#### Lecture 2 : Generalized Additive Models



#### **Overview**

- The count model, from scratch
- What is a GAM?
- What is smoothing?
- Fitting GAMs using dsm

#### Building a model, from scratch

- Know count  $n_j$  in segment j
- Want:

$$n_j = f([environmental covariates]_j)$$

• Additive model of smooths *s*:

$$n_j = \exp \left[\beta_0 + s(y_j) + s(Depth_j)\right]$$

- model terms
- exp is the *link function*

#### Building a model, from scratch

What about area and detectability?

$$n_j = A_j \hat{p}_j \exp \left[\beta_0 + s(y_j) + s(Depth_j)\right]$$

- $A_j$  area of segment "offset"
- $\hat{p}_j$  probability of detection in segment

#### Building a model, from scratch

It's a statistical model so:

$$n_j = A_j \hat{p}_j \exp \left[\beta_0 + s(y_j) + s(Depth_j)\right] + \epsilon_j$$

- $n_i$  has a distribution (count)
- $\epsilon_j$  are *residuals* (differences between model and observations)

#### That's a Generalized Additive Model!

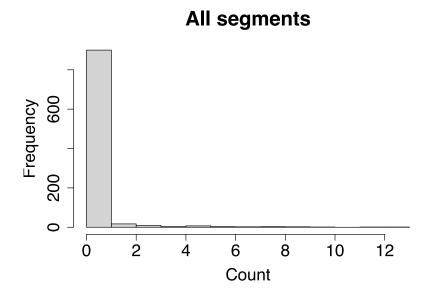
#### Now let's look at each bit...

#### Response

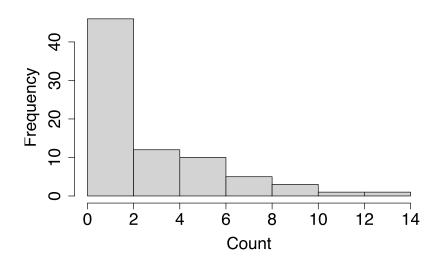
$$n_j = A_j \hat{p}_j \exp[\beta_0 + s(y_j) + s(Depth_j)] + \epsilon_j$$

where  $n_i \sim \text{count distribution}$ 

#### Count distributions

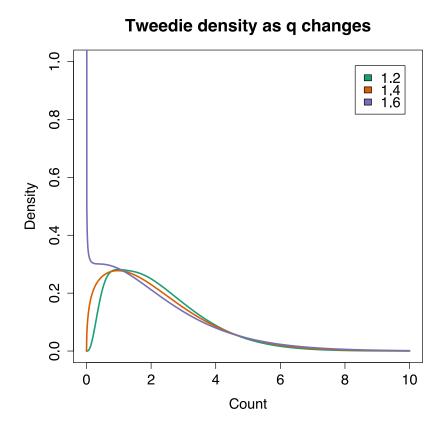


#### Counts > 0



- Response is a count
- Often, it's mostly zero
- mean  $\neq$  variance
  - (Poisson isn't good at this)

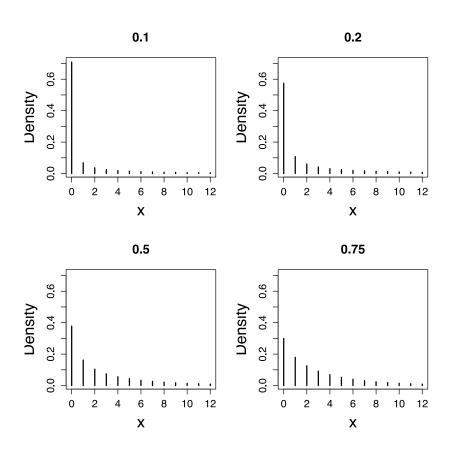
#### Tweedie distribution



(NB there is a point mass at zero not plotted)

- Var (count) =  $\phi \mathbb{E}(\text{count})^q$
- Poisson is q = 1
- We estimate q and  $\phi$

#### Negative binomial distribution

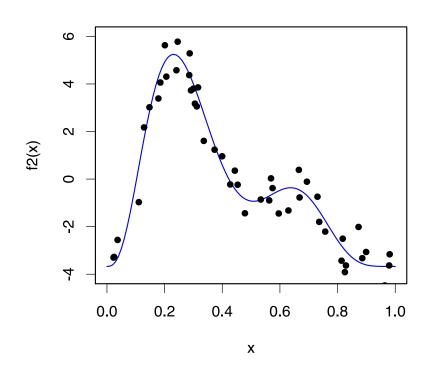


- Var (count) =  $\mathbb{E}(\text{count}) + \kappa \mathbb{E}(\text{count})^2$
- Estimate  $\kappa$
- (Poisson: Var (count) = E(count))

#### **Smooths**

$$n_j = A_j \hat{p}_j \exp\left[\beta_0 + s(y_j) + s(\text{Depth}_j)\right] + \epsilon_j$$

## What about these "s" things?

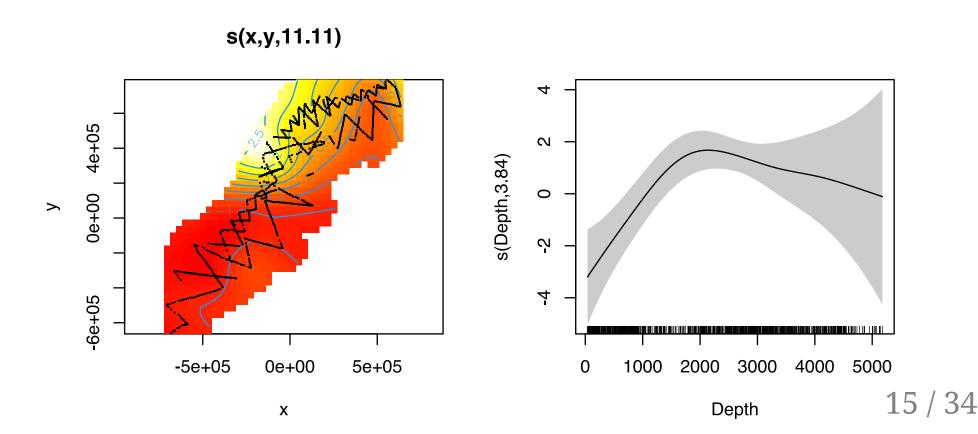


- Think s=smooth
- Want a line that is "close" to all the data
- Balance between interpolation and "fit"

## What is smoothing?

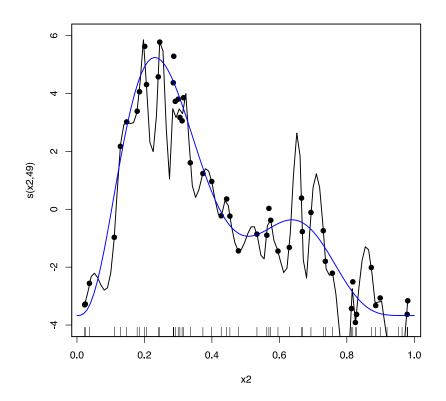
#### Smoothing

- We think underlying phenomenon is *smooth* 
  - "Abundance is a smooth function of depth"
- 1, 2 or more dimensions

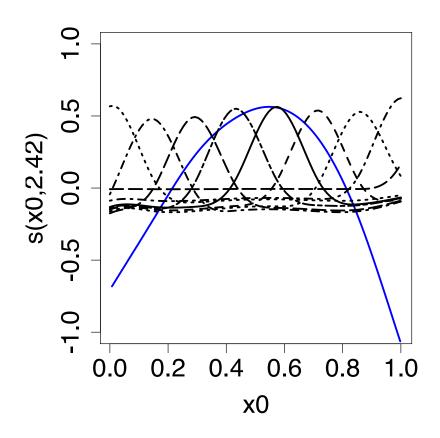


#### **Estimating smooths**

- We set:
  - "type": bases (made up of basis functions)
  - "maximum wigglyness": basis size (sometimes: dimension/complexity)
- Automatically estimate:
  - "how wiggly it needs to be": smoothing parameter(s)



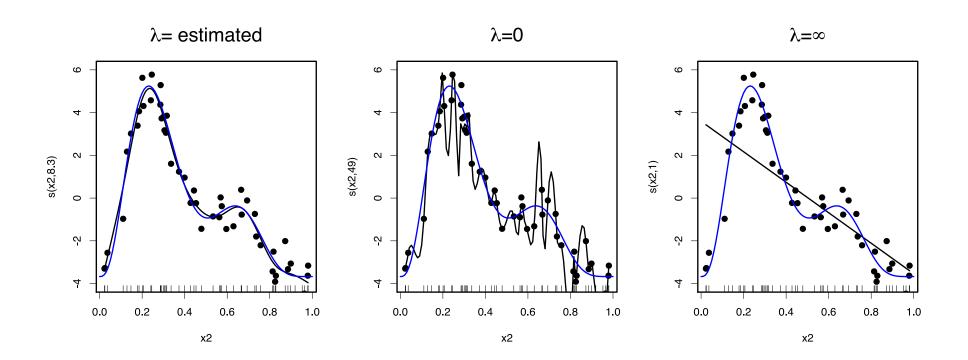
#### Splines



- Functions made of other, simpler functions
- Basis functions  $b_k$ , estimate  $\beta_k$
- $s(x) = \sum_{k=1}^{K} \beta_k b_k(x)$

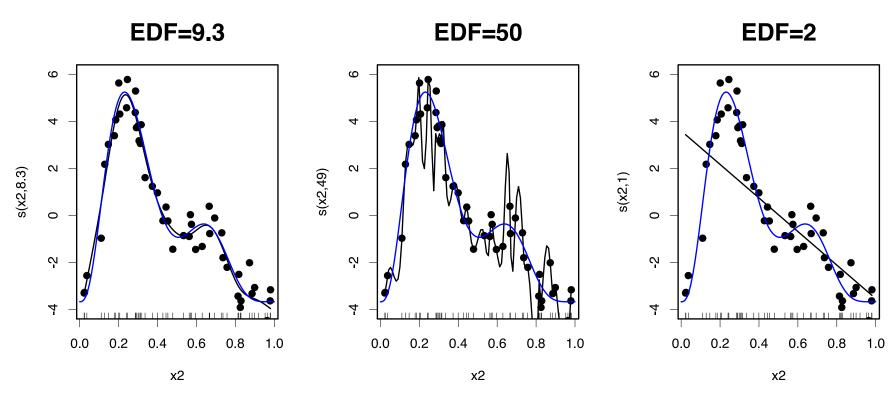
#### Measuring wigglyness

- Visually:
  - ∘ Lots of wiggles  $\Rightarrow$  *not smooth*
  - Straight line  $\Rightarrow$  *very smooth*

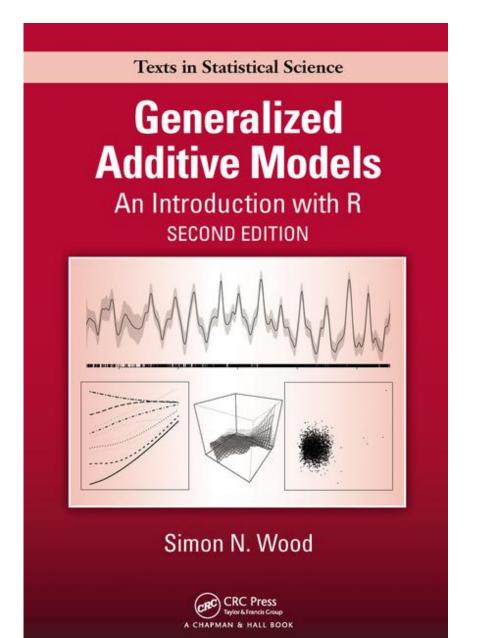


#### How wiggly are things?

- Set **basis complexity** or "size" k
- Fitted smooths have **effective degrees of freedom** (EDF)
- Set *k* "large enough"



## Getting more out of GAMs



- I can't teach you all of GAMs in 1 week
- Good intro book
- (also a good textbook on GLMs and GLMMs)
- Quite technical in places
- More resources on course website

## Fitting GAMs using dsm

#### Translating maths into R

$$n_j = A_j \hat{p}_j \exp[\beta_0 + s(y_j)] + \epsilon_j$$

where  $\epsilon_j$  are some errors,  $n_j \sim$  count distribution

- inside the link: formula=count ~ s(y)
- response distribution: family=nb() or family=tw()
- detectability: ddf.obj=df\_hr
- offset, data: segment.data=segs, observation.data=obs

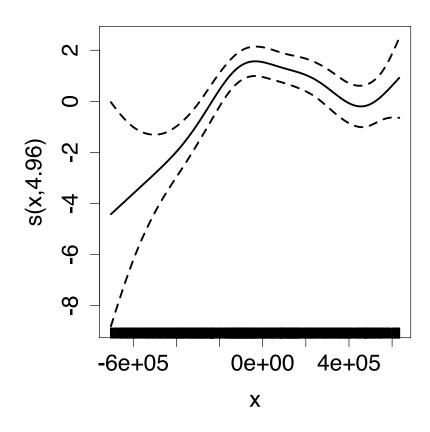
#### Your first DSM

dsm is based on mgcv by Simon Wood

#### summary(dsm\_x\_tw)

```
##
## Family: Tweedie(p=1.326)
## Link function: log
##
## Formula:
## count ~ s(x) + offset(off.set)
##
## Parametric coefficients:
##
              Estimate Std. Error t value Pr(>|t|)
## (Intercept) -19.8115 0.2277 -87.01 <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) 4.962 6.047 6.403 1.07e-06 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## R-sq.(adj) = 0.0283 Deviance explained = 17.9%
## -REML = 409.94 Scale est. = 6.0413 n = 949
```

## **Plotting**



- plot(dsm\_x\_tw)
- Dashed lines indicate +/- 2 standard errors
- Rug plot
- On the link scale
- EDF on *y* axis

## Adding a term

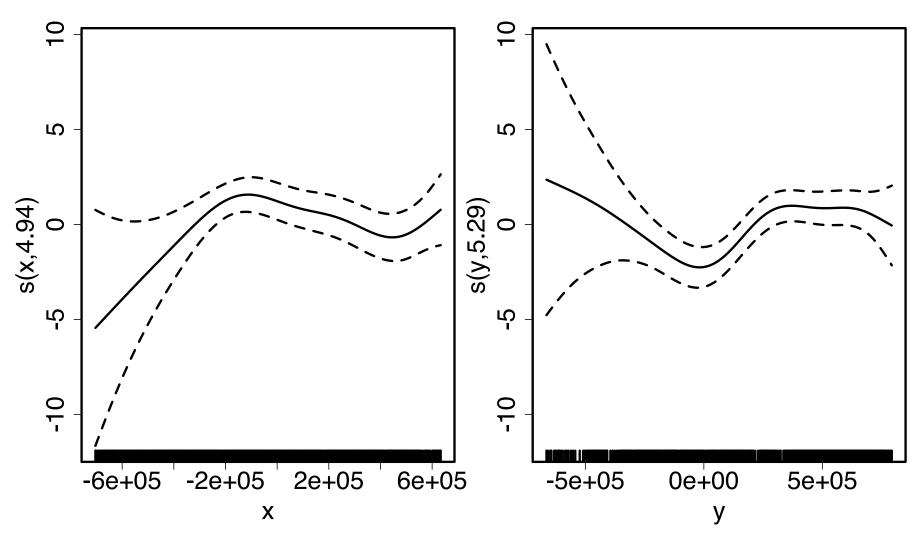
• Just use +

#### summary(dsm\_xy\_tw)

```
##
## Family: Tweedie(p=1.306)
## Link function: log
##
## Formula:
## count \sim s(x) + s(y) + offset(off.set)
##
## Parametric coefficients:
              Estimate Std. Error t value Pr(>|t|)
##
## (Intercept) -20.0908 0.2381 -84.39 <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) 4.943 6.057 3.224 0.004239 **
## s(y) 5.293 6.419 4.034 0.000322 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## R-sq.(adi) = 0.0678 Deviance explained = 27.4%
## -REML = 399.84 Scale est. = 5.3157 n = 949
```

## **Plotting**

plot(dsm\_xy\_tw, pages=1)



#### Bivariate terms

- Assumed an additive structure
- No interaction
- We can specify s(x,y) (and s(x,y,z,...))

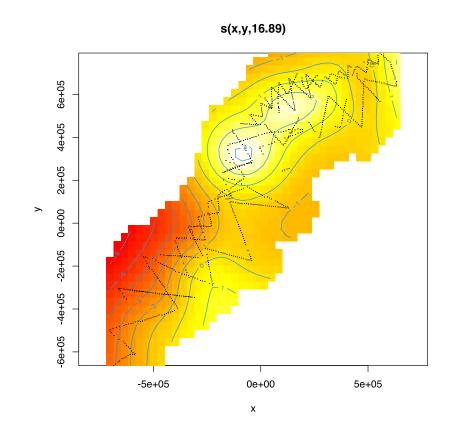
#### Bivariate spatial term

#### summary(dsm\_xyb\_tw)

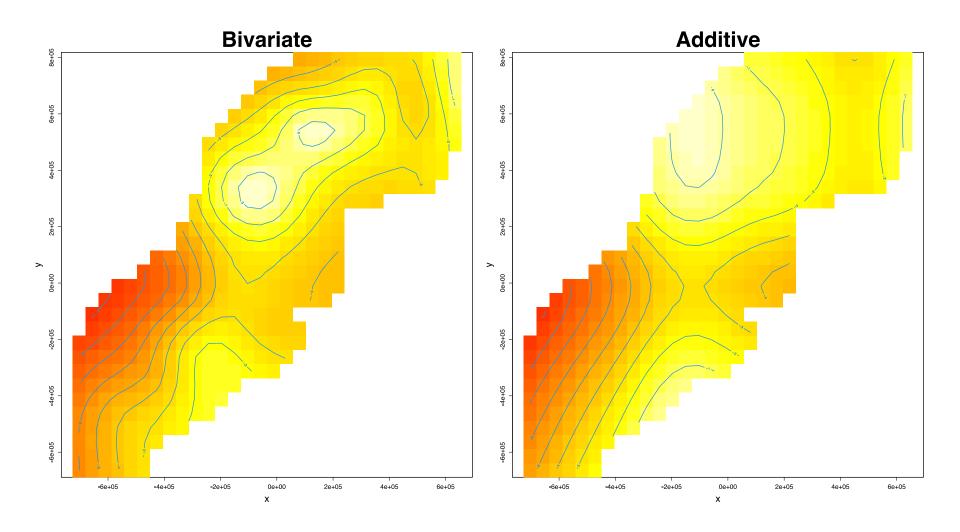
```
##
## Family: Tweedie(p=1.29)
## Link function: log
##
## Formula:
## count ~ s(x, y) + offset(off.set)
##
## Parametric coefficients:
##
             Estimate Std. Error t value Pr(>|t|)
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## Approximate significance of smooth terms:
          edf Ref.df F p-value
##
## s(x,y) 16.89 21.12 4.333 3.73e-10 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
##
## R-sq.(adj) = 0.102 Deviance explained = 34.7%
## -REML = 394.86 Scale est. = 4.8248 n = 949
```

## Plotting

- On link scale
- scheme=2 makes heatmap
- (set too.far to exclude points far from data)



## Comparing bivariate and additive models



# Let's have a go...