

DAGs

Tools for reasoning about causes

The Marko fallacy



The fundamental problem of observational research:

seeing $X \neq$ doing X

Baby's first DAG: Marko's causal model

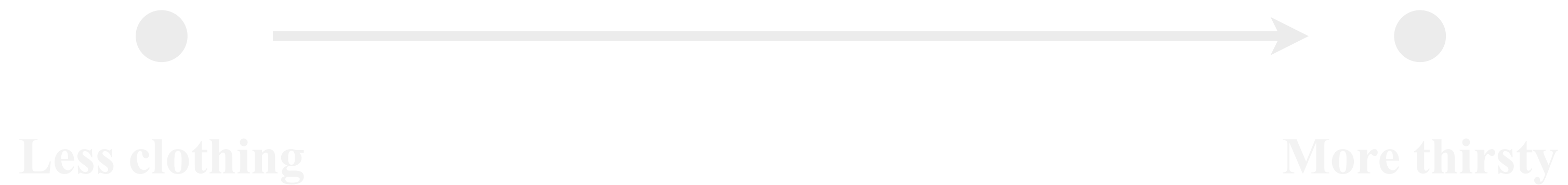


(D)irected (A)cyclic (G)raph



(D)irected (A)cyclic (G)raph

Technical term for some dots joined up with lines



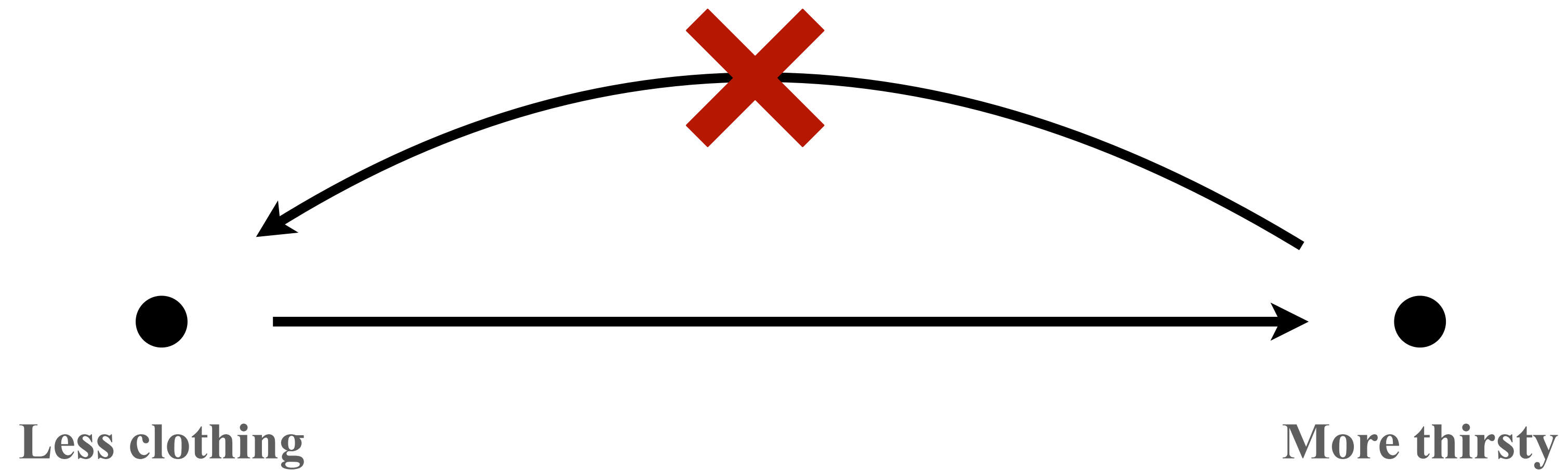
(D)irected **(A)**cylic **(G)**raph

The lines have direction



(D)irected (A)cyclic (G)raph

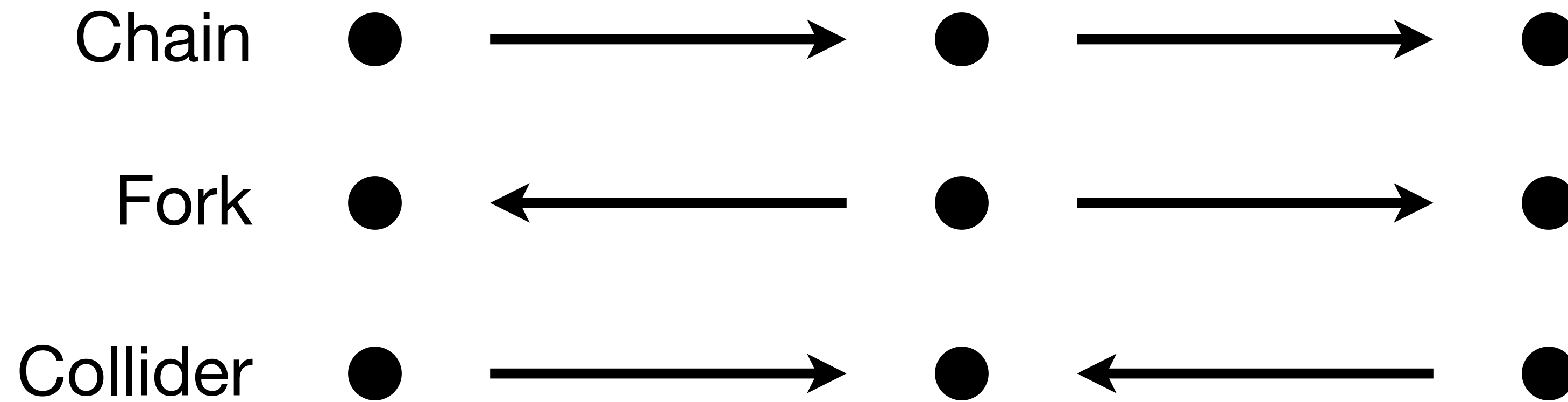
No cycles: you can't go backward, a thing cannot be its own cause



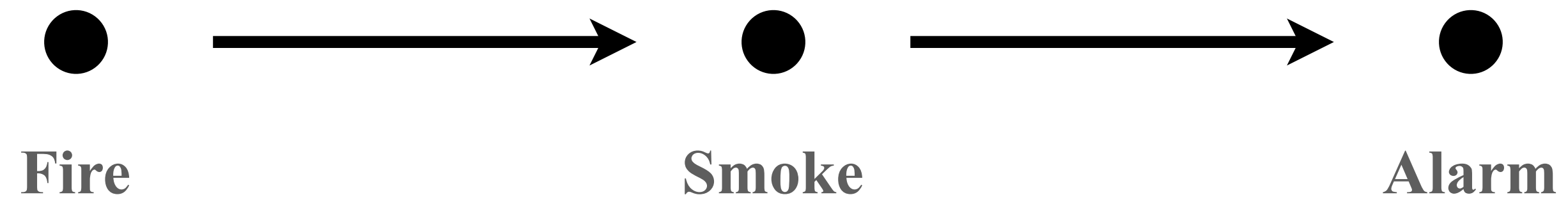
**An arrow in the graph is a statement
about a thought experiment**

DAG anatomy

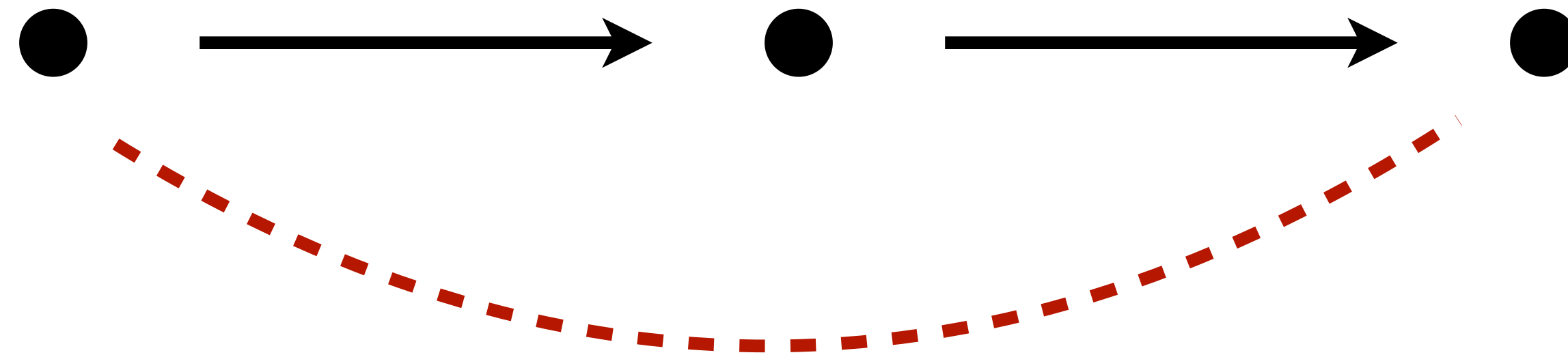
Three basic junctions



Chain: A causes B causes C

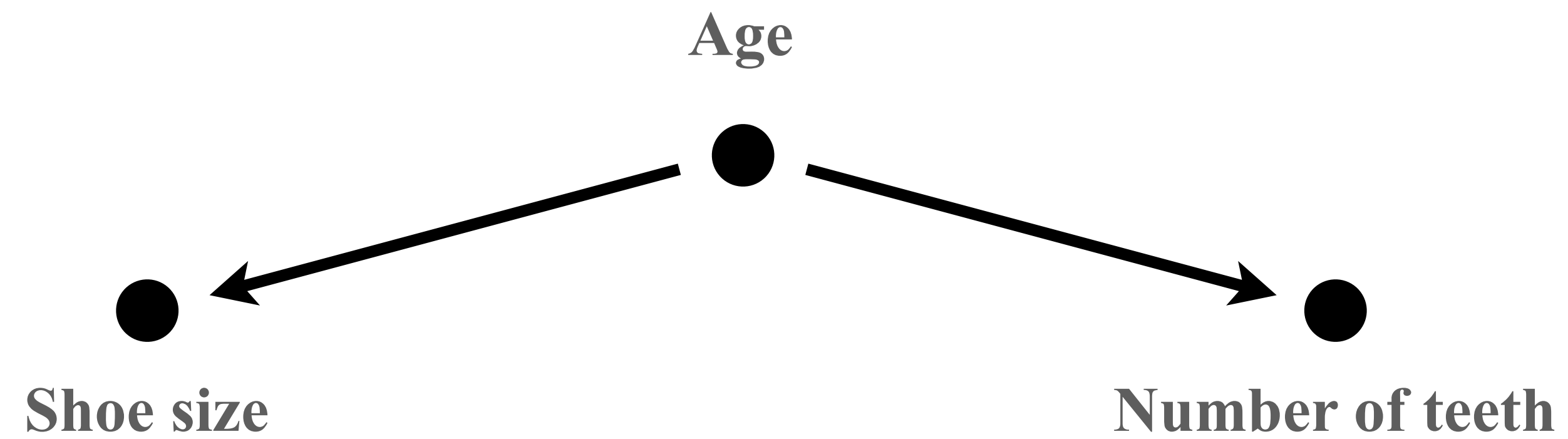


Chain: A causes B causes C

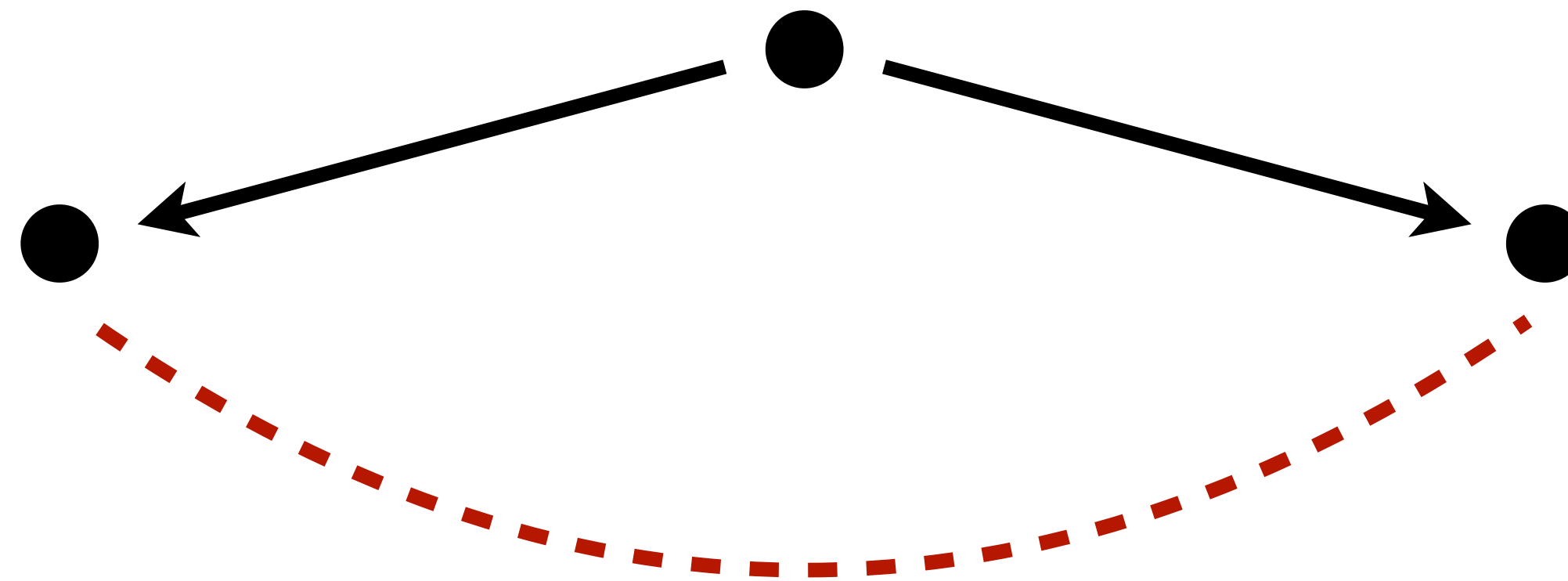


**Transmits information:
an alarm indicates fire, fire indicates alarm**

Fork: your typical confounder



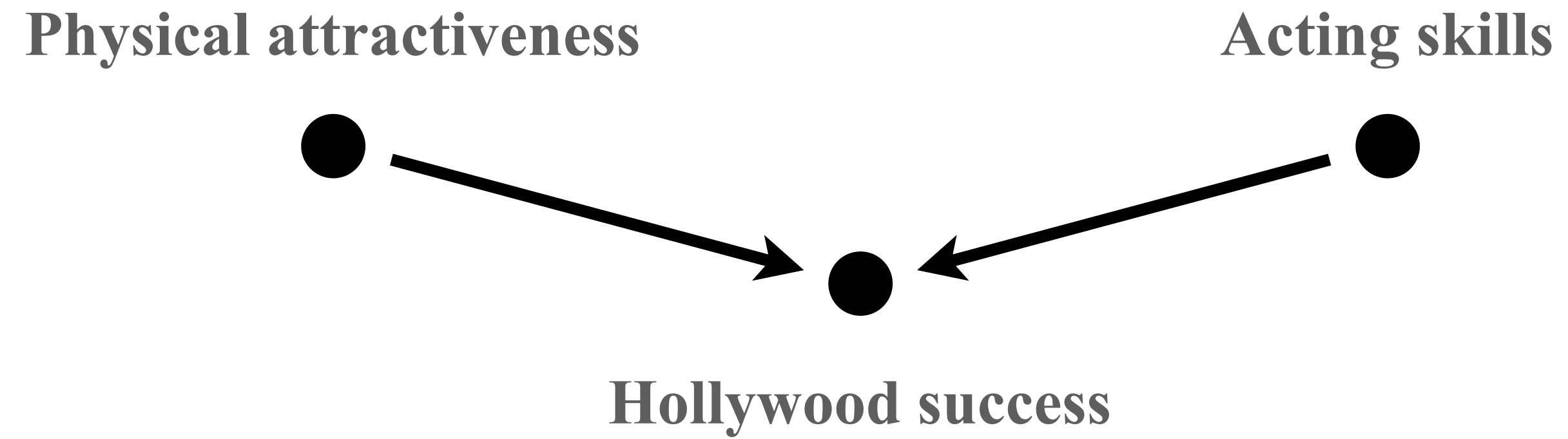
Fork: your typical confounder



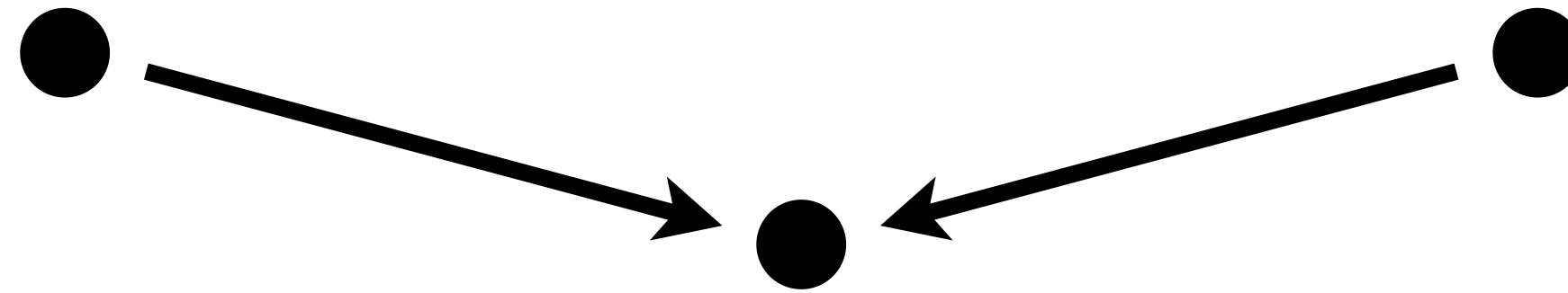
Transmits information:

**Few teeth indicates small shoes,
small shoes indicates few teeth**

Collider: a very interesting source of bias



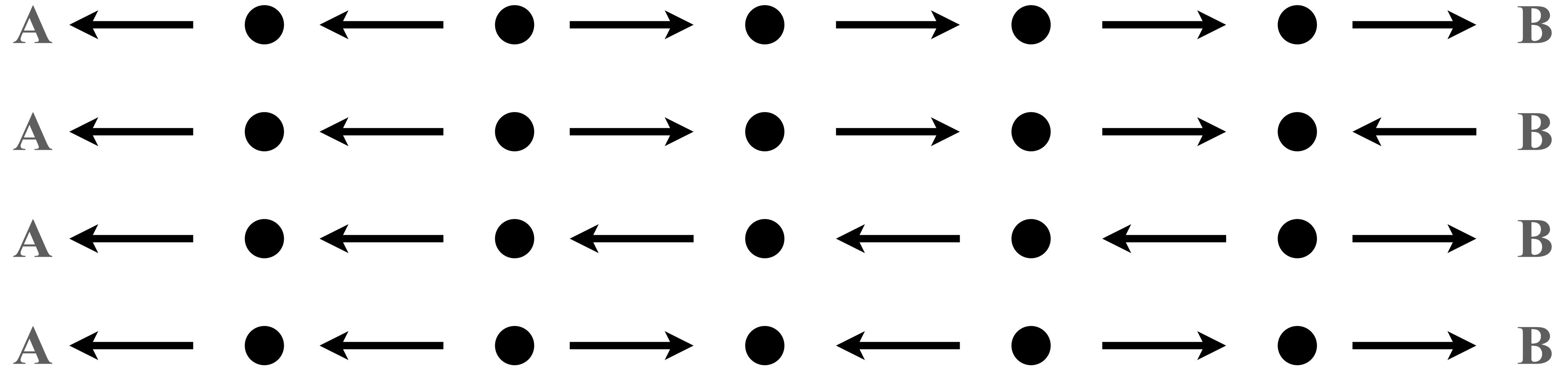
Collider: a very interesting source of bias



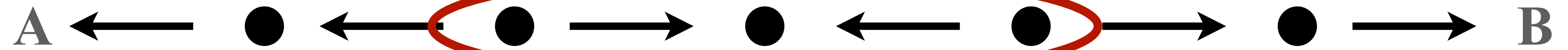
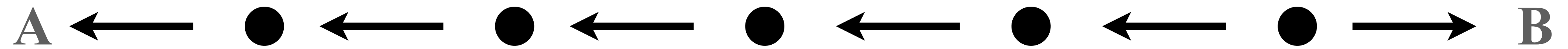
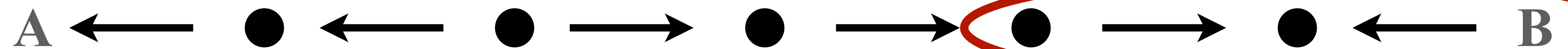
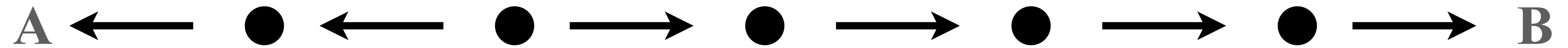
Does not transmit information:

**acting skills doesn't suggest attractiveness
or vice versa**

Puzzles: does information flow between A and B?



Puzzles: does information flow between A and B?



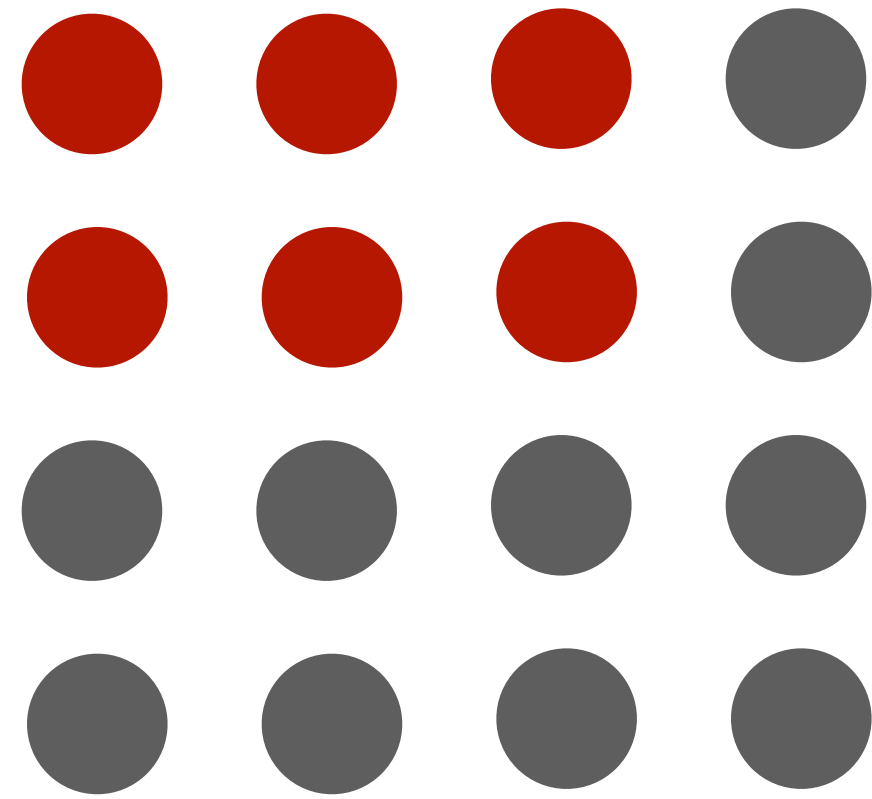
Probability intermission

Probability as counting of outcomes

$$\frac{\# \text{ interesting outcomes}}{\# \text{ possible outcomes}}$$

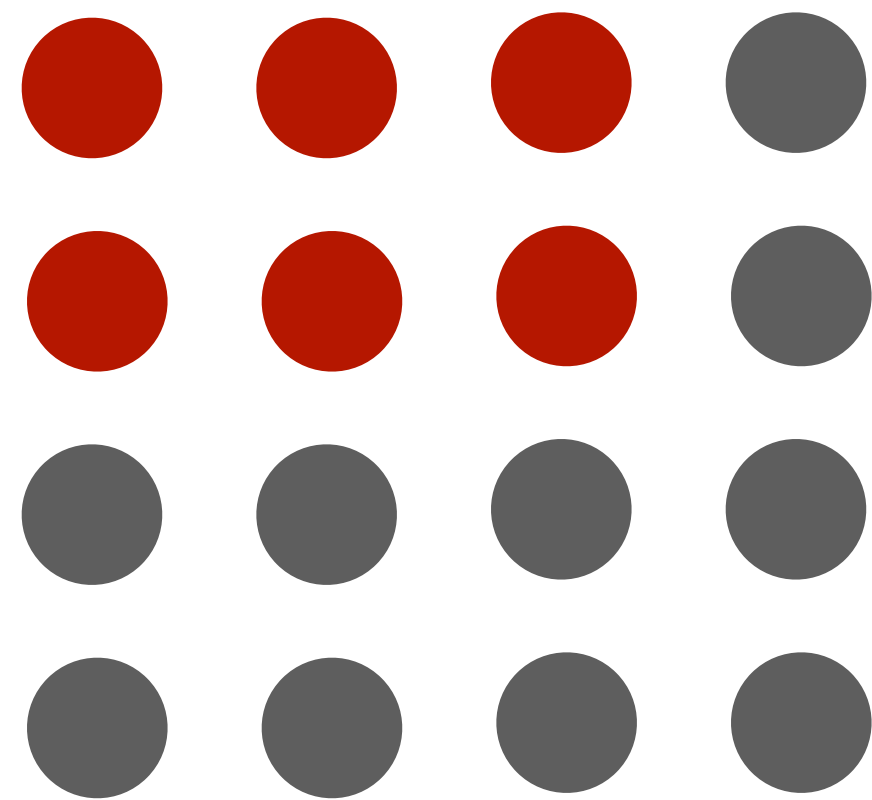
Probability as counting of outcomes

$$\frac{\# \text{ interesting outcomes}}{\# \text{ possible outcomes}}$$



Probability as counting of outcomes

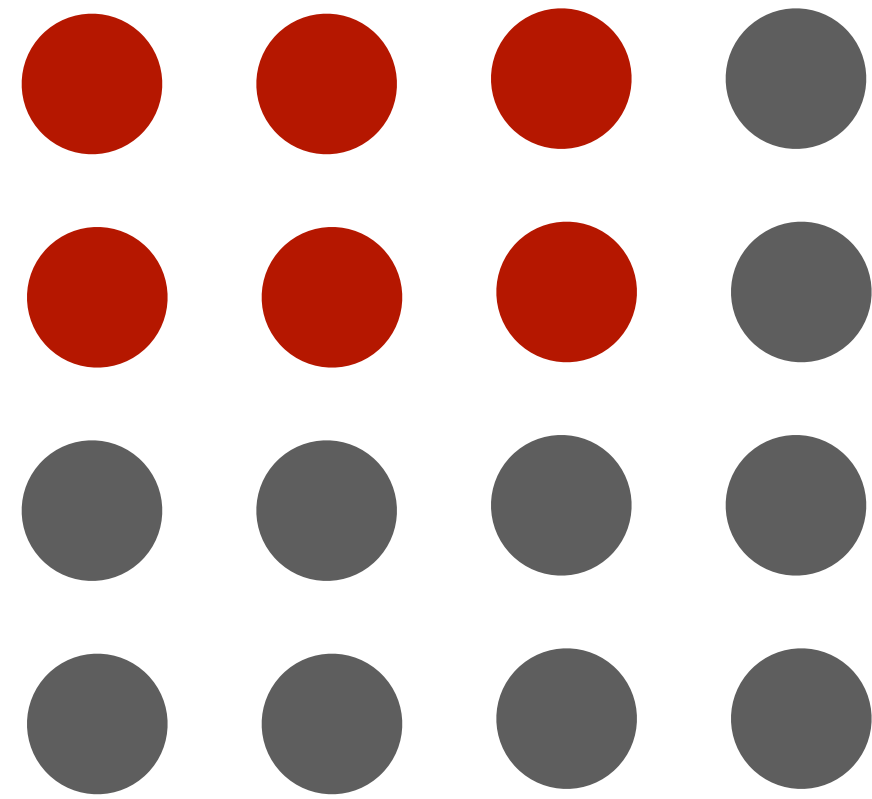
$$\frac{\# \text{ interesting outcomes}}{\# \text{ possible outcomes}}$$



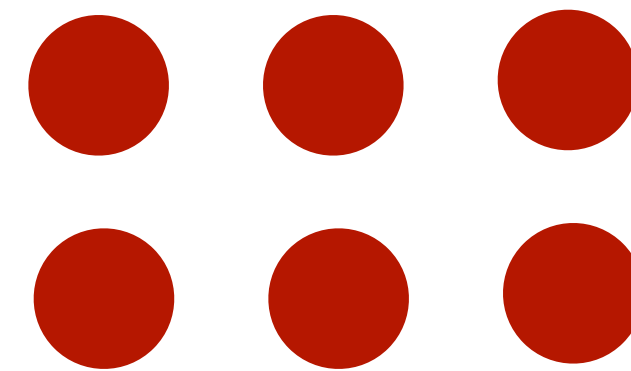
$$P(\bullet) =$$

Probability as counting of outcomes

$$\frac{\# \text{ interesting outcomes}}{\# \text{ possible outcomes}}$$

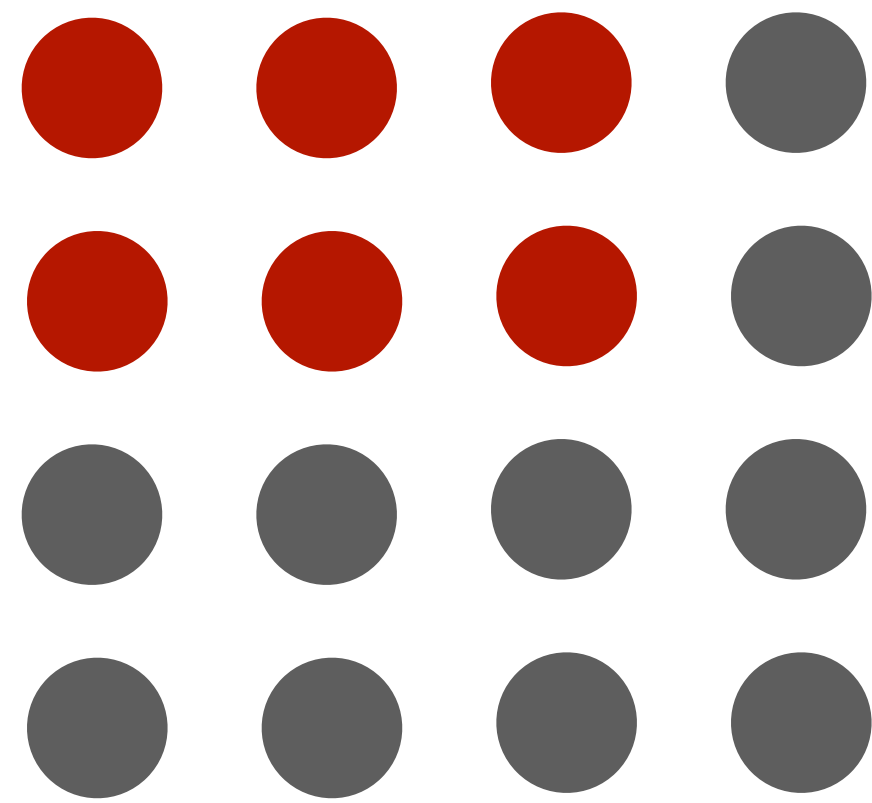


$$P(\bullet) =$$



Probability as counting of outcomes

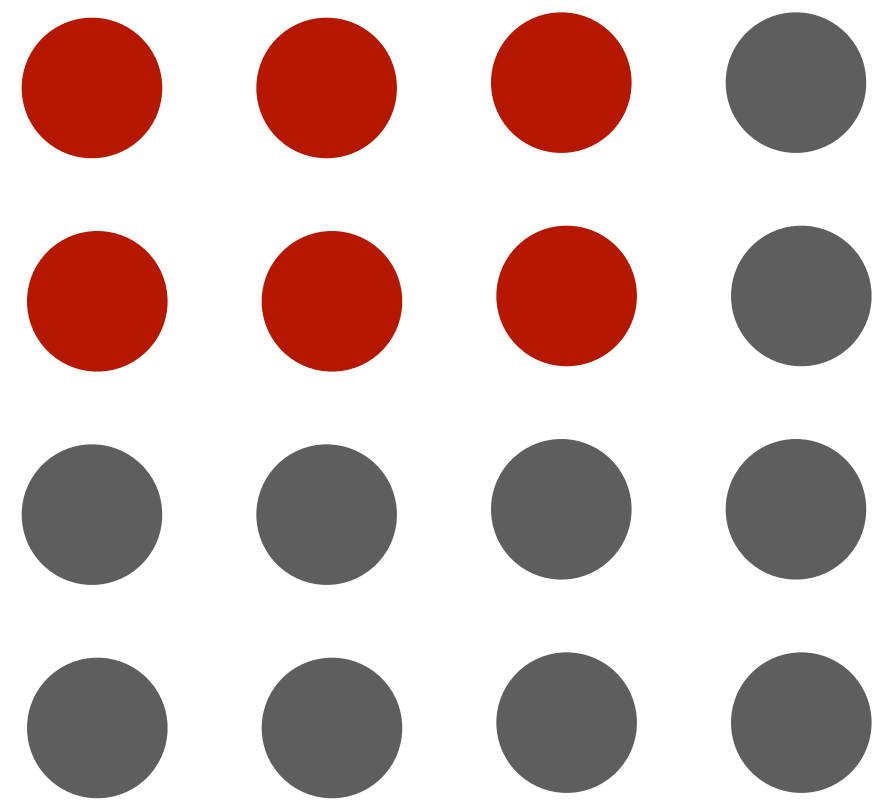
$$\frac{\# \text{ interesting outcomes}}{\# \text{ possible outcomes}}$$



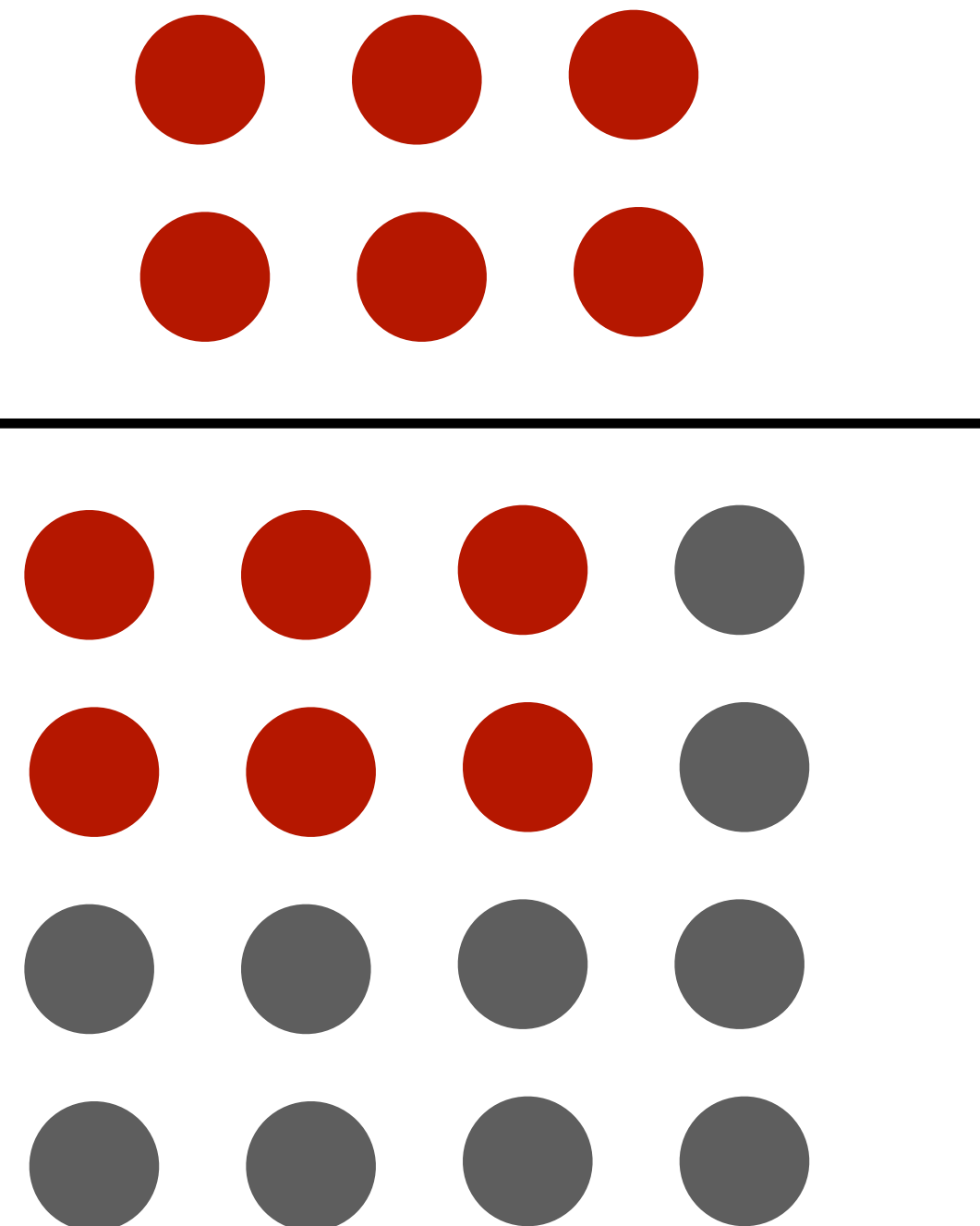
$$P(\bullet) = \frac{\begin{array}{ccc} \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet \end{array}}{\quad \quad \quad}$$

Probability as counting of outcomes

$$\frac{\# \text{ interesting outcomes}}{\# \text{ possible outcomes}}$$

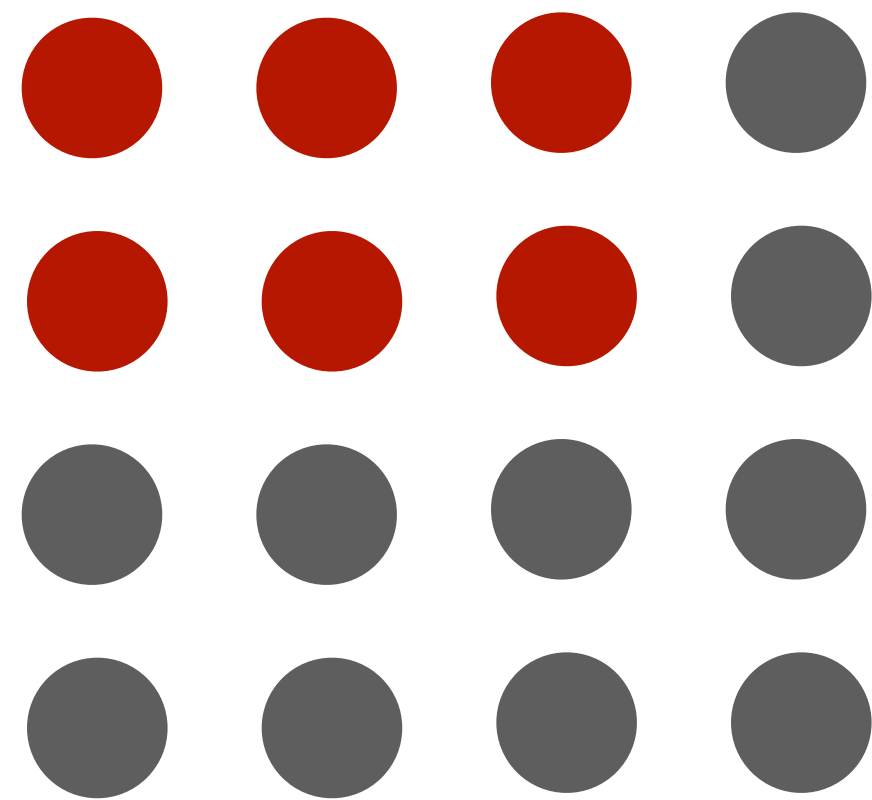


$P(\bullet)$ =



Probability as counting of outcomes

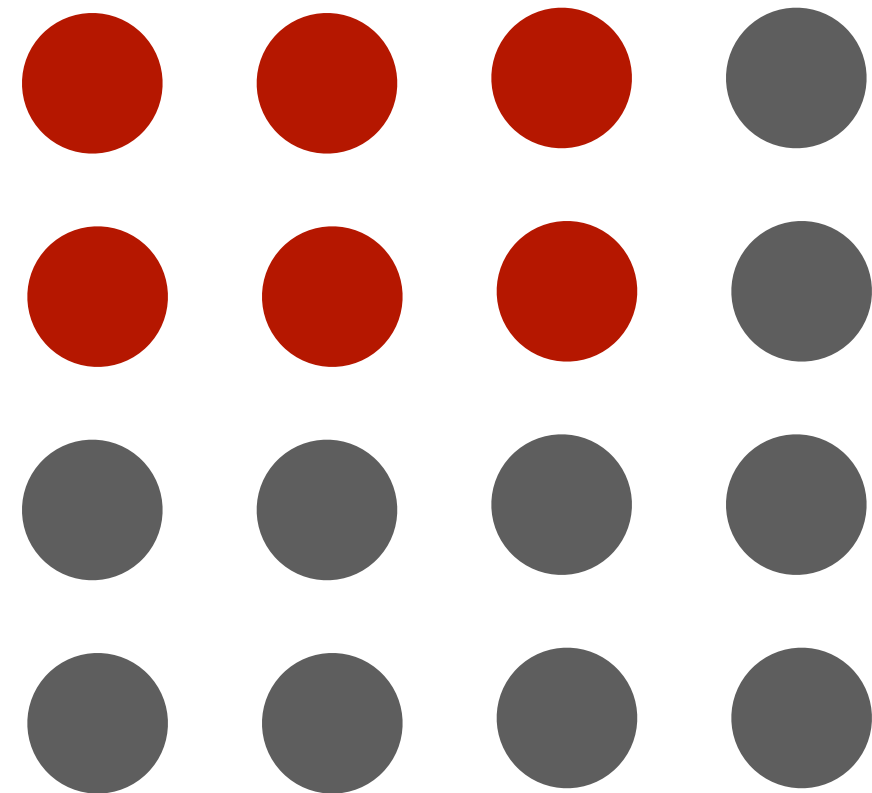
$$\frac{\# \text{ interesting outcomes}}{\# \text{ possible outcomes}}$$



$$P(\bullet) = \frac{\begin{array}{ccc} \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet \end{array}}{\begin{array}{cccc} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{array}} = 6/16$$

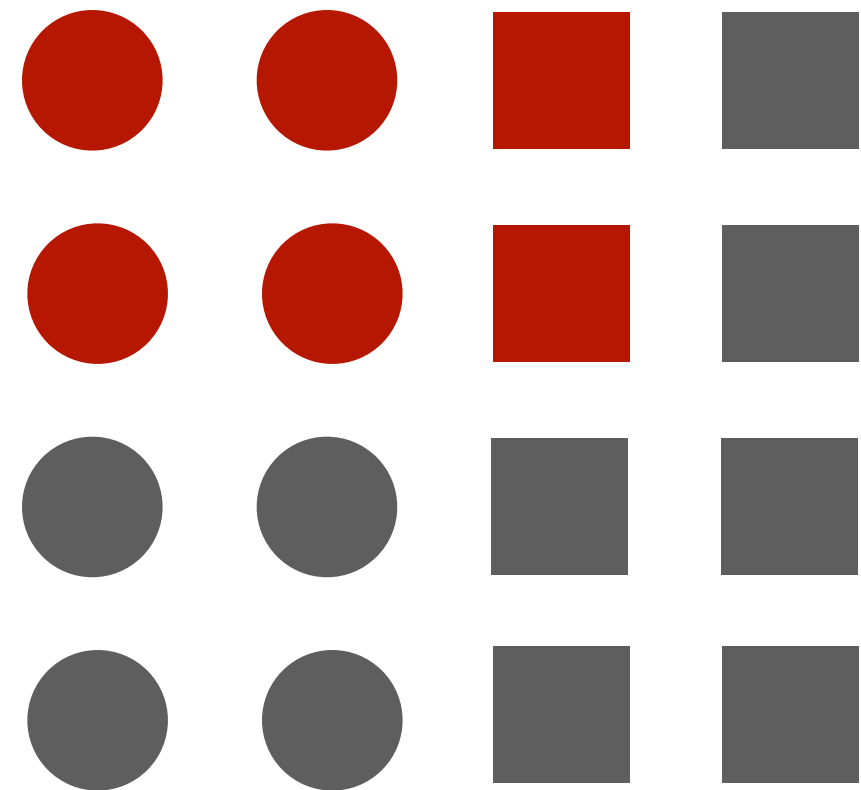
Conditional probability

Counting outcomes in a specific subset



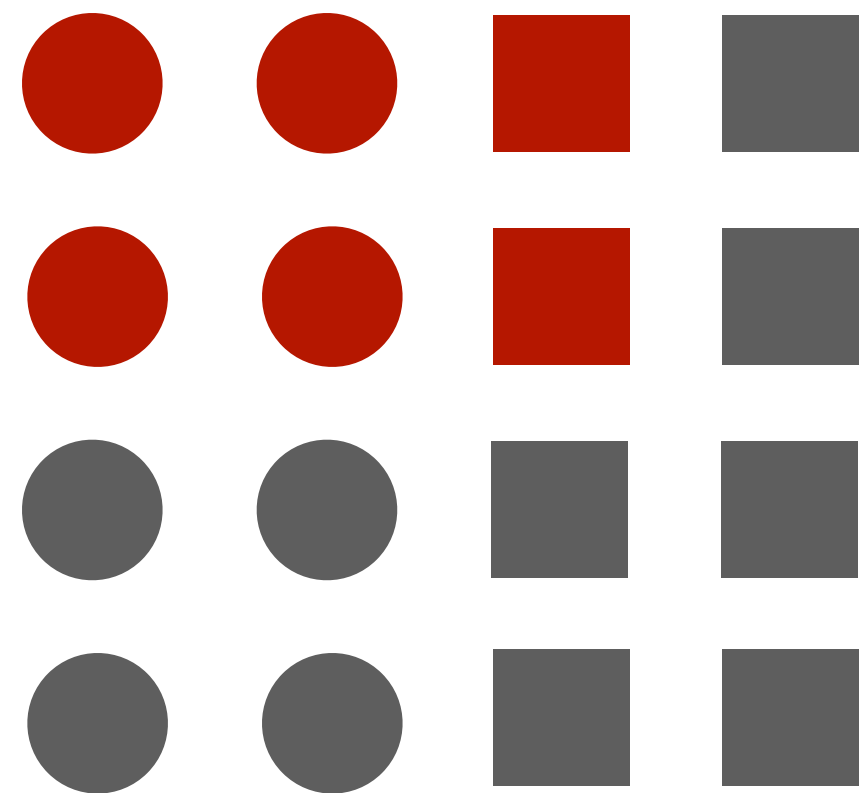
Conditional probability

Counting outcomes in a specific subset



Conditional probability

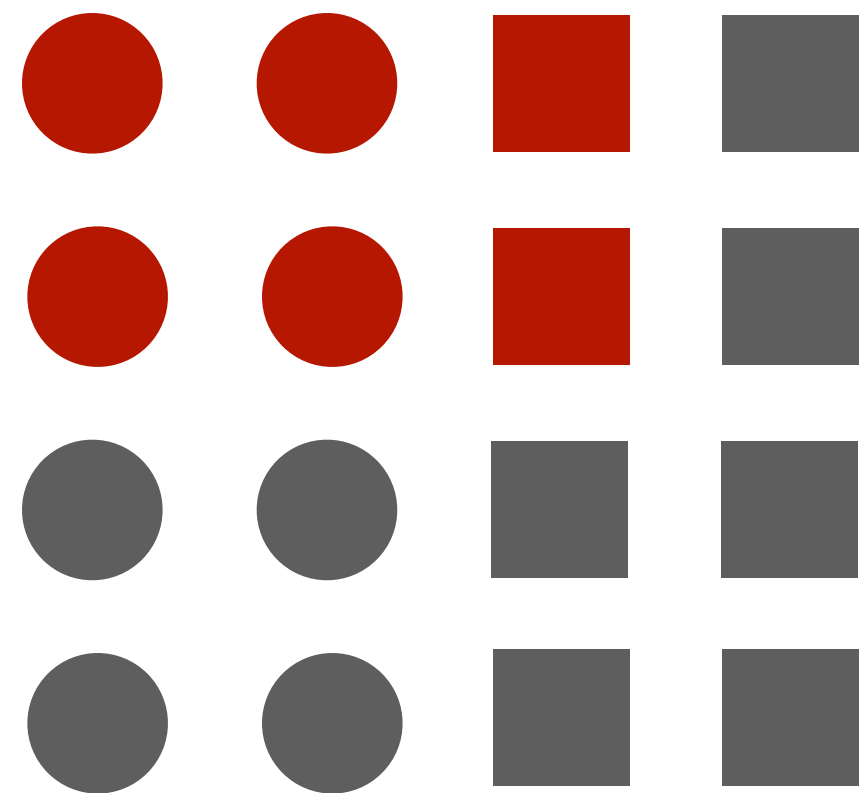
Counting outcomes in a specific subset



P()

Conditional probability

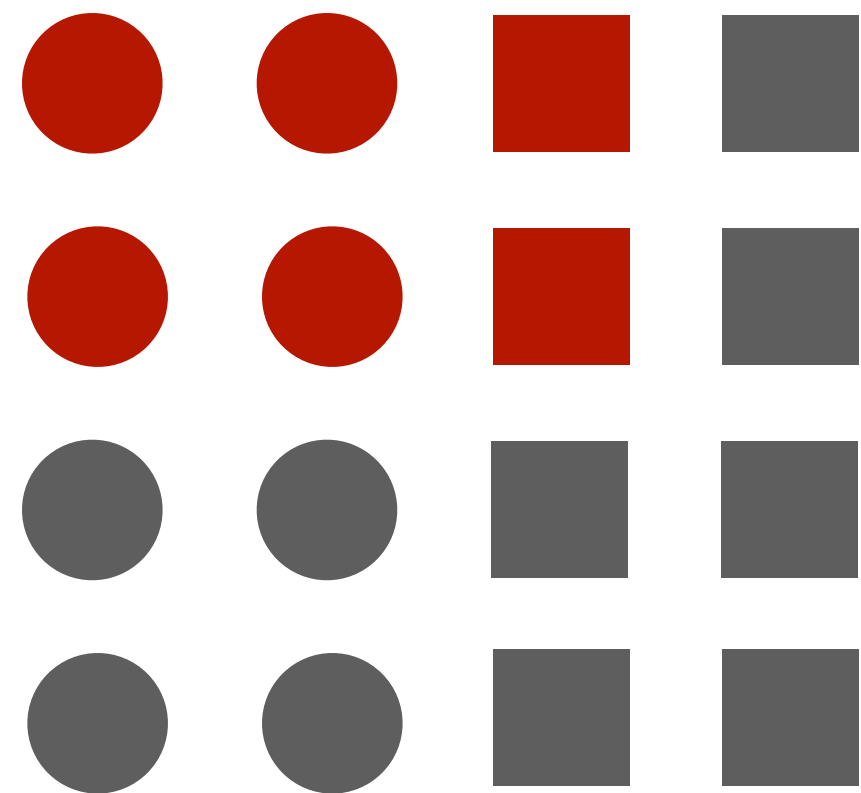
Counting outcomes in a specific subset



$$P(\text{red square} \mid \text{square}) =$$

Conditional probability

Counting outcomes in a specific subset

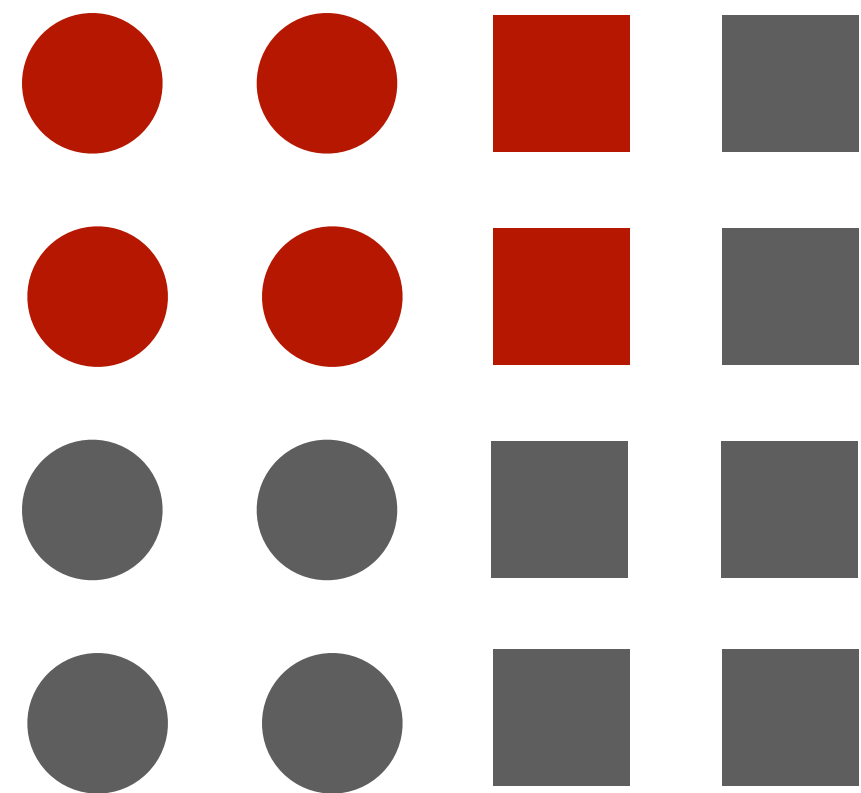


$$P(\text{red shape} \mid \square) =$$

“Probability of red color given square shape” or “probability of red color conditional on square shape”

Conditional probability

Counting outcomes in a specific subset

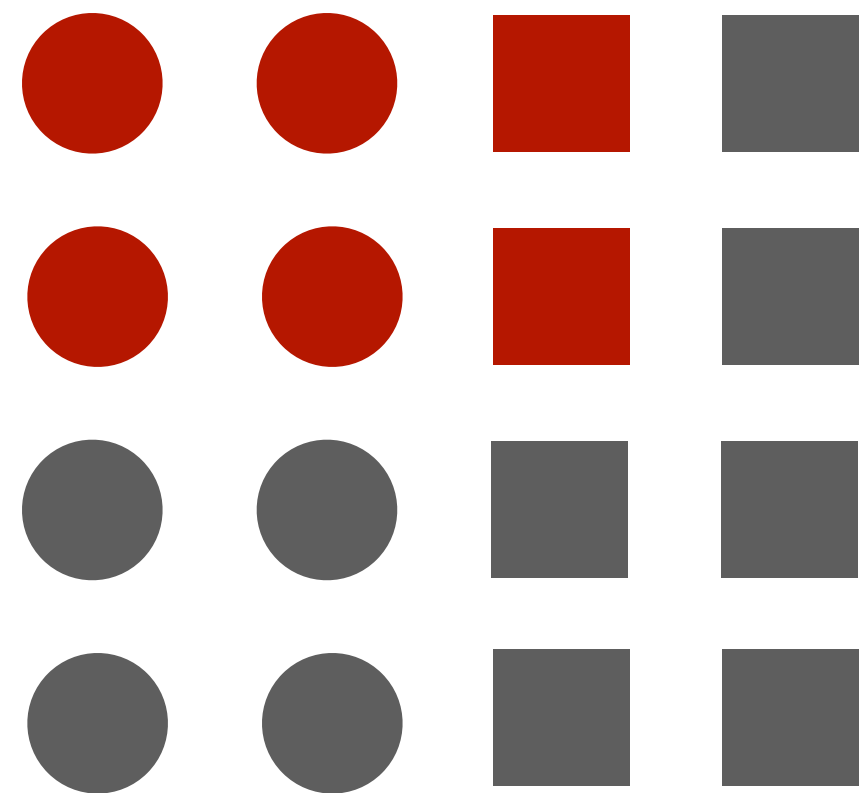


$$P(\text{red square} \mid \text{square}) = \underline{\hspace{2cm}}$$

“Probability of red color given square shape” or “probability of red color conditional on square shape”

Conditional probability

Counting outcomes in a specific subset



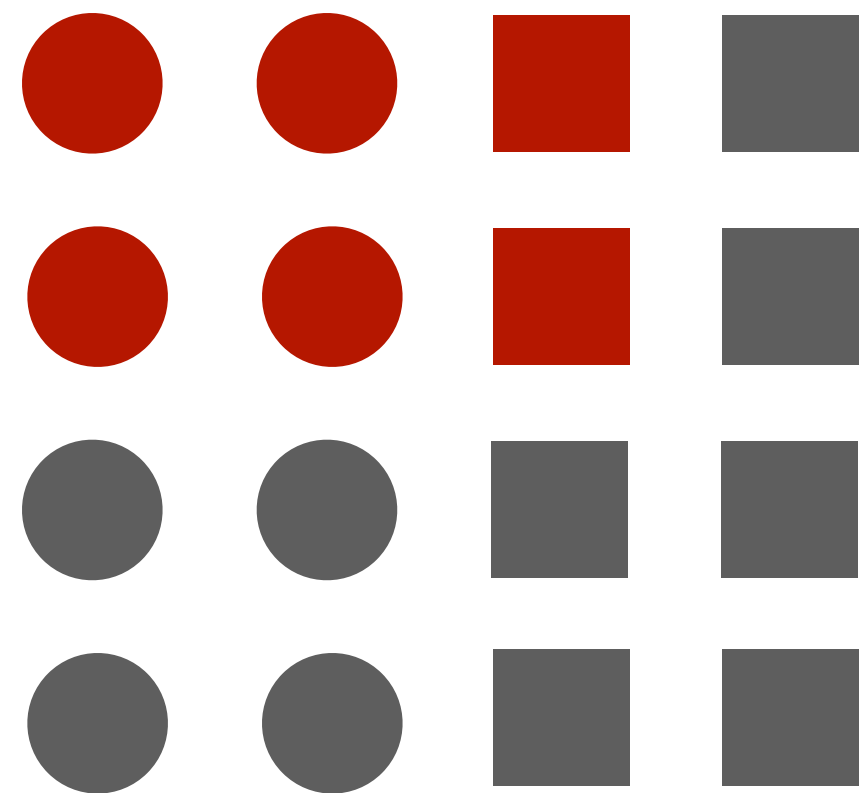
$$P(\text{red square} \mid \text{square}) = \frac{\text{red squares}}{\text{all squares}}$$

A diagram illustrating the conditional probability calculation. It shows a horizontal line above a 4x2 grid of shapes. The first two rows of the grid contain red squares and gray squares. The last two rows contain gray squares. This represents the subset of the sample space where the shape is a square.

“Probability of red color given square shape” or “probability of red color conditional on square shape”

Conditional probability

Counting outcomes in a specific subset

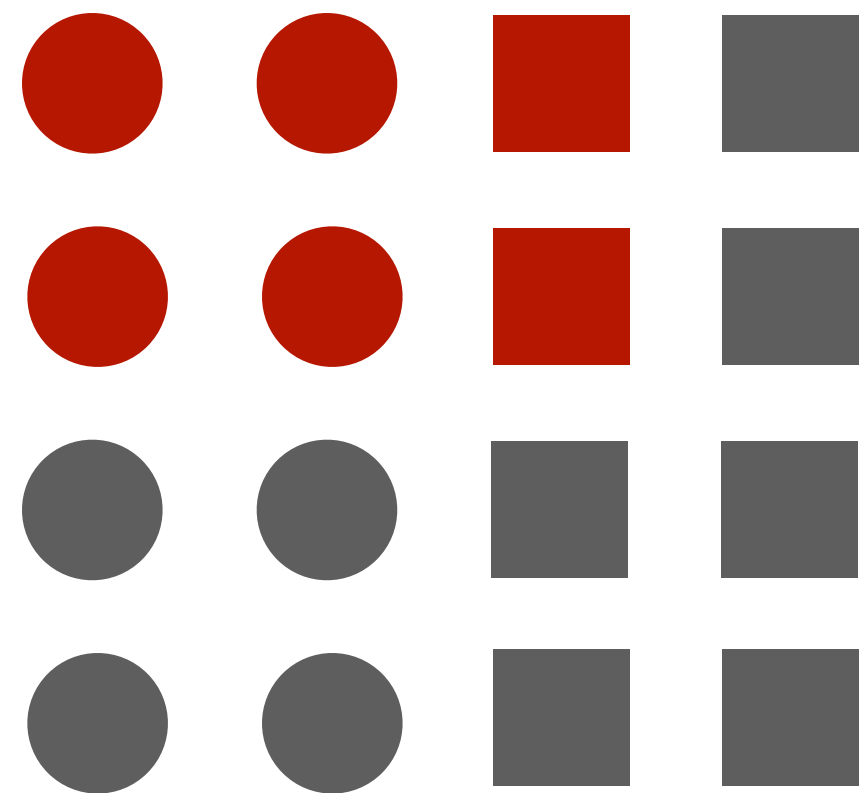


$$P(\text{red square} \mid \text{square}) = \frac{\text{2 red squares}}{\text{4 squares}}$$

“Probability of red color given square shape” or “probability of red color conditional on square shape”

Conditional probability

Counting outcomes in a specific subset



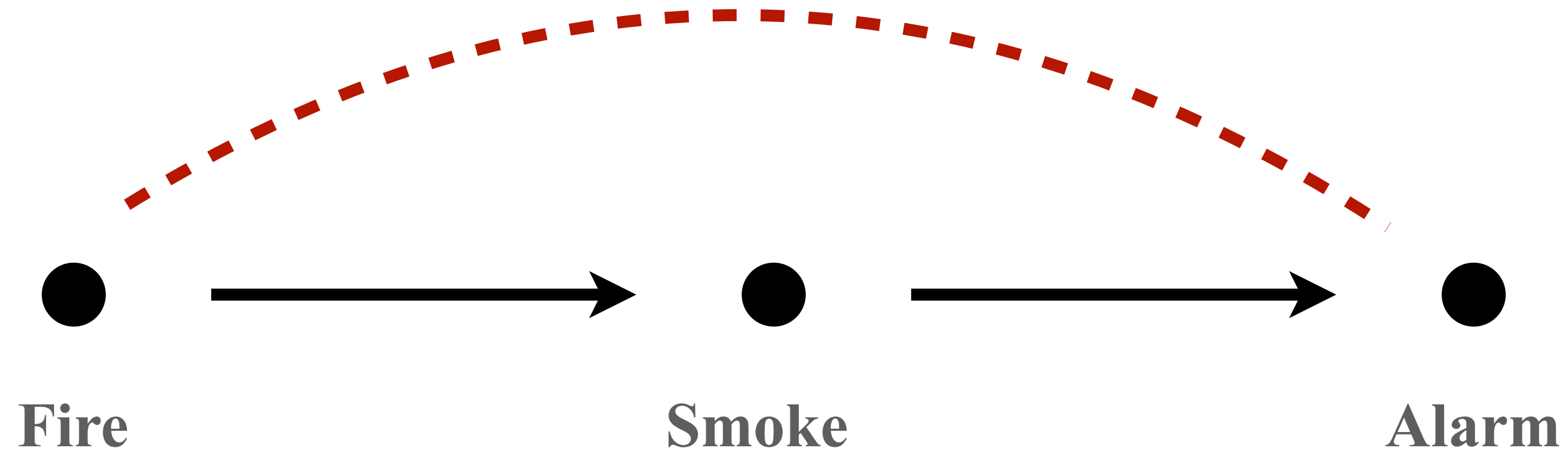
$$P(\text{red square} \mid \text{square}) = \frac{\text{2 red squares}}{\text{8 squares}} = 2/8$$

“Probability of red color given square shape” or “probability of red color conditional on square shape”

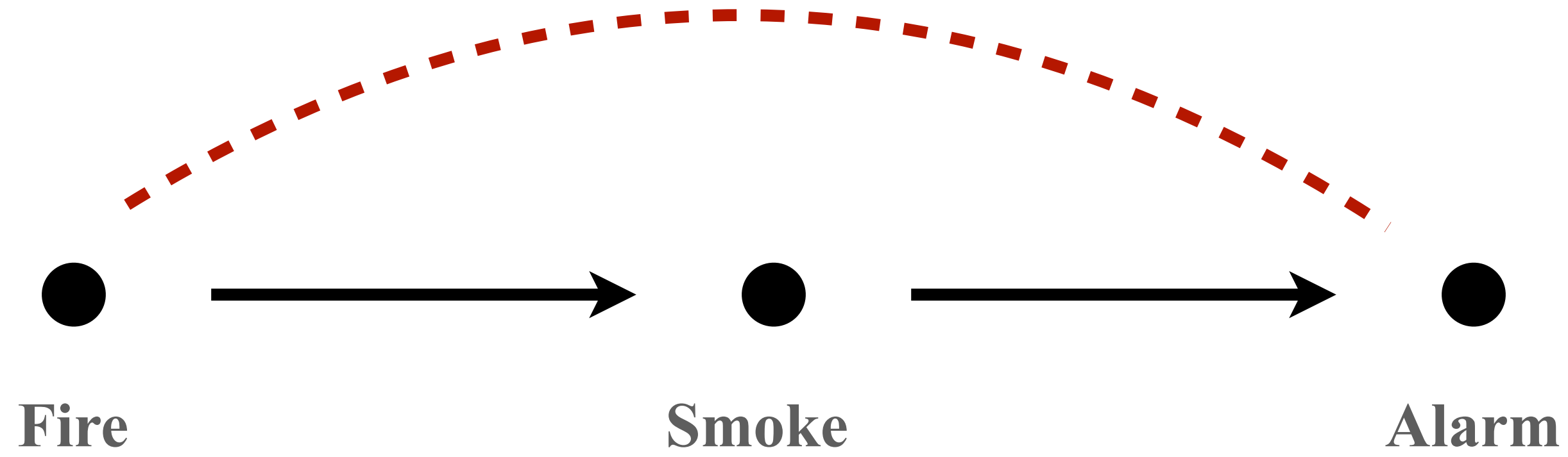
Conditioning alters the flow of information in the 3 basic junctions

NB: the three data sets I use in this section are fake — I generated them with a computer to illustrate my points

Transmits info

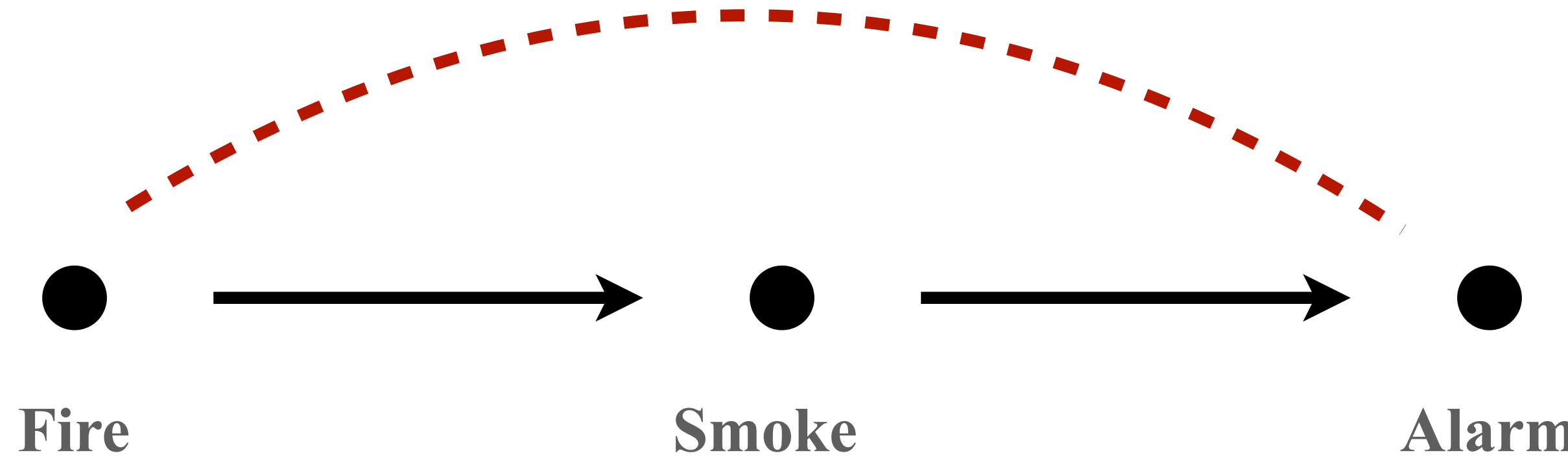


Transmits info



	No alarm	Alarm
No fire	9338	153
Fire	9	500

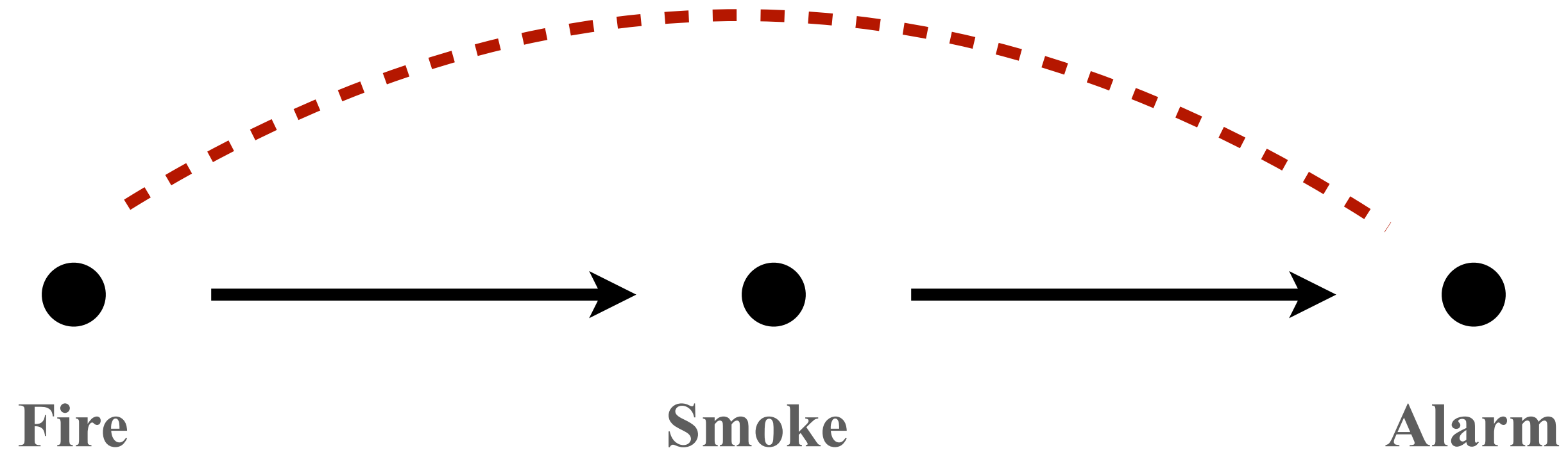
Transmits info



	No alarm	Alarm
No fire	9338	153
Fire	9	500

$$P(\text{ fire }) = \underline{\hspace{10em}}$$

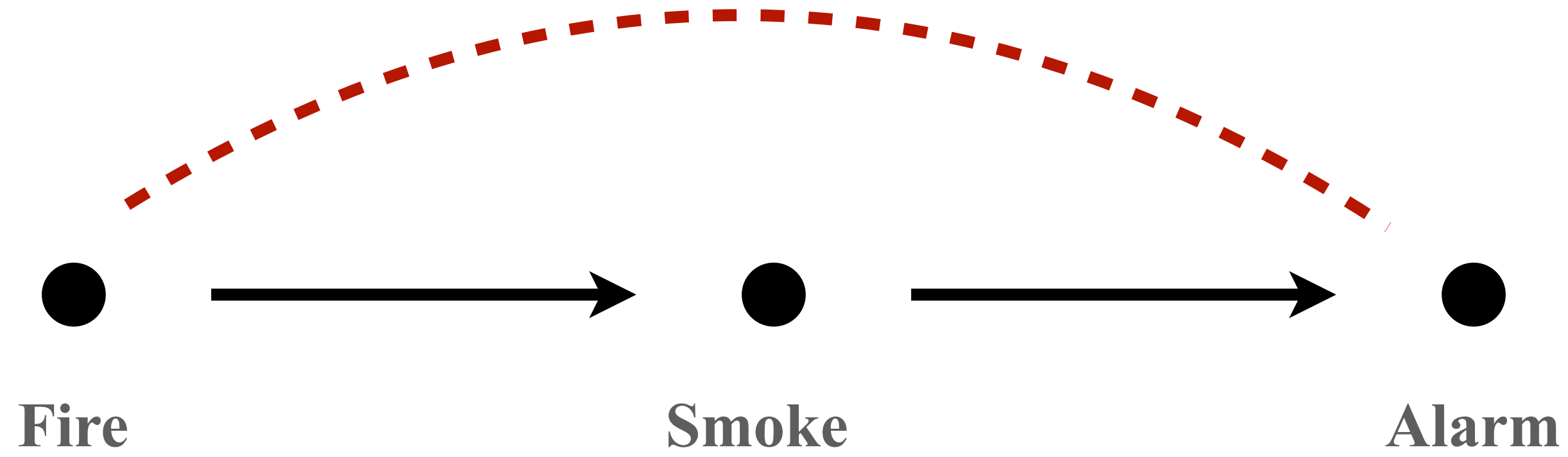
Transmits info



	No alarm	Alarm
No fire	9338	153
Fire	9	500

$$P(\text{ fire }) = \frac{9 + 500}{\quad}$$

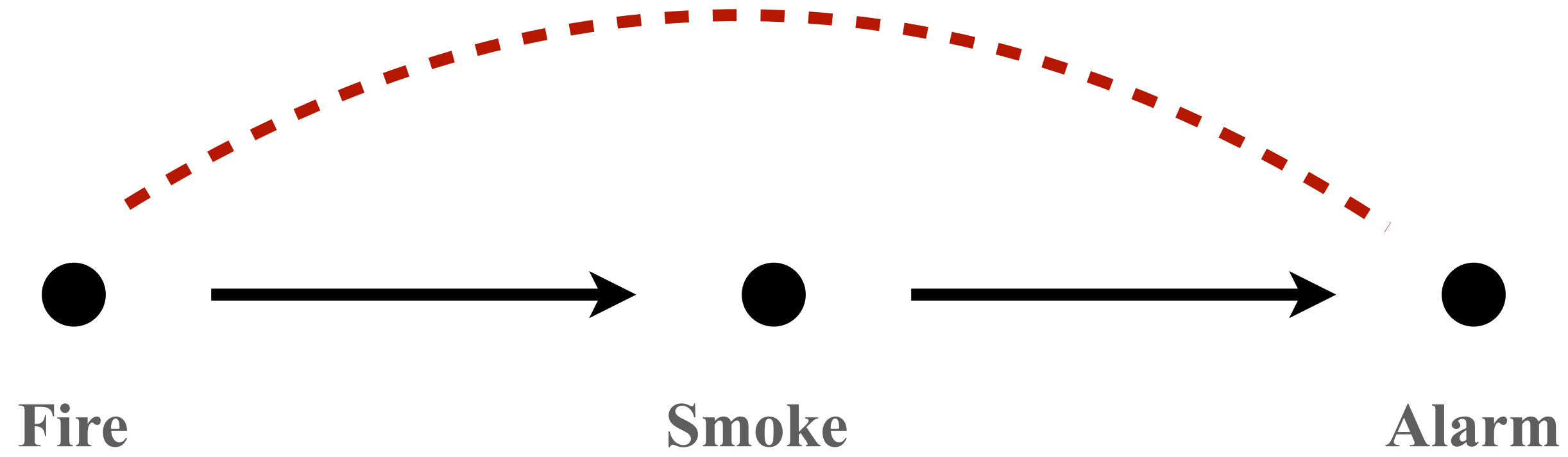
Transmits info



	No alarm	Alarm
No fire	9338	153
Fire	9	500

$$P(\text{ fire }) = \frac{9 + 500}{9 + 500 + 9338 + 153} =$$

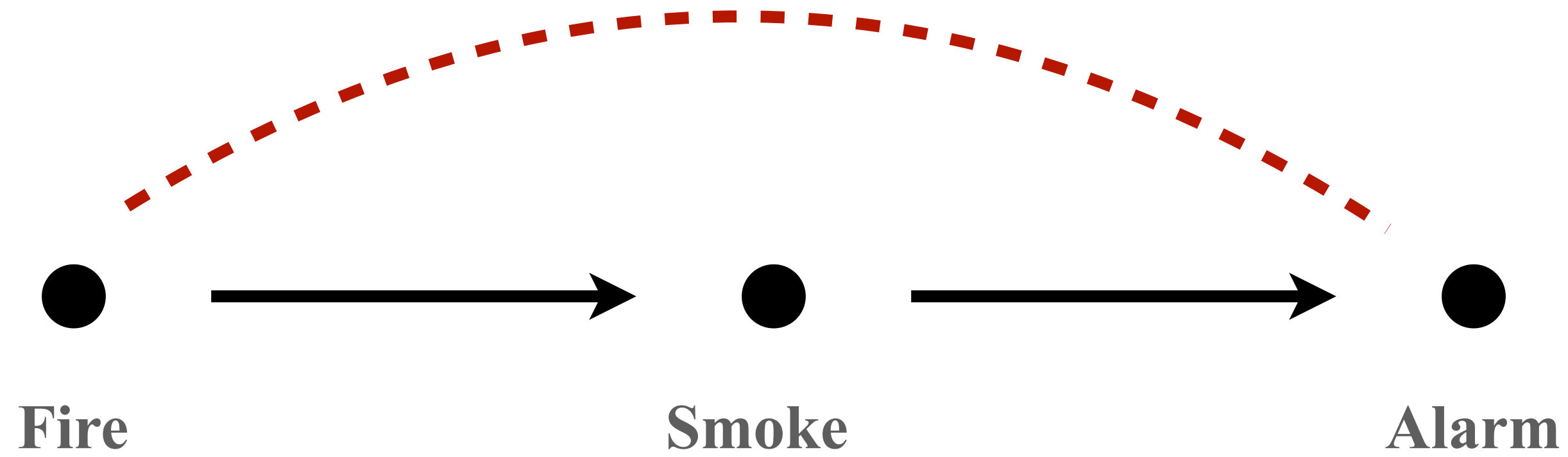
Transmits info



	No alarm	Alarm
No fire	9338	153
Fire	9	500

$$P(\text{ fire }) = \frac{9 + 500}{9 + 500 + 9338 + 153} = \frac{509}{10\ 000} \approx 0.05$$

Transmits info

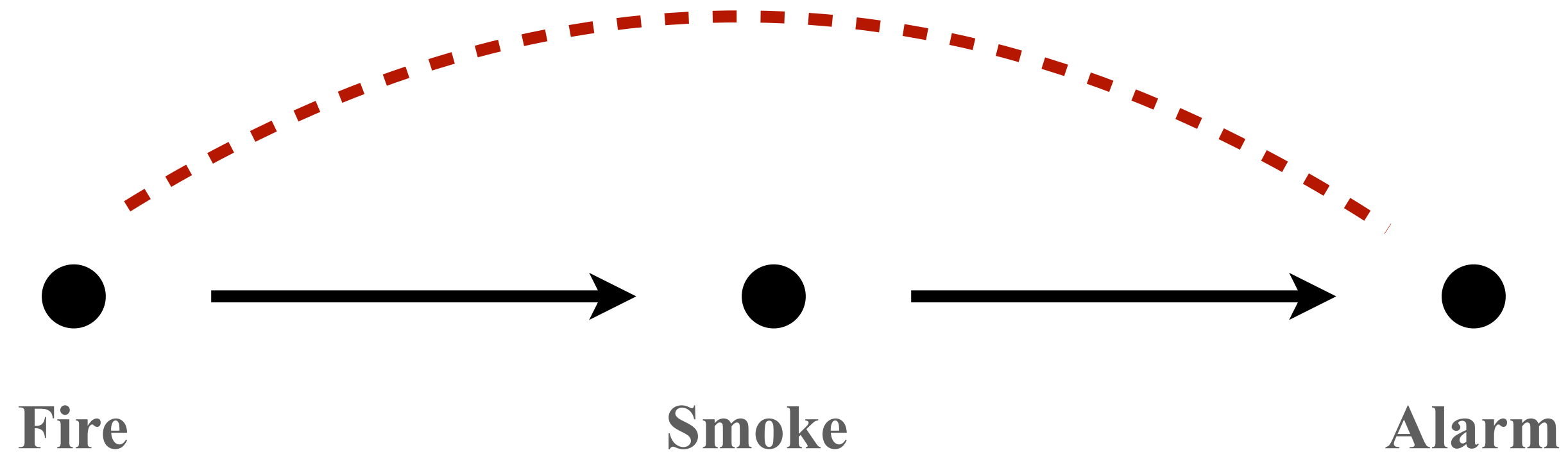


	No alarm	Alarm
No fire	9338	153
Fire	9	500

$$P(\text{ fire }) = \frac{9 + 500}{9 + 500 + 9338 + 153} = \frac{509}{10\ 000} \approx 0.05$$

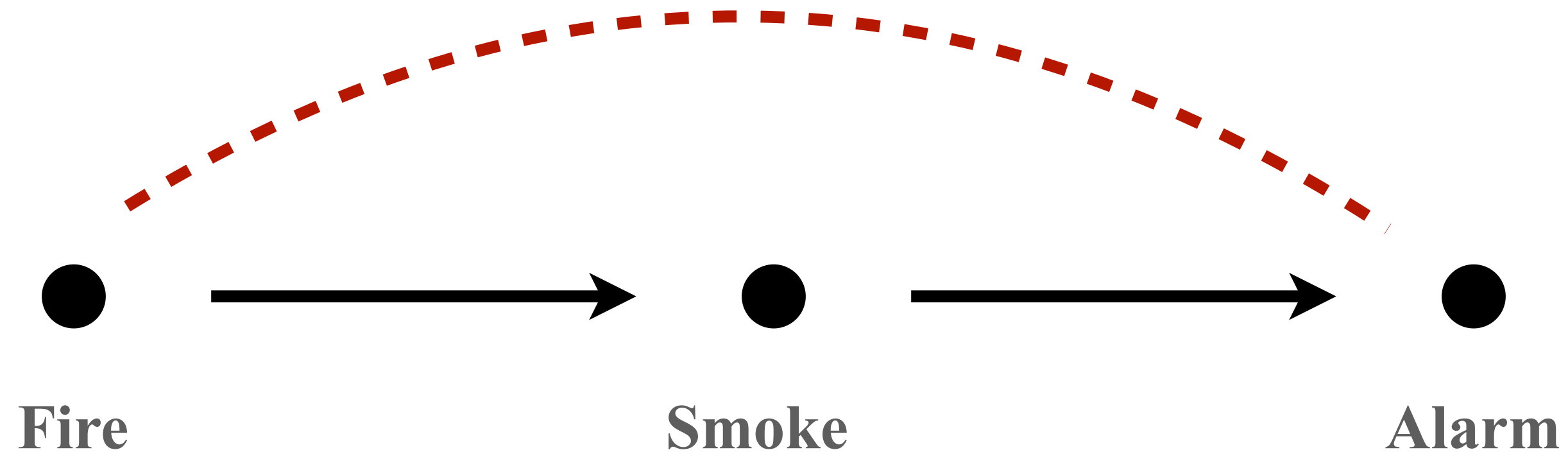
$$P(\text{ fire } | \text{ alarm }) = \frac{500}{500 + 153}$$

Transmits info



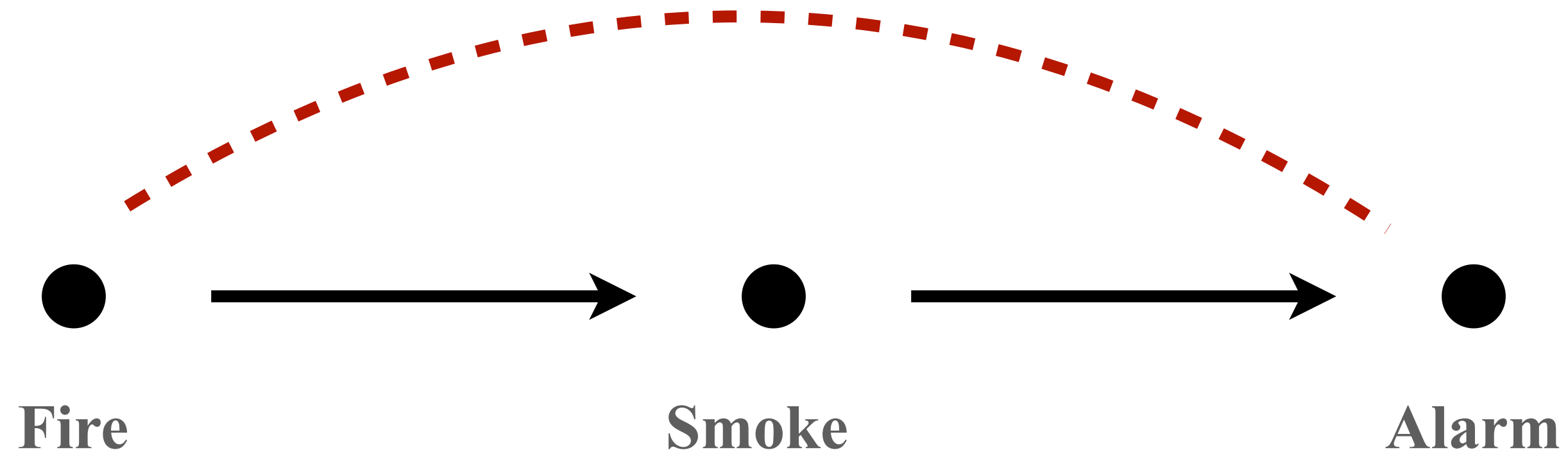
	Alarm	
	153	$P(\text{ fire }) = \frac{9 + 500}{9 + 500 + 9338 + 153} = \frac{509}{10\ 000} \approx 0.05$
No fire	500	
Fire		$P(\text{ fire } \text{ alarm }) = \frac{500}{500 + 153}$

Transmits info



Alarm		$P(\text{ fire }) = \frac{9 + 500}{9 + 500 + 9338 + 153} = \frac{509}{10\ 000} \approx 0.05$
No fire	153	
Fire	500	$P(\text{ fire } \text{ alarm }) = \frac{500}{9 + 500 + 9338 + 153}$

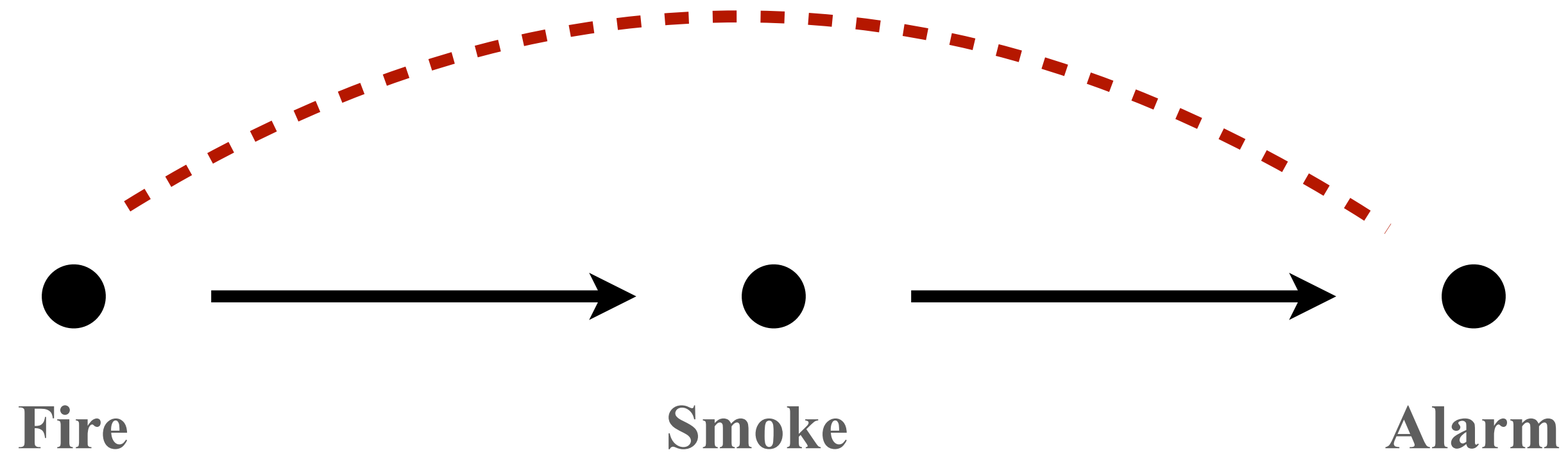
Transmits info



	Alarm	
No fire	153	
Fire	500	

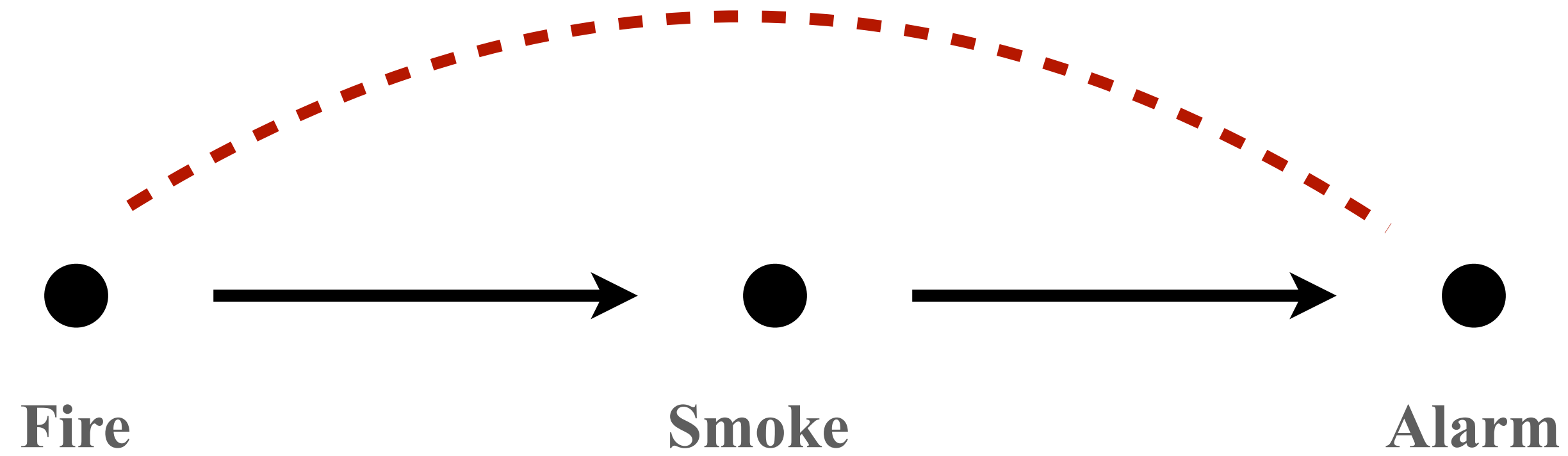
$$P(\text{ fire }) = \frac{9 + 500}{9 + 500 + 9338 + 153} = \frac{509}{10\ 000} \approx 0.05$$
$$P(\text{ fire } | \text{ alarm }) = \frac{500}{500 + 153}$$

Transmits info



	Alarm	
No fire	153	$P(\text{ fire }) = \frac{9 + 500}{9 + 500 + 9338 + 153} = \frac{509}{10\ 000} \approx 0.05$
Fire	500	$P(\text{ fire } \text{ alarm }) = \frac{500}{500 + 153} \approx 0.77$

Transmits info

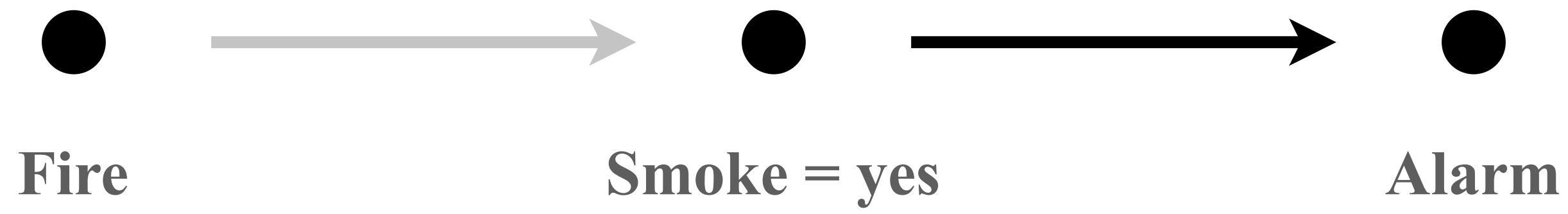


POINT: hearing the alarm gives us information about the likelihood of any ongoing fires

$$P(\text{fire}) = \frac{9 + 500}{9 + 500 + 9338 + 153} = \frac{509}{10000} \approx 0.05$$

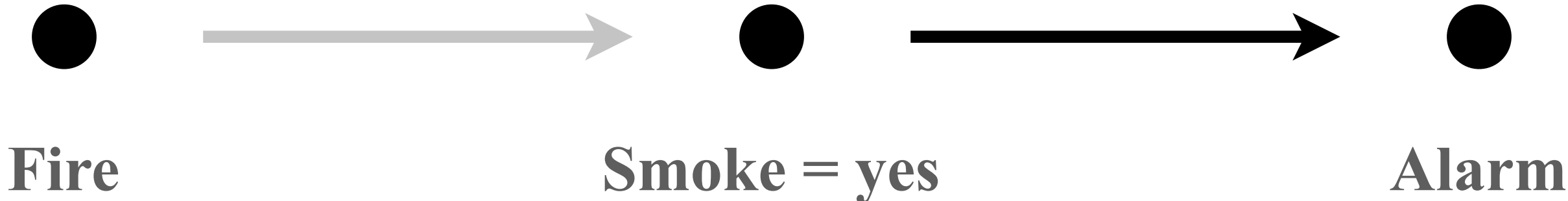
$$P(\text{fire} | \text{alarm}) = \frac{500}{500 + 153} \approx 0.77$$

No longer transmits info



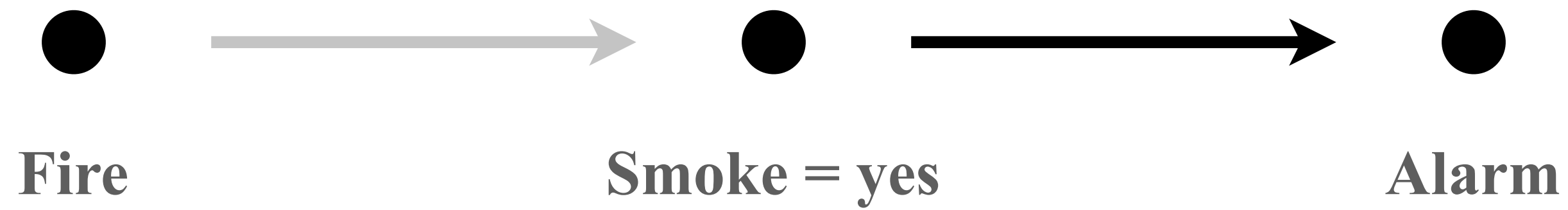
	No alarm	Alarm
No fire	9338	153
Fire	9	500

No longer transmits info



	Smoke = yes		Smoke = no	
	No alarm	Alarm	No alarm	Alarm
No fire	1	92	9337	61
Fire	6	500	3	0

No longer transmits info

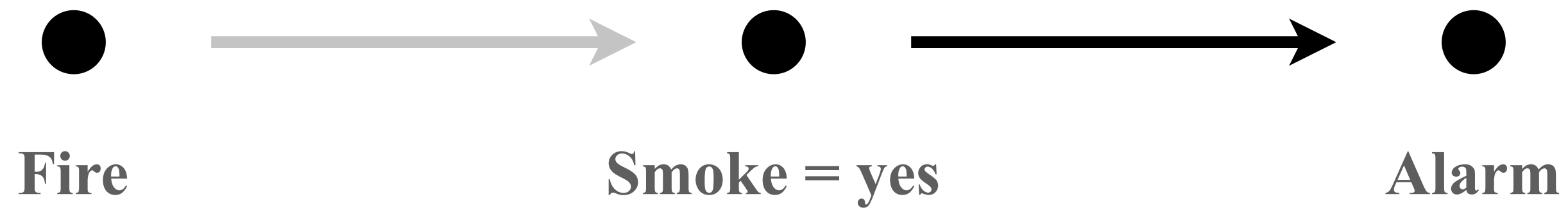


	No alarm	Alarm
No fire	1	92
Fire	6	500

Smoke = yes

$P(\text{ fire } | \text{ smoke }) =$

No longer transmits info

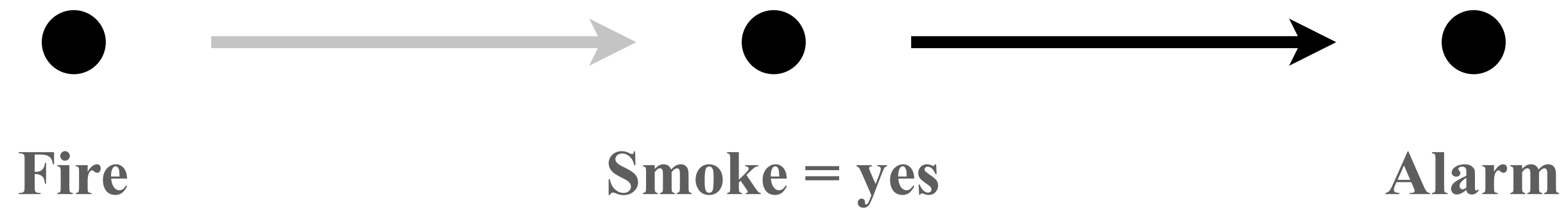


	No alarm	Alarm
No fire	1	92
Fire	6	500

Smoke = yes

$$P(\text{ fire } | \text{ smoke }) = 506/599$$

No longer transmits info

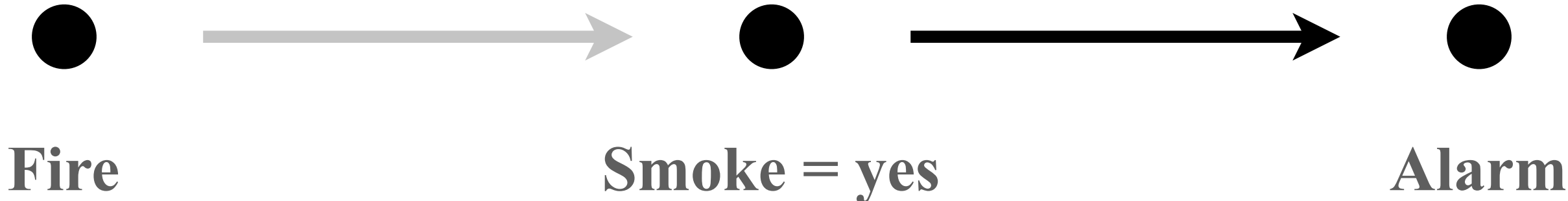


	No alarm	Alarm
No fire	1	92
Fire	6	500

Smoke = yes

$$P(\text{ fire } | \text{ smoke }) = 506/599 \approx 0.84$$

No longer transmits info



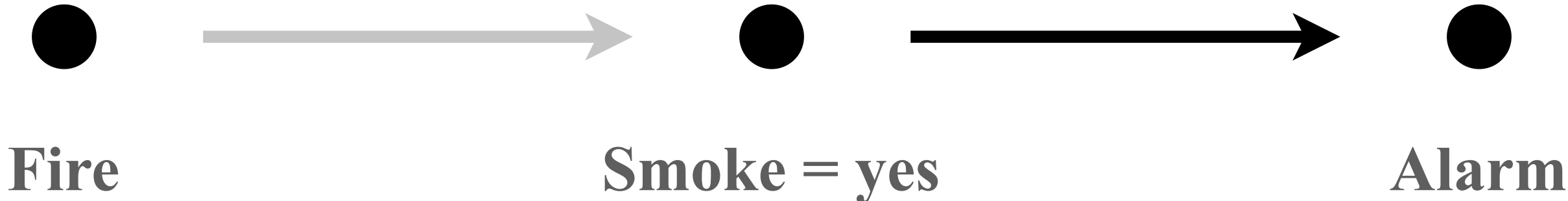
	No alarm	Alarm
No fire	1	92
Fire	6	500

Smoke = yes

$$P(\text{ fire } | \text{ smoke }) = 506/599 \approx 0.84$$

$$P(\text{ fire } | \text{ alarm, smoke }) =$$

No longer transmits info



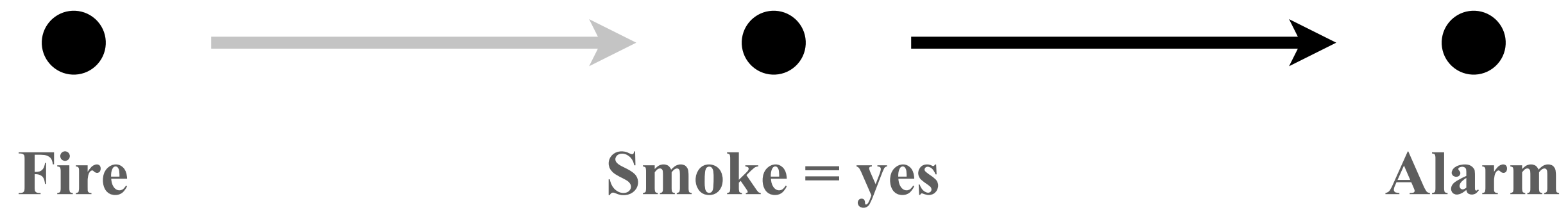
	No alarm	Alarm
No fire	1	92
Fire	6	500

Smoke = yes

$$P(\text{ fire } | \text{ smoke }) = 506/599 \approx 0.84$$

$$P(\text{ fire } | \text{ alarm, smoke }) = 500/592$$

No longer transmits info



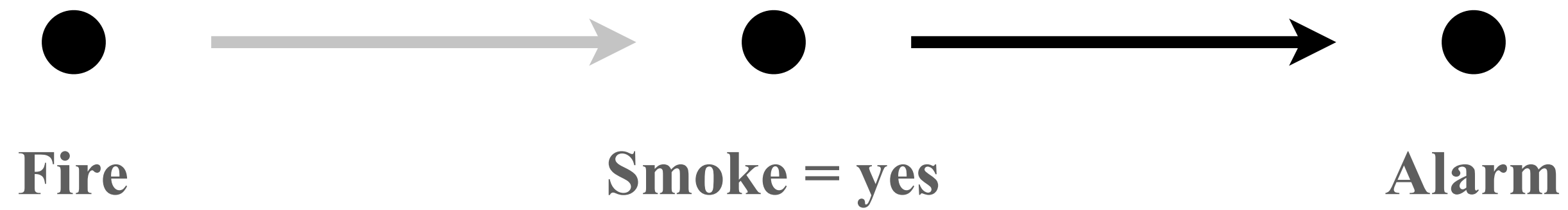
	No alarm	Alarm
No fire	1	92
Fire	6	500

Smoke = yes

$$P(\text{ fire } | \text{ smoke }) = 506/599 \approx 0.84$$

$$P(\text{ fire } | \text{ alarm, smoke }) = 500/592 \approx 0.84$$

No longer transmits info



No alarm Alarm

$$P(\text{fire} \mid \text{smoke}) = 506/599 \approx 0.84$$

Conditional on smoke, the alarm gives no extra information!

No fire

1

92

$$P(\text{fire} \mid \text{alarm, smoke}) = 500/592 \approx 0.84$$

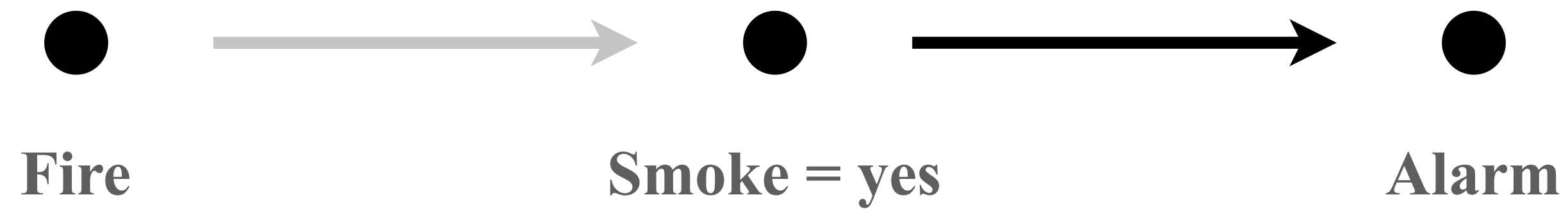
Fire

6

500

Smoke = yes

No longer transmits info



No alarm Alarm

$$P(\text{fire} \mid \text{smoke}) = 506/599 \approx 0.84$$

Conditional on smoke, the alarm gives no extra information!

No fire

1

92

$$P(\text{fire} \mid \text{alarm, smoke}) = 500/592 \approx 0.84$$

If I knew nothing about fire, smoke, or alarms, and analyzed these data haphazardly, I would conclude that smoke alarms are useless

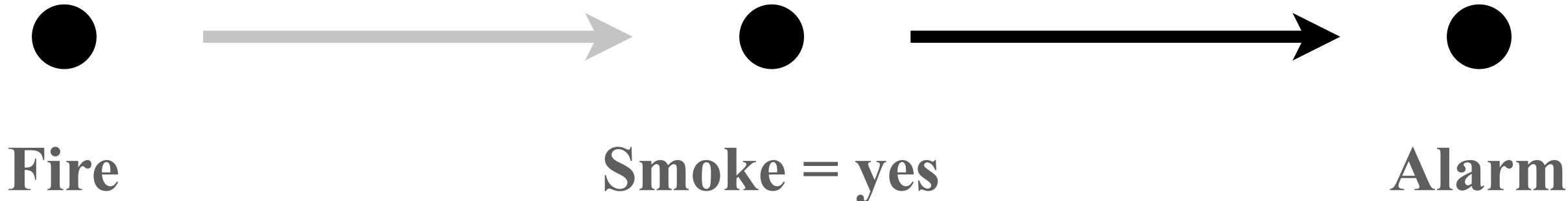
Fire

6

500

Smoke = yes

No longer transmits info



No alarm

Alarm

$$P(\text{fire} | \text{smoke}) = 506/599 \approx 0.84$$

Conditional on smoke, the alarm gives no extra information!

No fire

1

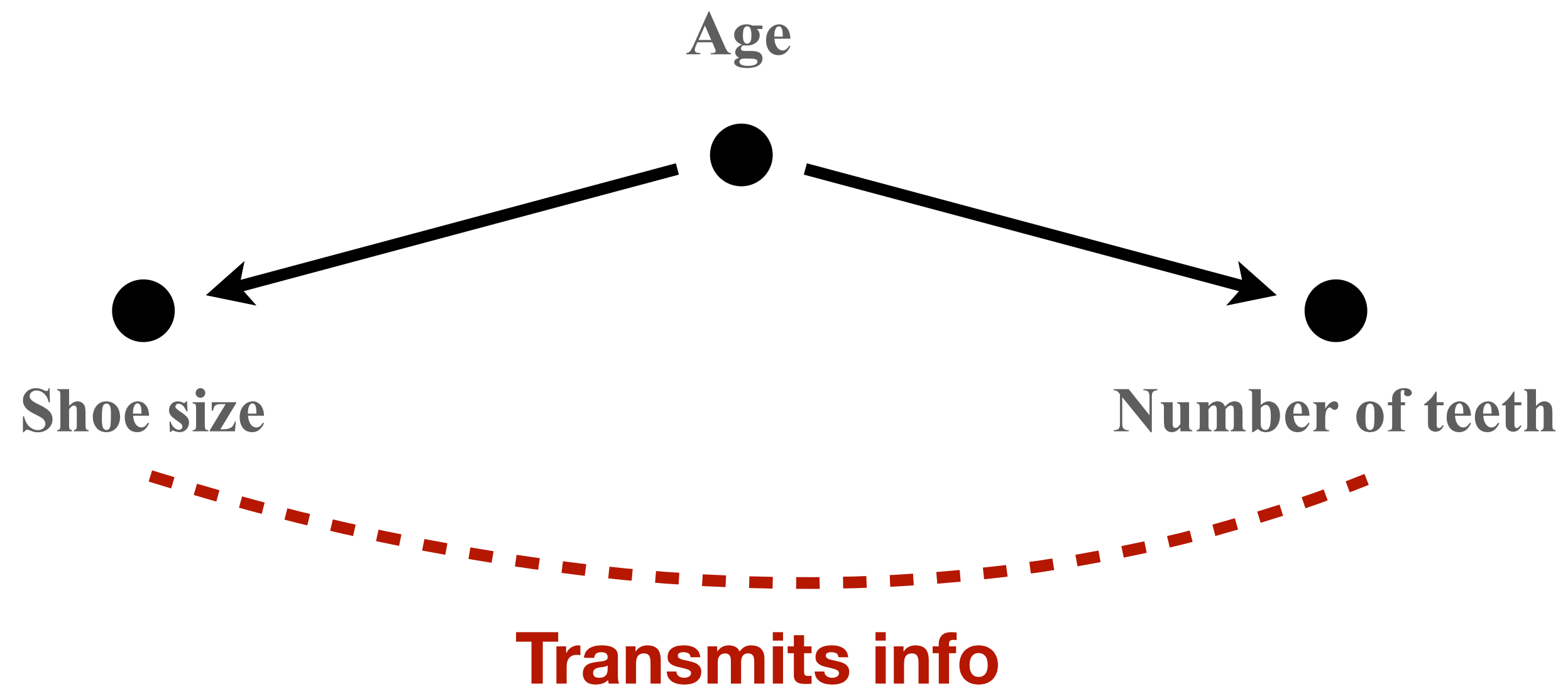
92

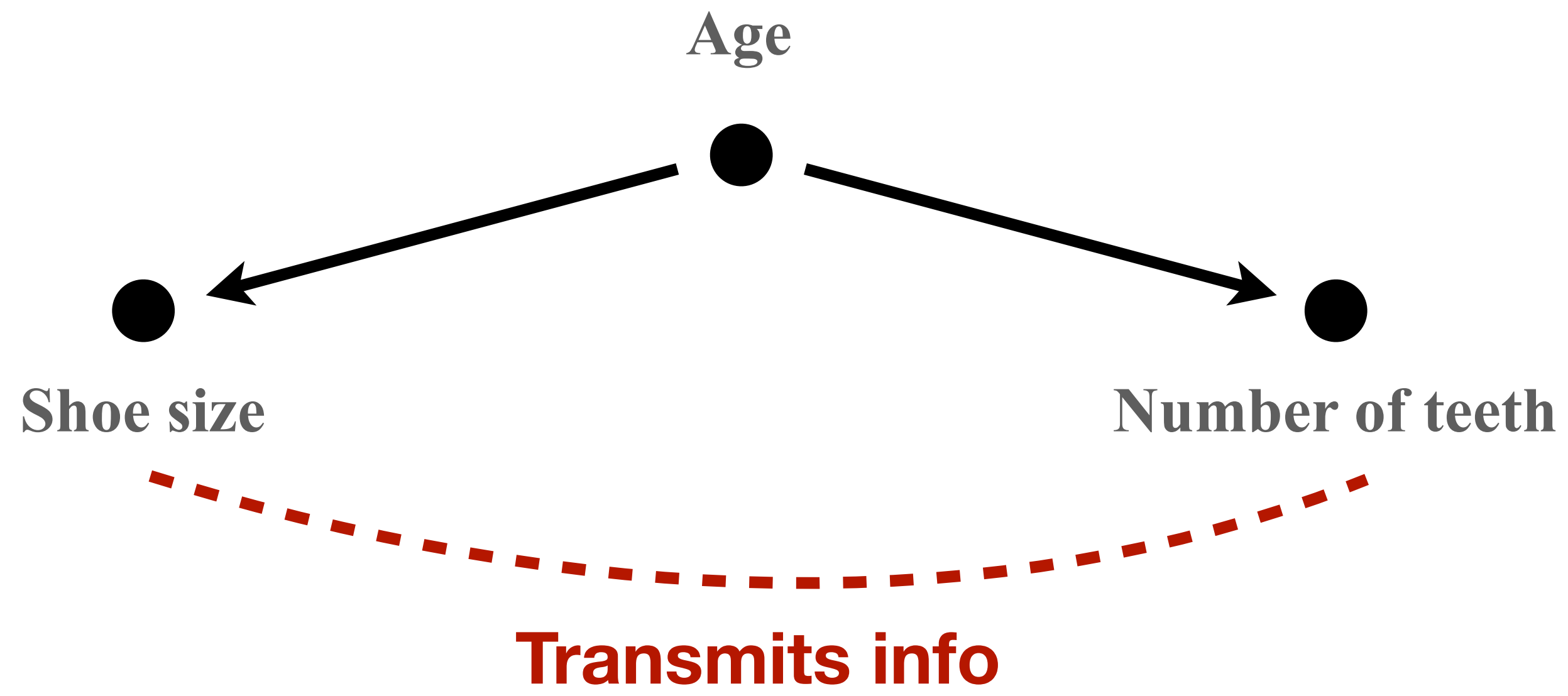
$$P(\text{fire} | \text{alarm}, \text{smoke}) = 500/592 \approx 0.84$$

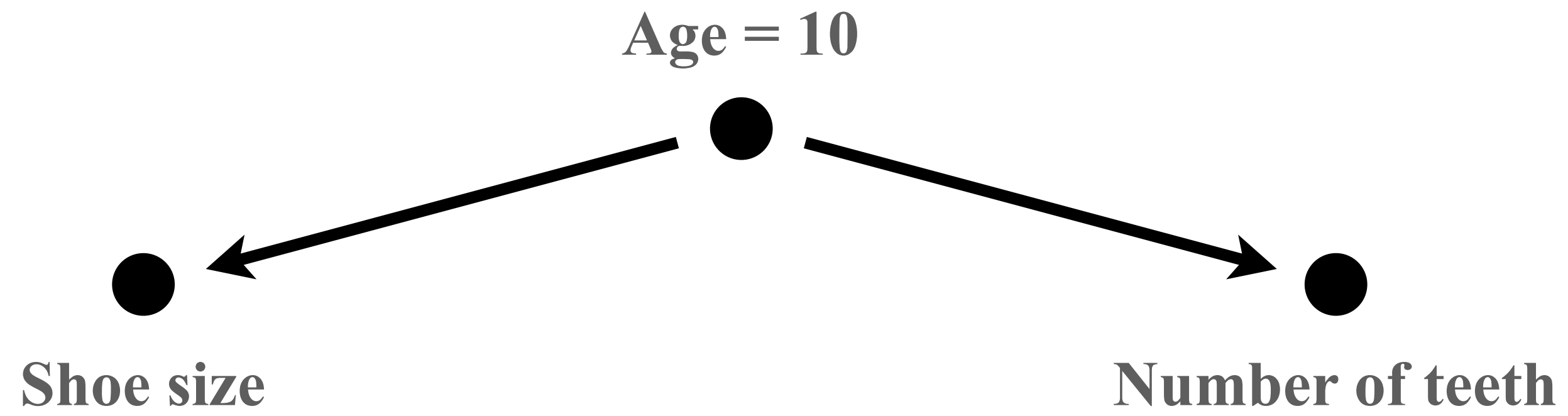
If I knew nothing about fire, smoke, or alarms, and analyzed these data haphazardly, I would conclude that smoke alarms are useless

Smoke = yes

“Conditioning on a mediator” — adjusting away the effect of interest

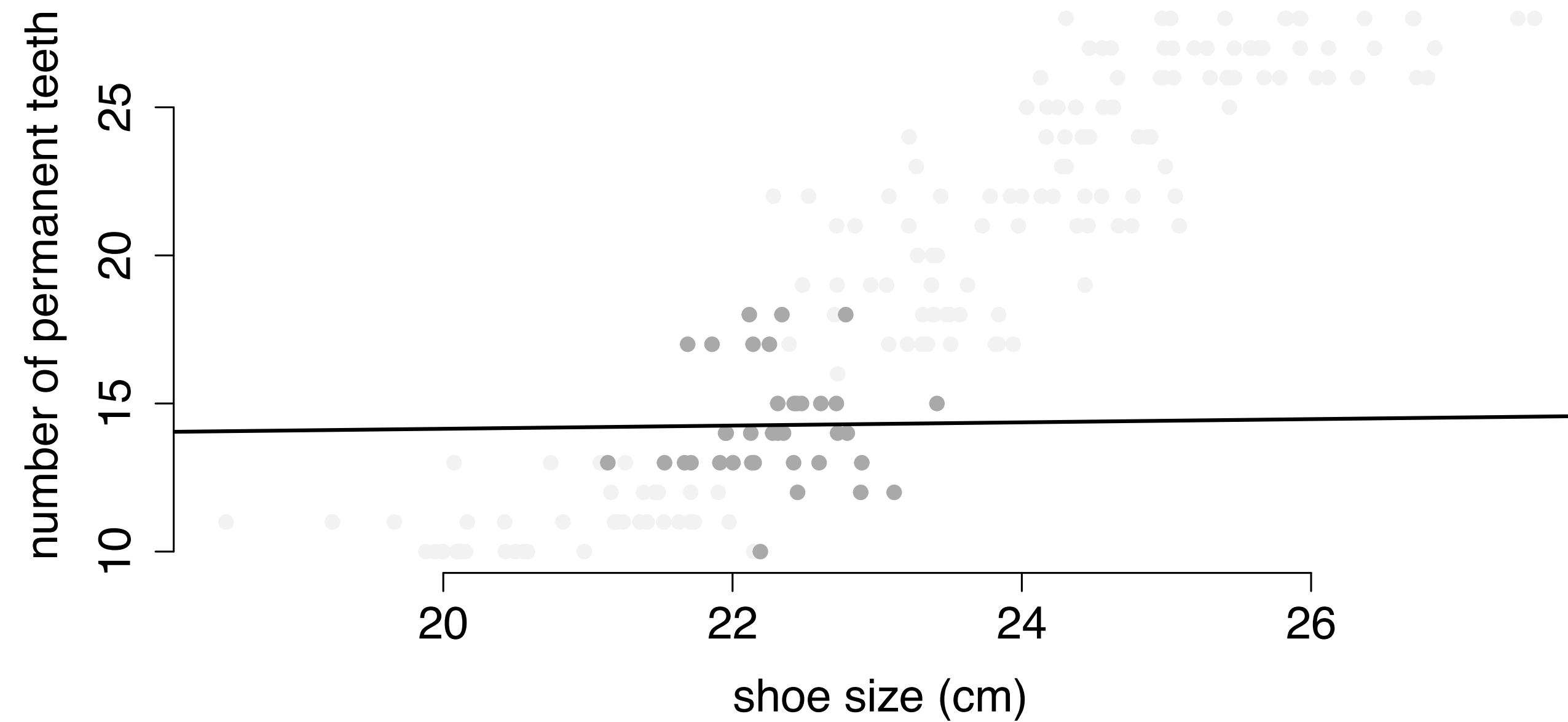


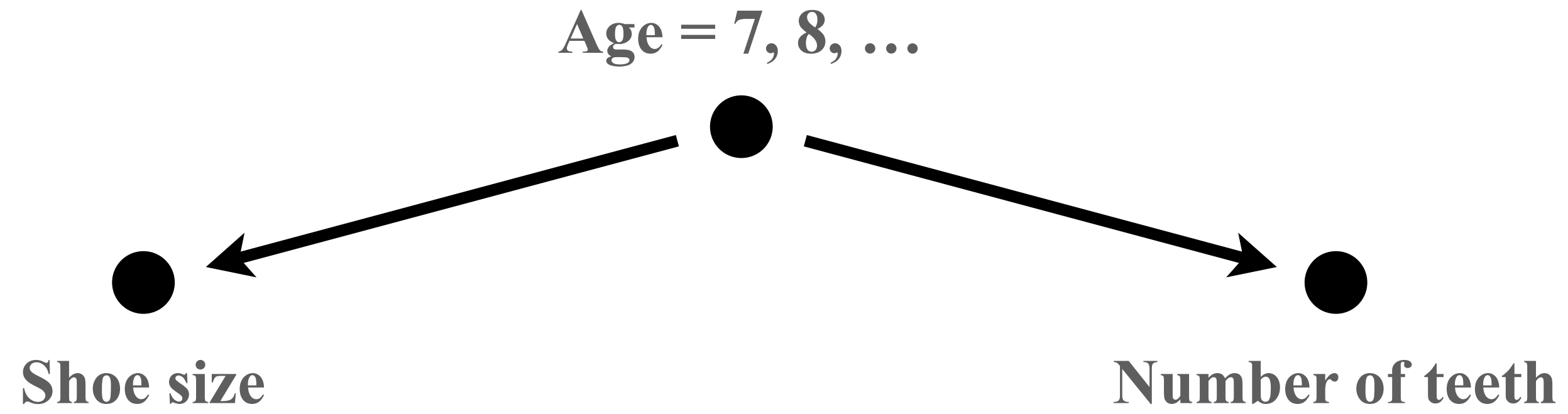




Does not transmit info

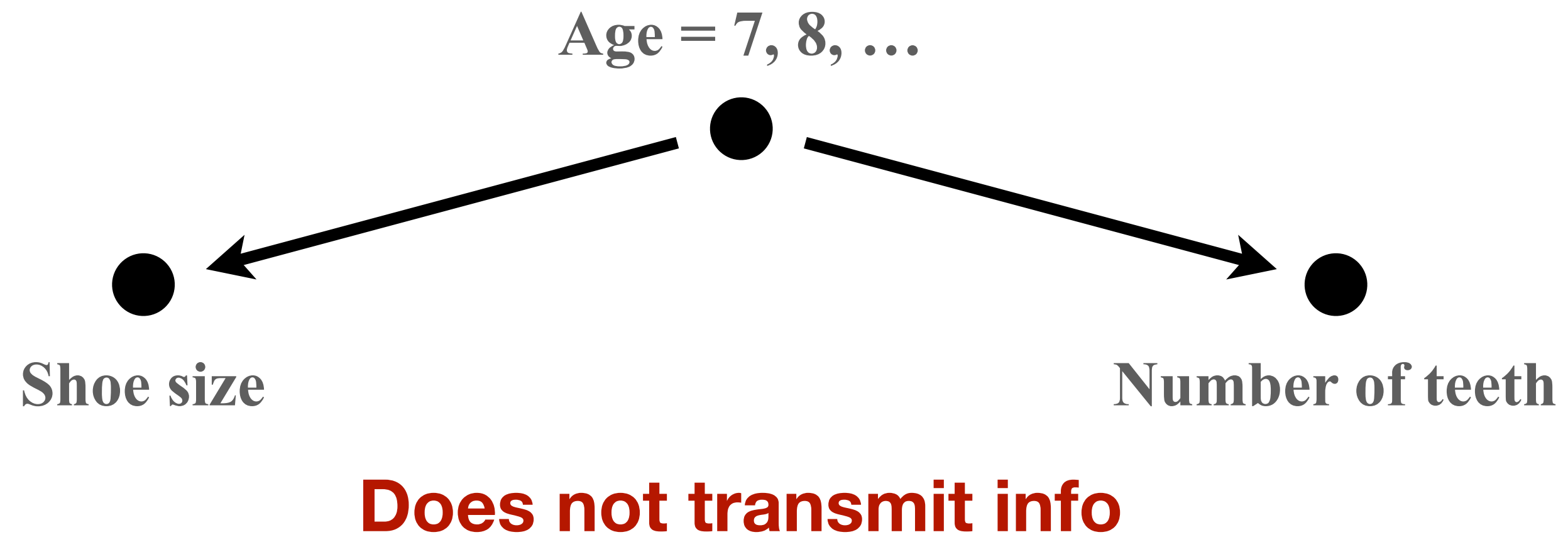
teeth vs shoe size, kids aged 10





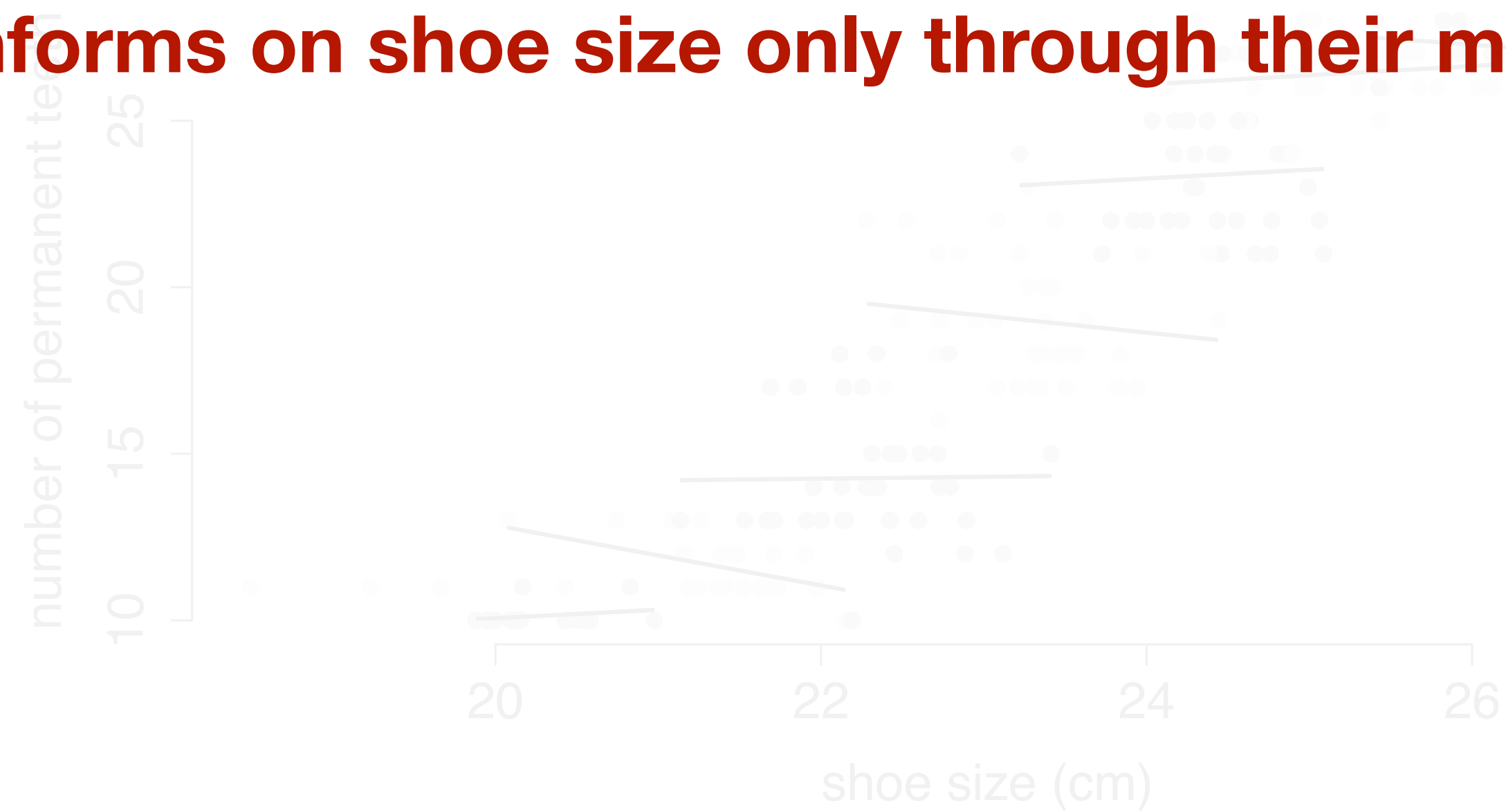
Does not transmit info

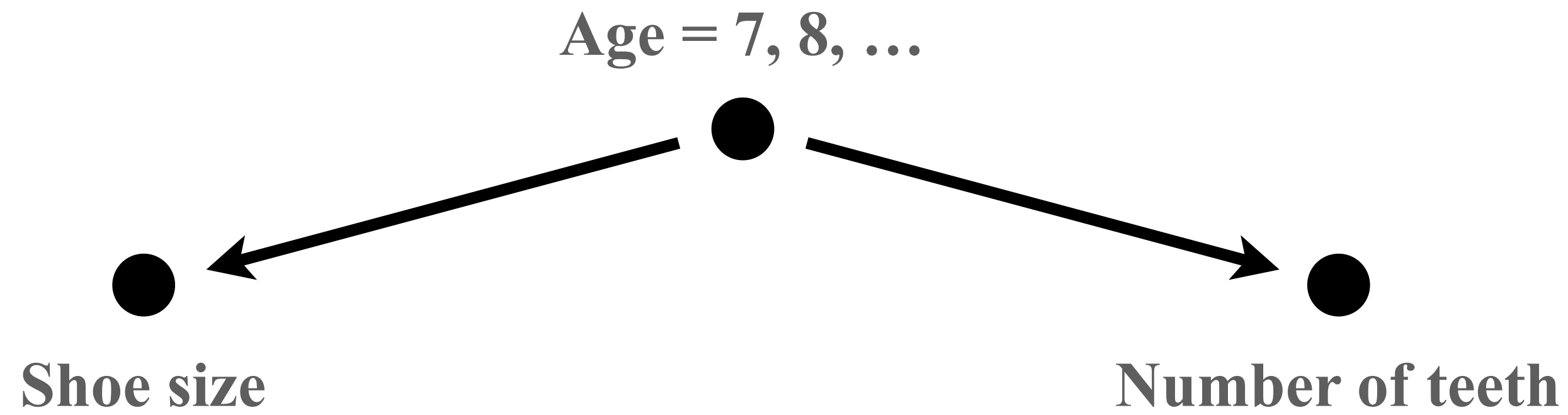




teeth vs shoe size,
regressions conditional on age

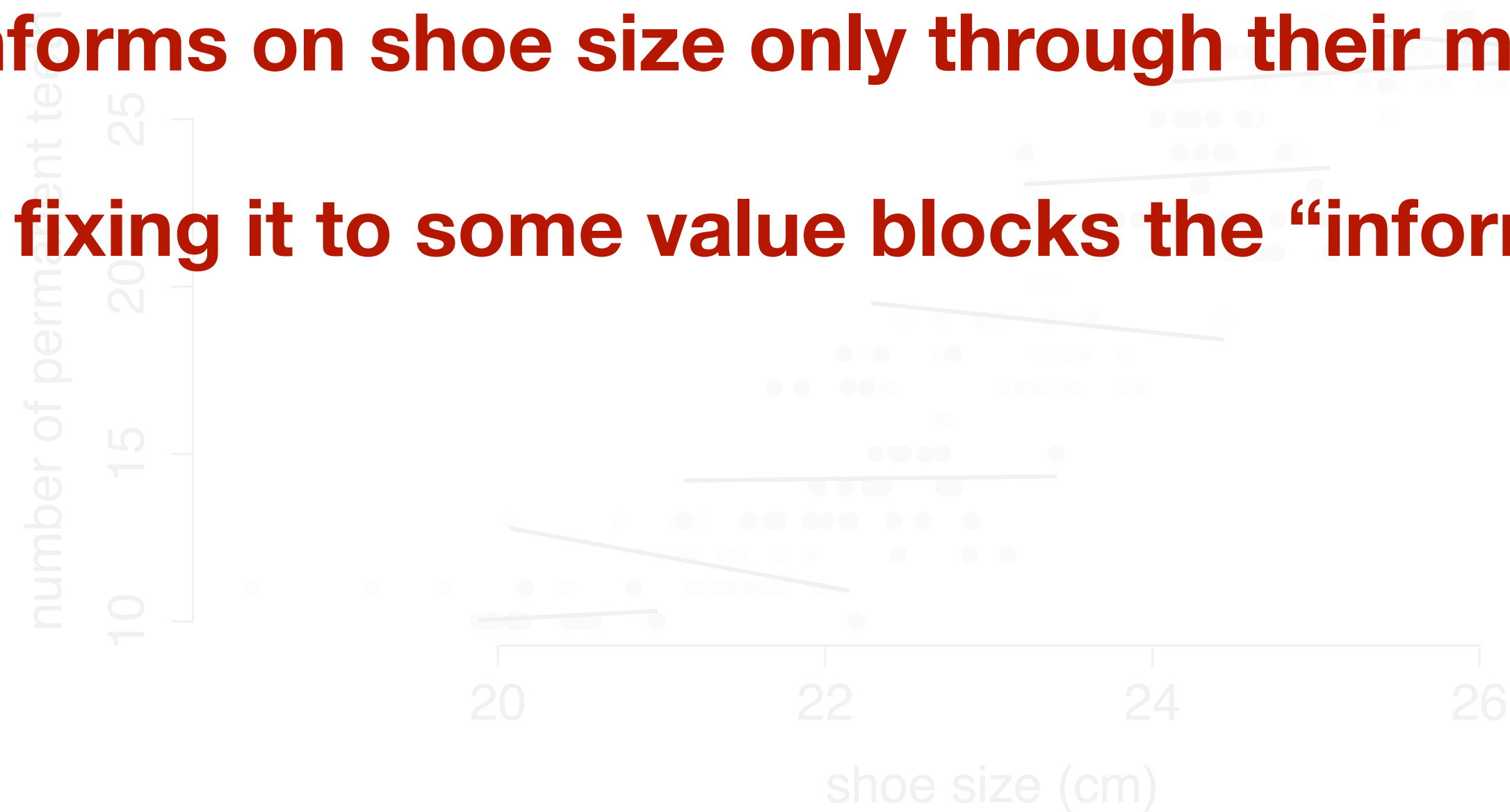
Number of teeth informs on shoe size only through their mutual association with age





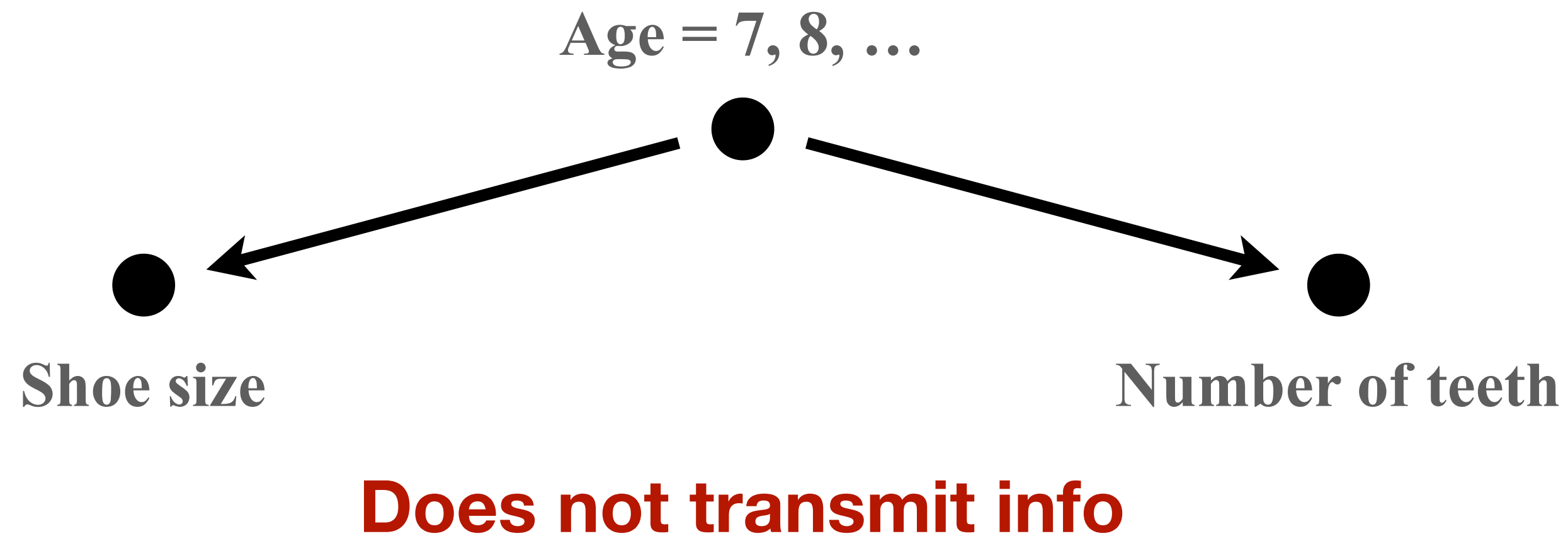
Does not transmit info

teeth vs shoe size,
regressions conditional on age



Number of teeth informs on shoe size only through their mutual association with age

Controlling age by fixing it to some value blocks the “information flow”

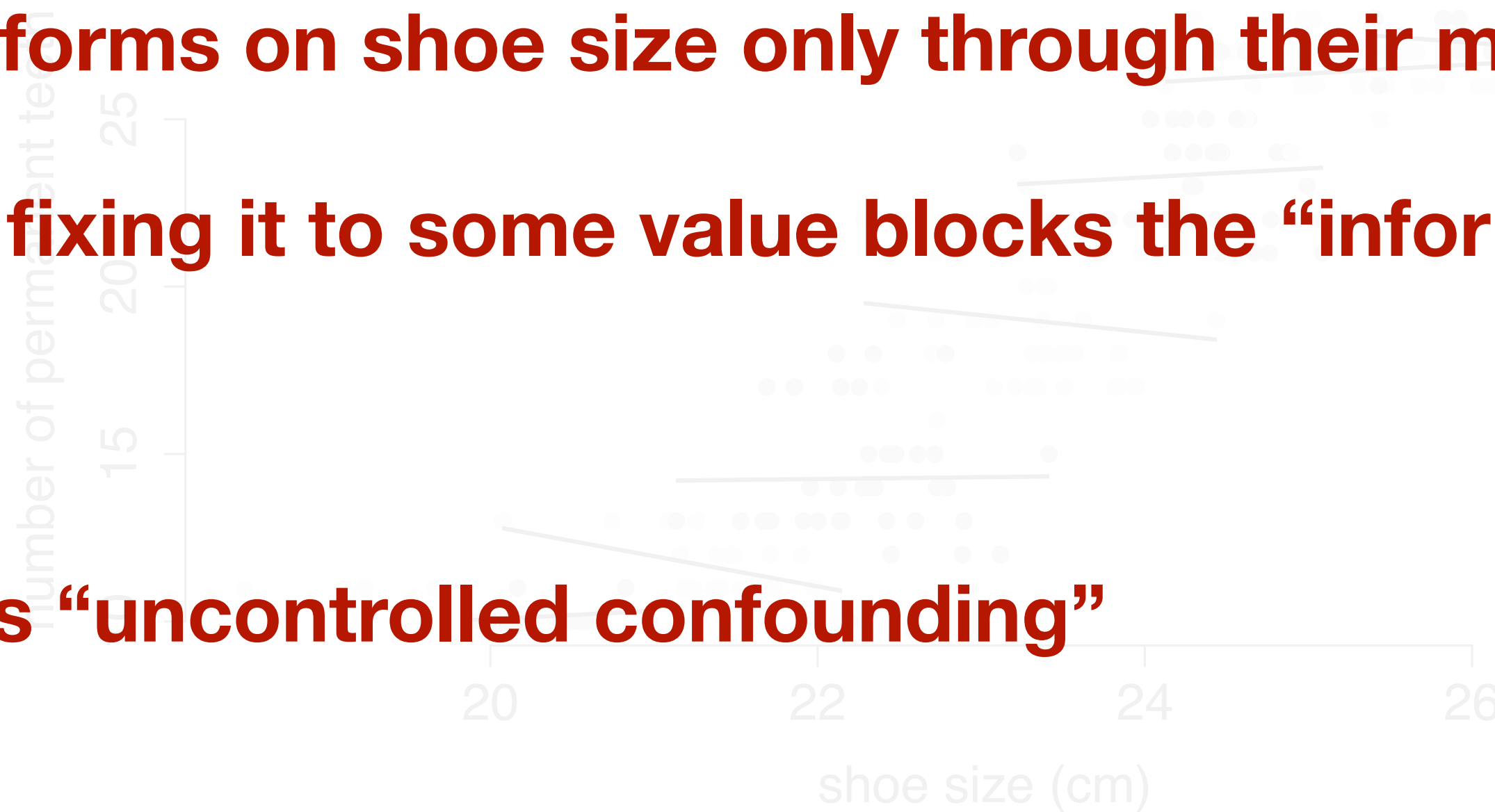


teeth vs shoe size,
regressions conditional on age

Number of teeth informs on shoe size only through their mutual association with age

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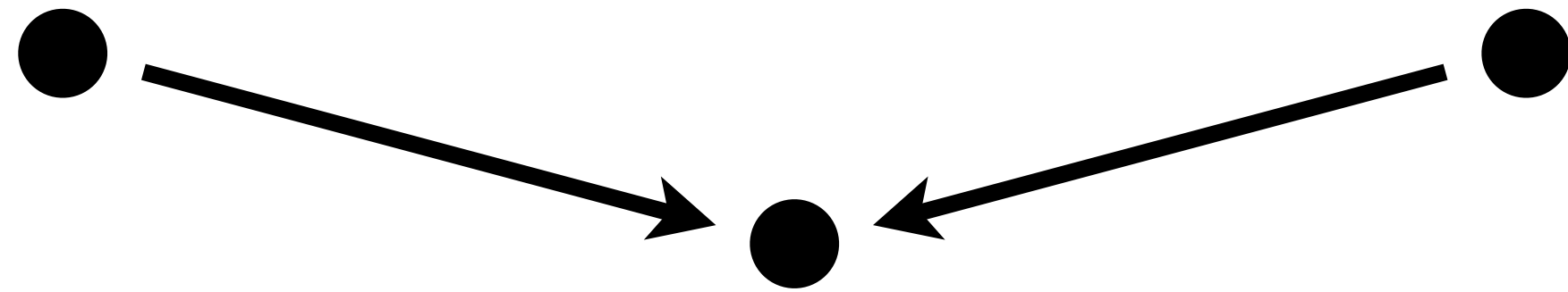
Ignoring age leaves “uncontrolled confounding”



Does not transmit info:

Physical attractiveness

Acting skills



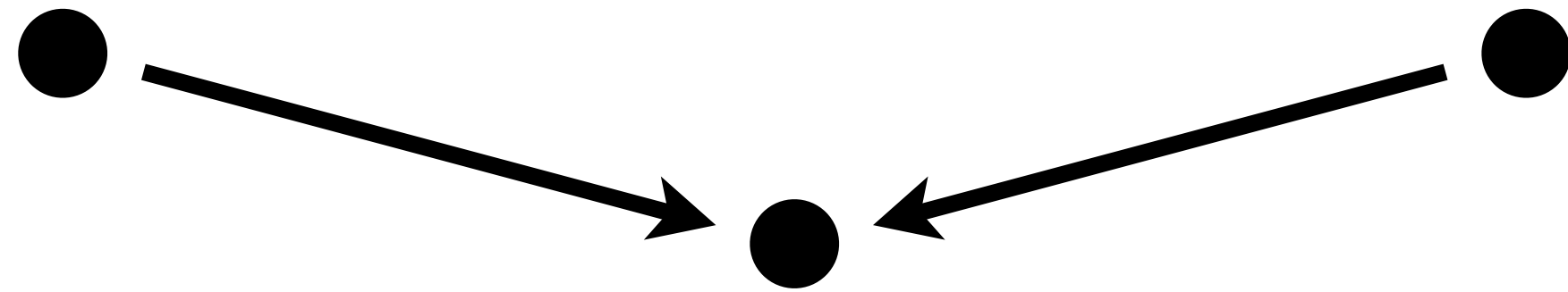
Hollywood success

Does not transmit info:

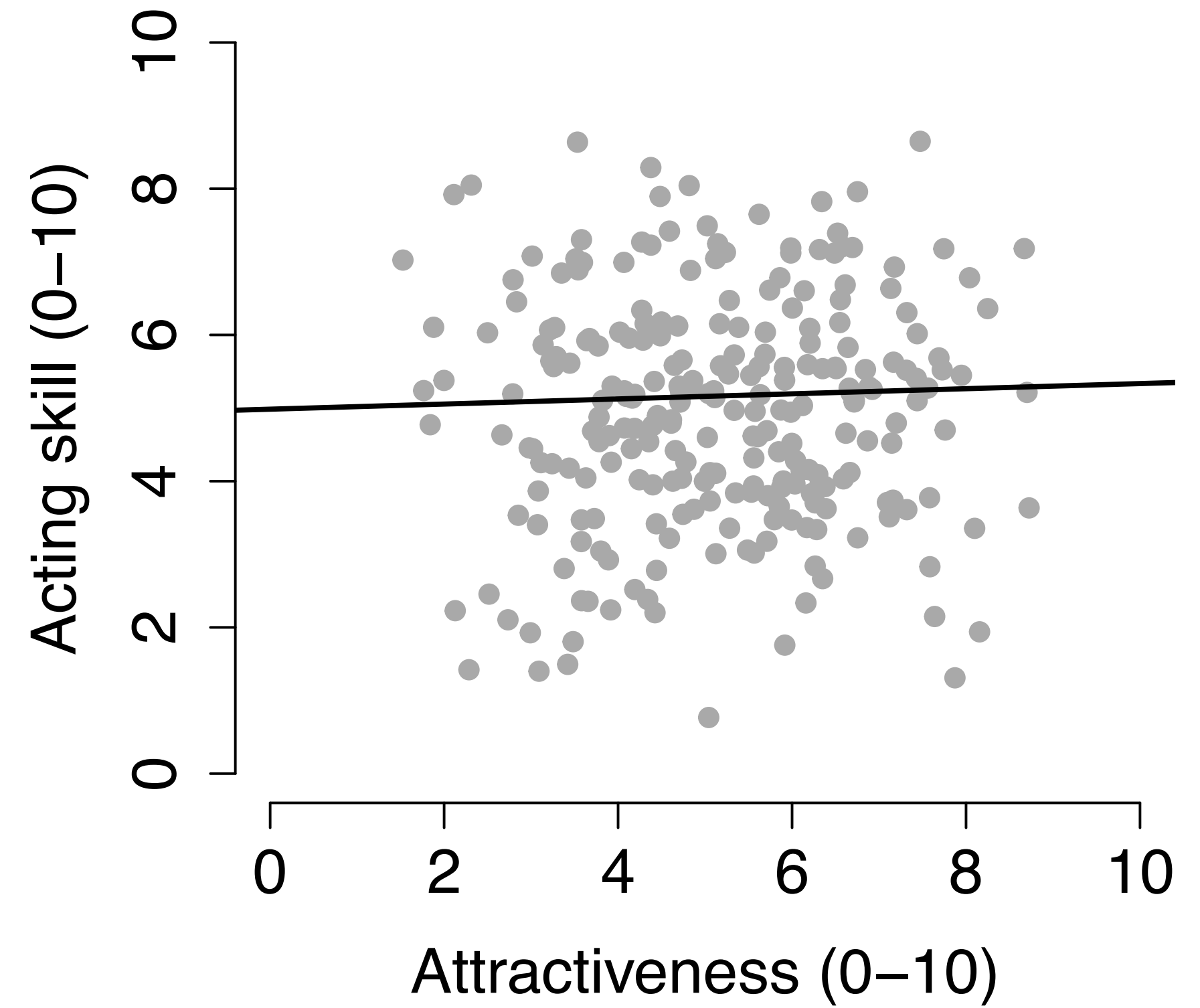
Physical attractiveness

Acting skills

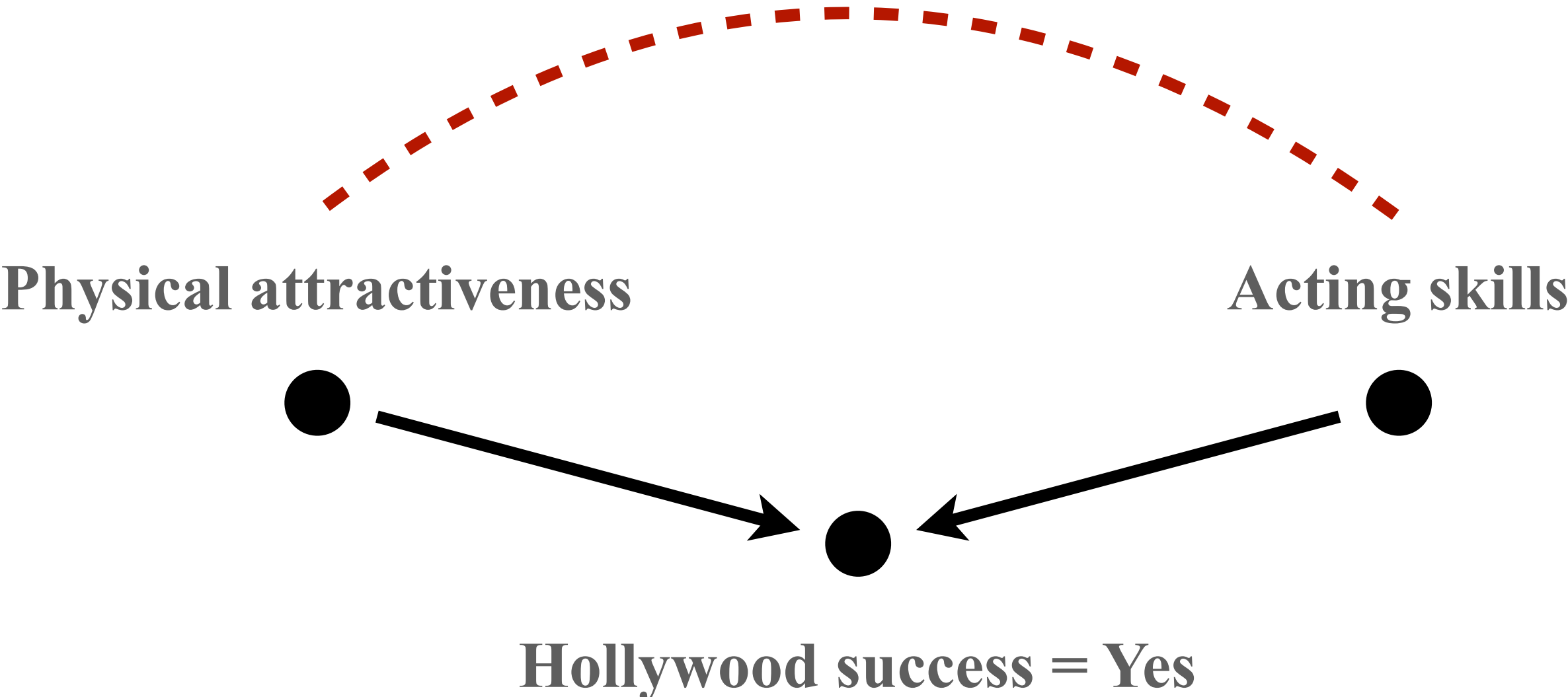
Hollywood success



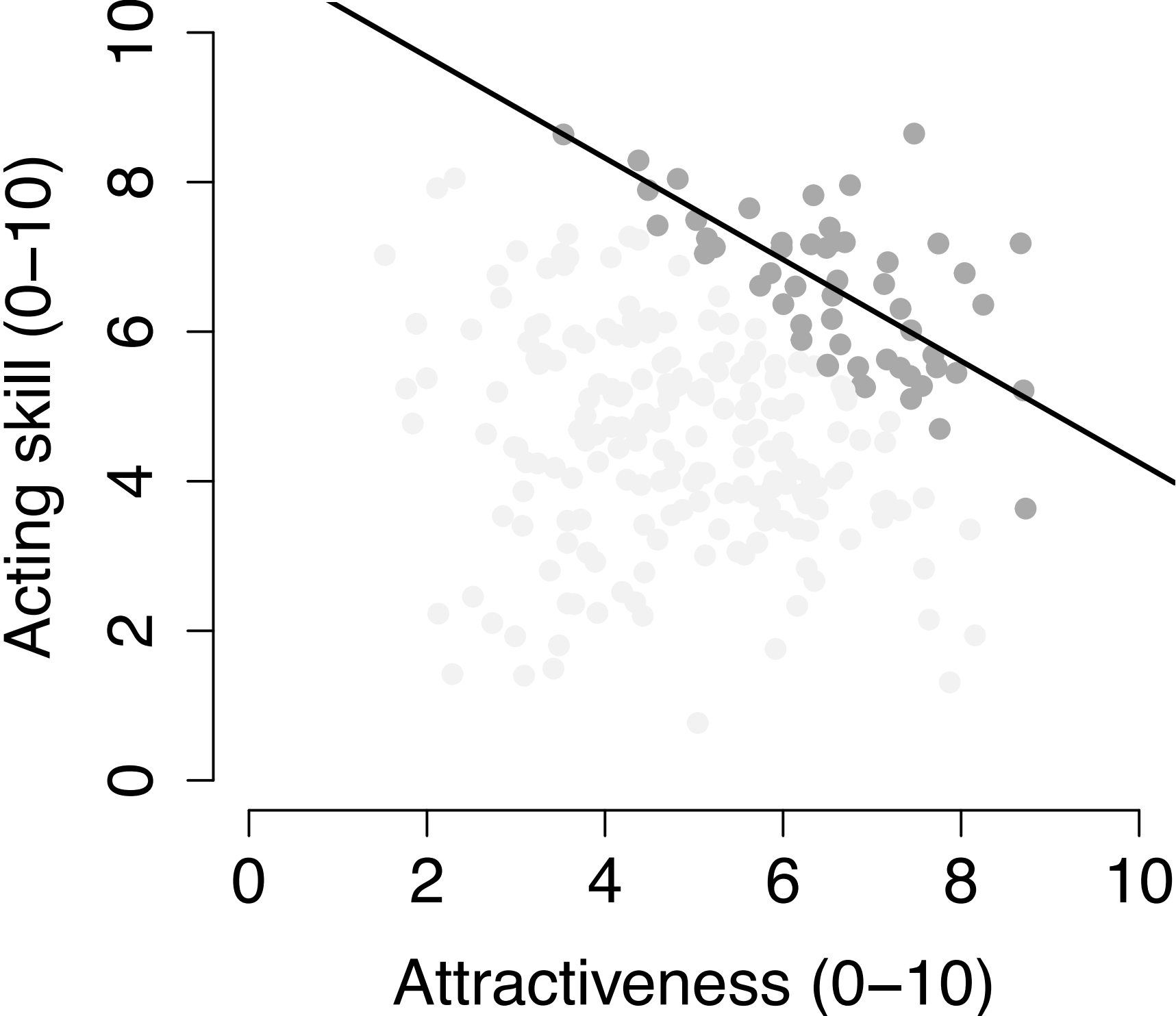
**Acting skill vs. attractiveness
in the general population**



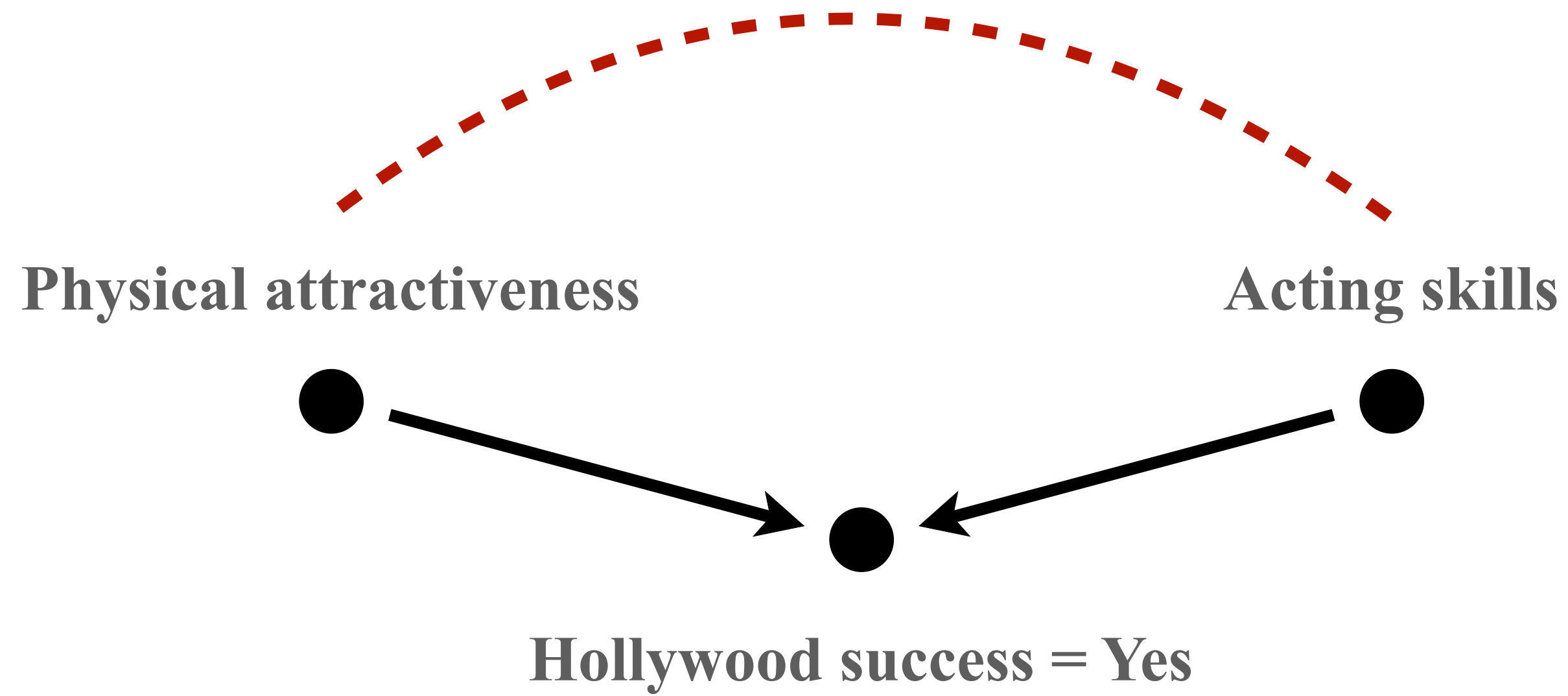
Transmits info



Acting skill vs. attractiveness among Hollywood stars



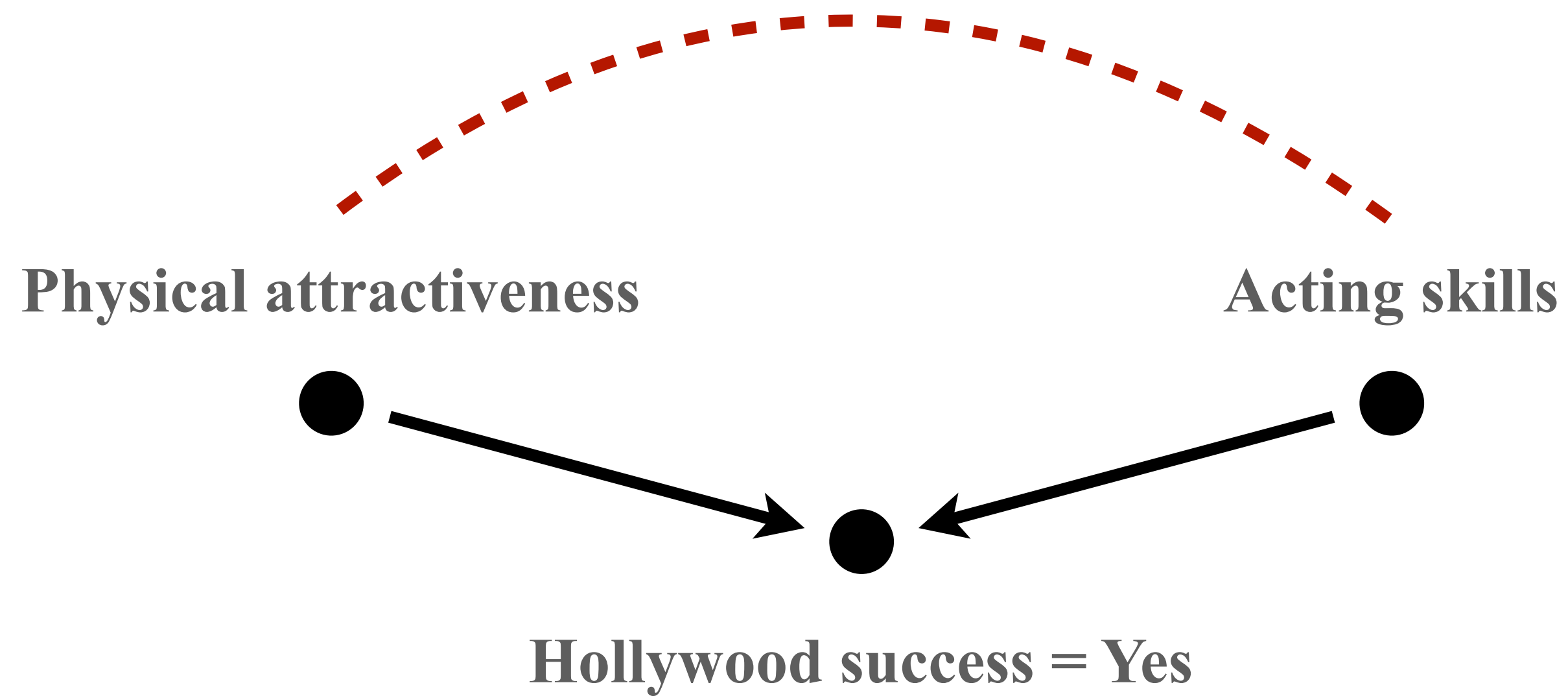
Transmits info



Acting skill vs. attractiveness Acting skill and attractiveness not related among ordinary people

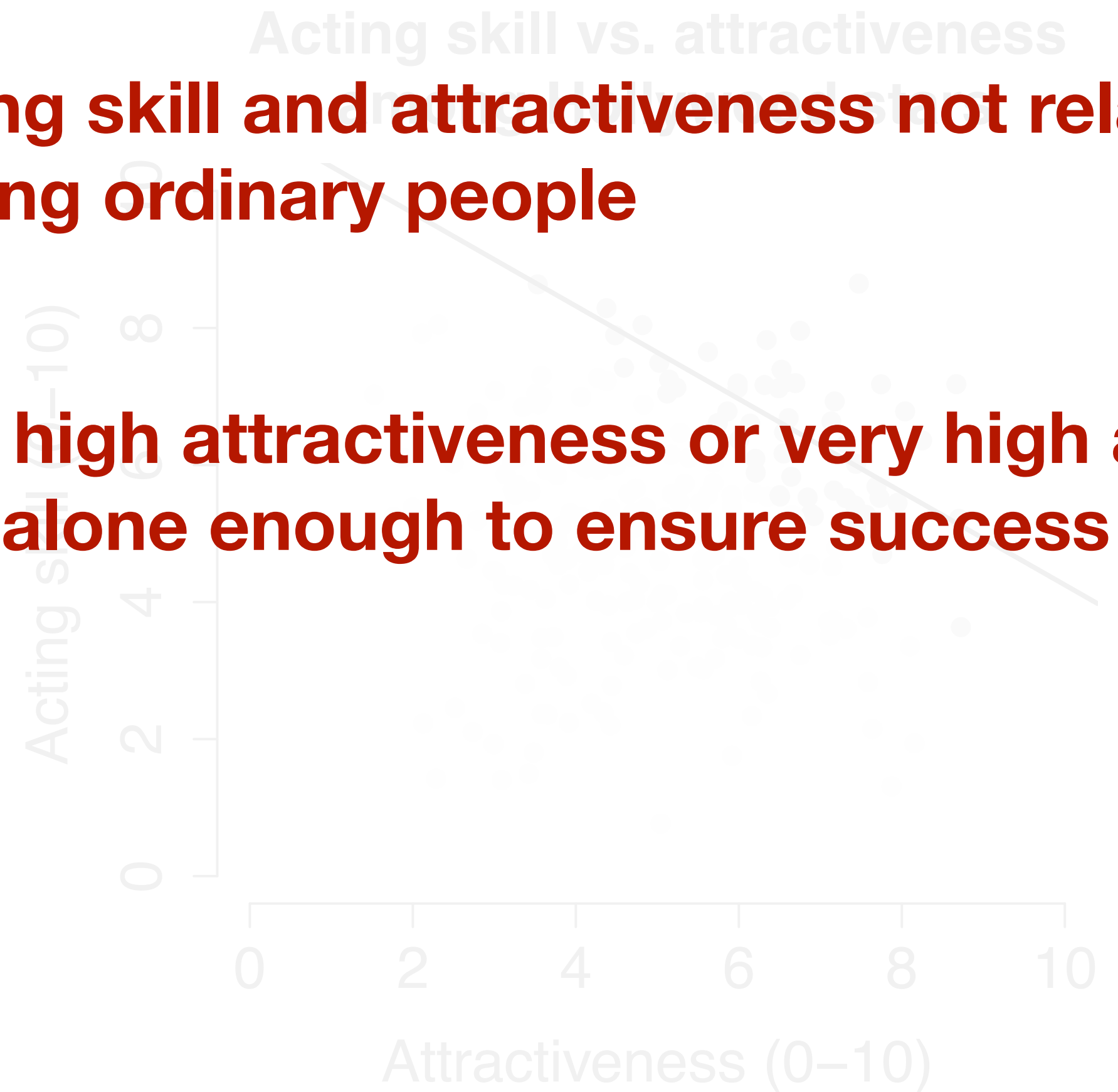


Transmits info

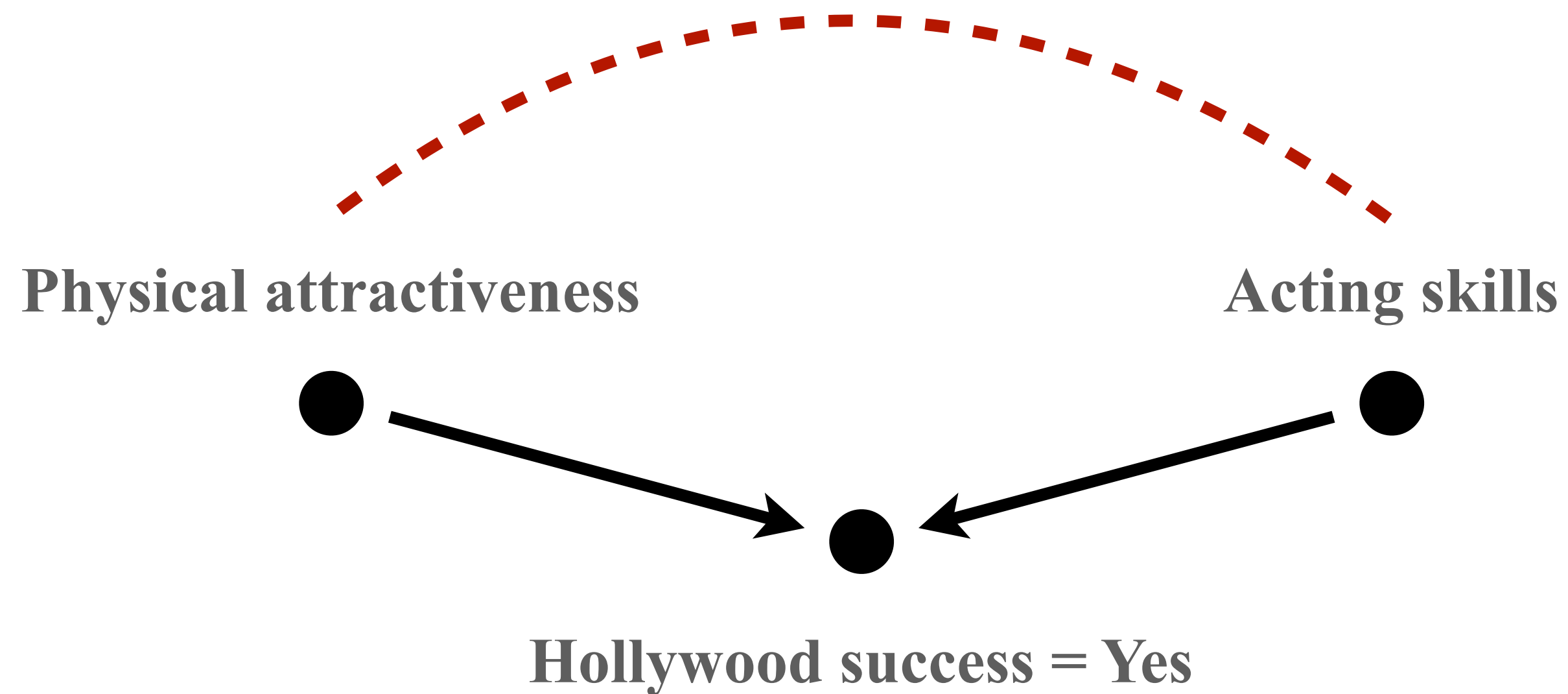


Acting skill and attractiveness not related among ordinary people

Very high attractiveness or very high acting skill alone enough to ensure success



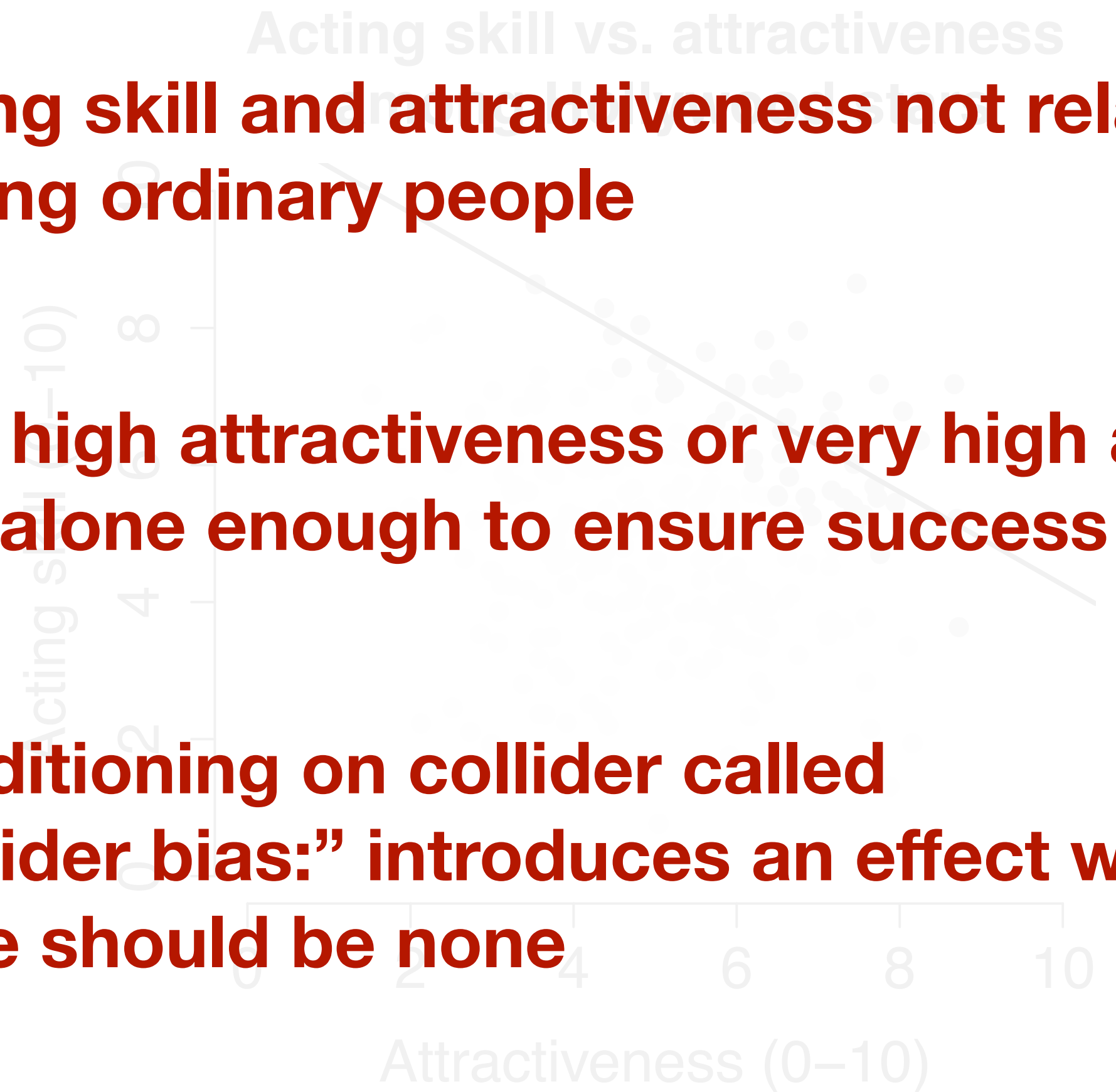
Transmits info

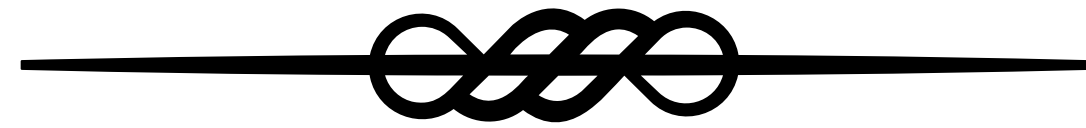


Acting skill and attractiveness not related among ordinary people

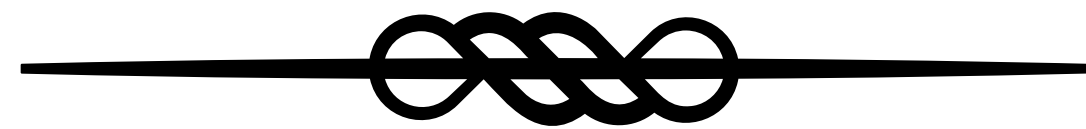
Very high attractiveness or very high acting skill alone enough to ensure success

Conditioning on collider called “collider bias:” introduces an effect where there should be none





break probably



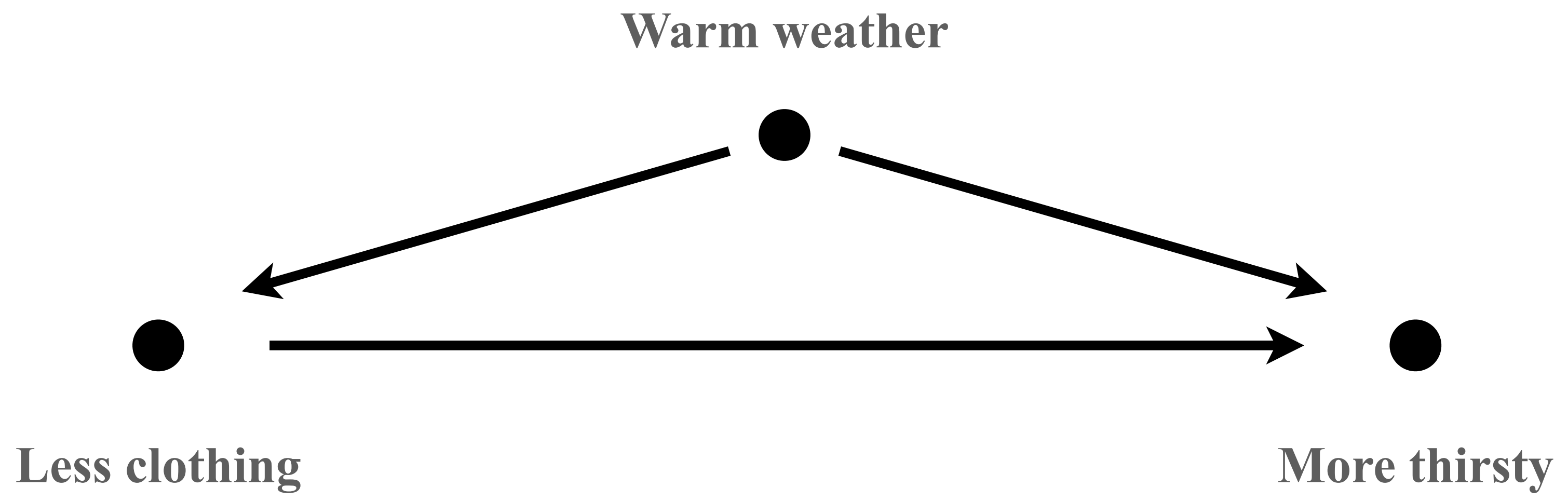
The Marko fallacy: confounding

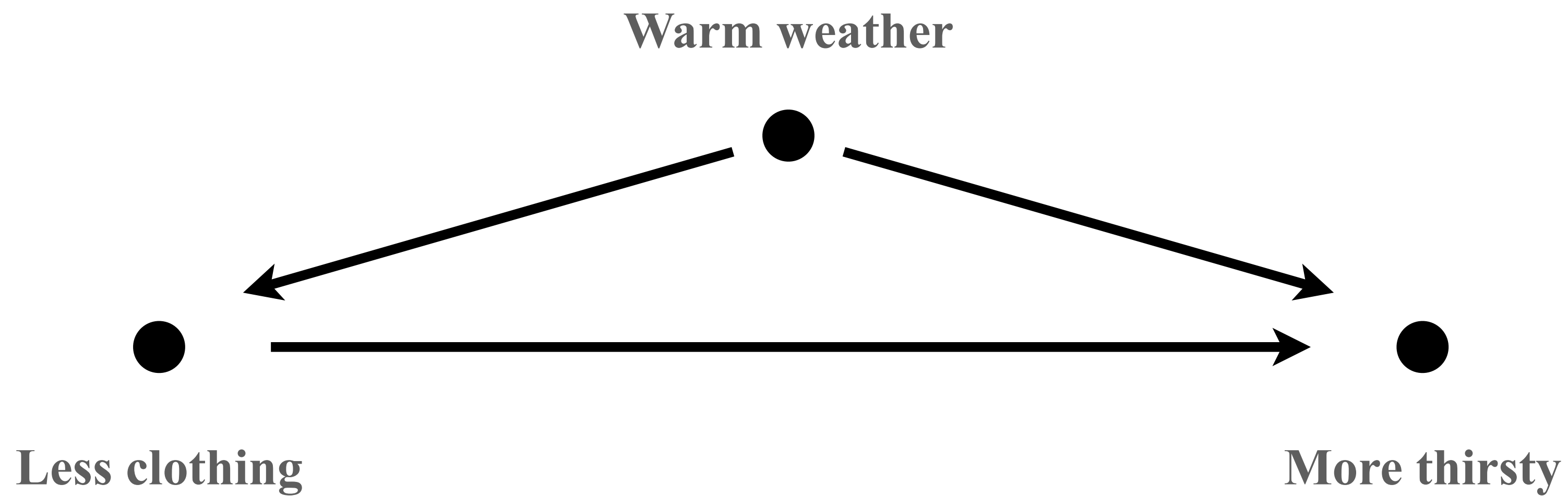
Lessons so far

- The three basic junctures are like “information pipes”
- The chain and the fork are open, information flows through them
- The collider is closed, information does not flow through
- Conditioning on the middle node of a chain or fork closes the pipe
- Conditioning on the middle node of a collider opens the pipe

Please suggest a more sane model by applying one of the basic junctions to this mess



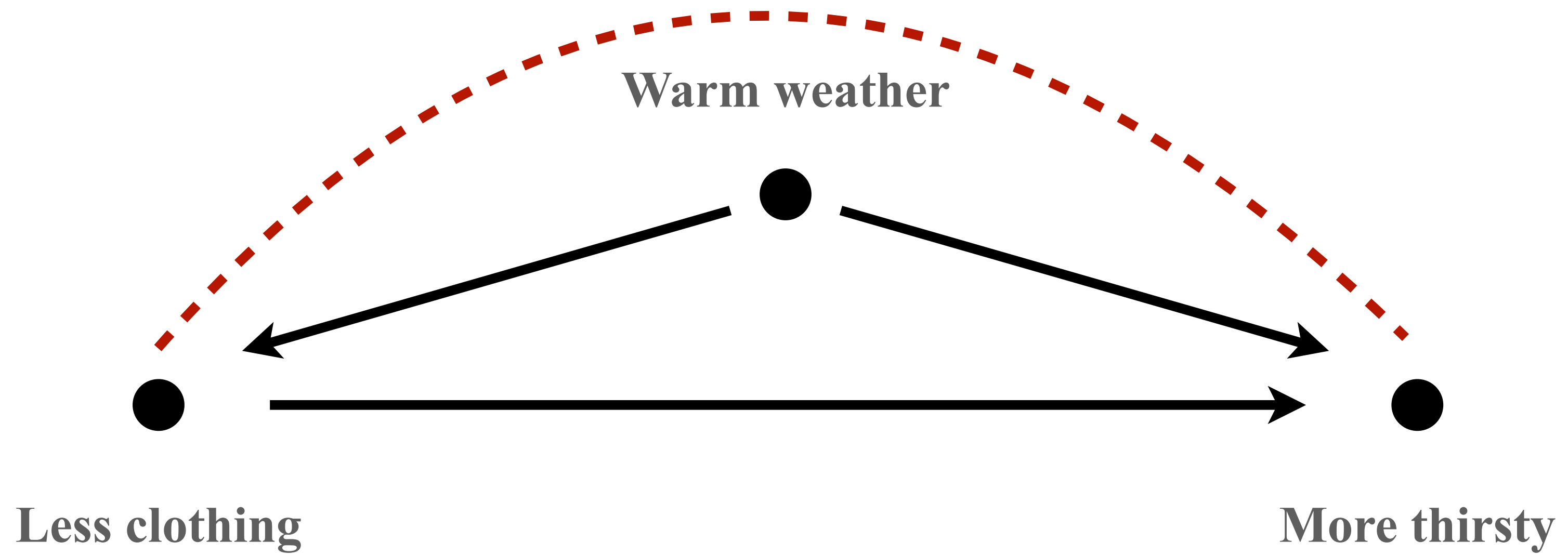


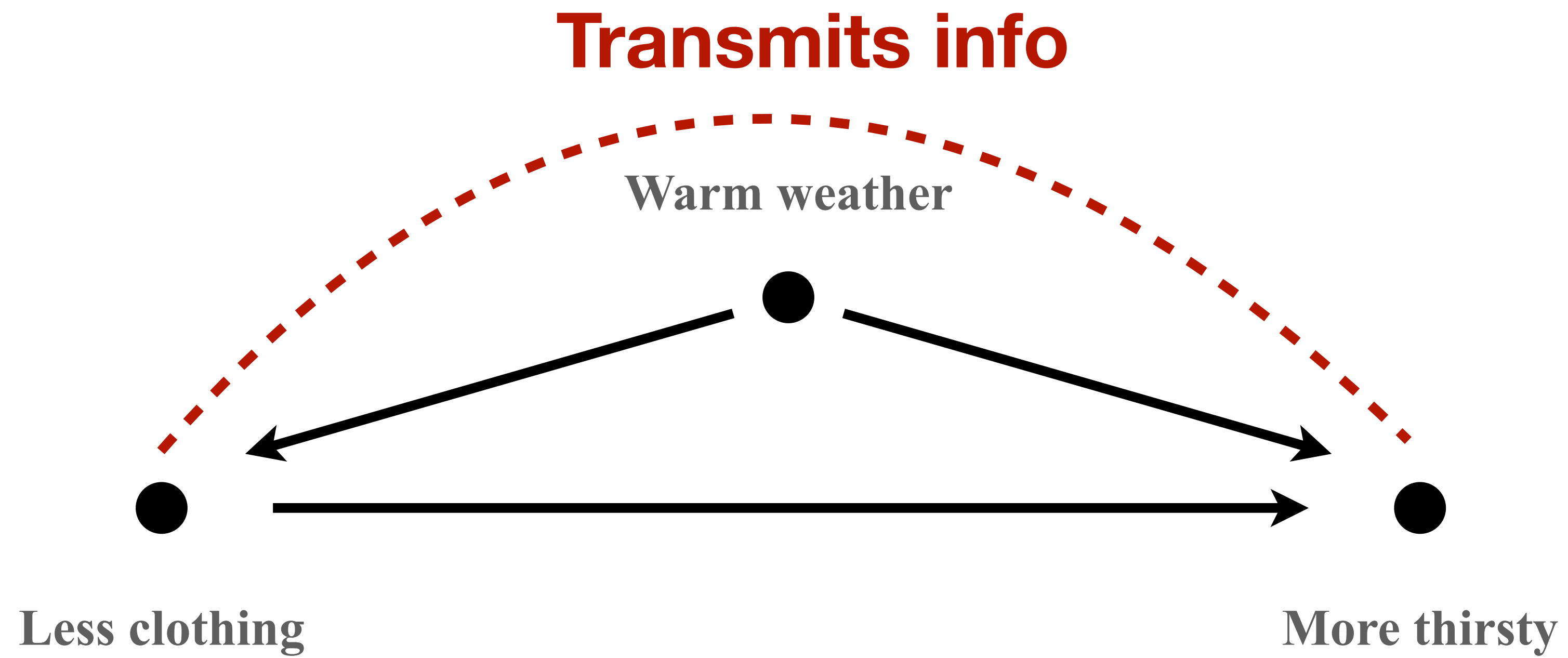


Note: leaving an arrow in is a weaker assumption than removing it.

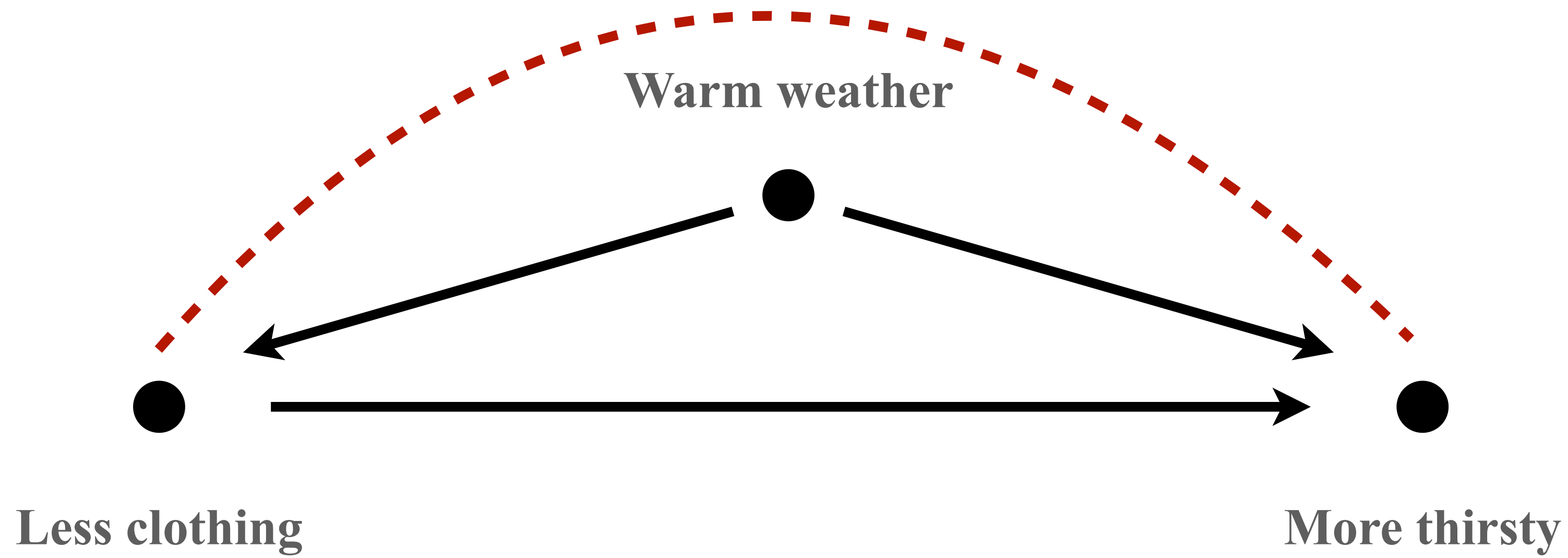
**assuming an effect might be anything (including 0)
VS assuming that it is 0 exactly**

Transmits info

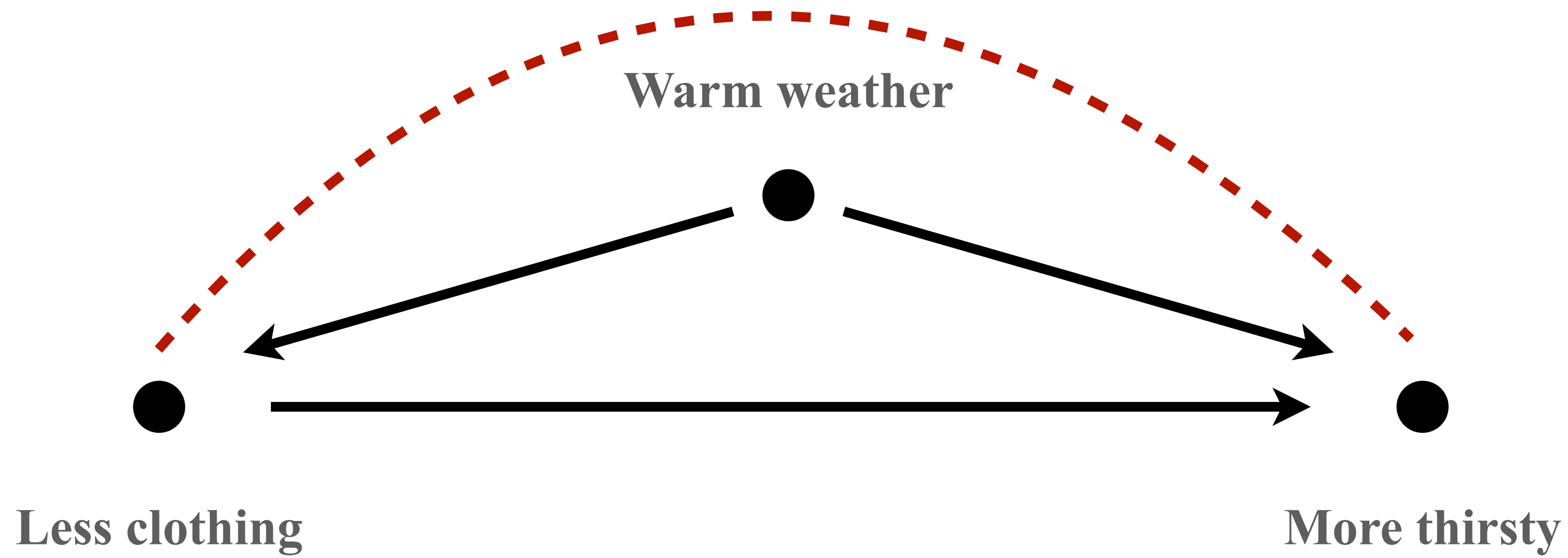




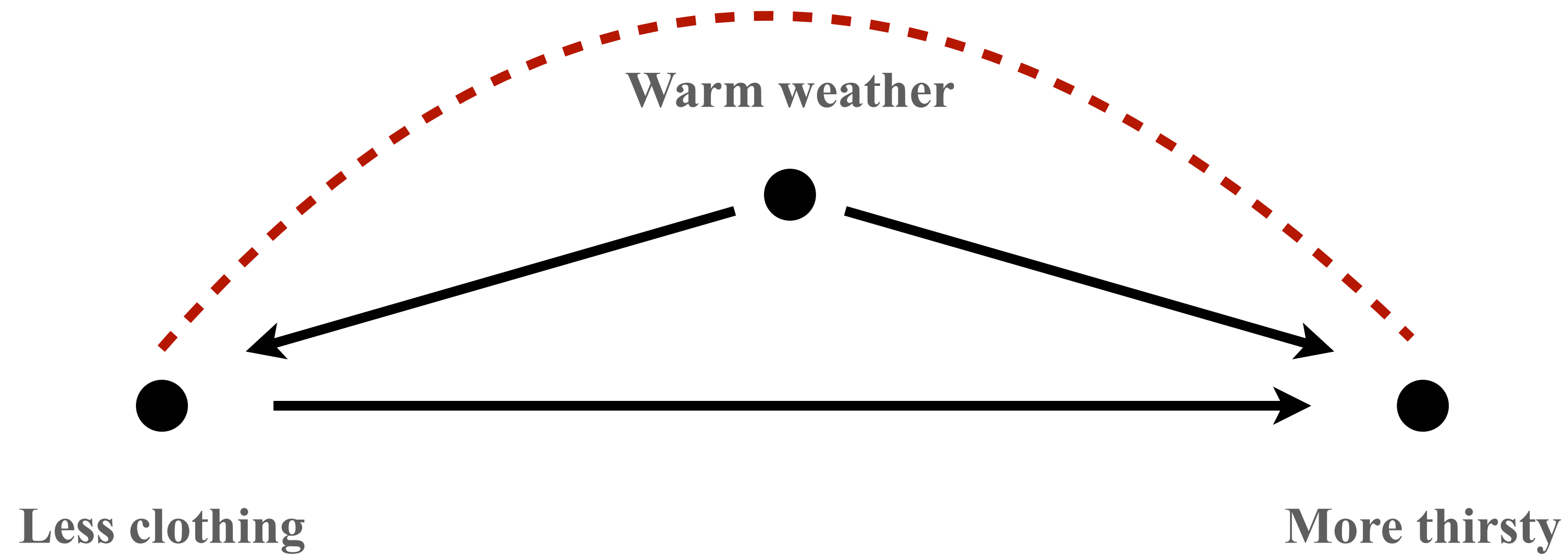
to confound: to mix or confuse



Confounding shows up as an open “back-door path” between exposure and outcome:

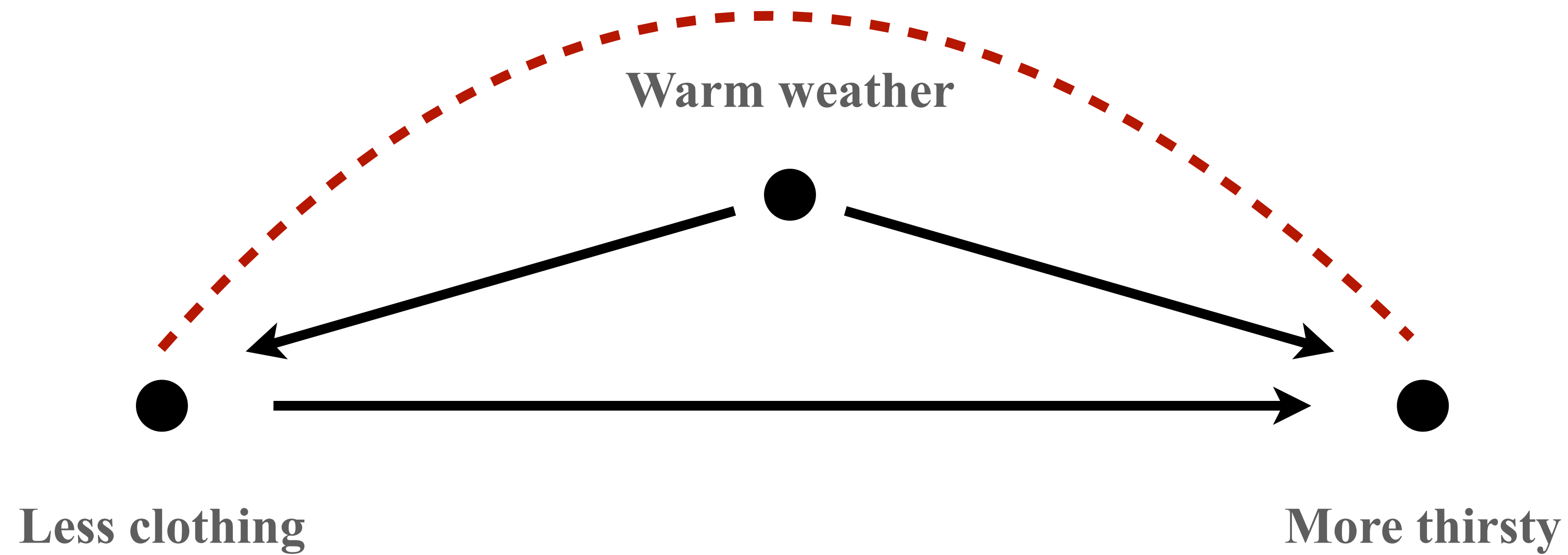


Confounding shows up as an open “back-door path” between exposure and outcome:



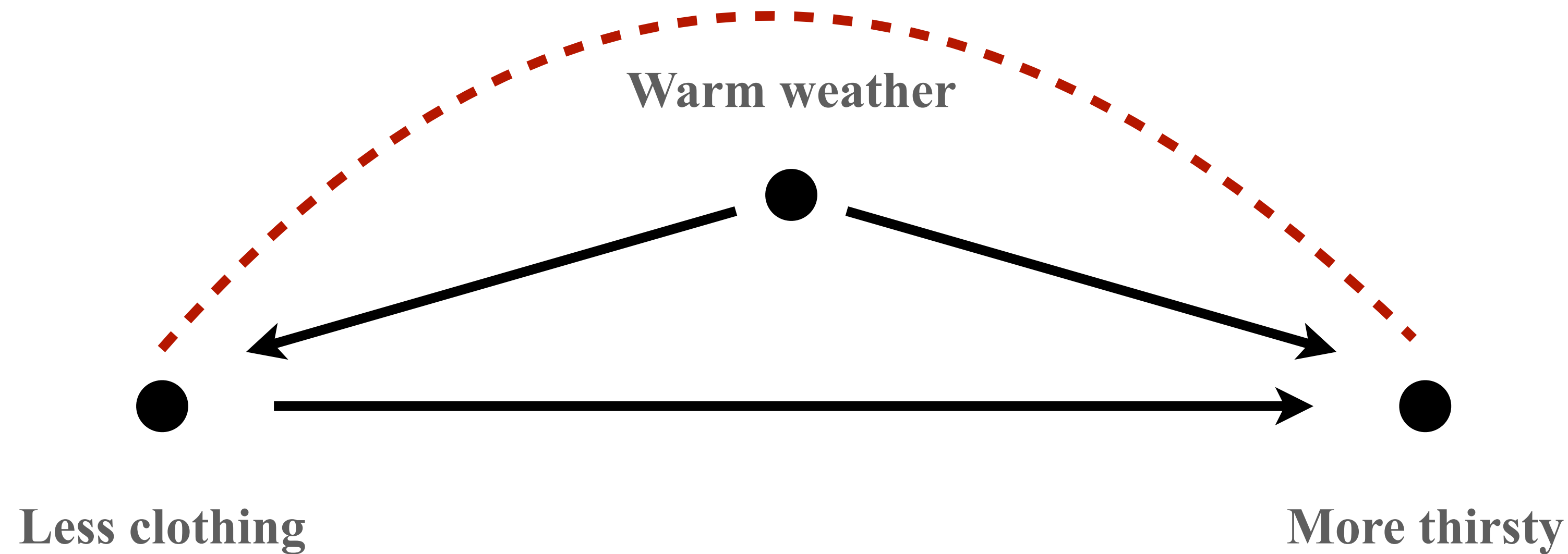
Confounding shows up as an open “back-door path” between exposure and outcome:

- **open:** no collider along the path



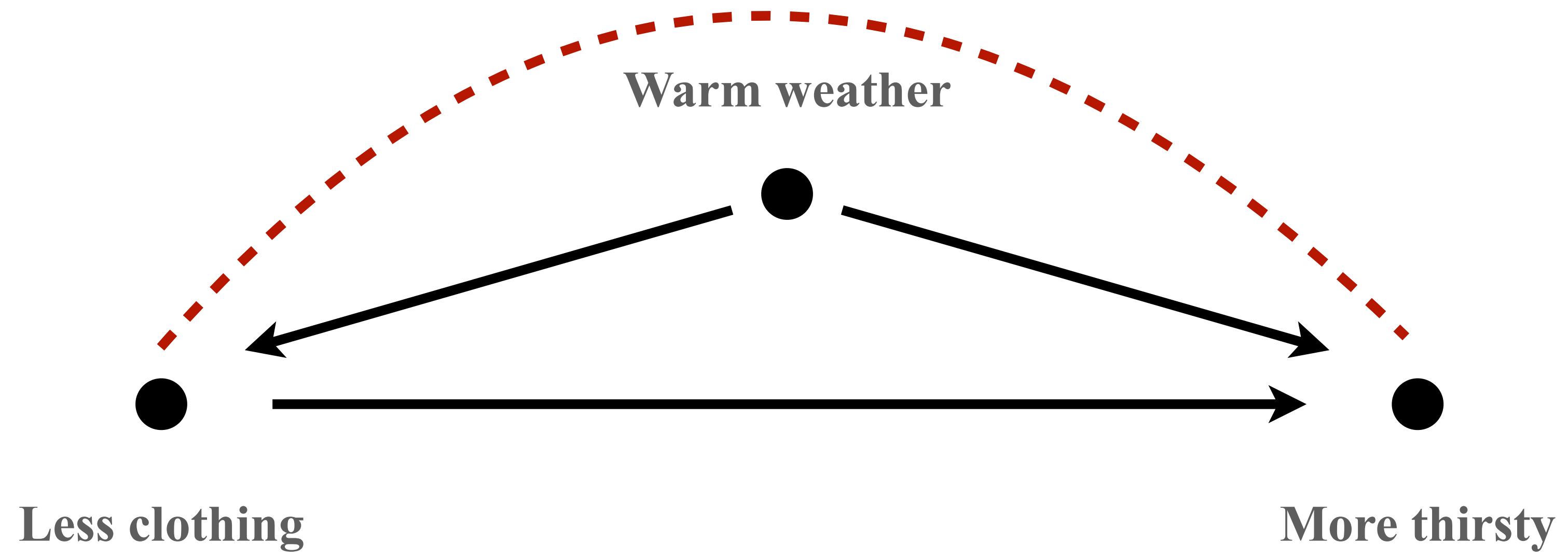
Confounding shows up as an open “back-door path” between exposure and outcome:

- **open:** no collider along the path
- **back-door:** an arrow goes *into* the exposure



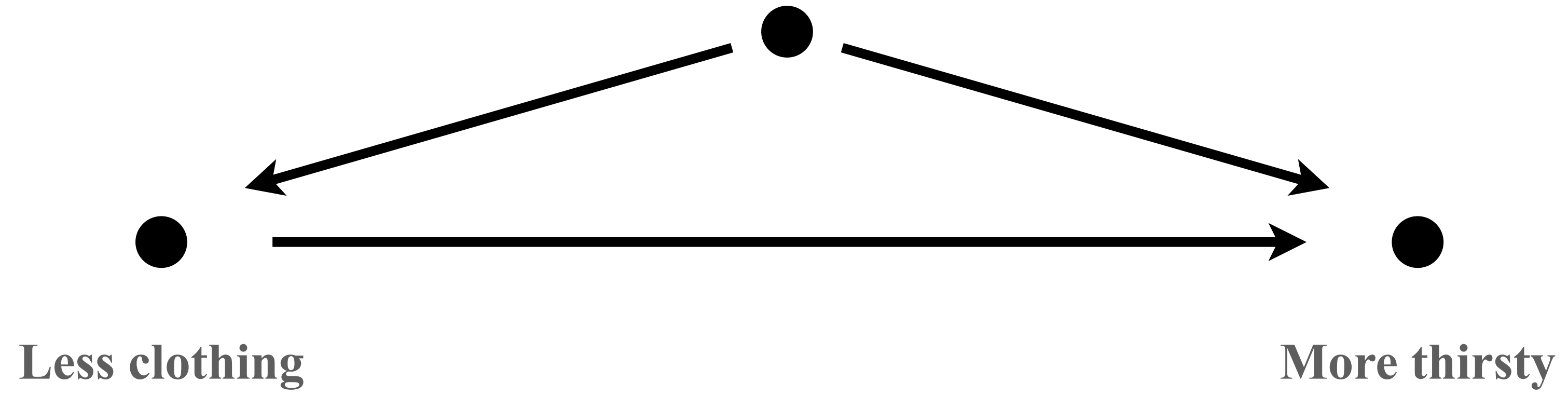
Confounding shows up as an open “back-door path” between exposure and outcome:

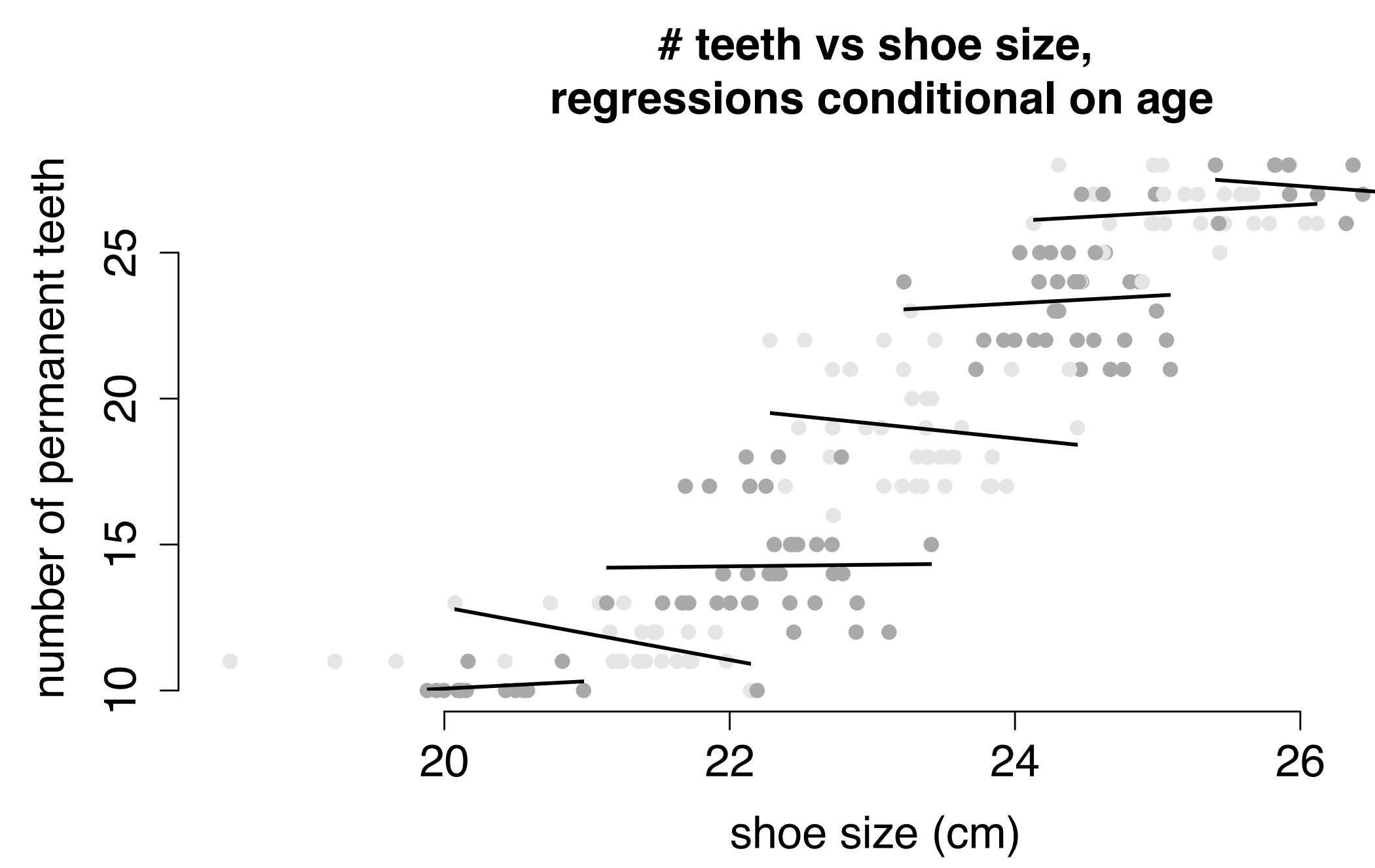
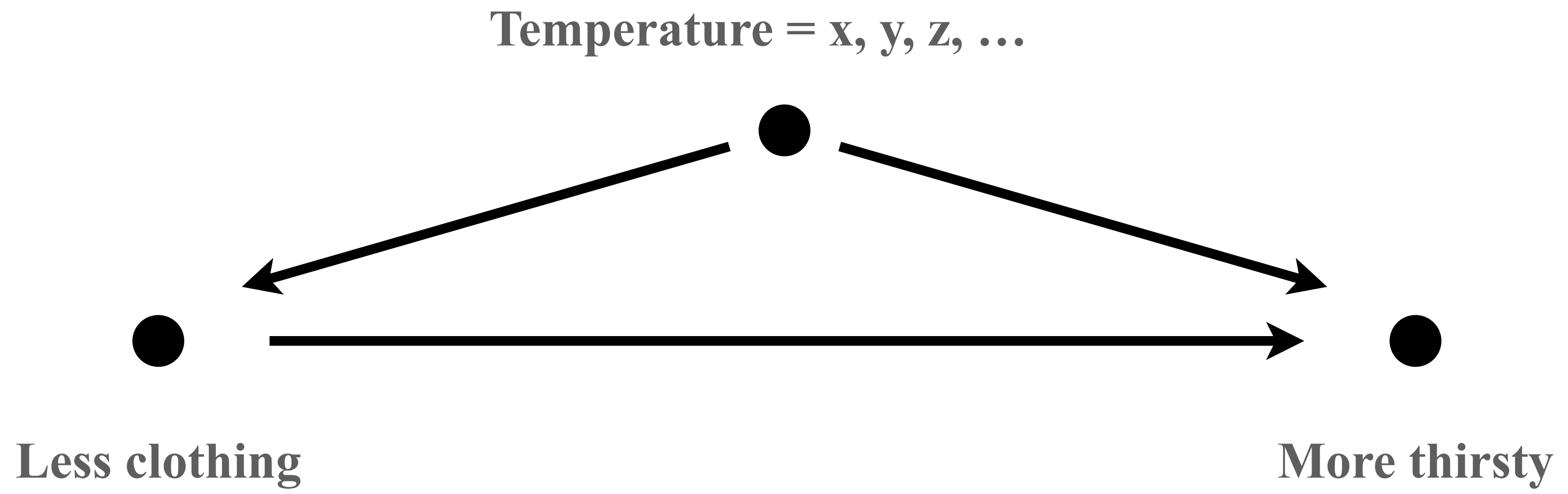
- **open:** no collider along the path
- **back-door:** an arrow goes *into* the exposure
- **The problem:** there is a mixing of the presumed causal relation along the direct path and the purely associational relation through the back-door path

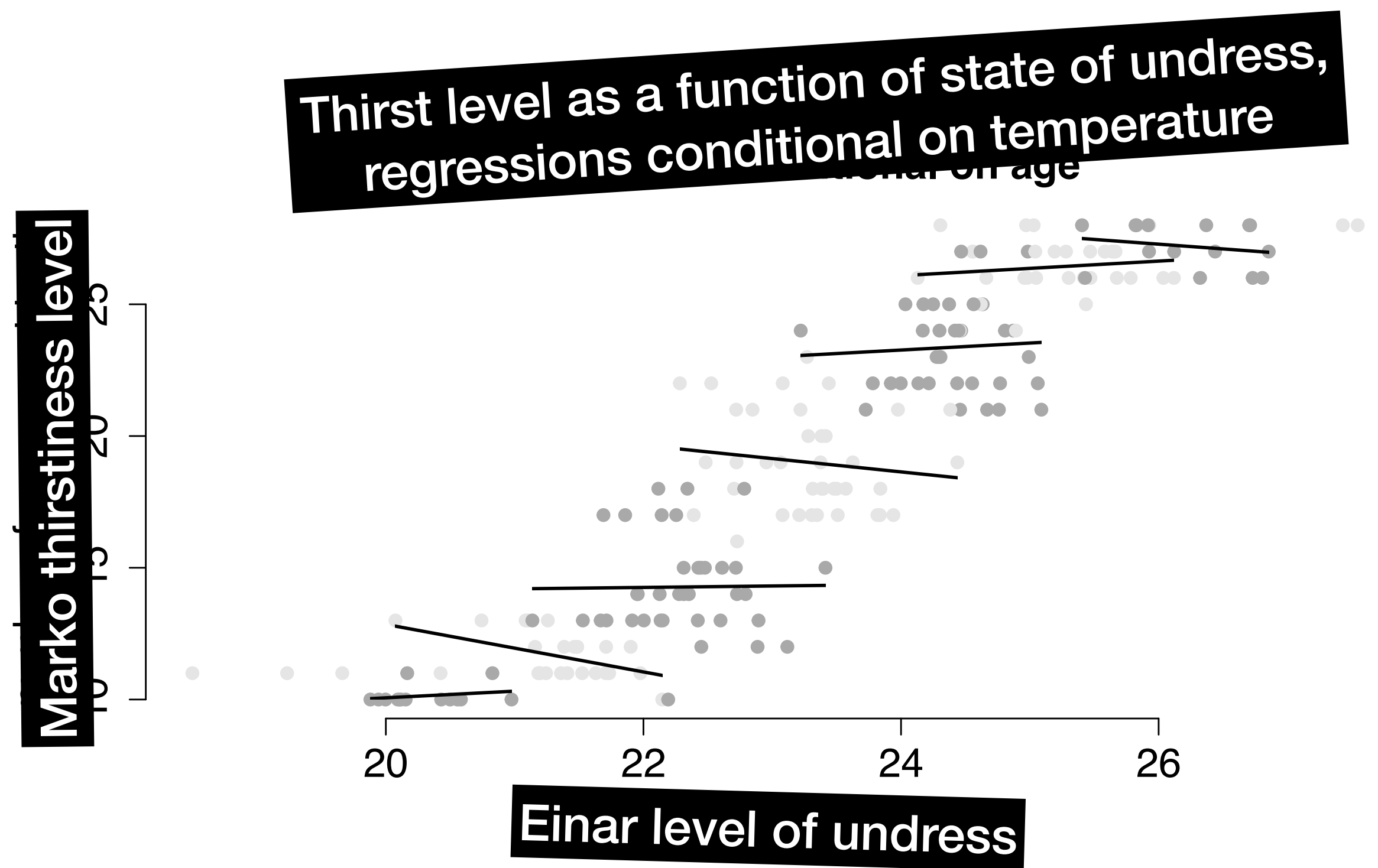
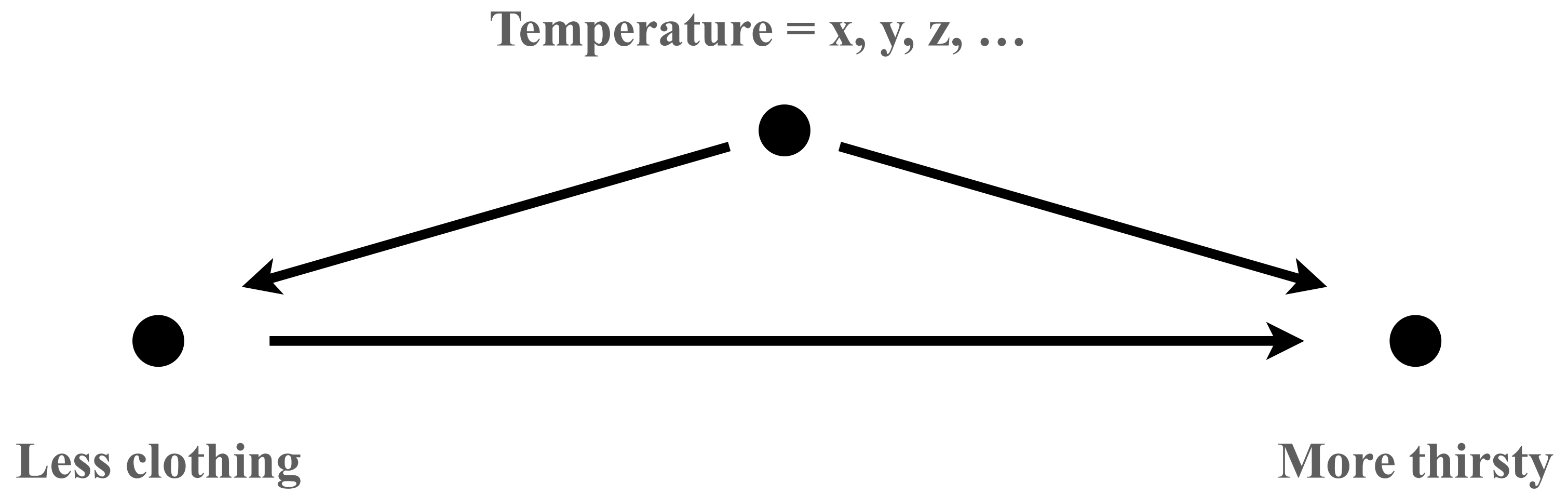


Please to tell me what I can do about this situation.

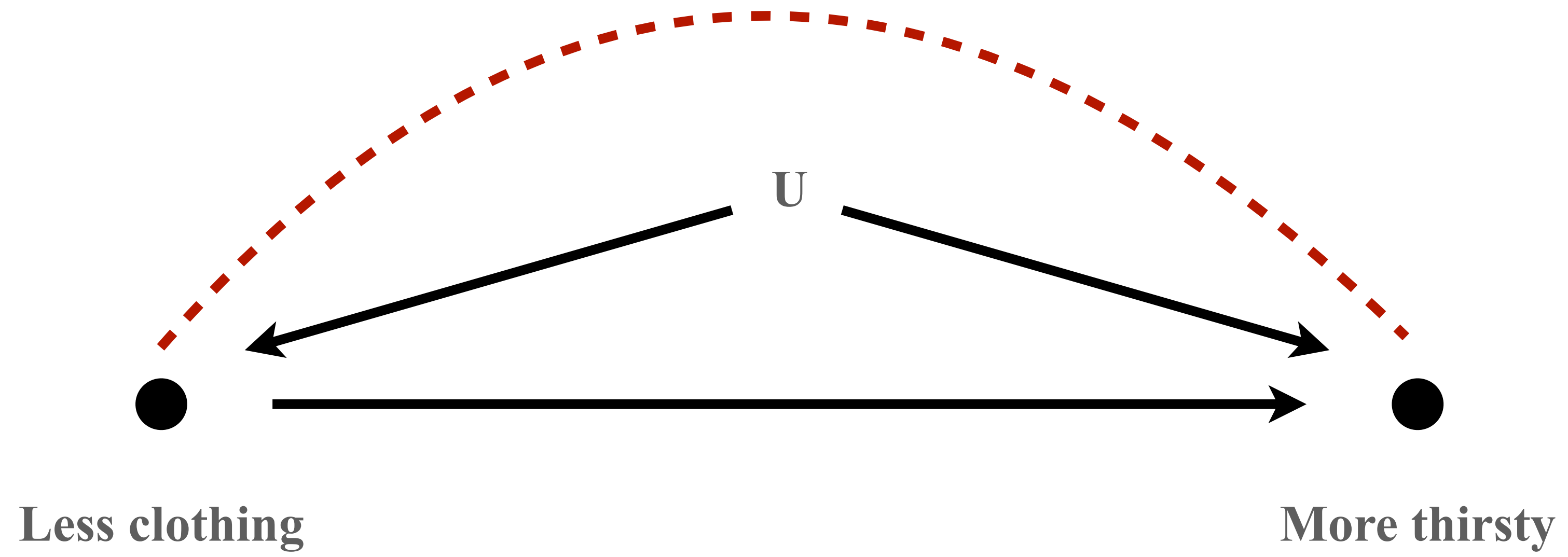
Temperature = x, y, z, \dots



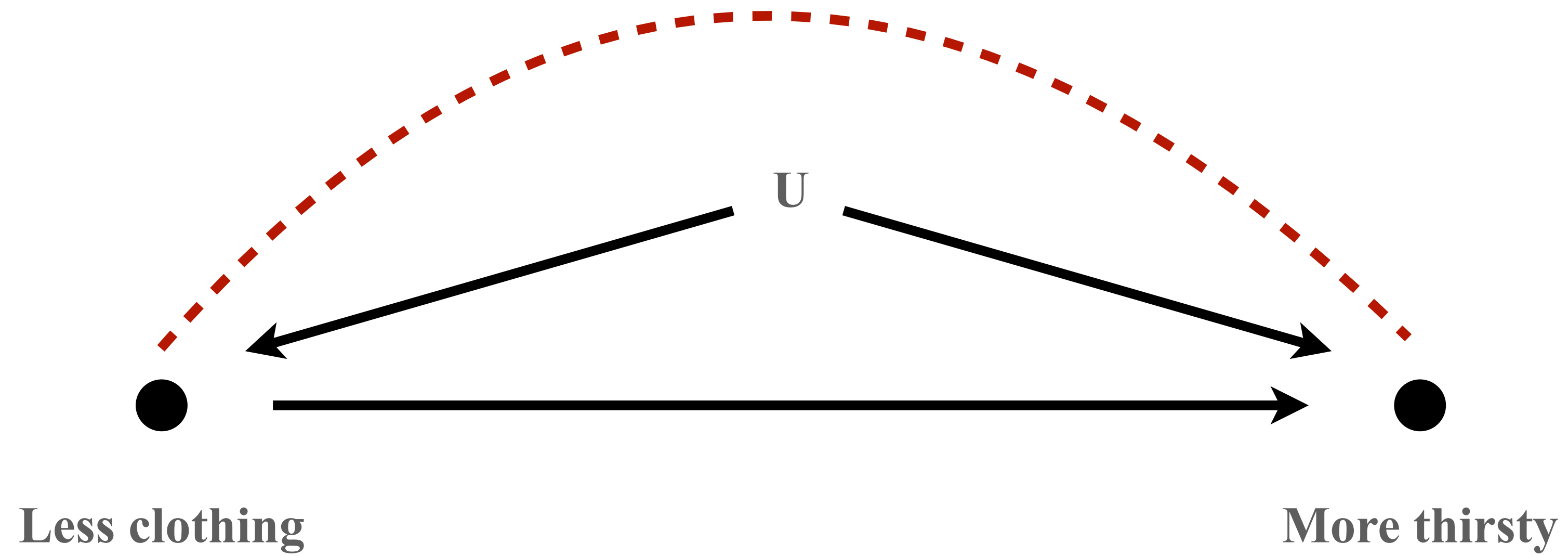




**Comparing 25 degree days with one
another: comparing like with like**

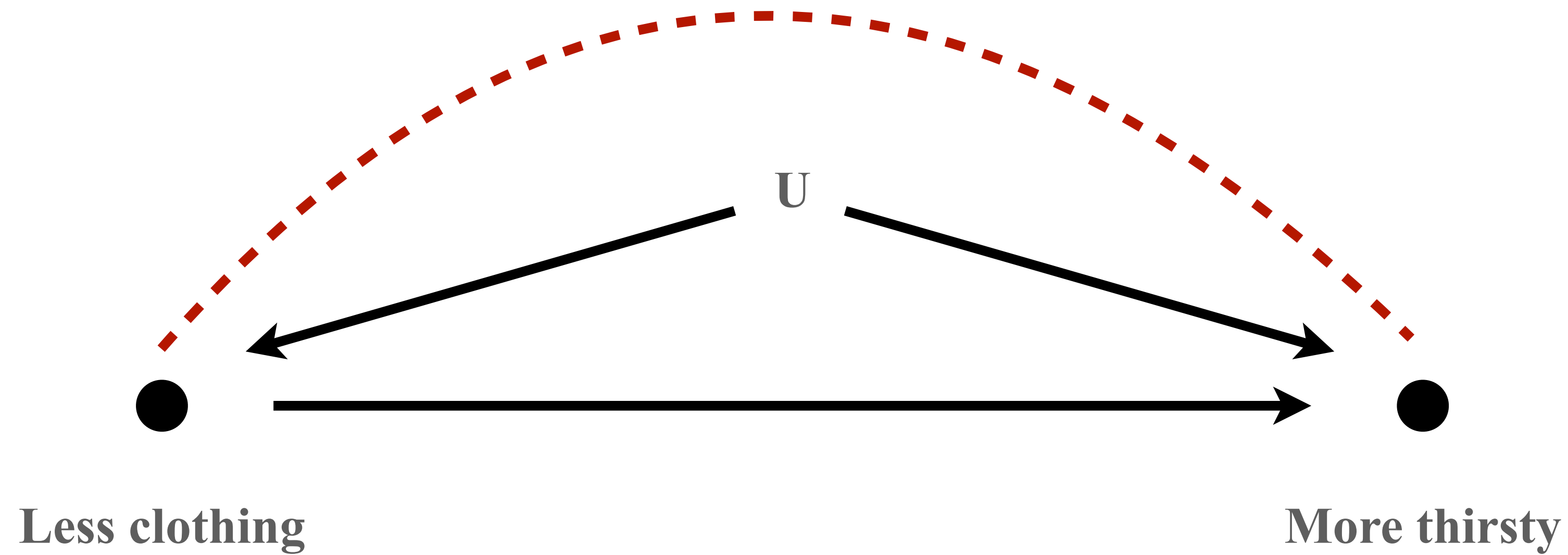


Temperature UNOBSERVED: what do we do???



Temperature UNOBSERVED: what do we do???

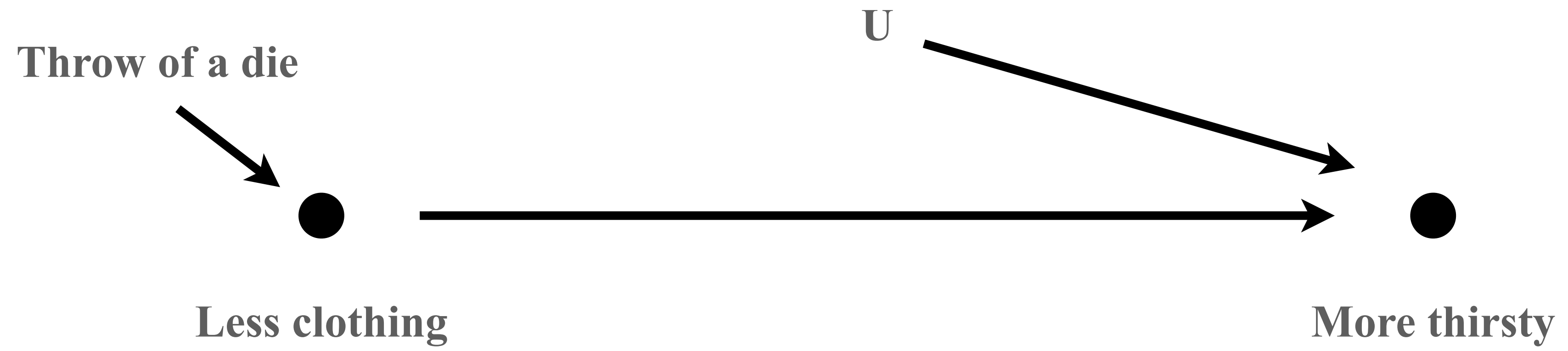
Not much to do: the effect is **non-identifiable** (get more data or do an actual experiment)



Temperature UNOBSERVED: what do we do???

Not much to do: the effect is **non-identifiable** (get more data or do an actual experiment)

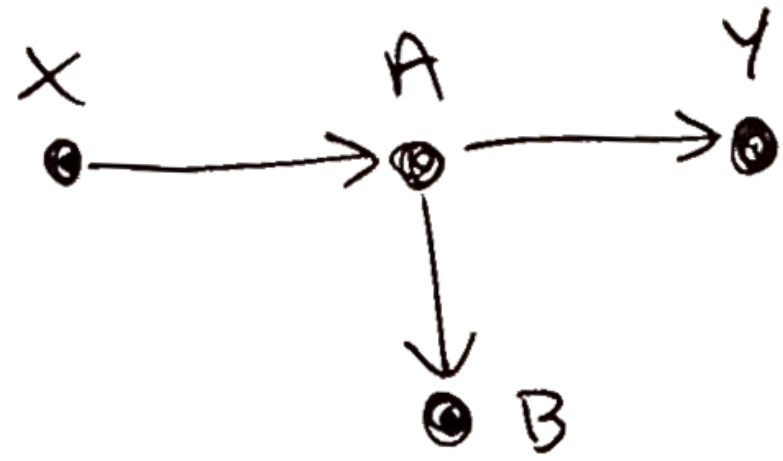
An effect is **identifiable** if it is possible to close all back-door paths without opening new ones



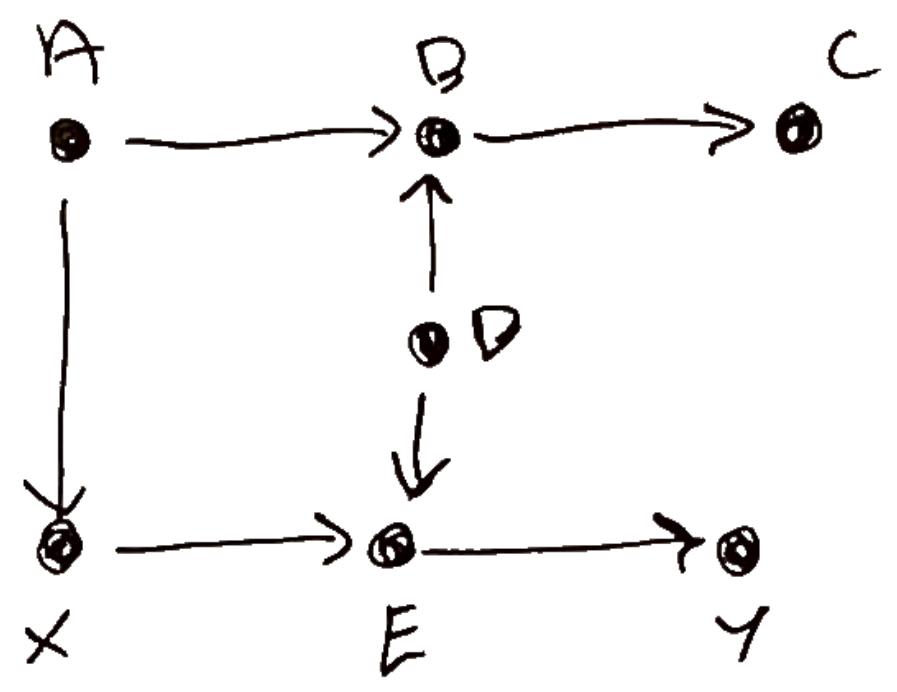
Why randomization is so good

For the price of making some causal assumptions, the rule about closing back-door paths tells us exactly what to adjust for

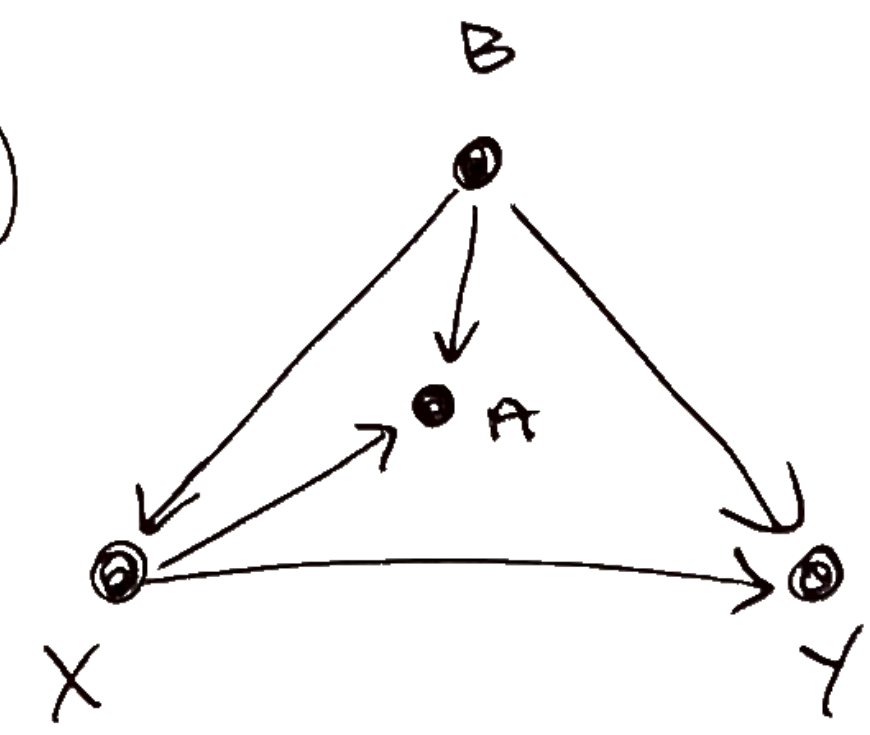
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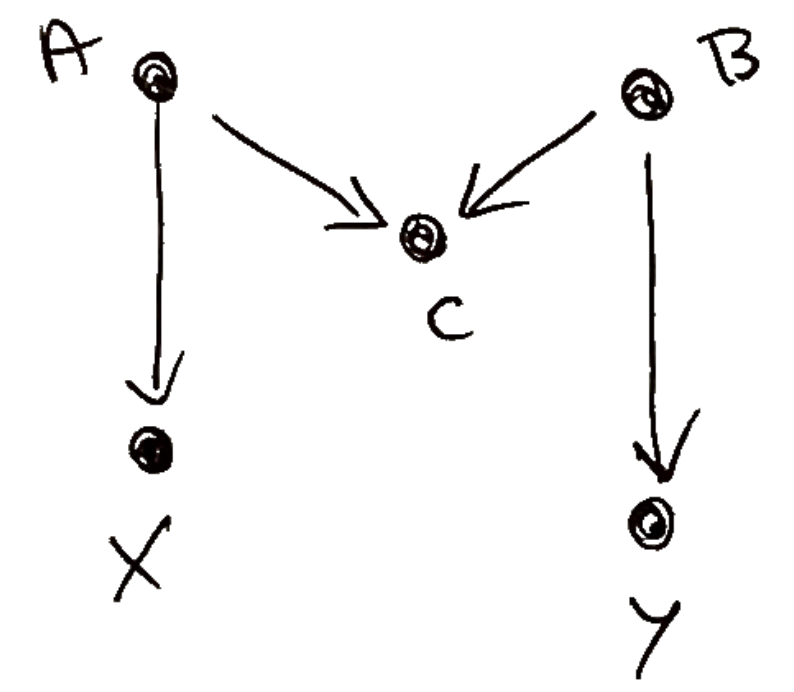
2.



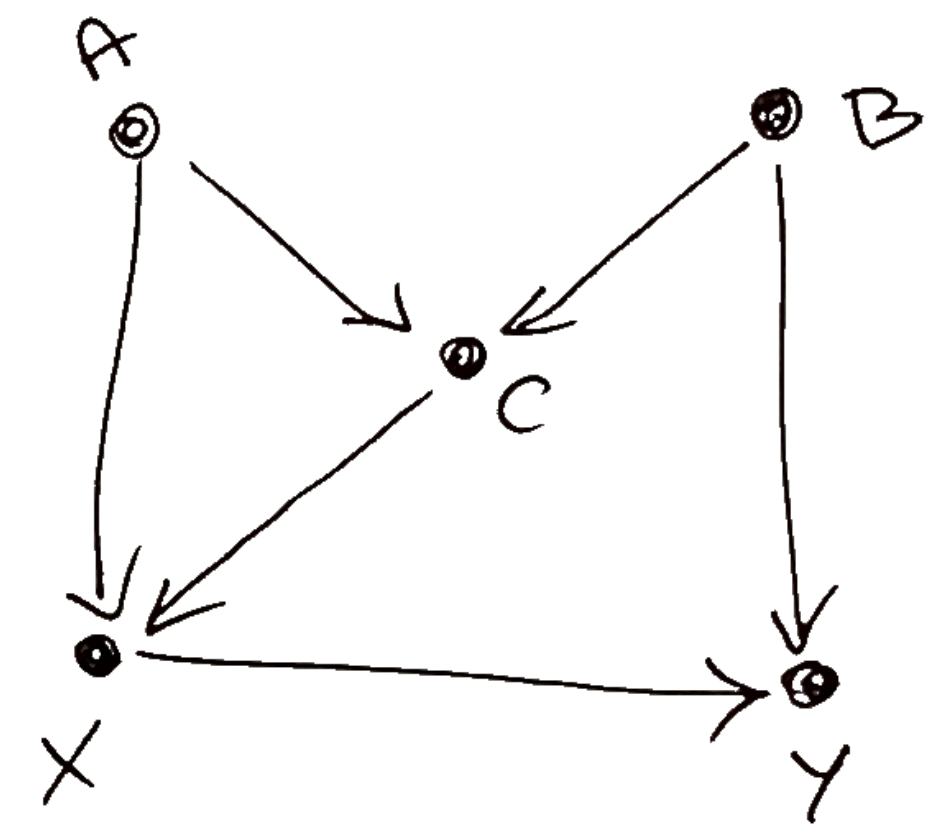
3.



4.



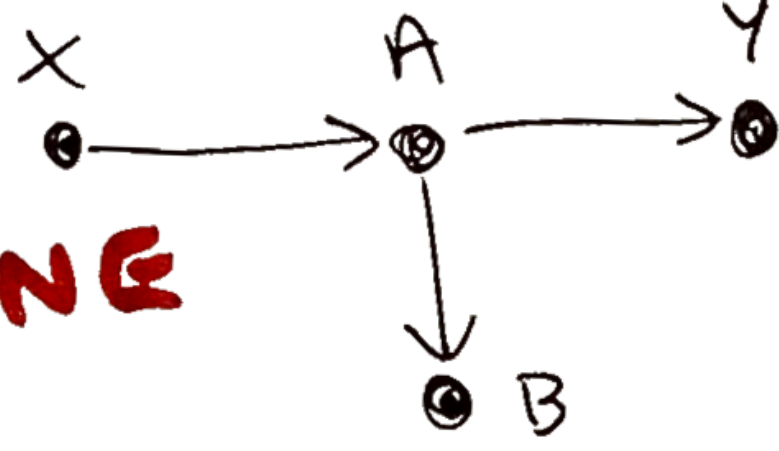
5.



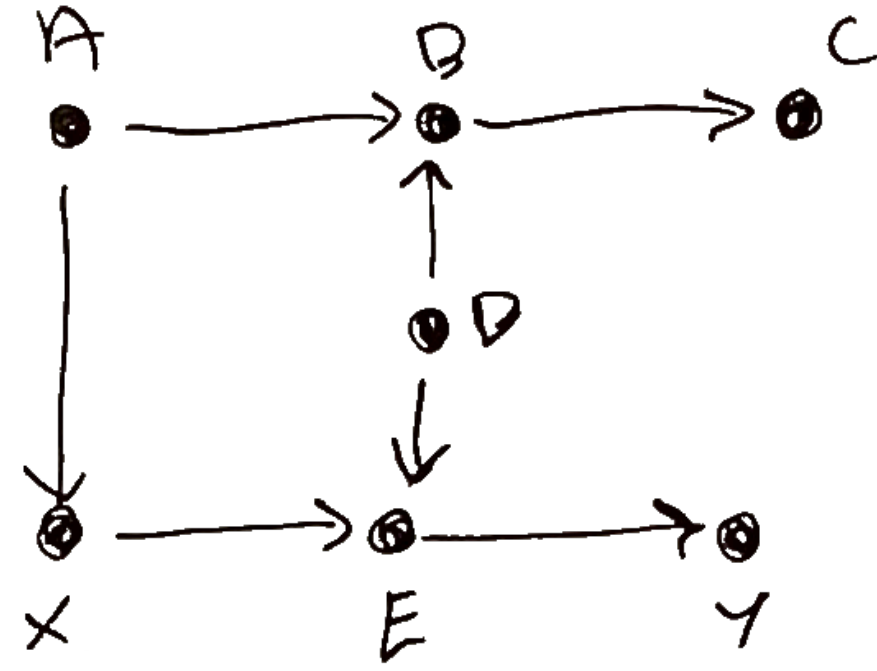
Puzzles: what should we adjust for to close the back-door paths between x and y?

1.

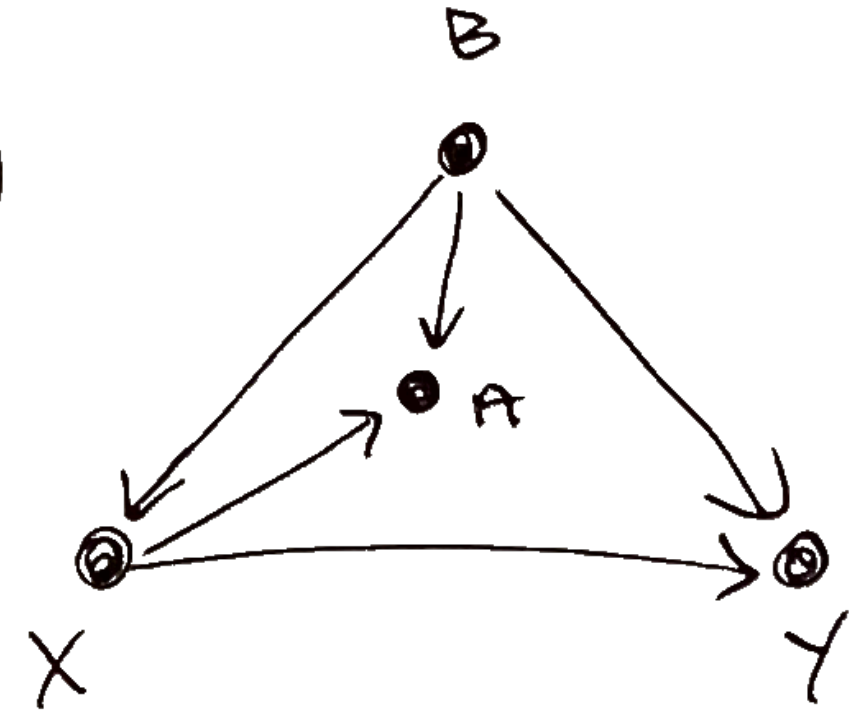
NO NE



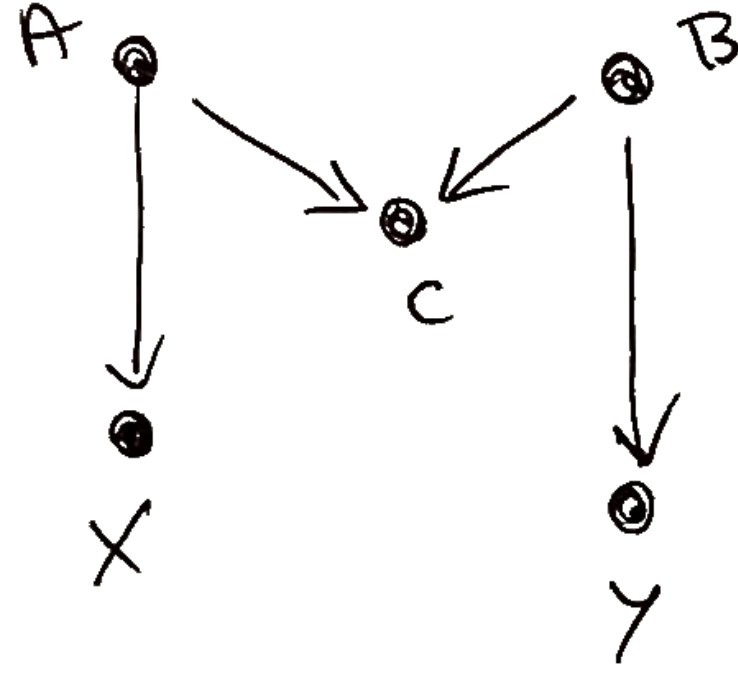
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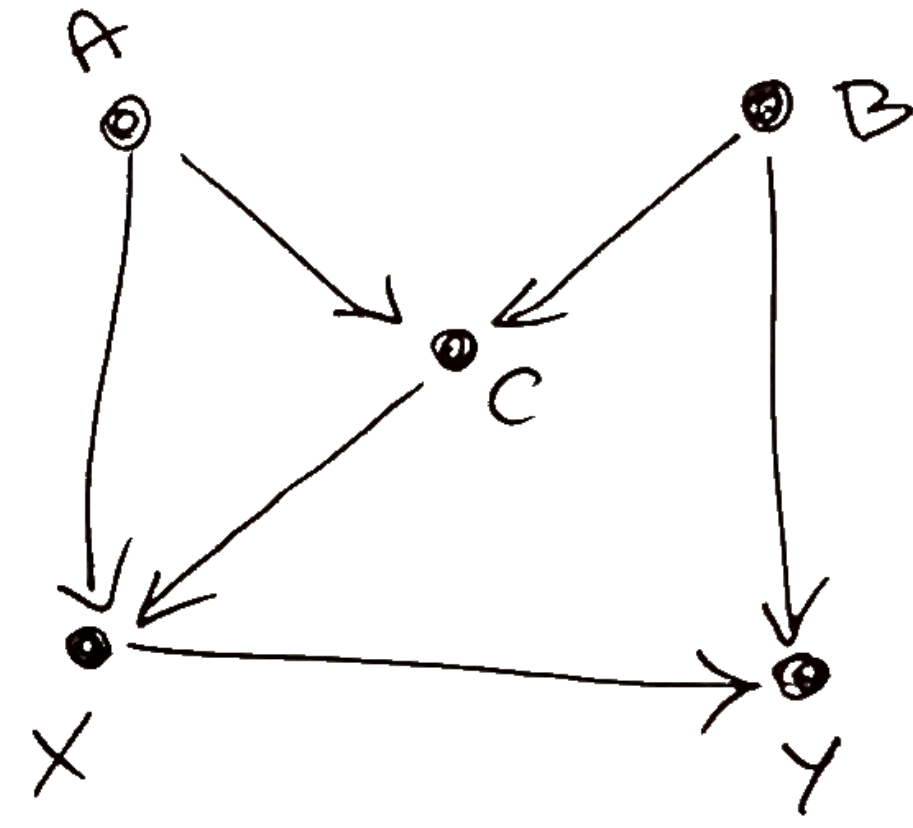
3.



4.

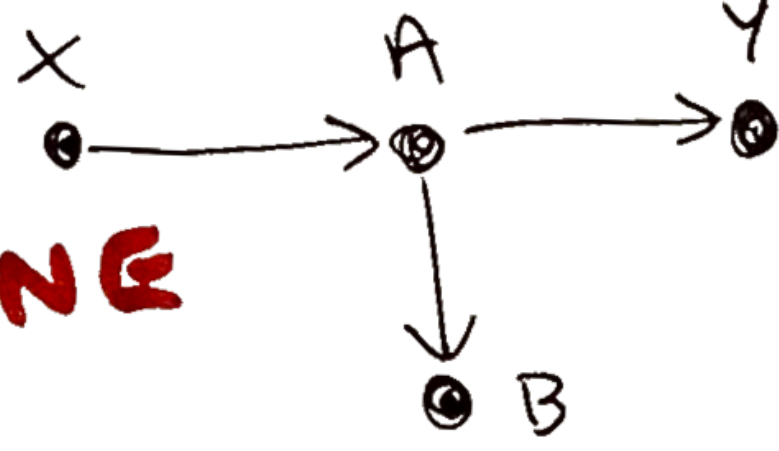


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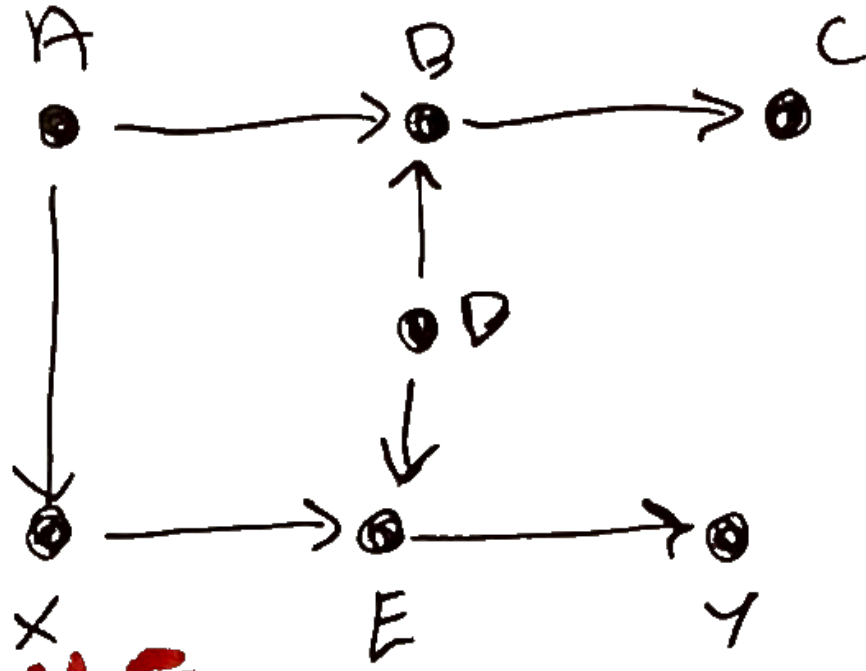
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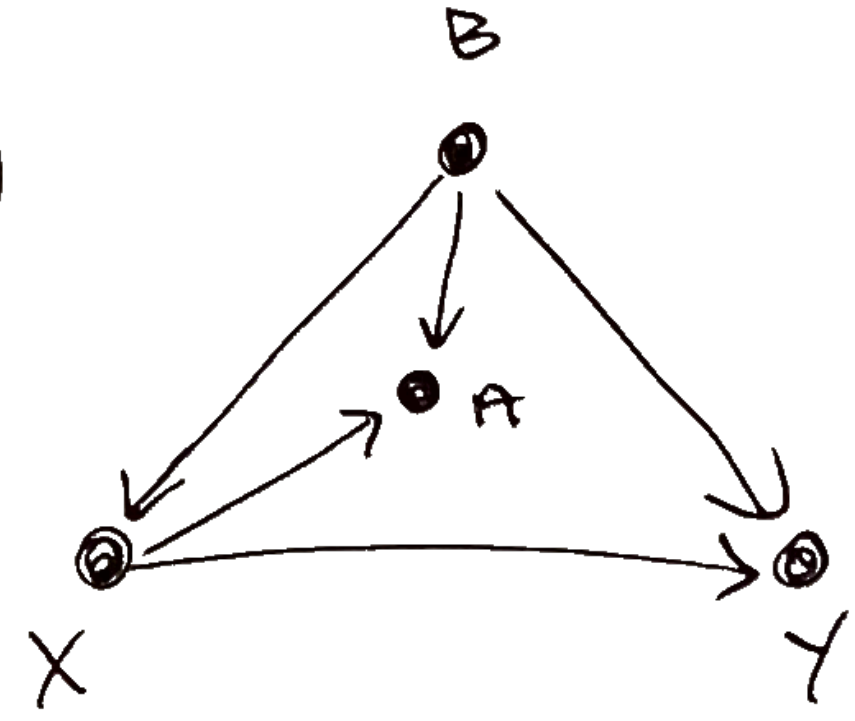


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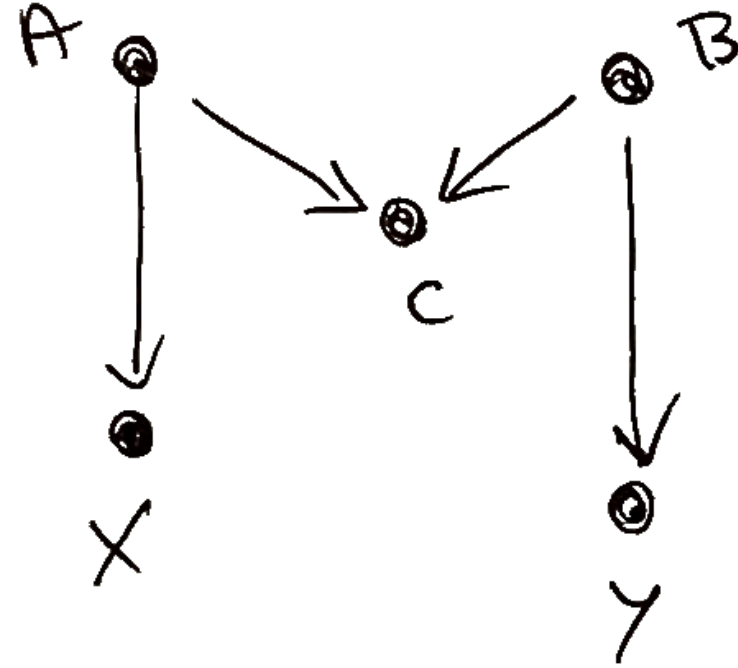
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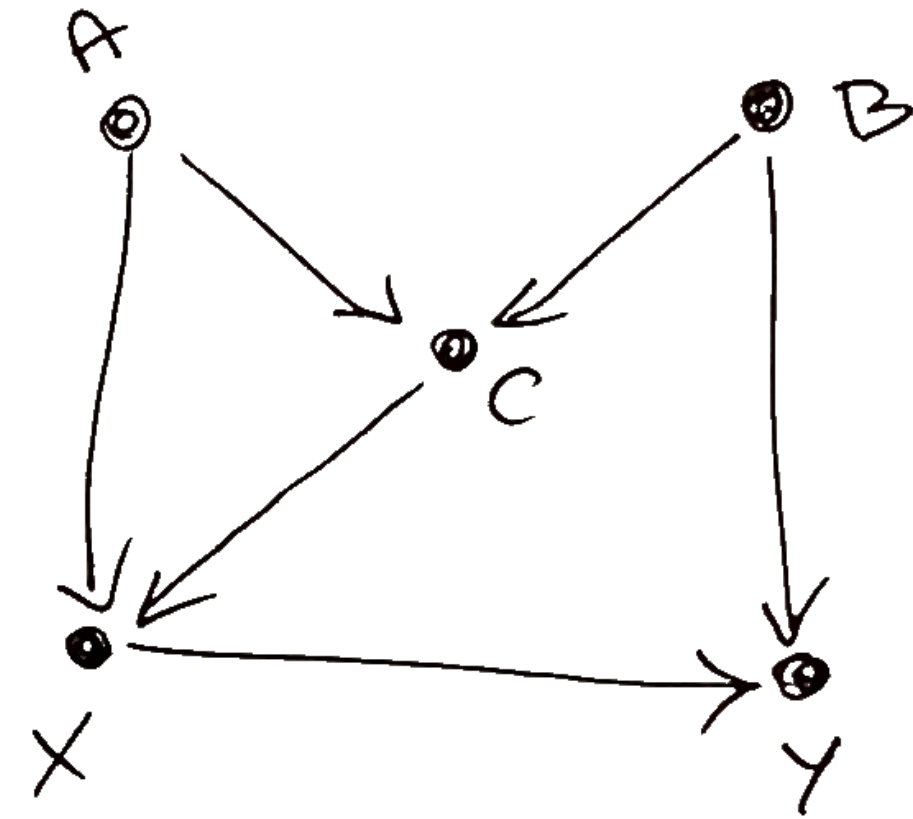
3.



4.

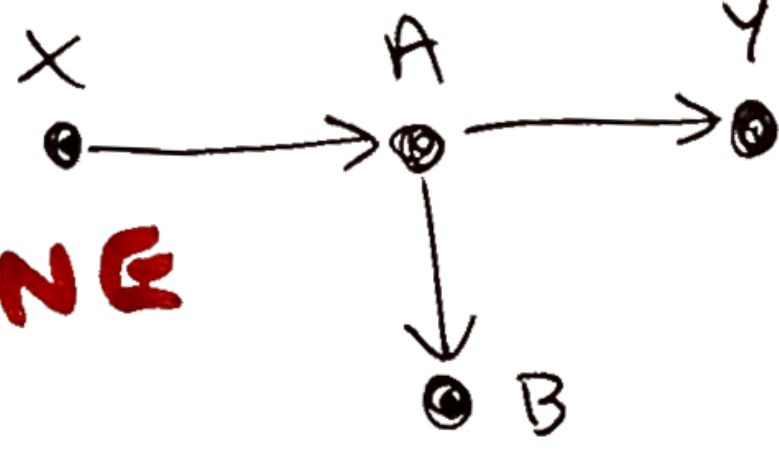


5.



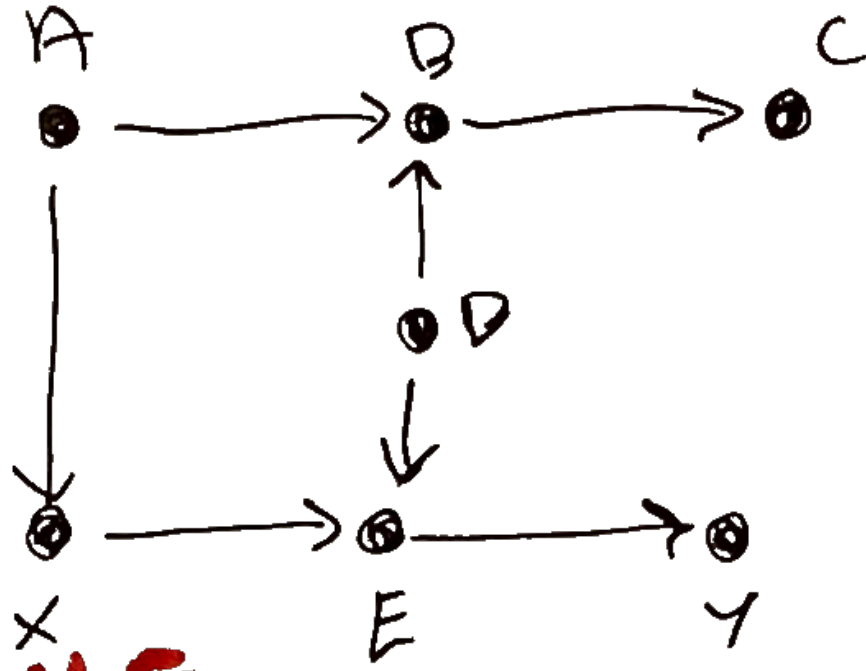
1.

NONE



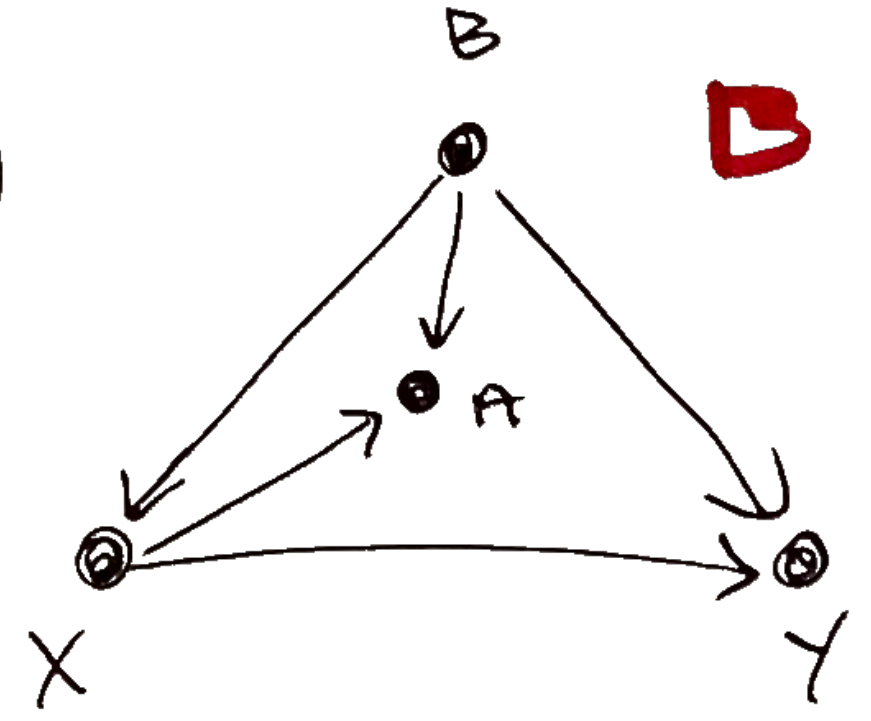
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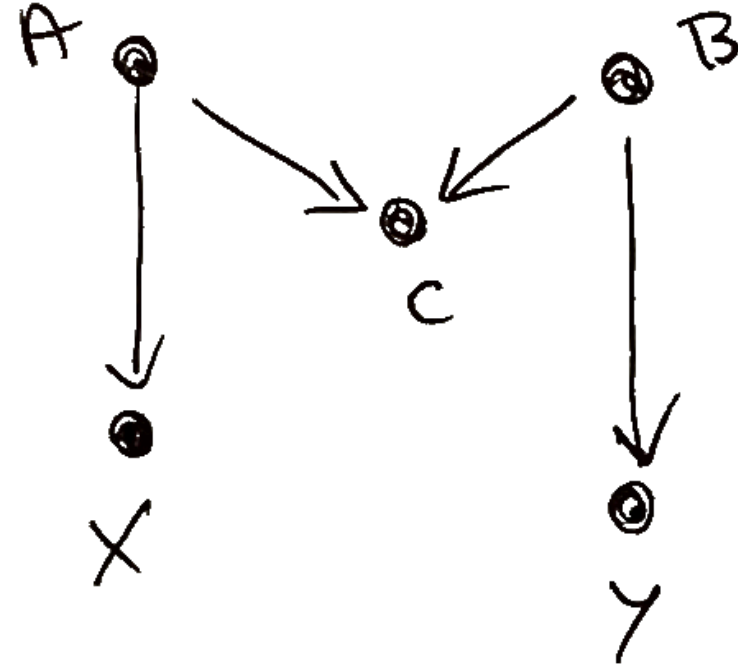


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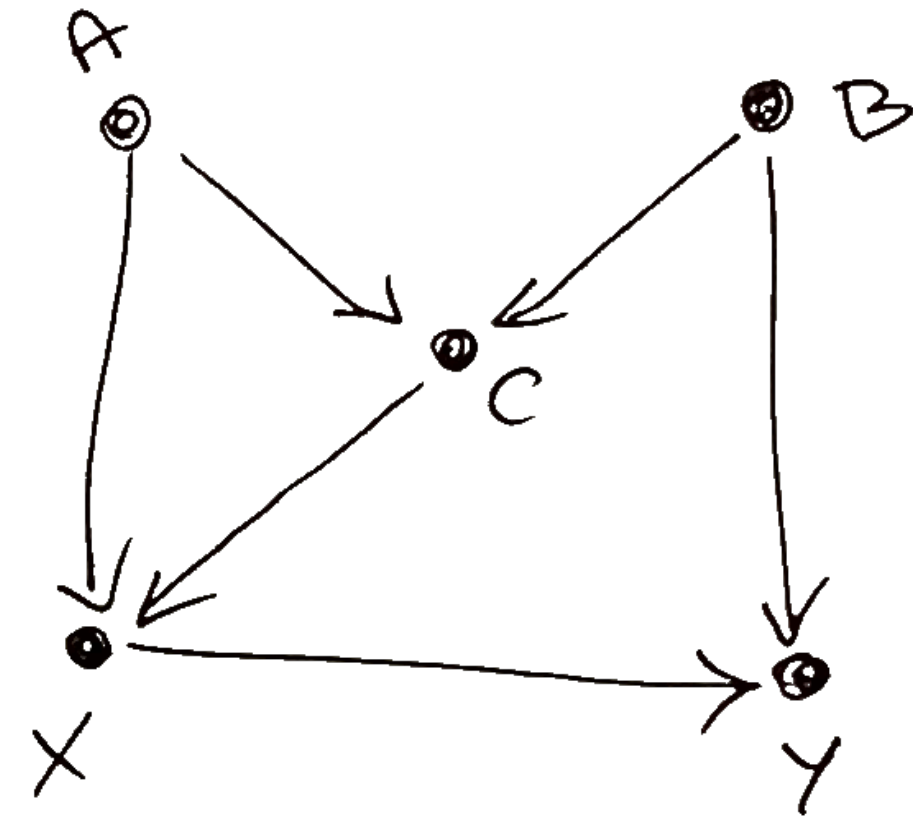
B



4.

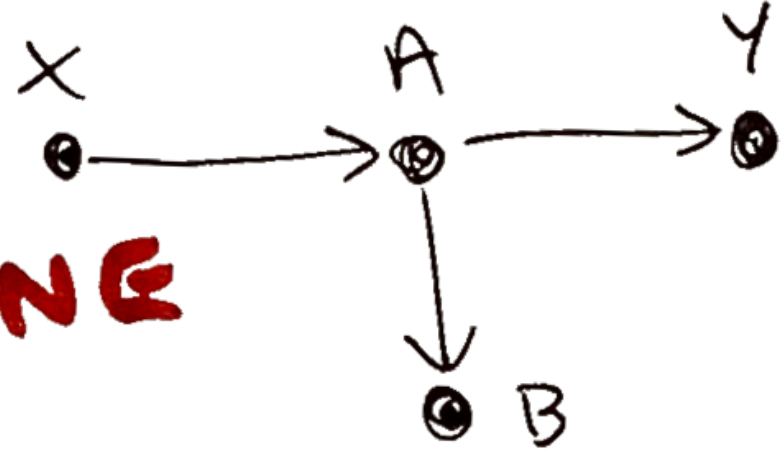


5.



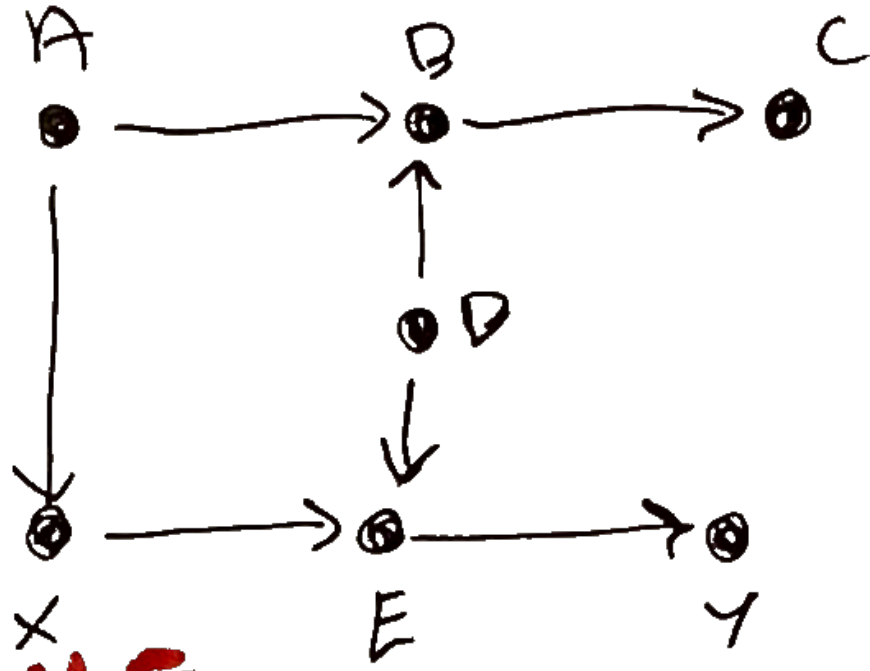
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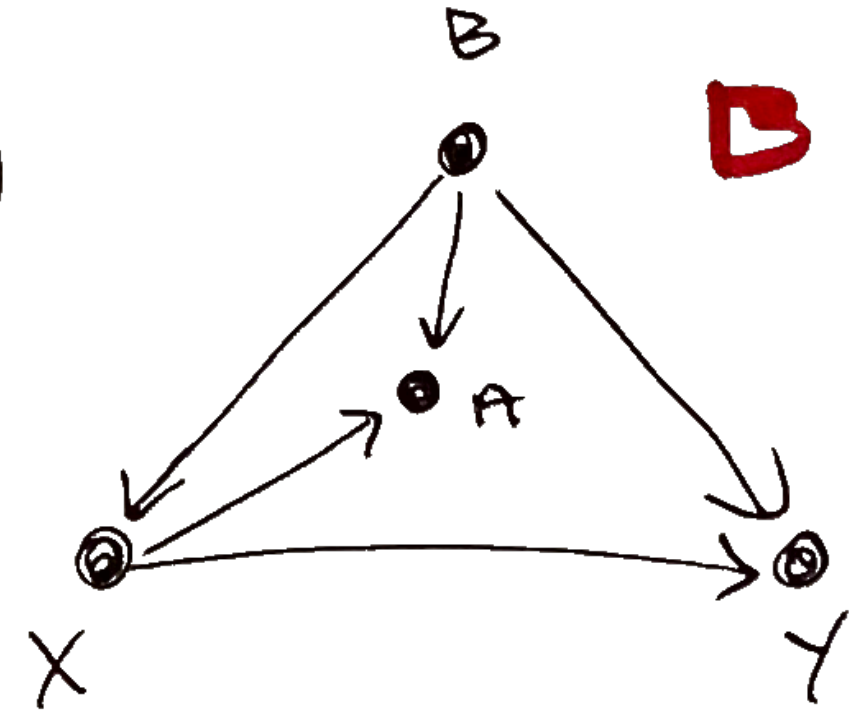


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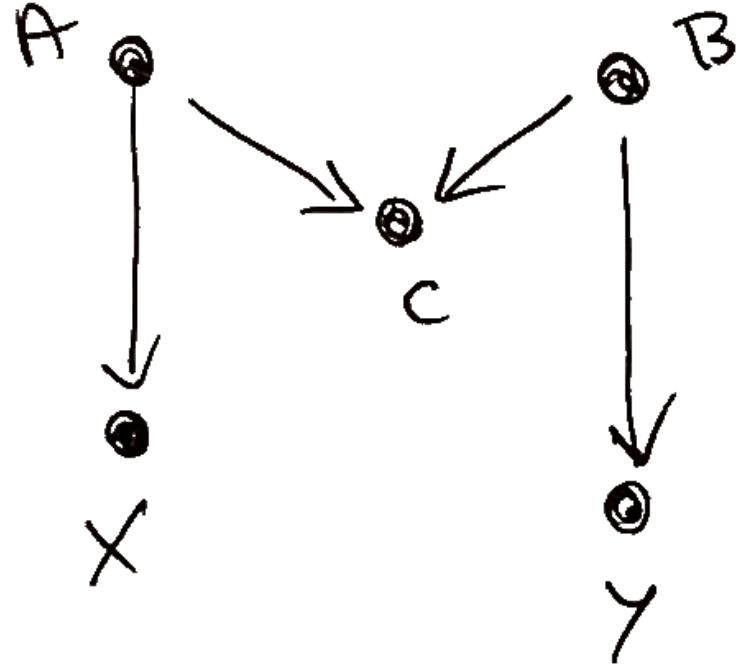


3.

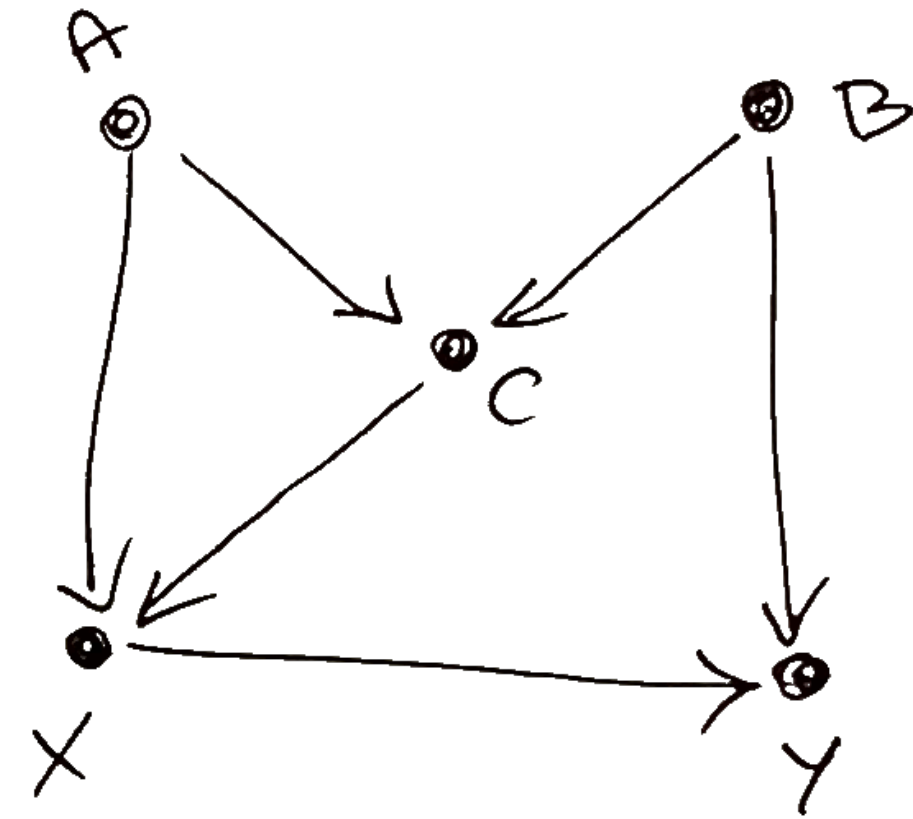


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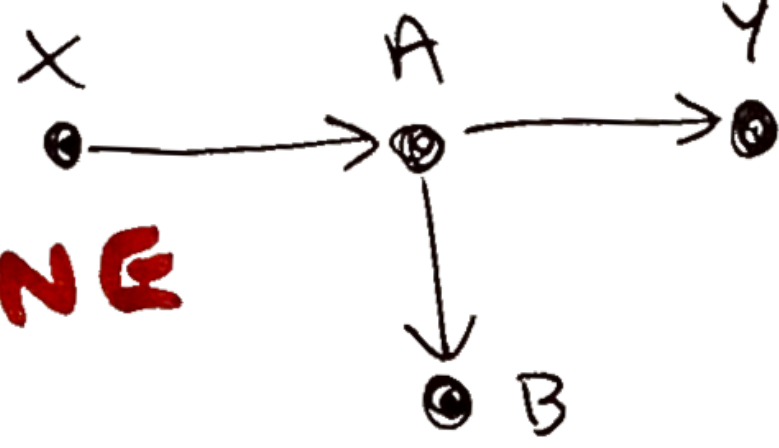


5.



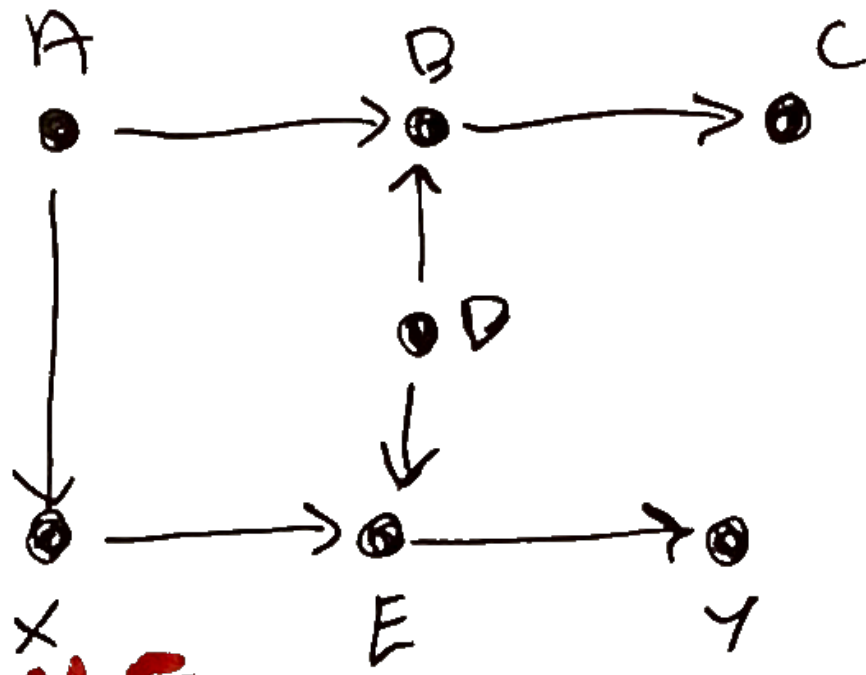
1.

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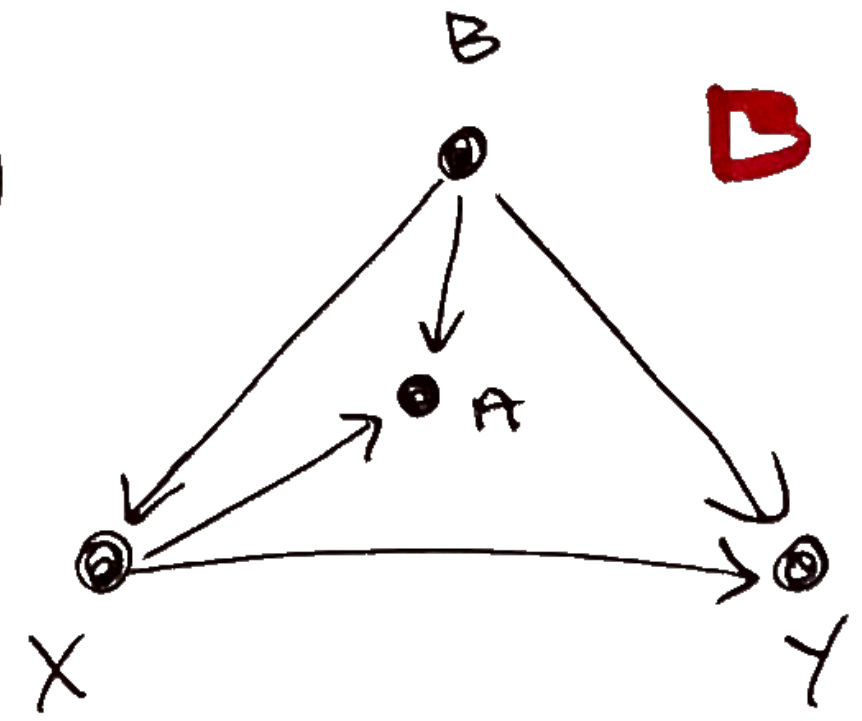


2.

NONE

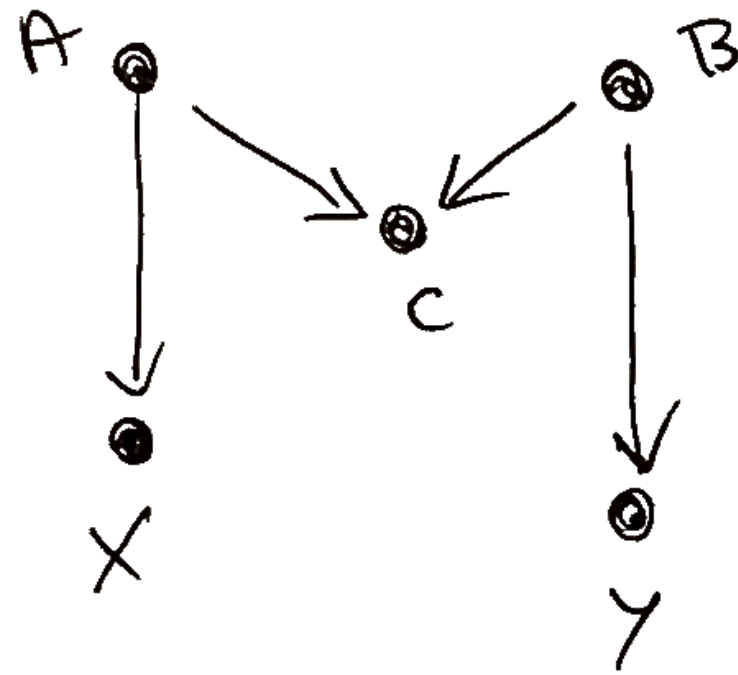


3.



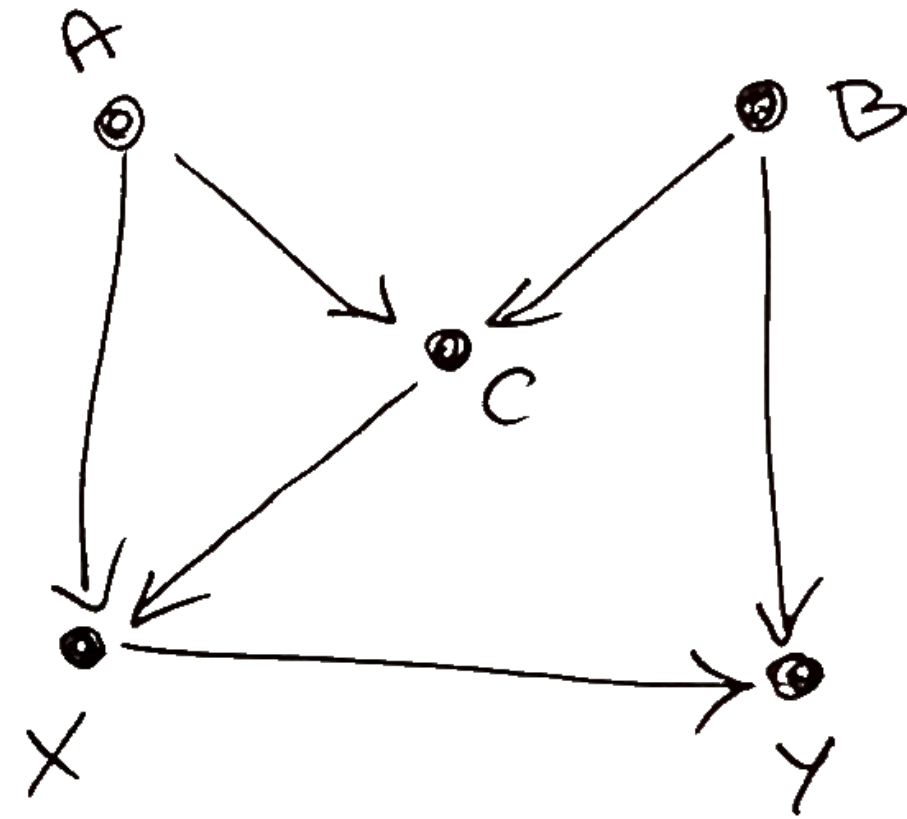
4.

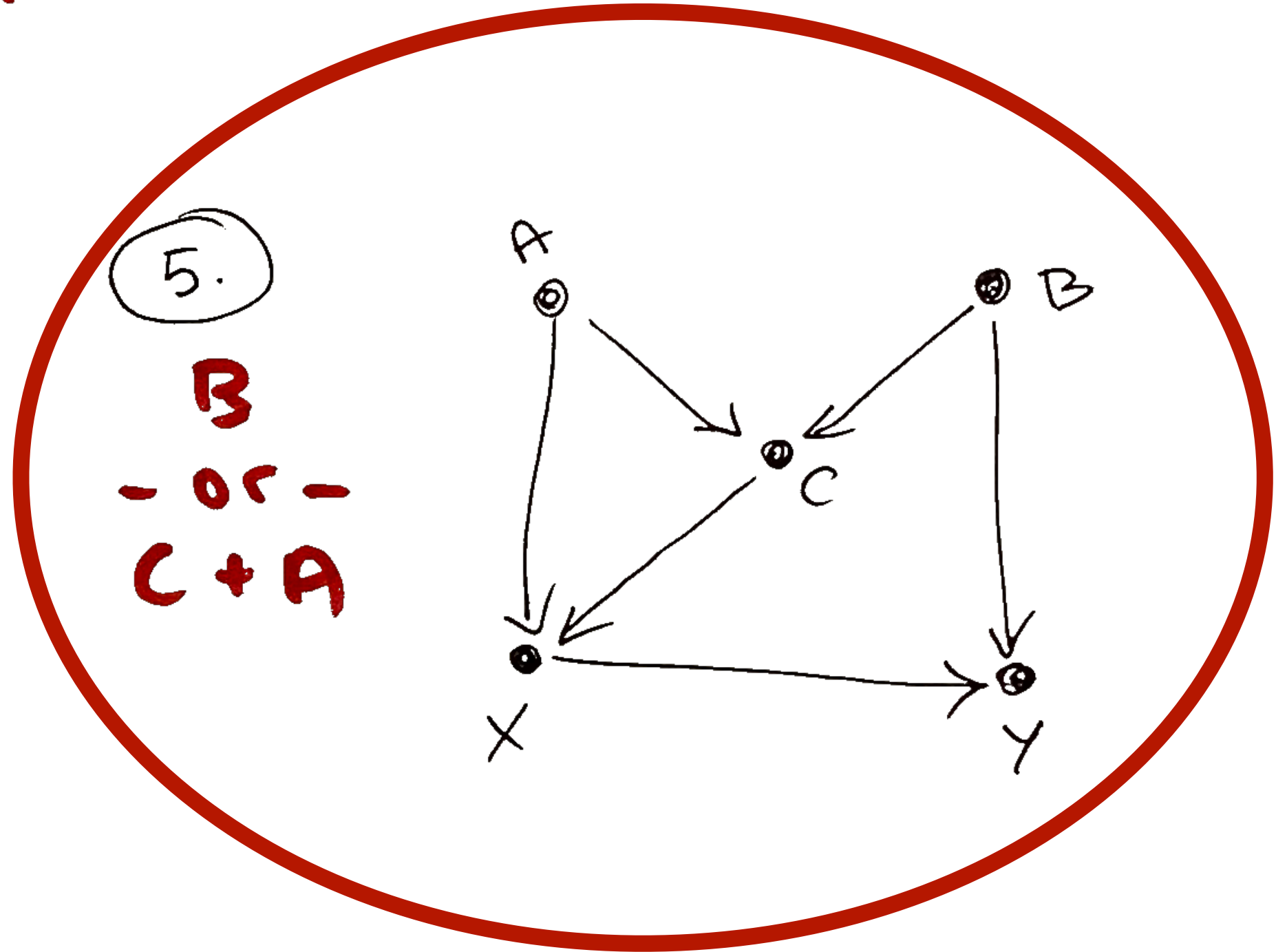
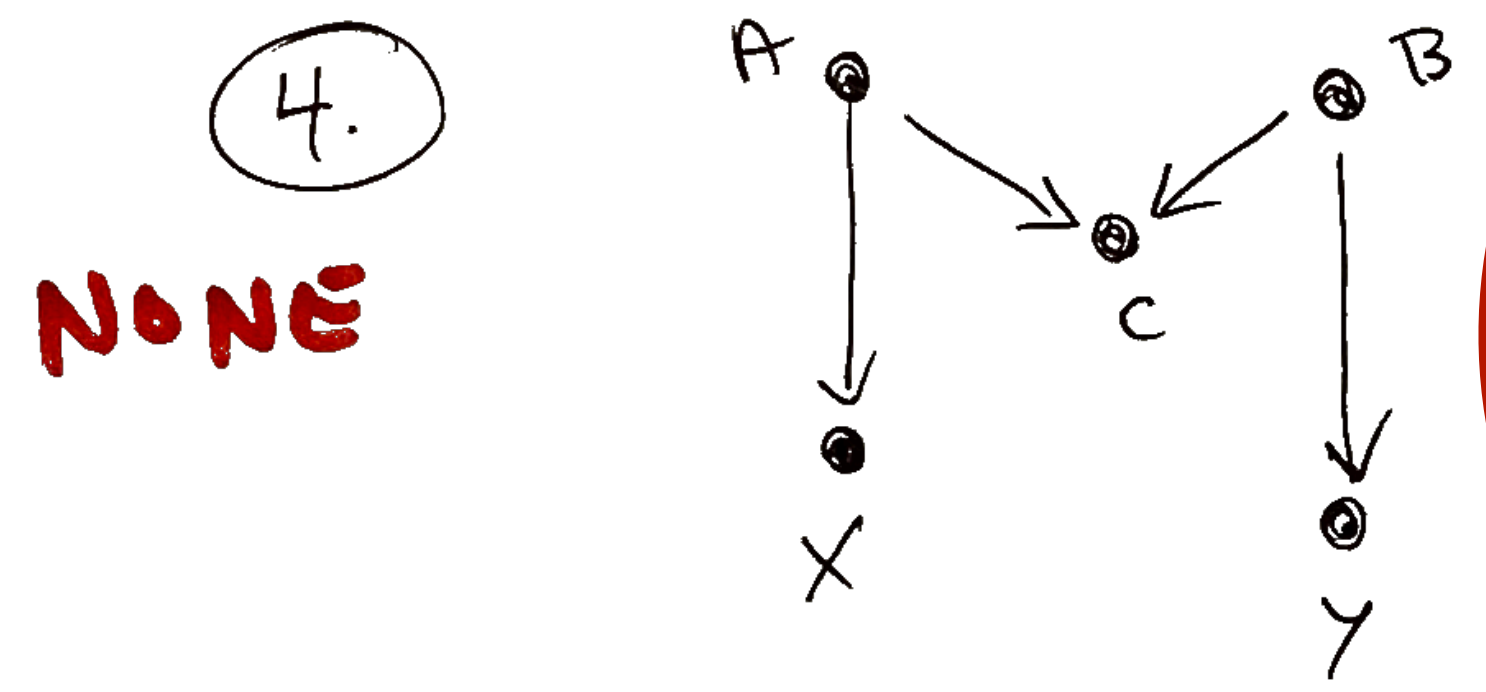
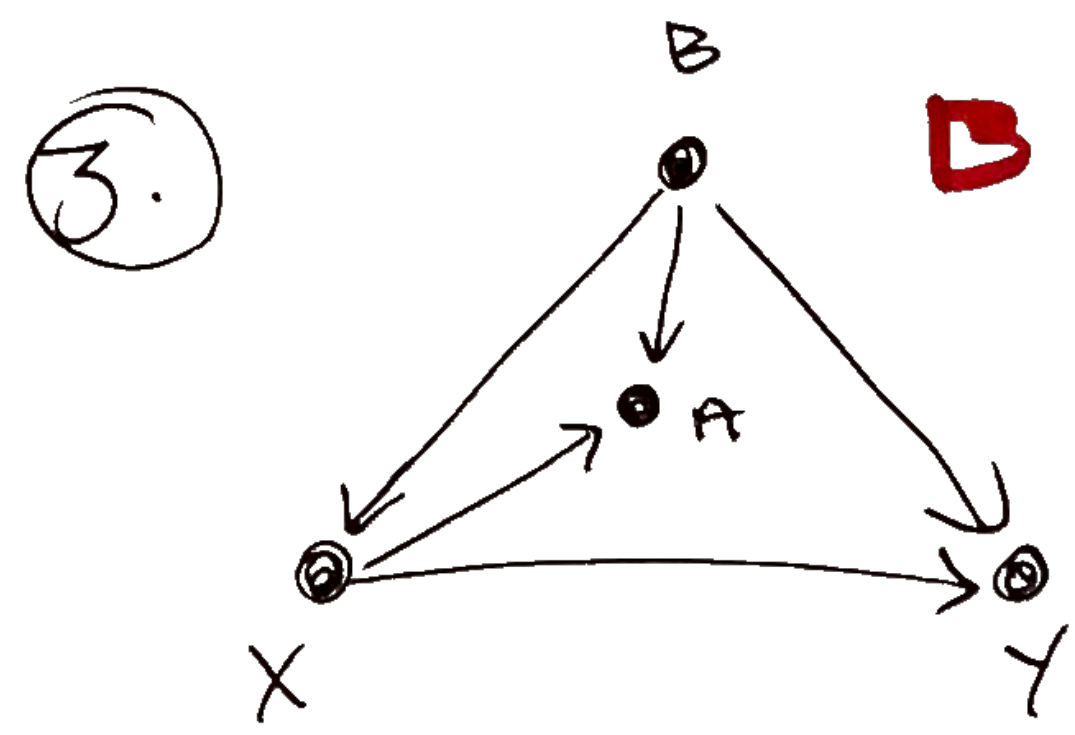
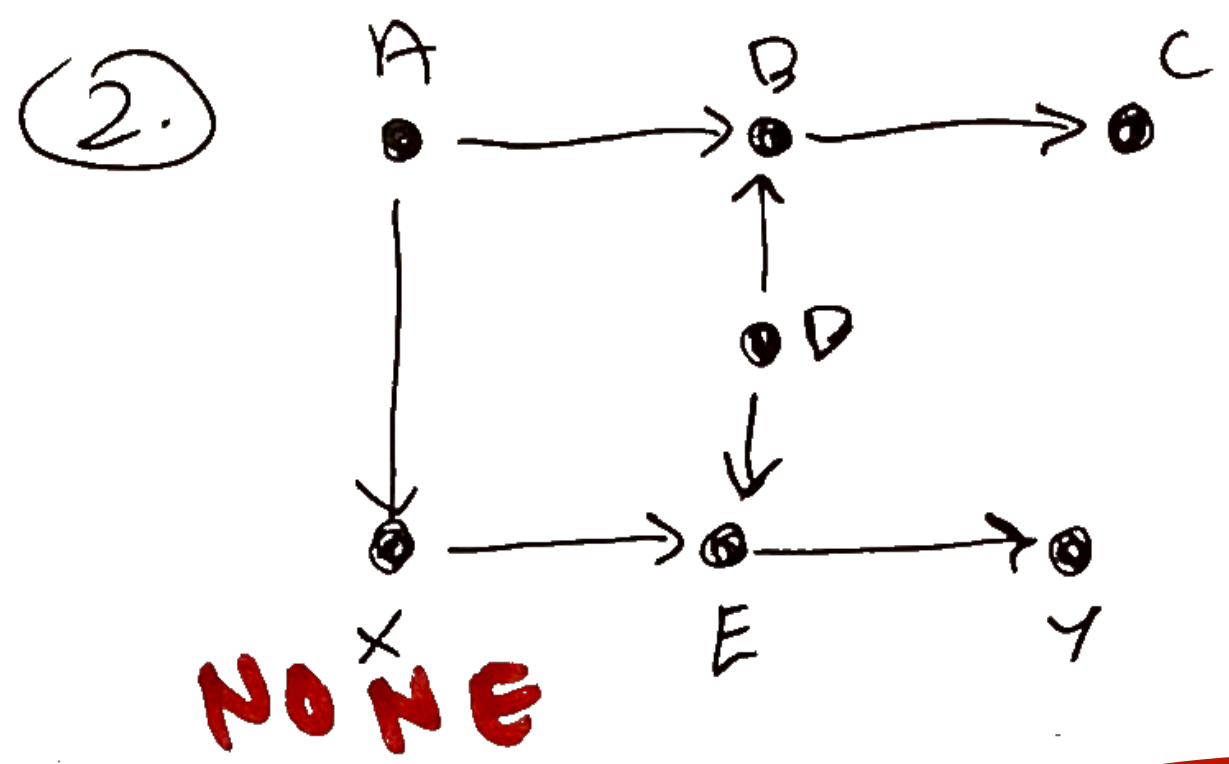
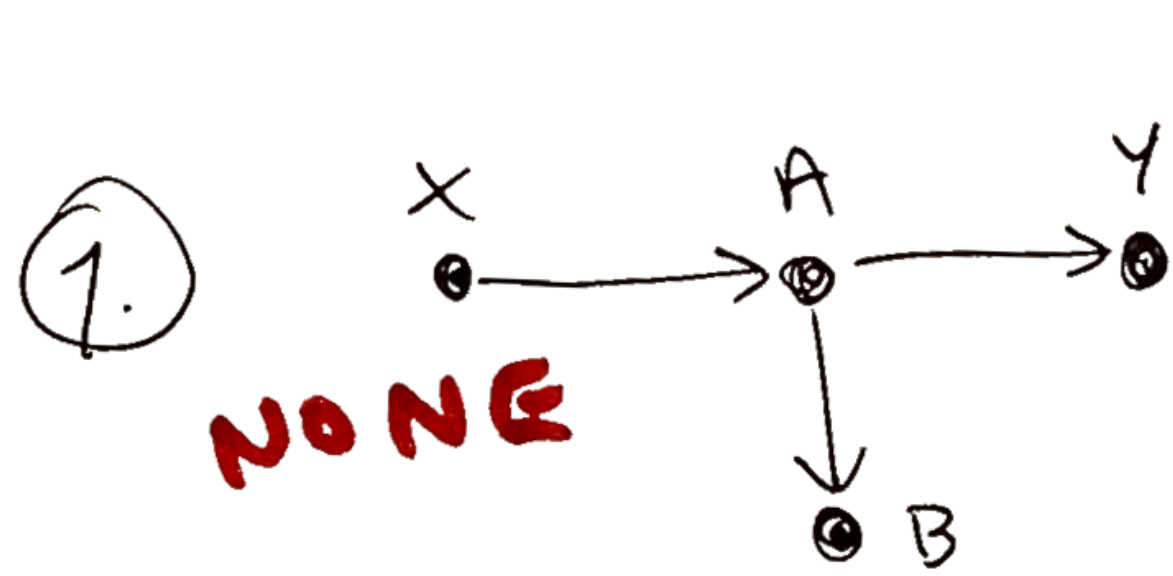
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5.

B
- or -
C + A

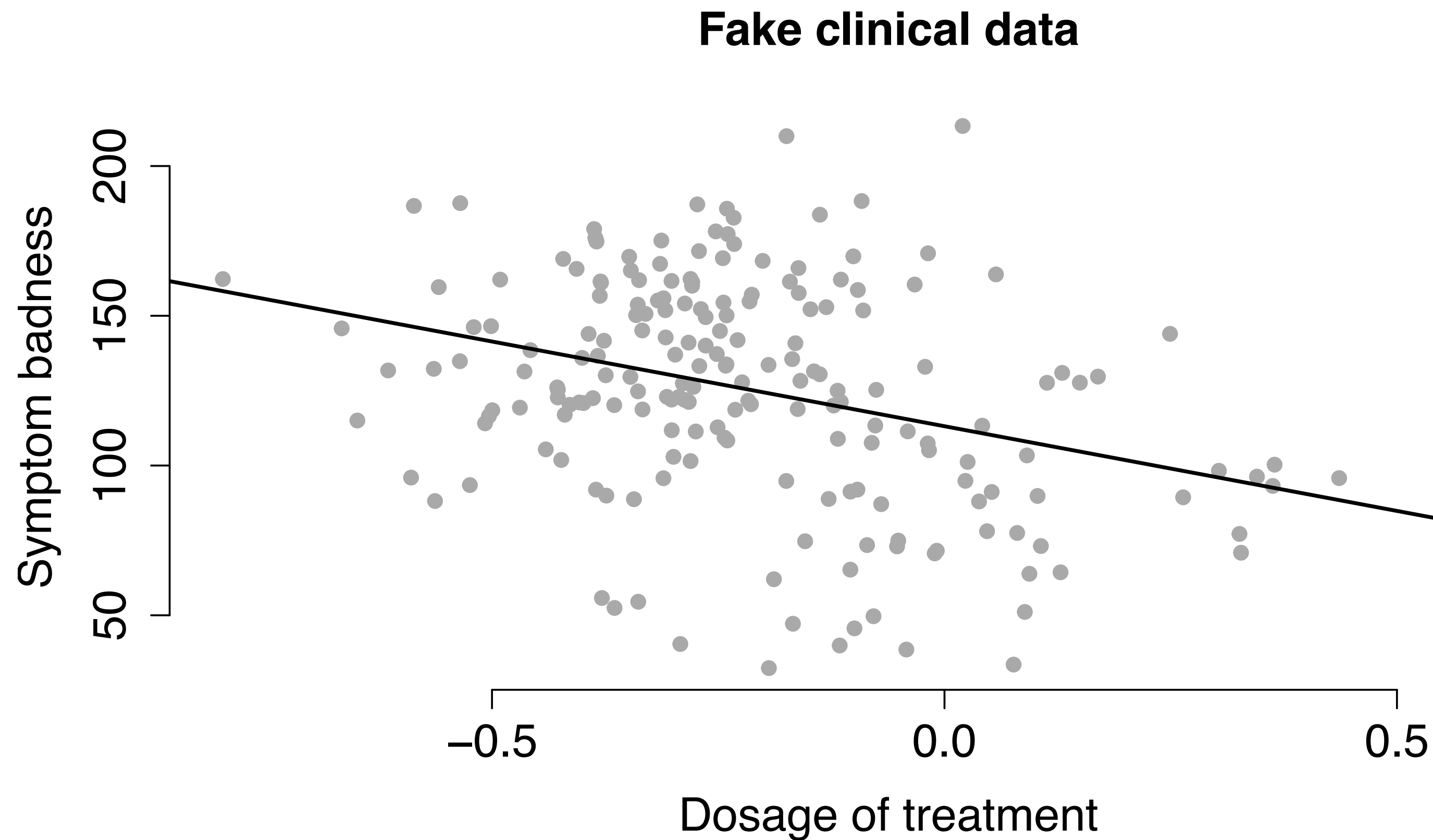




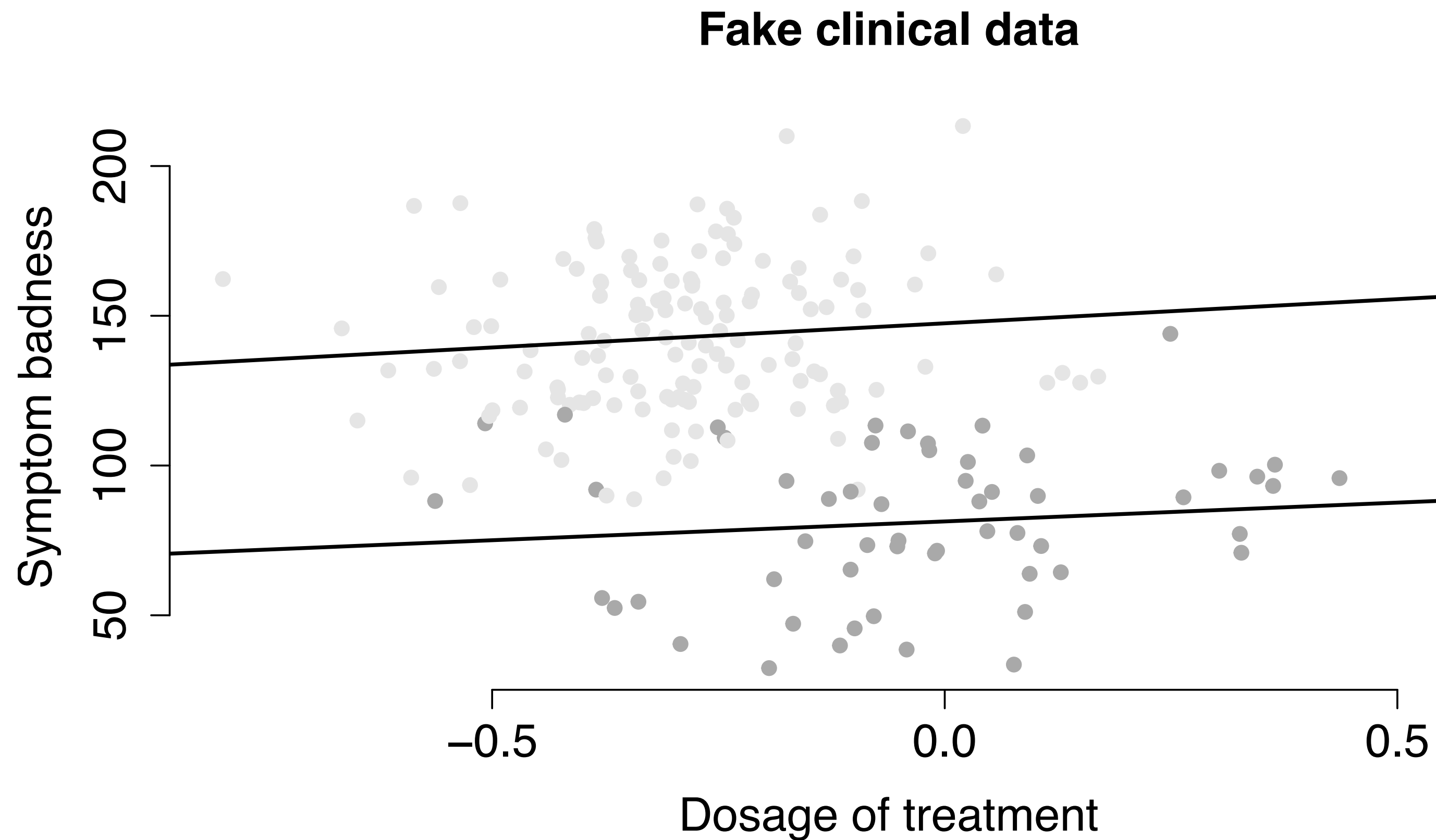
A+B+C also works but this set is not *minimal*, since we can remove something from it and still have a valid adjustment set

A warning

The analysis and interpretation of your data depends on the assumed causal model

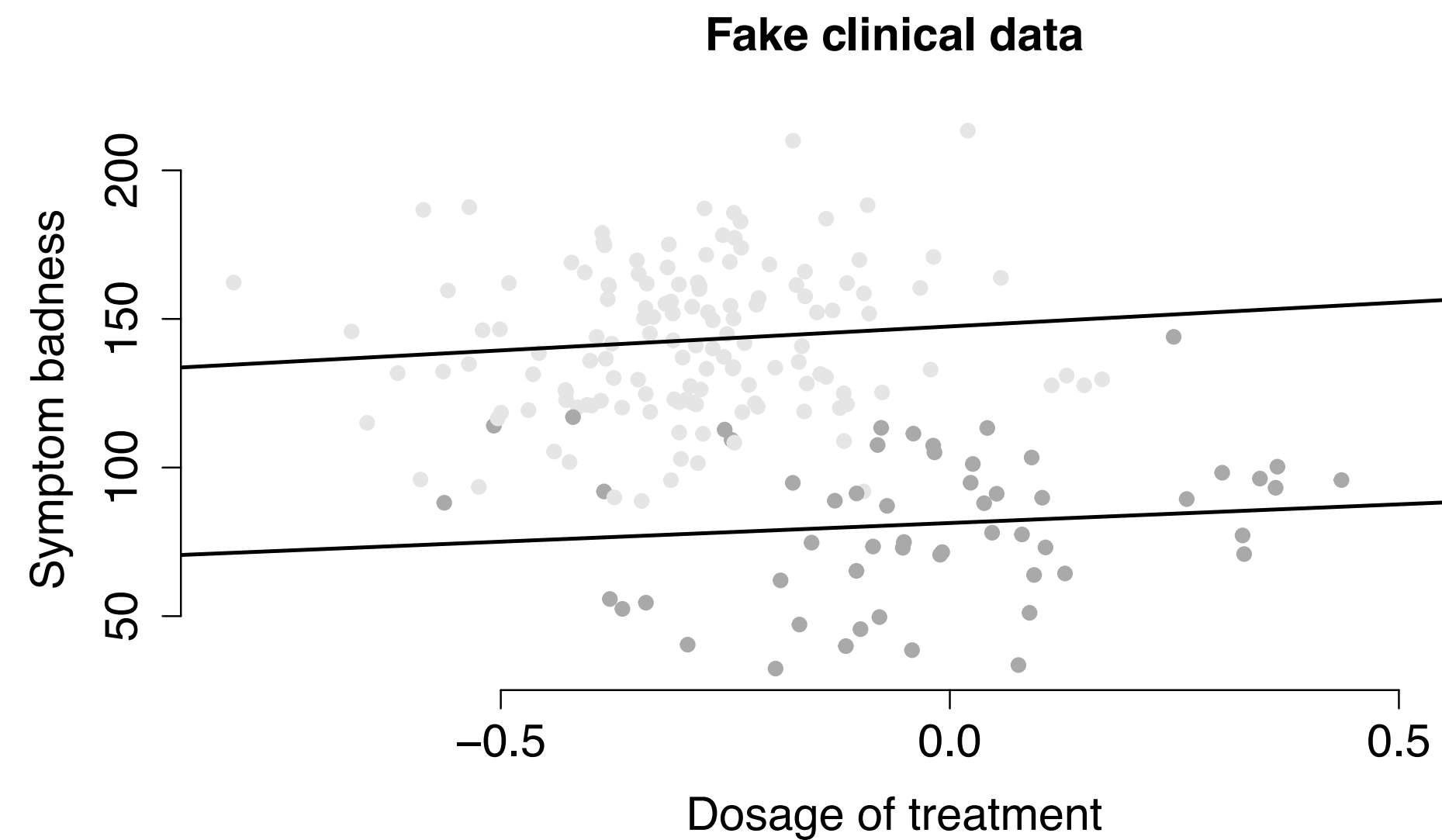
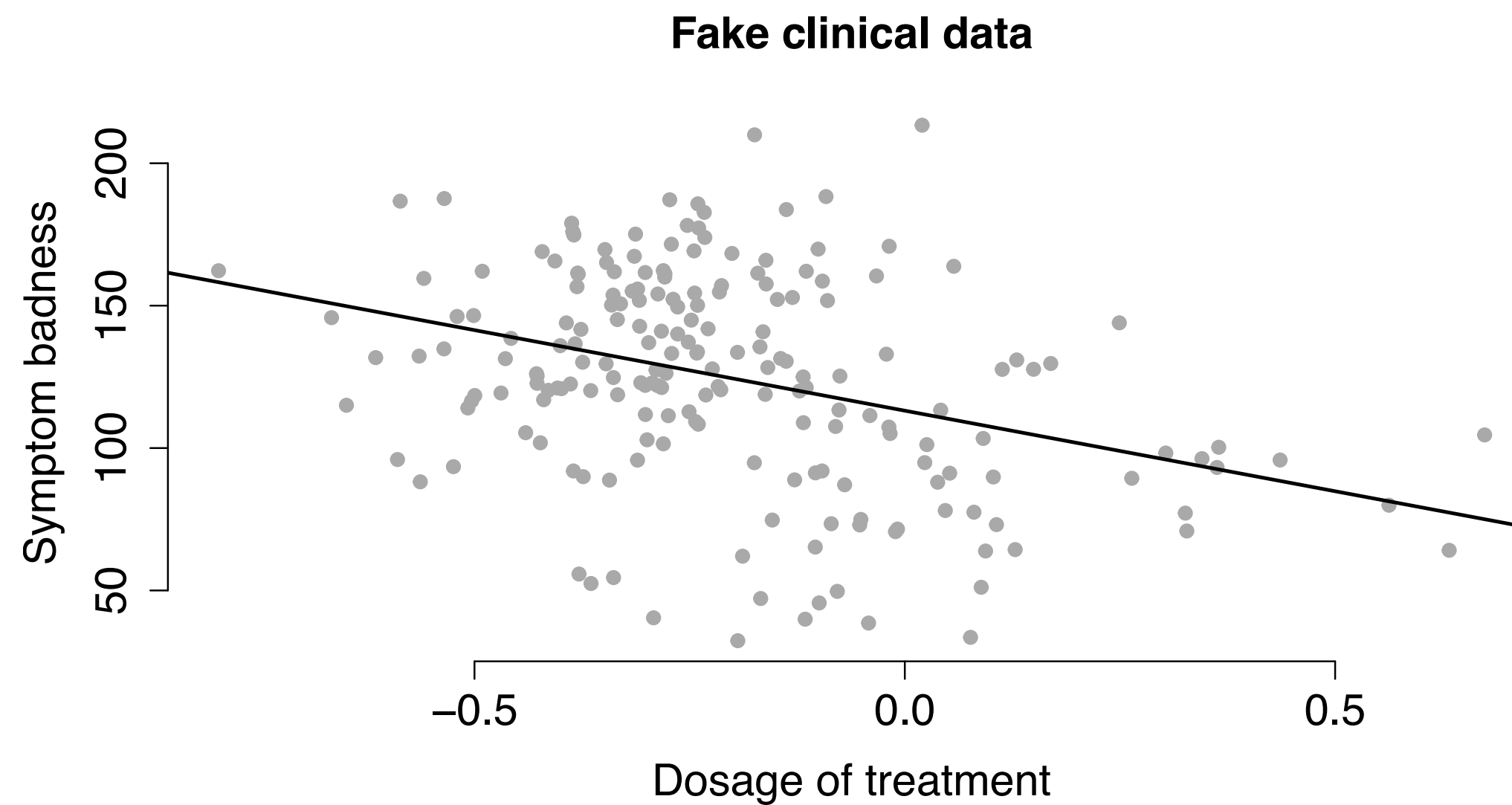


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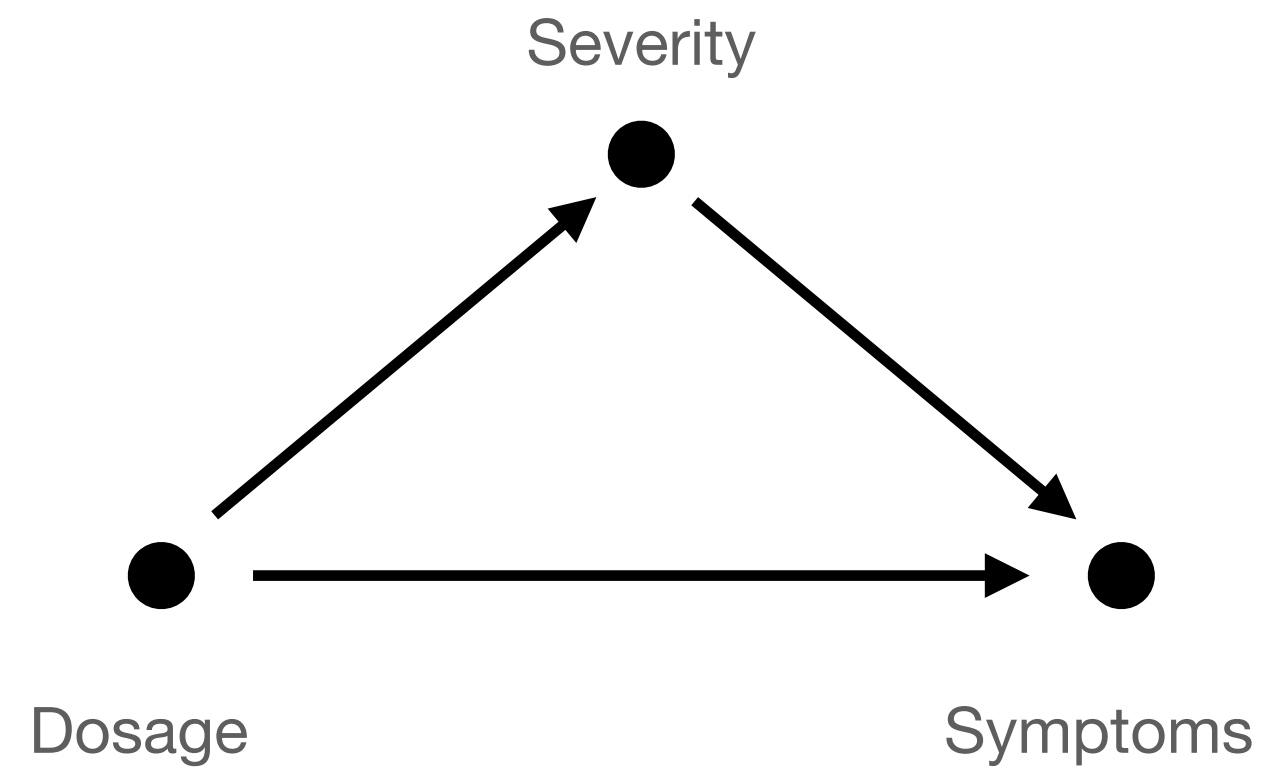


Effect reverses if we condition on disease severity

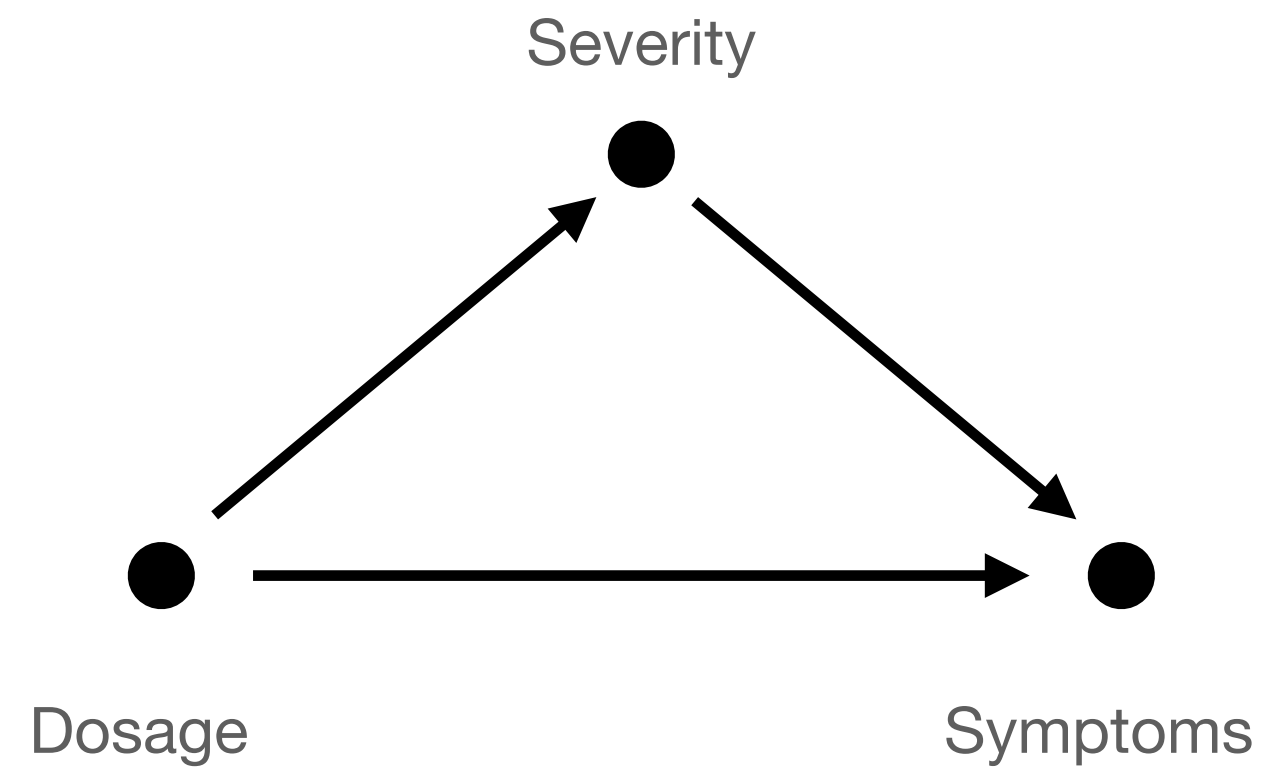
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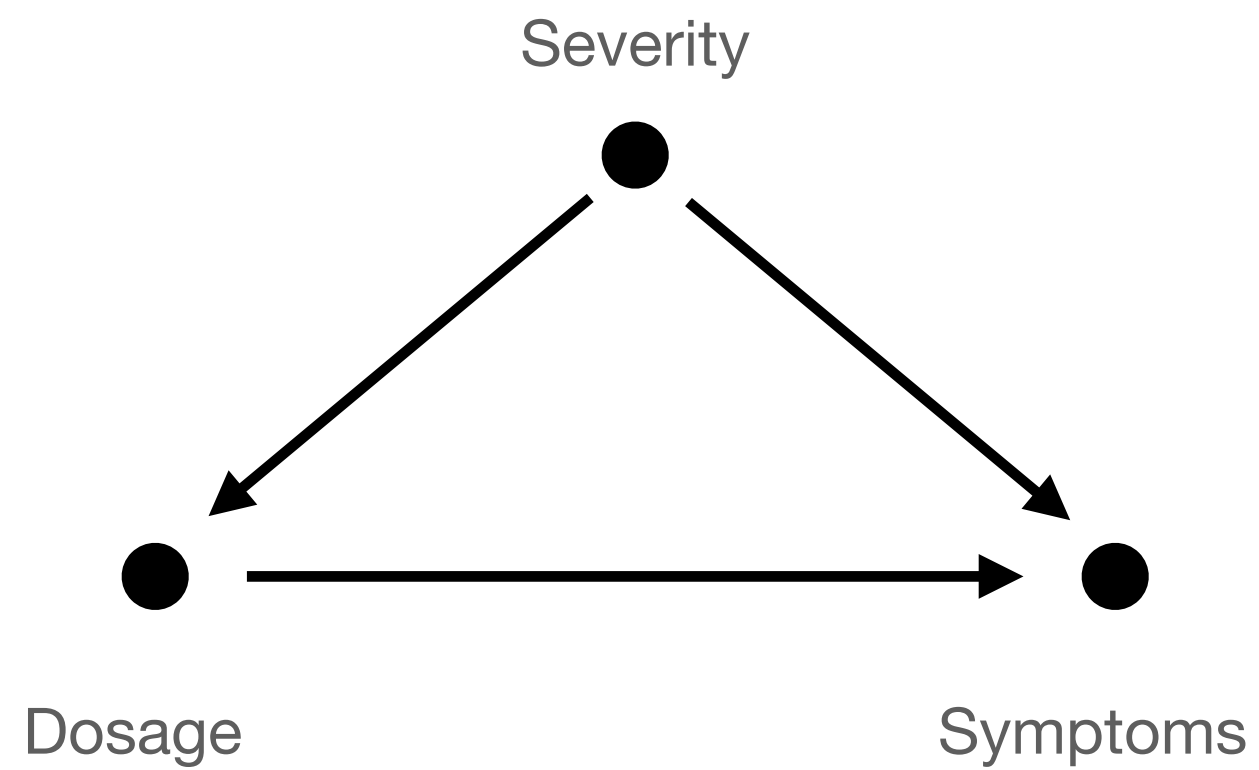
“Simpson’s paradox”: which is it, is the treatment good or bad???



Drug acts by reducing both symptoms and disease severity.
No back-door path: don't adjust.



Drug acts by reducing both symptoms and disease severity.
No back-door path: don't adjust.

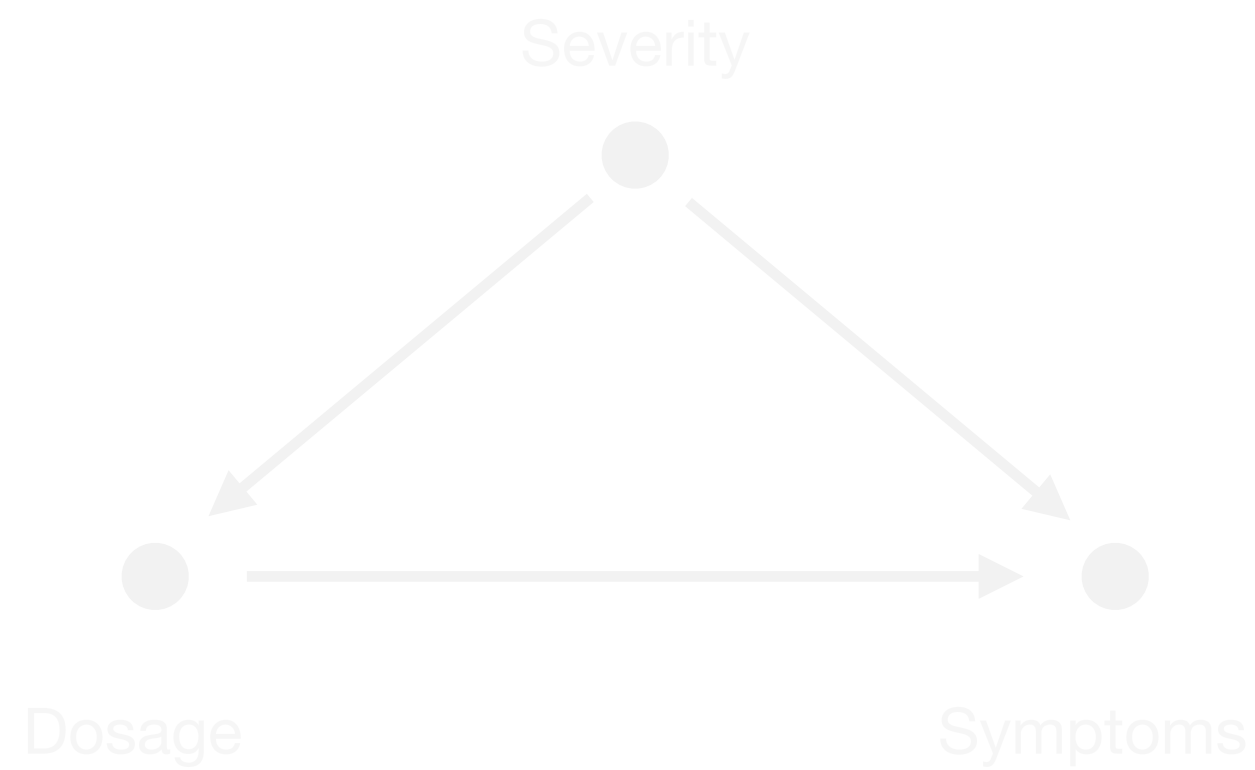


Drug acts on symptoms. Different doses given to severe and non-severe cases. Back-door path present: adjust.

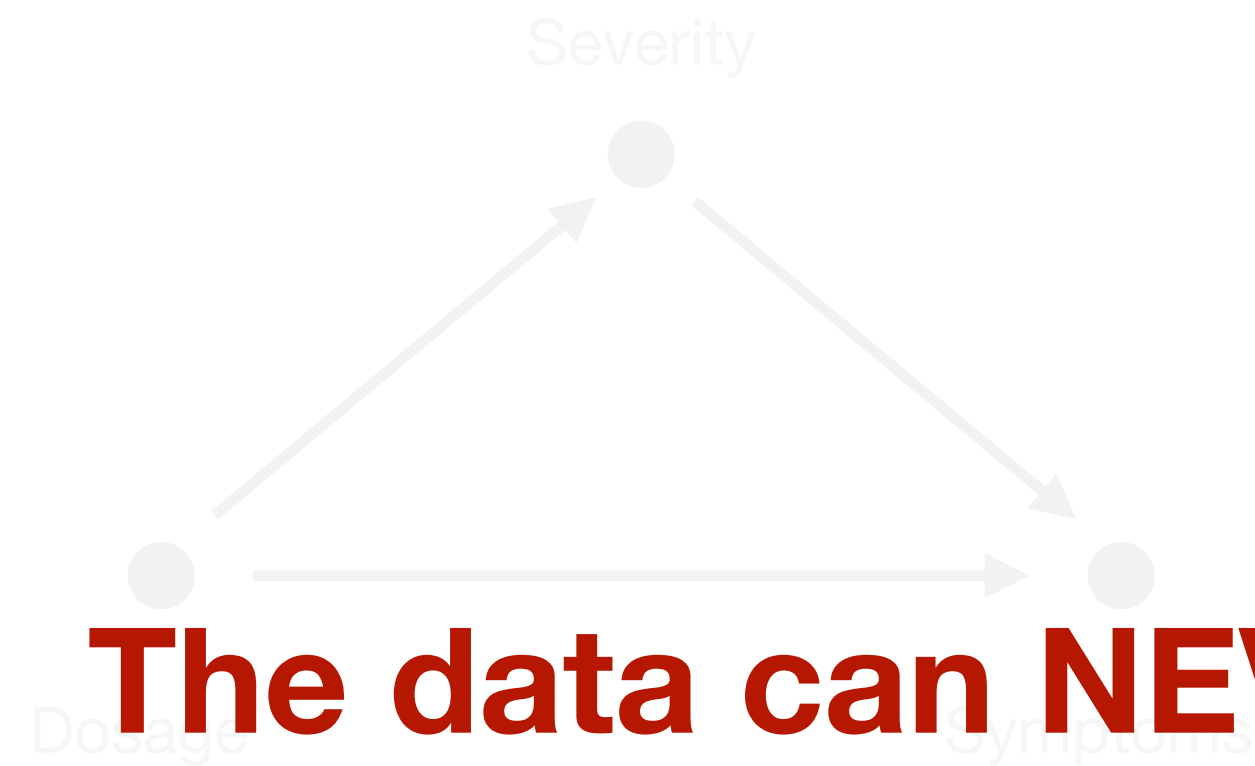


Drug acts by reducing both symptoms and disease severity.
No back-door path: don't adjust.

The data can NEVER tell you which is right.



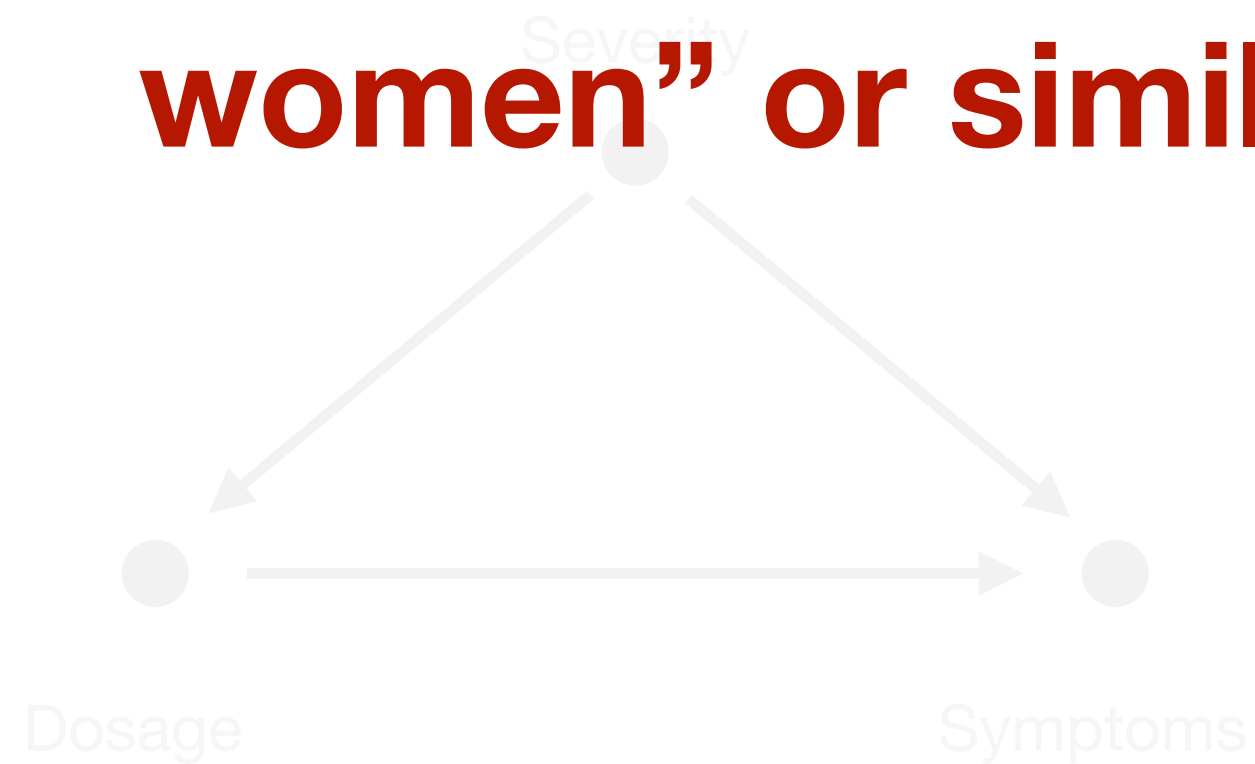
Drug acts on symptoms. Different doses given to severe and non-severe cases. Back-door path present: adjust.



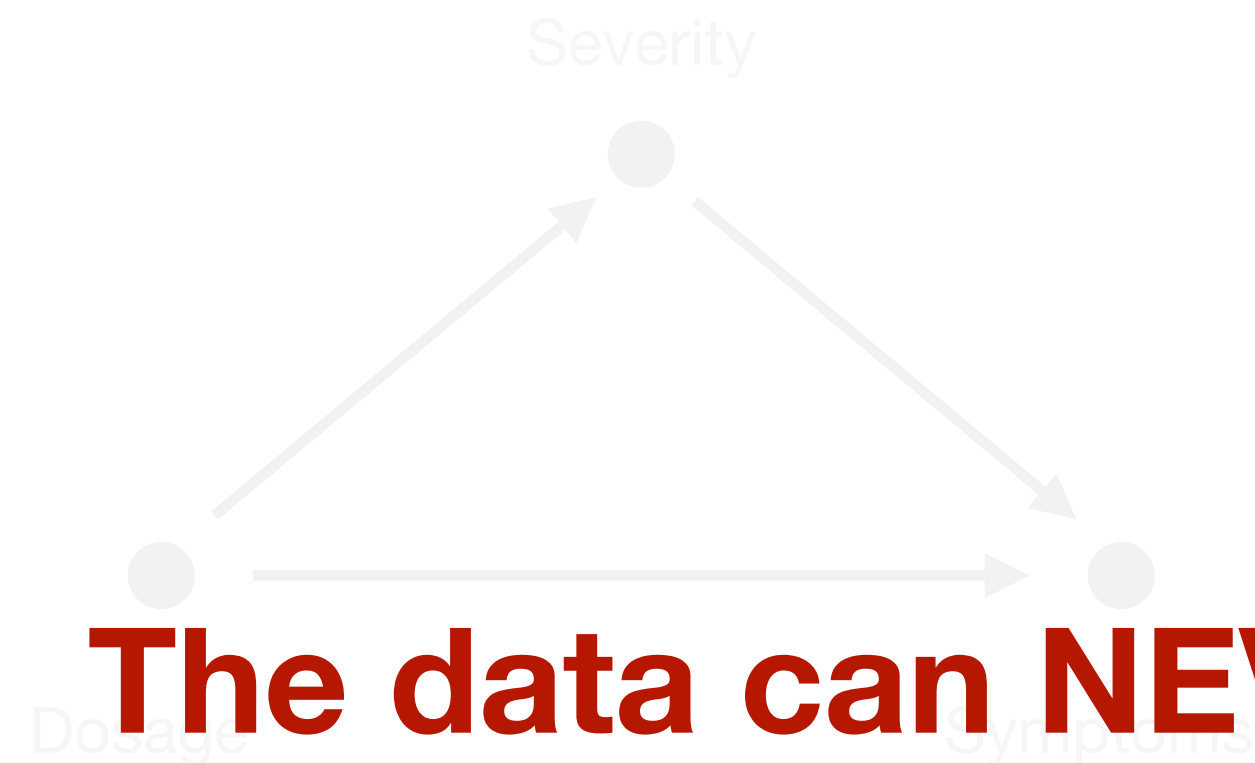
Drug acts by reducing both symptoms and disease severity.
No back-door path: don't adjust.

The data can NEVER tell you which is right.

Be very skeptical of claims like “we found an effect but only for women” or similar.



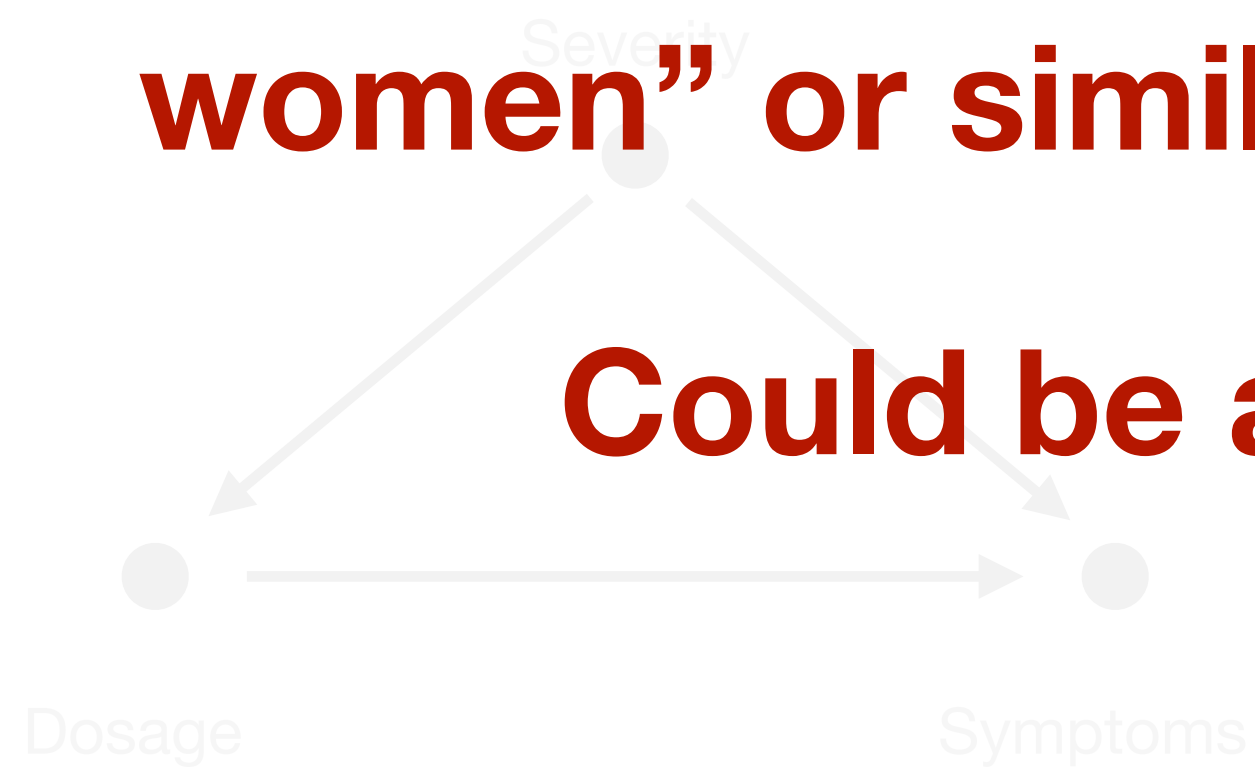
Drug acts on symptoms. Different doses given to severe and non-severe cases. Back-door path present: adjust.



Drug acts by reducing both symptoms and disease severity.
No back-door path: don't adjust.

The data can NEVER tell you which is right.

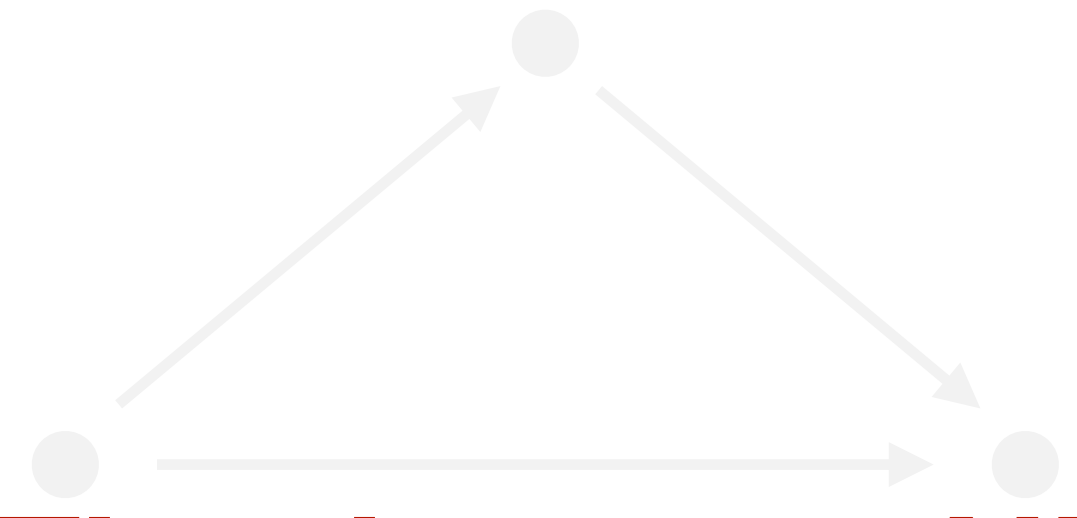
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Drug acts on symptoms. Different doses given to severe and non-severe cases. Back-door path: adjust.

Could be a collider, a mediator, or a confounding factor.

Severity

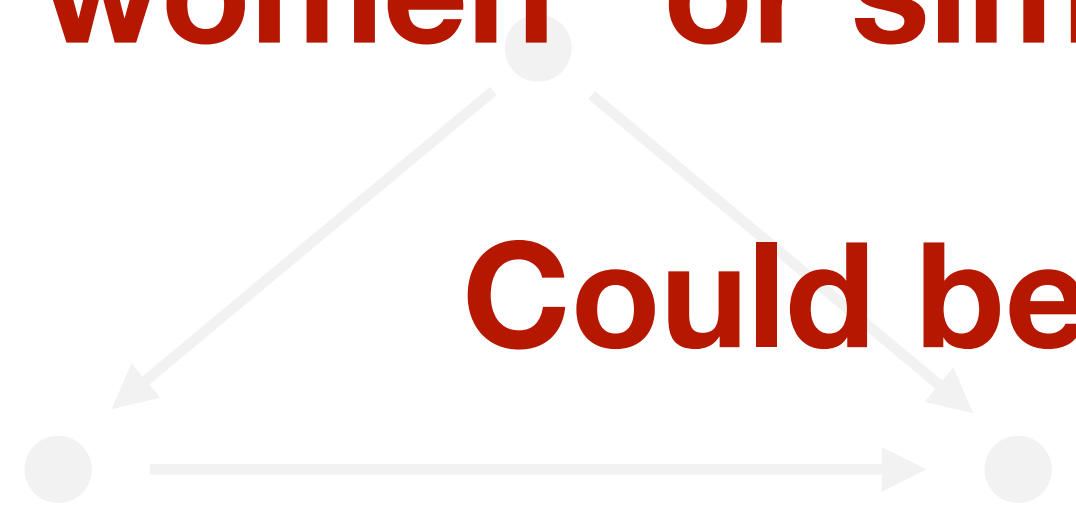


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Drug acts on symptoms. Different doses given to severe and non-severe cases. Back-door path: adjust.

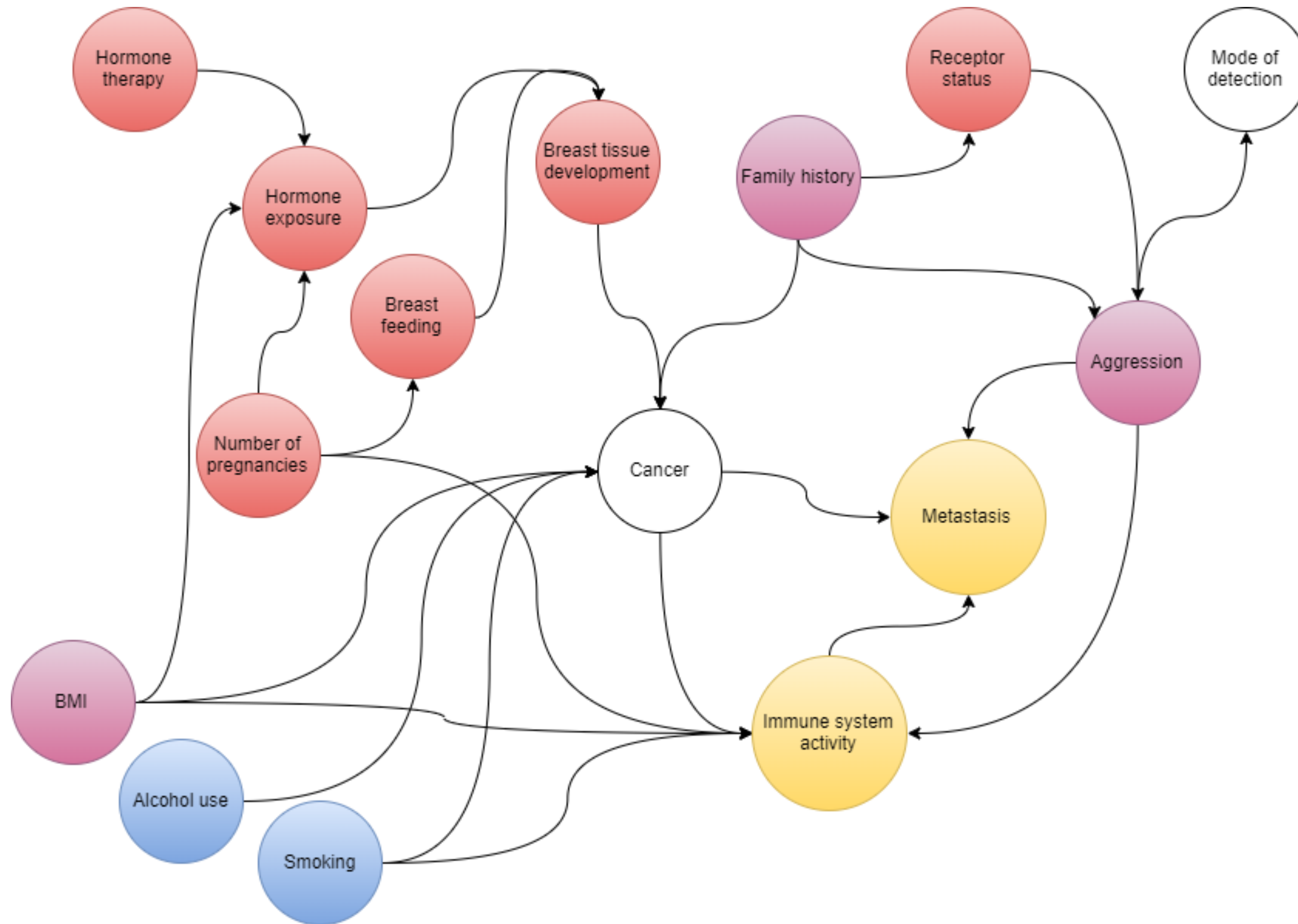
Could be a collider, a mediator, or a confounding factor.

Dosage

Symptoms

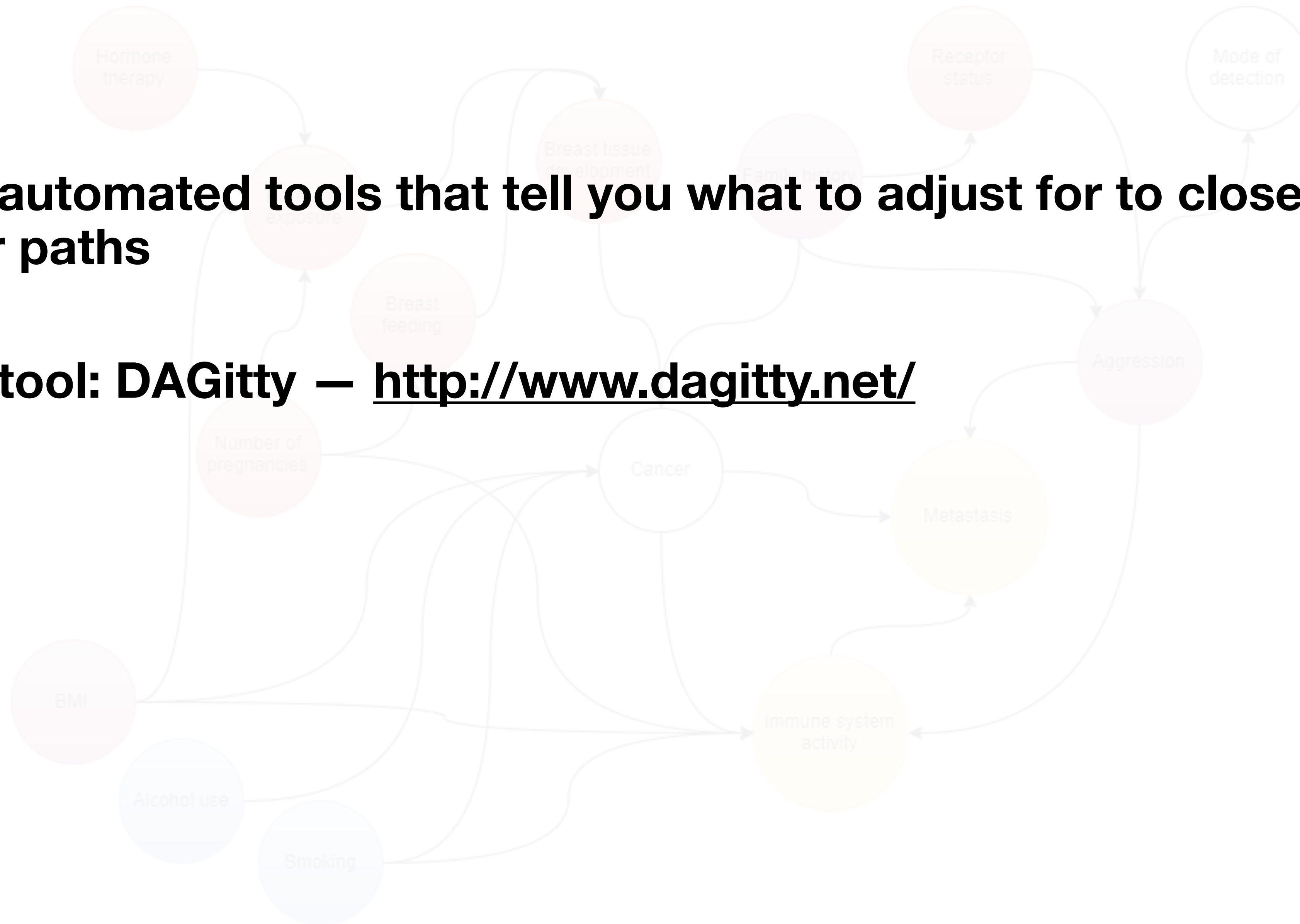
Adjustment without some kind of domain knowledge (which you can encode as a DAG) practically impossible to interpret

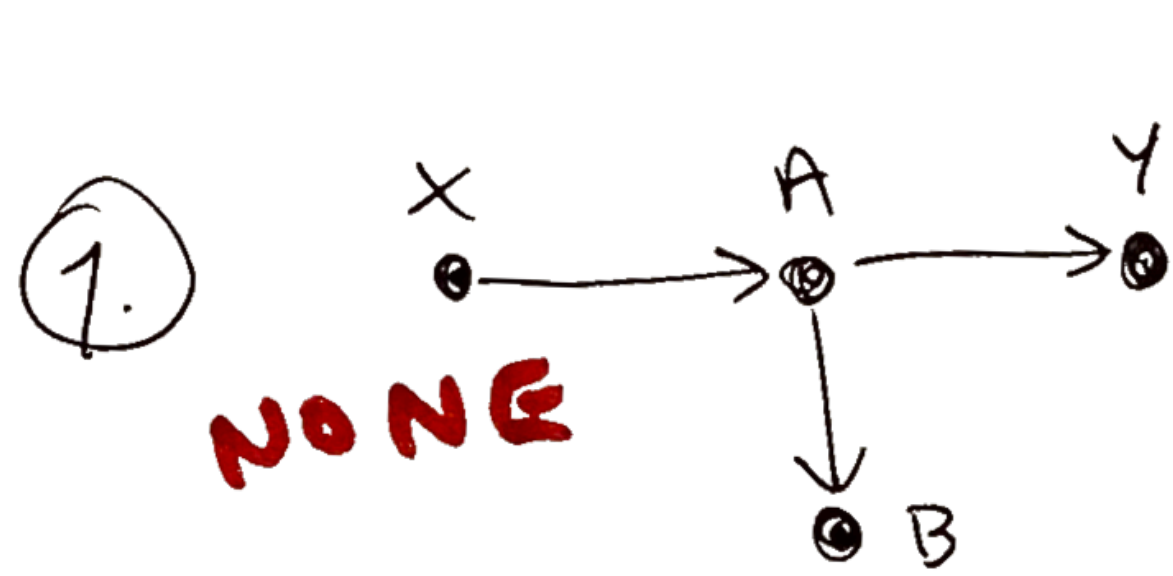
Real DAGs can be complicated



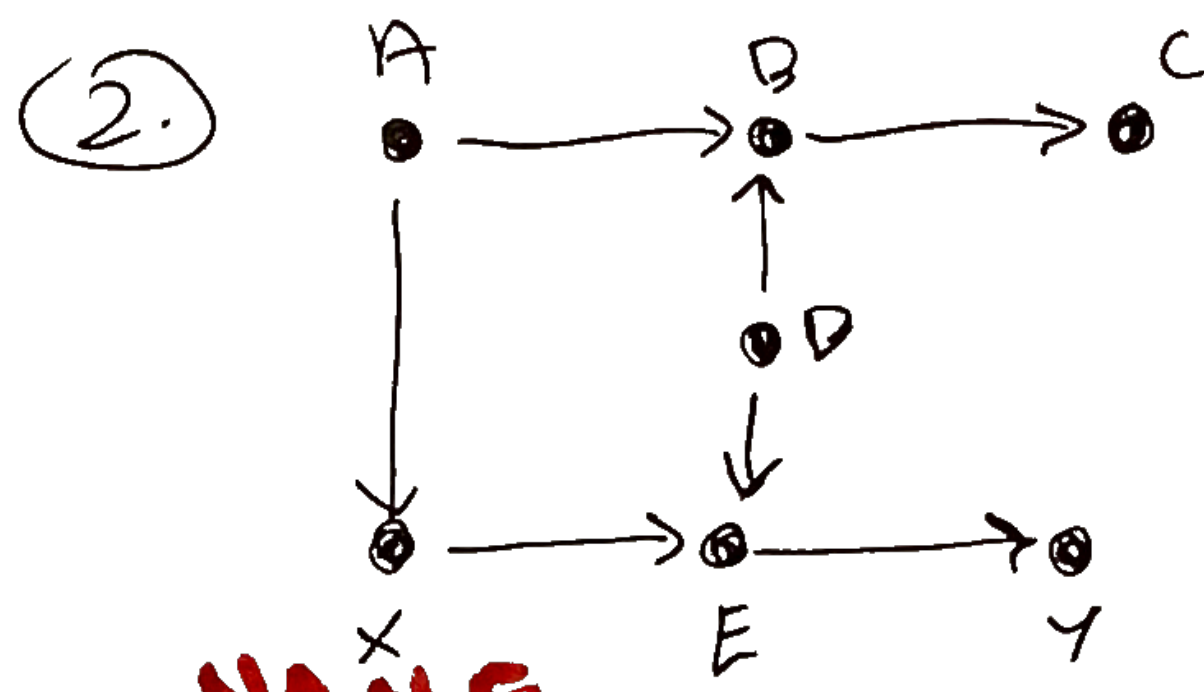
There are automated tools that tell you what to adjust for to close back-door paths

One such tool: DAGitty – <http://www.dagitty.net/>

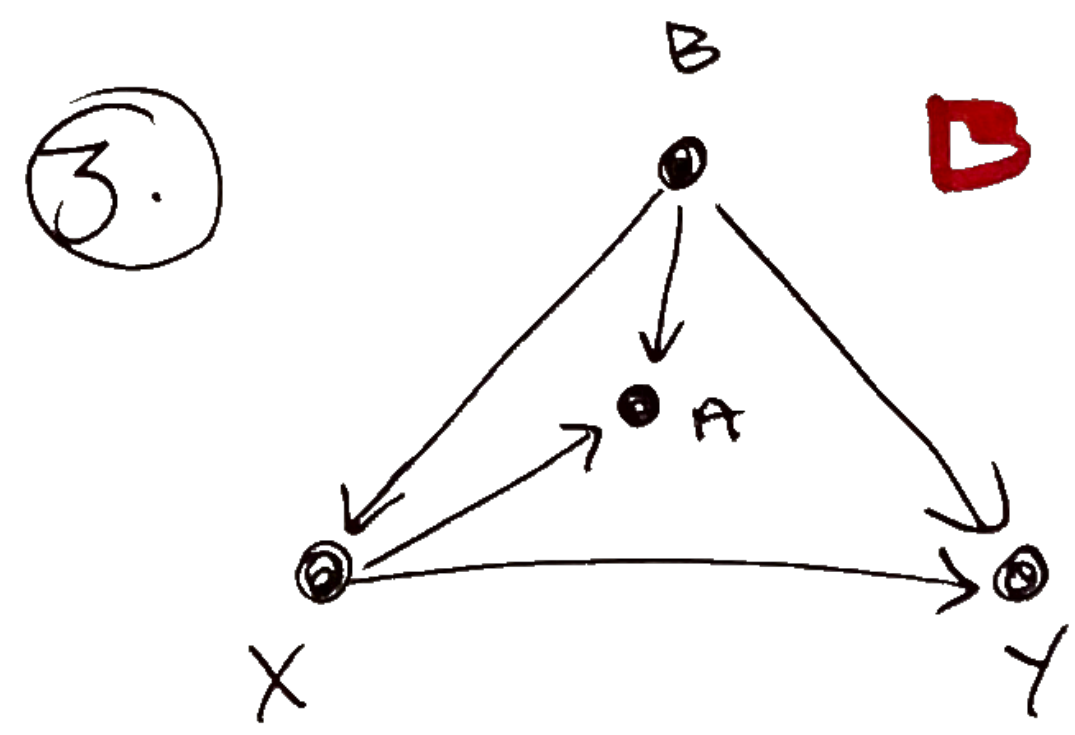




NONE

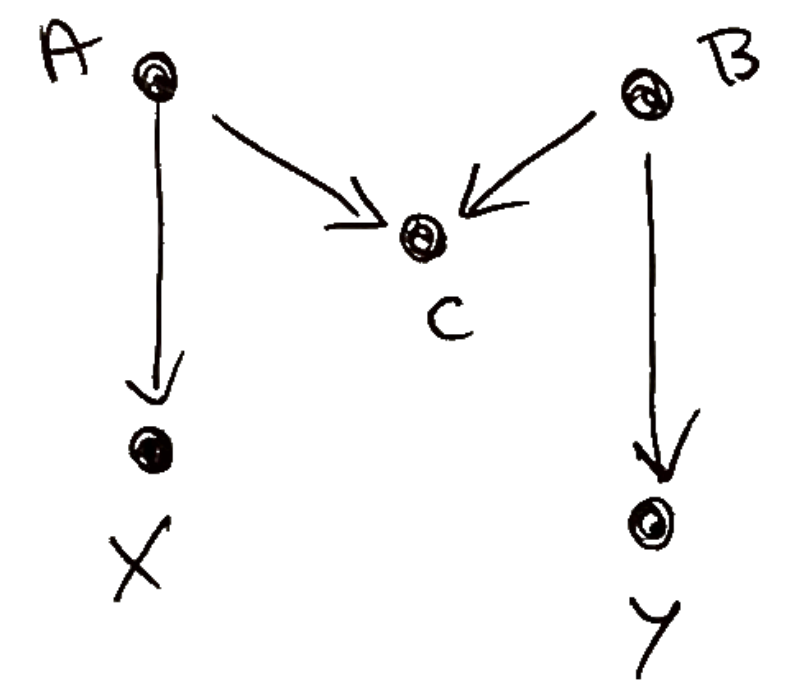


NONE



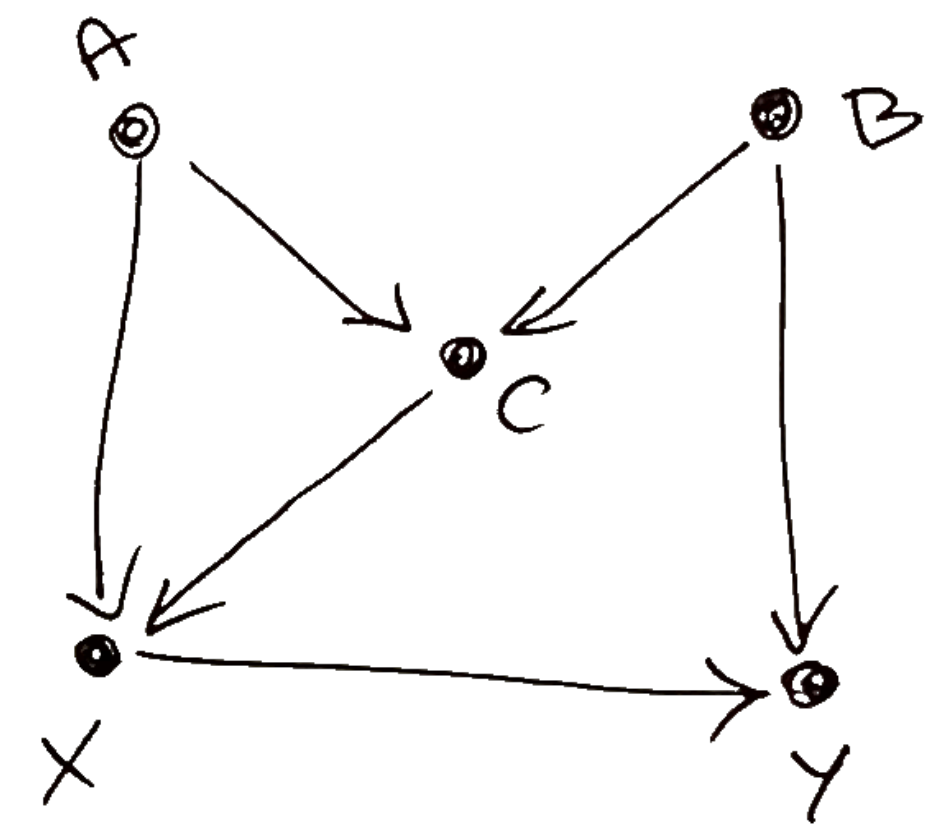
④

NONE



⑤

**B
- or -
C + A**



Go to dagitty.net, start the online browser mode. Input these DAGs and see that you get the adjustment sets you expect

Model code

```
dag {  
A [pos="-2.200,-1.520"]  
B [pos="1.400,-1.460"]  
D [outcome,pos="1.400,1.621"]  
E [exposure,pos="-  
2.200,1.597"]  
Z [pos="-0.300,-0.082"]  
A -> E  
A -> Z [pos="-0.791,-1.045"]  
B -> D  
B -> Z [pos="0.680,-0.496"]  
E -> D  
}
```

Save your DAG by copying this text. Can be pasted into the same box when you want to continue

Once you have a diagram, computers will help you do a lot of the analysis. Frees up time to think about the science

Adjustment in terms of regression models

Adjustment in terms of regression

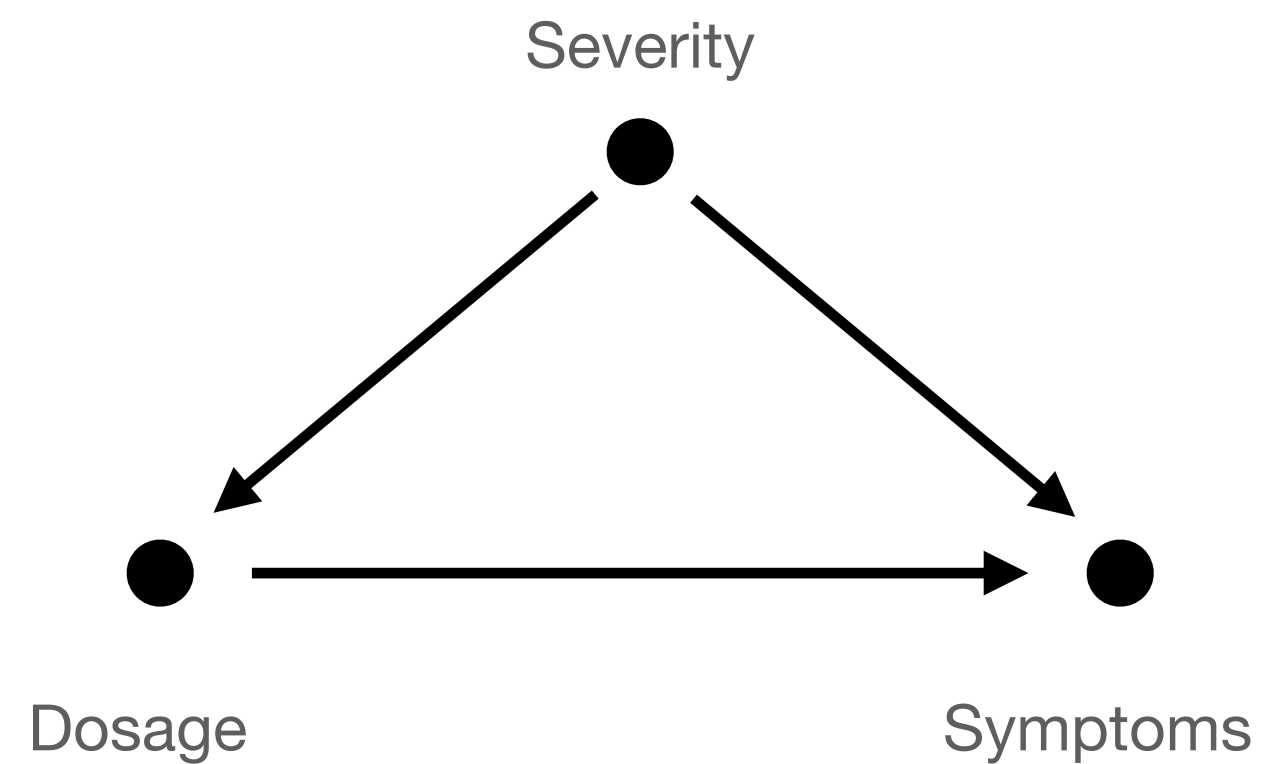
Broadly speaking: adjustment for Z to close back door paths is simply to add it as a predictor in the regression model

Big assumption: the mathematical form of the regression model is correct

Adjustment in terms of regression

Basic linear model (symptom is continuous: blood pressure maybe)

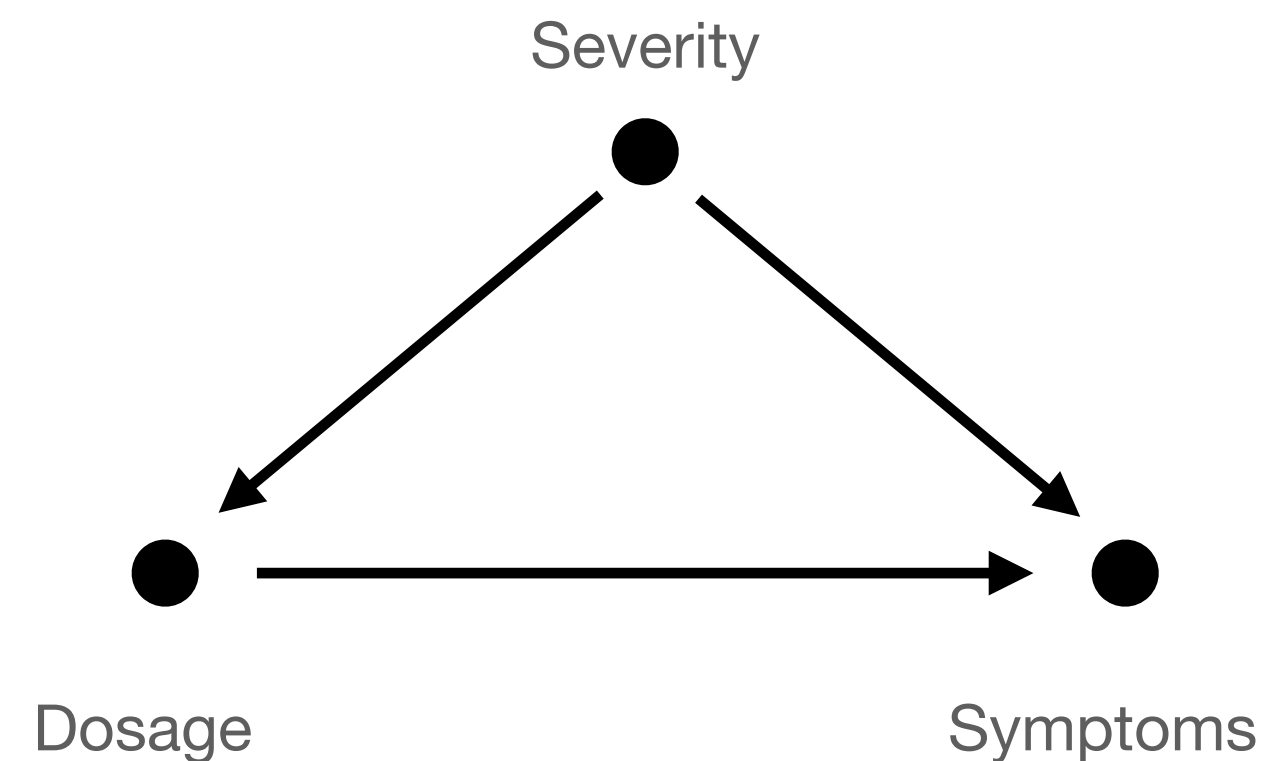
Enough to include the adjustment variable as a predictor:



Adjustment in terms of regression

Basic linear model (symptom is continuous: blood pressure maybe)

Enough to include the adjustment variable as a predictor:

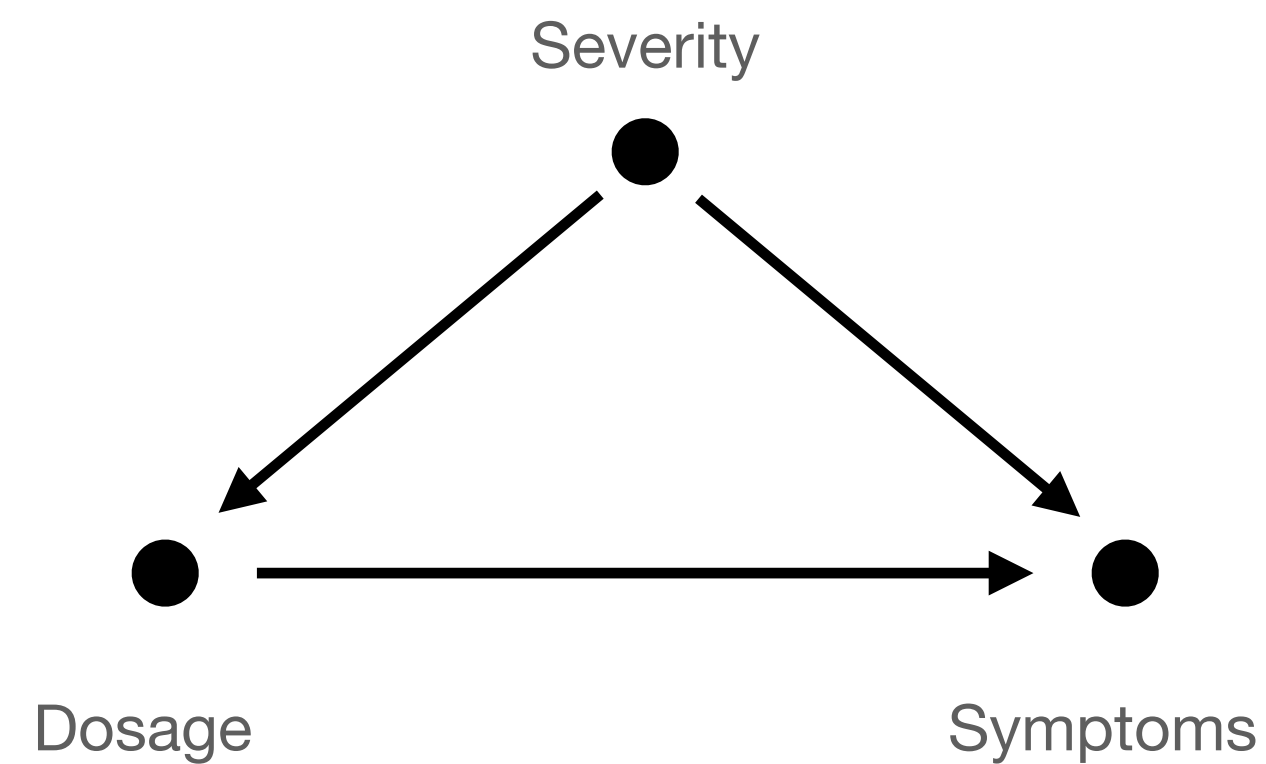


$$\text{symptom} = \beta_0 + \beta_1 \text{dosage} + \beta_2 \text{severity}$$

Adjustment in terms of regression

Basic linear model (symptom is continuous: blood pressure maybe)

Enough to include the adjustment variable as a predictor:



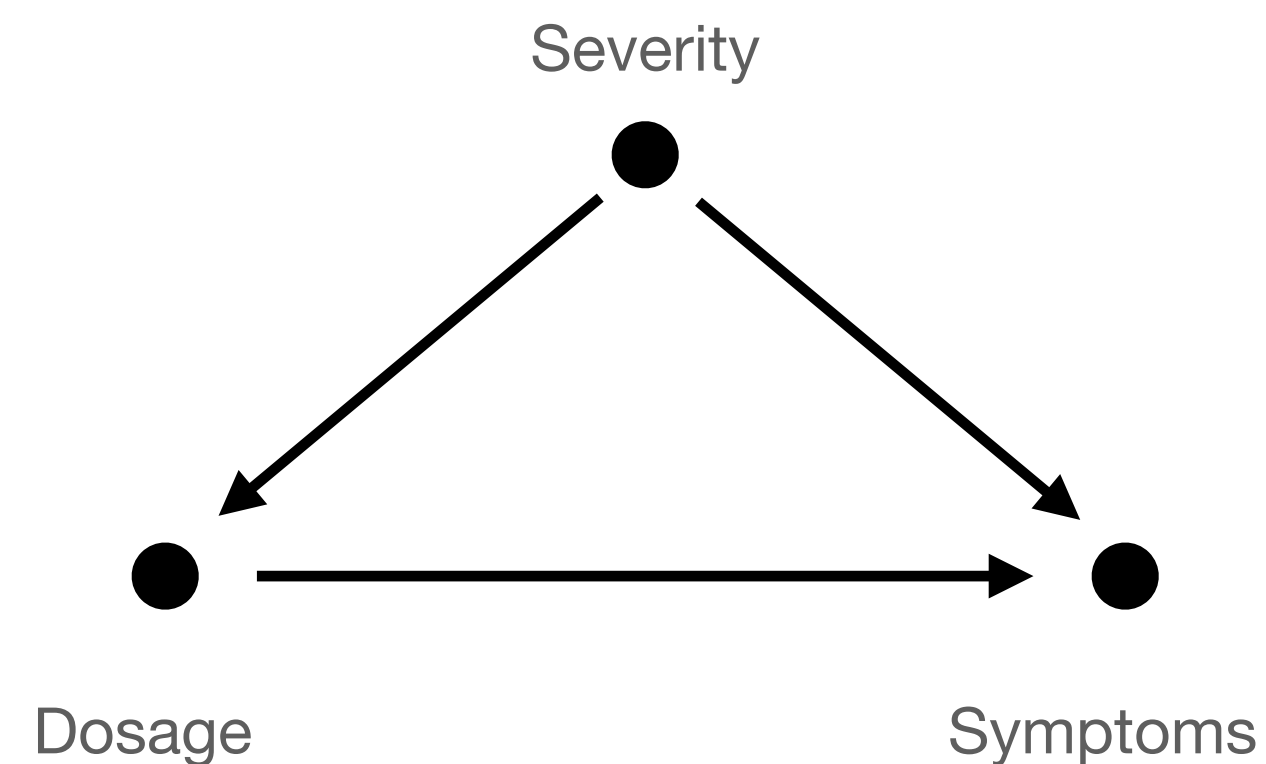
$$\text{symptom} = \beta_0 + \beta_1 \text{dosage} + \beta_2 \text{severity}$$

β_1 is an estimate of the causal effect of dosage on symptom

Adjustment in terms of regression

Basic linear model (symptom is continuous: blood pressure maybe)

Enough to include the adjustment variable as a predictor:



$$\text{symptom} = \beta_0 + \beta_1 \text{dosage} + \beta_2 \text{severity}$$

β_1 is an estimate of the causal effect of dosage on symptom

β_2 **does not** have a straight-forward interpretation: Simply there to “deconfound”

Adjustment in terms of regression

Average treatment effect

The β_1 of linear regression is an estimate of the **average treatment effect**:

$$\mathbb{E}[Y_1 - Y_0]$$

Adjustment in terms of regression

Average treatment effect

The β_1 of linear regression is an estimate of the **average treatment effect**:

$$\mathbb{E}[Y_1 - Y_0]$$

Which reads “average difference between giving someone the treatment and not giving them the treatment”

Adjustment in terms of regression

Logistic regression and similar (eg. binary outcome)

$$\log \frac{p}{1-p} = \beta_0 + \beta_1 x + \beta_2 z \qquad p = \frac{1}{1 + e^{-(\beta_0 + \beta_1 x + \beta_2 z)}}$$

Adjustment is still to add Z as predictor, BUT interpretation more tricky.

Adjustment in terms of regression

Logistic regression and similar (eg. binary outcome)

$$\log \frac{p}{1-p} = \beta_0 + \beta_1 x + \beta_2 z \qquad p = \frac{1}{1 + e^{-(\beta_0 + \beta_1 x + \beta_2 z)}}$$

Adjustment is still to add Z as predictor, BUT interpretation more tricky.

We know that e^{β_1} is an estimate of odds ratio, but it is not the “average causal” odds ratio. We say that the odds ratio is *noncollapsible*.

Adjustment in terms of regression

Logistic regression and similar (eg. binary outcome)

It's always possible to “stratify-and-average:”

Adjustment in terms of regression

Logistic regression and similar (eg. binary outcome)


It's always possible to “stratify-and-average:”

$$P(Y_x) = \sum_z P(Y \mid X = x, Z = z)P(Z = z)$$

Adjustment in terms of regression

Logistic regression and similar (eg. binary outcome)

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$$P(Y_x) = \sum_z P(Y \mid X = x, Z = z)P(Z = z)$$


i) Estimate effect in each stratum (ie. Condition on $Z = z$)

Adjustment in terms of regression

Logistic regression and similar (eg. binary outcome)

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$$P(Y_x) = \sum_z P(Y \mid X = x, Z = z) P(Z = z)$$

- i) Estimate effect in each stratum (ie. Condition on $Z = z$)
- ii) Weight by fraction of observations in stratum z

Adjustment in terms of regression

Logistic regression and similar (eg. binary outcome)

It's always possible to “stratify-and-average:”

$$P(Y_x) = \sum_z P(Y | X = x, Z = z)P(Z = z) = \mathbb{E}_Z P(Y | X = x, Z = z)$$

- i) Estimate effect in each stratum (ie. Condition on $Z = z$)
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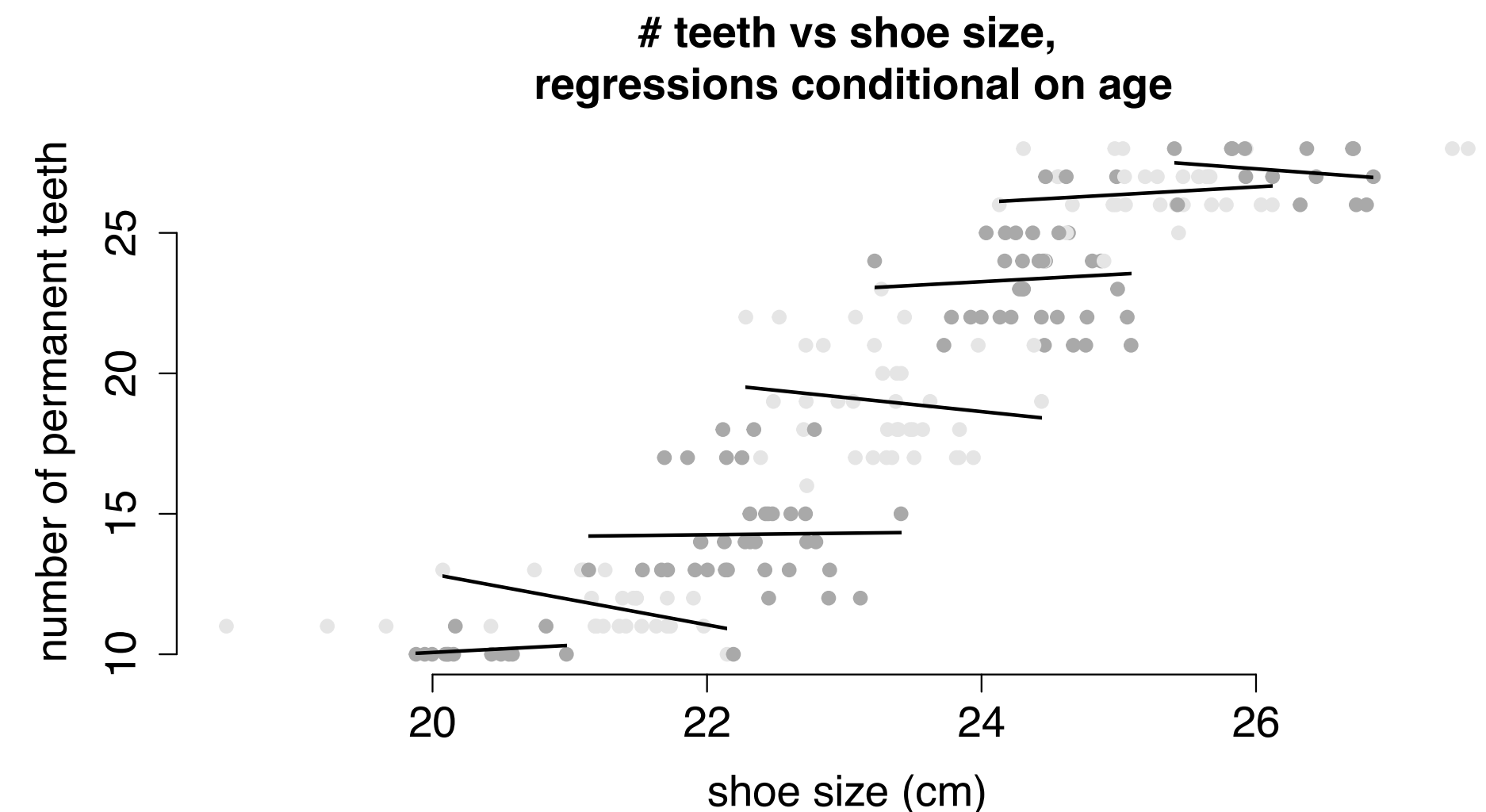
Adjustment in terms of regression

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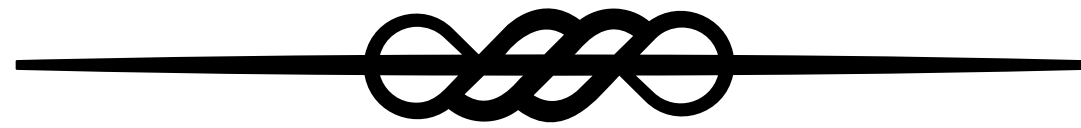
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> [Eur J Epidemiol.](#) 2016 Jun;31(6):563-74. doi: 10.1007/s10654-016-0157-3.
Epub 2016 May 14.

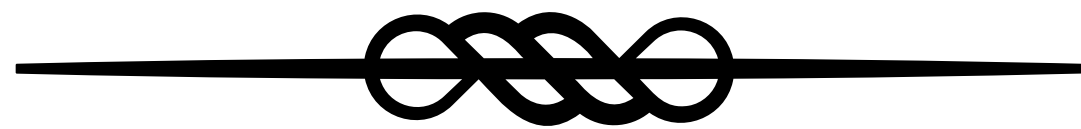
**Regression standardization with the R package
stdReg**

Arvid Sjölander ¹

Slightly annoying to do by
hand, but there is software

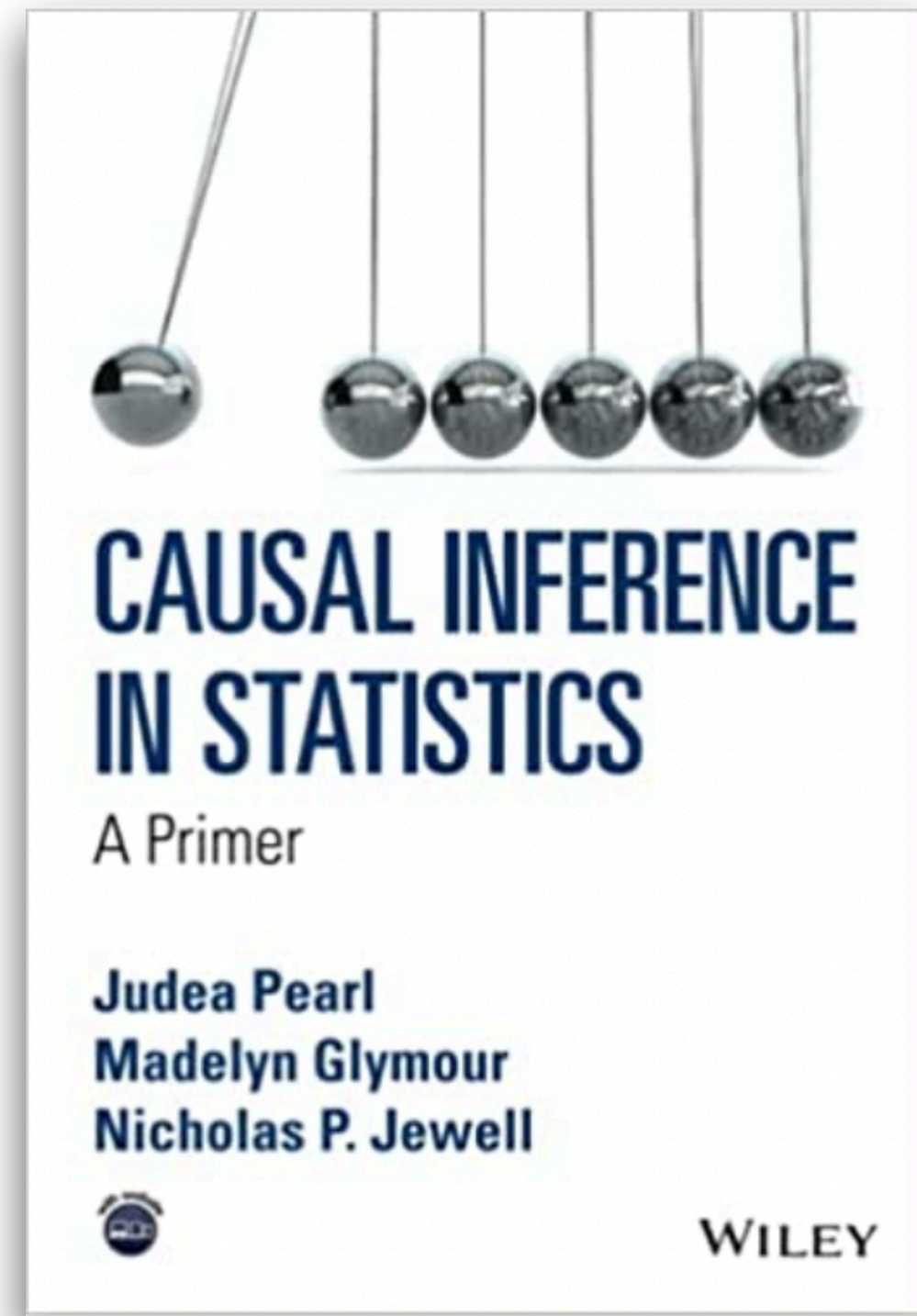
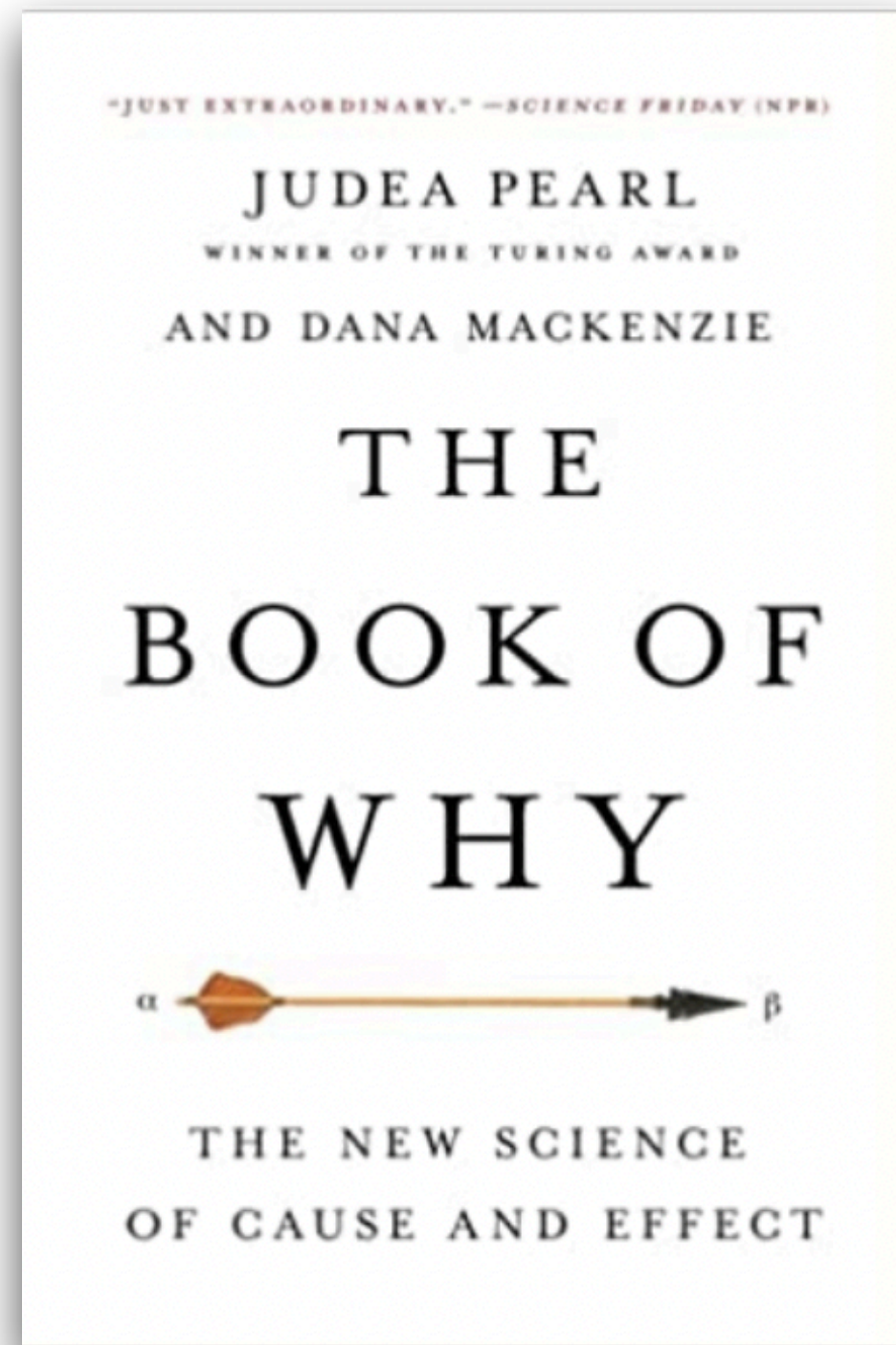


Last slides coming up!



The background of the image is a textured, brownish-tan surface, likely a cave wall, covered in various prehistoric drawings. In the upper portion, there are several dark, elongated human-like figures, some standing and some in motion. Below these, there are larger, more detailed drawings of animals, including what appears to be a large quadruped, possibly a bison or a horse, and several smaller animals. The drawings are rendered in dark pigments, possibly ochre or iron oxide, and are scattered across the surface, illustrating the concept of humans being skilled at visual representation but less so at abstract symbols like text and numbers.

**Humans are great at drawings,
terrible at text and numbers**



Thank you.