## **Handling real data (Script 8)**