Package: EloSteepness (via r-universe)

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Title Bayesian Dominance Hierarchy Steepness via Elo Rating and David's Scores

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Description Obtain Bayesian posterior distributions of dominance hierarchy steepness (Neumann and Fischer (2023) <doi:10.1111/2041-210X.14021>). Steepness estimation is based on Bayesian implementations of either Elo-rating or David's scores.

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Contents

`EloSteepness-package` *The 'EloSteepness' package.*

Description

Dominance Hierarchy Steepness Via Elo Rating

`catch_warnings` *catch warnings alongside results without returning warning*

Description

helper function

Usage

```
catch_warnings(expr)
```

Arguments

`expr`	an R expression to evaluate

Value

a list where the first entry is the result of `expr` and the second provides information about warnings

Source

```
demo(error.catching)
```

Examples

```
log(3)
catch_warnings(log(3))

# produces warning
# log(-3)
# catch it
catch_warnings(log(-3))

# produces error
# log("x")
# catch it
catch_warnings(log("x"))
```

---

davids_steepness *David's scores and steepness with Bayesian flavor*

Description

David's scores and steepness with Bayesian flavor

Usage

```
davids_steepness(mat, silent = FALSE, ...)
```

Arguments

`mat`	square interaction matrix
`silent`	logical, suppress warnings (default is `FALSE`)
`...`	additional arguments for `sampling()`

Value

a list with results of the modelling fitting, containing the following list items:

`steepness` a one-column matrix with the posterior samples for steepness. Each row is one iteration.

`norm_ds` an matrix with posterior normalized David's scores for each individual. Each column is one individual. Each row is one iteration.

`ids` a character vector with individual ID codes as supplied in `mat`

`diagnostics` a list with information regarding sampling problems

`stanfit` the actual `stanfit` object

`mat` the input matrix

Examples

```
data(dommats, package = "EloRating")
res <- davids_steepness(dommats$elephants, refresh = 0)
plot_steepness(res)
```

---

elo_steepness_from_matrix

steepness based on Bayesian Elo-rating

Description

for interaction data with unknown sequence of observations

Usage

```
elo_steepness_from_matrix(
  mat,
  algo = c("fixed_sd", "original", "fixed_k"),
  n_rand = NULL,
  silent = FALSE,
  k = NULL,
  ...
)
```

Arguments

`mat`	square interaction matrix
`algo`	character, either `"fixed_sd"`, `"original"`, or `"fixed_k"`.This determines which algorithm to estimate Elo-ratings is used. Default is `"fixed_sd"`, which is a slight modification from Goffe et al's original code. `"fixed_k"` fixes the k parameter ('shift coefficient' in Goffe et al) to the set value rather than estimating it from the data.
`n_rand`	numeric, number of randomized sequences. Default is `NULL`, which uses a rule of thumb to determine the number (see below for more details).
`silent`	logical, suppress warnings (default is `FALSE`)
`k`	numeric, provides a fixed k parameter. This only has effects if `algo = "fixed_k"`. At its default `NULL` a value of 0.4 is used.
`...`	additional arguments for `sampling()`

Details

The number of randomizations is set in the following way, unless a specific number is provided. If there are more than 500 observed interactions, `n_rand = 5`. If there are less than 100 interactions, `n_rand = 50`. In the remaining cases, `n_rand = 20`.

If the function call produces warnings about divergent transitions, large Rhat values or low effective sample sizes, increase the number of iterations (via `iter=`) and/or adjust the sampling controls (e.g. via `control = list(adapt_delta = 0.9)`).

If the argument `seed =` is supplied, its value will be passed to `sampling()` to ensure reproducibility of the MCMC sampling, but the same seed will then also apply to the randomization of the interaction sequence order(s).

Value

a list with results of the modelling fitting, containing the following list items:

`steepness` a matrix with the posterior samples for steepness. Each column corresponds to one randomization (as set via `n_rand`). Each row is one iteration.

`cumwinprobs` an array with posterior cumulative winning probabilities for each individual.

`k` an array with posterior k values.

`ids` a character vector with individual ID codes as supplied in `mat`

`diagnostics` a list with information regarding sampling problems

`stanfit` the actual `stanfit` object

`mat` the input matrix

`algo` character, describing whether the original fitting algorithm was used (`"original"`) or the one with fixed SD of start ratings (`"fixed_sd"`)

`sequence_supplied` logical, were data supplied as matrix (`FALSE`) or as sequence via winner/loser vector (`TRUE`)

Examples

```
data(dommats, package = "EloRating")
# using small numbers for iterations etc to speed up running time
res <- elo_steepness_from_matrix(dommats$elephants, n_rand = 1, cores = 2,
                                 iter = 800, warmup = 300,
                                 refresh = 0, chains = 2, seed = 1)
plot_steepness(res)


# use the original underlying algorithm by Goffe et al 2018
# will warn about divergent iterations and low effective sample sizes
# but warnings can be caught/suppressed by setting silent = TRUE

res <- elo_steepness_from_matrix(dommats$elephants, n_rand = 1,
                                 algo = "original", silent = TRUE,
                                 iter = 1000, warmup = 500, refresh = 0)
res$diagnostics
```

```
# or the sampling can be tweaked to achieve better convergence:
# (this still might produce some divergent transitions on occasion)
# (and the number of iterations should be set higher)
res <- elo_steepness_from_matrix(dommats$elephants, n_rand = 1, chains = 2,
                                 algo = "original", silent = TRUE, seed = 1,
                                 iter = 1000, warmup = 500, refresh = 0,
                                 control = list(adapt_delta = 0.99))
res$diagnostics
```

`elo_steepness_from_sequence` *steepness based on Bayesian Elo-rating*

Description

for interaction data with known sequence of observations

Usage

```
elo_steepness_from_sequence(
  winner,
  loser,
  algo = c("fixed_sd", "original", "fixed_k"),
  silent = FALSE,
  k = NULL,
  ...
)
```

Arguments

`winner`	character (or factor) of winning individuals
`loser`	character (or factor) of losing individuals
`algo`	character, either `"fixed_sd"`, `"original"`, or `"fixed_k"`.This determines which algorithm to estimate Elo-ratings is used. Default is `"fixed_sd"`, which is a slight modification from Goffe et al's original code. `"fixed_k"` fixes the k parameter ('shift coefficient' in Goffe et al) to the set value rather than estimating it from the data.
`silent`	logical, suppress warnings (default is `FALSE`)
`k`	numeric, provides a fixed k parameter. This only has effects if `algo = "fixed_k"`. At its default `NULL` a value of 0.4 is used.
`...`	additional arguments for `sampling()`

Value

a list with results of the model fitting (see `elo_steepness_from_matrix`) for details

Examples

```
data(adv, package = "EloRating")
res <- elo_steepness_from_sequence(winner = adv$winner, loser = adv$loser,
                                   cores = 1, chains = 2, iter = 1000,
                                   warmup = 500, seed = 1, refresh = 0)
plot_steepness(res)
```

`generate_interaction_probs` *generate dyadic interaction probabilities for a group with fixed individual and dyadic biases*

Description

generate dyadic interaction probabilities for a group with fixed individual and dyadic biases

Usage

```
generate_interaction_probs(n_ind, id_bias = 0, rank_bias = 0)
```

Arguments

`n_ind`	numeric, number of individuals
`id_bias`	numeric, between 0 and 1. If 0 all individual are equally likely to interact. If 1, some individuals have higher propensities to interact
`rank_bias`	numeric, between 0 and 1. If 0 there is no relationship between rank distance and interaction propensity. If 1 there is a strong relationship: dyads closer in rank interact more often.

Value

a matrix

Examples

```
x <- generate_interaction_probs(n_ind = 10, id_bias = 0.2, rank_bias = 1)
rankdiff <- x[, 2] - x[, 1]
interactprob <- x[, "final"]
# closer in rank (smaller rank diff) = interaction more likely
plot(rankdiff, interactprob)

x <- generate_interaction_probs(n_ind = 10, id_bias = 0.2, rank_bias = 0)
rankdiff <- x[, 2] - x[, 1]
interactprob <- x[, "final"]
# approx. equal probs for all dyads regardless of rank diff
plot(rankdiff, interactprob)
```

```
x <- generate_interaction_probs(n_ind = 10, id_bias = 0, rank_bias = 0)
interactprob <- x[, "final"]
y <- sample(1:nrow(x), 1000, replace = TRUE, prob = interactprob)
y <- as.numeric(x[y, 1:2])
# approx. equal numbers of interactions per ID
sort(table(y))

# skewed interaction numbers
x <- generate_interaction_probs(n_ind = 10, id_bias = 1, rank_bias = 0)
interactprob <- x[, "final"]
y <- sample(1:nrow(x), 1000, replace = TRUE, prob = interactprob)
y <- as.numeric(x[y, 1:2])
sort(table(y))
```

`plot_matrix` *plot (rather than print) a matrix*

Description

a helper function

Usage

```
plot_matrix(mat, greyout = NULL, prunkcol = NULL, label_col = "black")
```

Arguments

`mat`	square matrix
`greyout`	numeric, the values to be grayed out
`prunkcol`	color value, which if set to some color will highlight unknown relationships with rectangles of that color.
`label_col`	color values for column and row labels

Value

a plot and an invisible list with coordinates and content of the matrix to be plotted

plot_scores *plot posteriors of individual scores*

Description

either summed winning probabilities or David's scores

Usage

```
plot_scores(
  x,
  adjustpar = 4,
  color = TRUE,
  subset_ids = NULL,
  include_others = TRUE
)
```

Arguments

x	result from elo_steepness_from_matrix, elo_steepness_from_sequence or davids_steepness
adjustpar	numeric, parameter for smoothing posterior of individual scores
color	logical, default is TRUE where individuals get color-coded. If FALSE: a gray scale is used. It is also possible to hand over a vector with colors, which then must correspond in length to the number of individuals.
subset_ids	character, plot only those individual codes. Default is NULL, i.e. all individuals are included in the plot.
include_others	logical, should other IDs (those *not* in subset_ids) be included as contours. Default is TRUE. This only has an effect if subset_ids is different from NULL,

Value

a plot

Examples

```
data(dommats, package = "EloRating")

res <- elo_steepness_from_matrix(dommats$elephants, n_rand = 1,
                                 silent = TRUE, refresh = 0,
                                 iter = 1000, warmup = 500)
plot_scores(res)

res <- davids_steepness(dommats$elephants, refresh = 0)
plot_scores(res)
plot_scores(res, color = FALSE)
plot_scores(res, adjustpar = 0.3)
```

plot_steepness *plot steepness density*

Description

plot steepness density

Usage

```
plot_steepness(x, adjustpar = 1.5, print_numbers = TRUE)
```

Arguments

x	result from elo_steepness_from_matrix, elo_steepness_from_sequence or davids_steepness
adjustpar	numeric, parameter for smoothing posterior of individual scores
print_numbers	logical, if TRUE (default) print numeric summaries into into the plot and omit them if FALSE

Value

a plot

Examples

```
data("dommats", package = "EloRating")
m <- dommats$elephants
res <- elo_steepness_from_matrix(m, n_rand = 3, refresh = 0, cores = 2,
                                 iter = 1000, warmup = 500)
plot_steepness(res)
```

plot_steepness_regression *plot steepness regression*

Description

visually combine individual scores with group-level steepness

Usage

```
plot_steepness_regression(
  x,
  adjust = 3,
  color = TRUE,
  width_fac = 0.1,
  axis_extend = 0.1
)
```

Arguments

x	result from elo_steepness_from_matrix, elo_steepness_from_sequence or davids_steepness
adjust	numeric, parameter for smoothing posterior of individual scores
color	logical, default is TRUE where individuals get color- coded. If FALSE: a gray scale is used. It is also possible to hand over a vector with colors, which then must be correspond in length to the number of individuals.
width_fac	numeric, relative width of posterior distributions. This is actually affects the 'height' but since the posteriors are rotated it visually represents width.
axis_extend	numeric, an extension factor to extend the horizontal axis to leave space for the posteriors. When set to 0 the axis stops at *n* (the number of individuals, which represents the lowest rank).

Value

a plot

Examples

```
data("bonobos", package = "EloRating")
res <- davids_steepness(bonobos, refresh = 0, iter = 1000)
plot_steepness_regression(res, width_fac = 0.5)
```

---

prep_data_for_rstan *prepare data for stan call*

Description

prepare data for stan call

Usage

```
prep_data_for_rstan(mat, n_rand = 1, silent = FALSE, for_elo_model = TRUE)
```

Arguments

mat	square interaction matrix
n_rand	numeric, number of randomizations
silent	logical, omit printing messages regarding non-fatal data issues. Default is FALSE, i.e. do print messages.
for_elo_model	logical, output ready for Elo steepness (default, TRUE). If FALSE, prep for David's score steepness.

Value

a list that is formatted so that it can be handed over to the respective Stan models

---

remove_dyads *remove interactions from matrix to increase sparseness*

Description

remove interactions from matrix to increase sparseness

Usage

```
remove_dyads(
  m,
  removal_mode = c("mix", "by_interaction", "by_dyad"),
  stop_at = 0.5,
  max_out = NULL
)
```

Arguments

m	input matrix
removal_mode	character, should interactions be removed interaction by interaction ("by_interaction"), or by removing one dyad entirely at a time ("by_dyad"). Default is "mix", i.e. a random mix between the two strategies.
stop_at	numeric, fraction of unknown relationships to be reached
max_out	numeric, the number of matrices to be returned maximally. This is useful if the input matrix is fairly large. If set, this will return the input matrix plus max_out randomly selected matrices from the remaining produced matrices. So in fact, the output comprises max_out + 1 matrices (subject to the stop_at specification).

Value

a list with two items. $summary is a data frame with an overview. matrices contains the actual interaction matrices with increasing proportion of unknown relationships.

Examples

```
data(bonobos)
res <- remove_dyads(bonobos)
res$summary
length(res$matrices)
lapply(res$matrices, prunk)

res <- remove_dyads(bonobos, max_out = 2)
# first plus two randomly selected = 3 matrices
length(res$matrices)
res$summary
```

`repeatability_steepness` *steepness via repeatability (cf aniDom package)*

Description

steepness via repeatability (cf aniDom package)

Usage

```
repeatability_steepness(mat, n_rand = 1000)
```

Arguments

`mat`	square interaction matrix
`n_rand`	numeric, number of randomized sequences (default is `1000`)

Value

a steepness value

References

Sanchez-Tojar et al 2018

Examples

```
data(bonobos, package = "EloRating")
repeatability_steepness(bonobos, n_rand = 20)
```

sampler_diagnostics *catch Stan sampling issues without throwing a warning*

Description

catch Stan sampling issues without throwing a warning

Usage

```
sampler_diagnostics(object)
```

Arguments

object	stanfit object

Value

a list regarding any sampling issues encountered during fitting

scores *numeric summaries of individual scores*

Description

either based on summed winning probabilities or David's scores

Usage

```
scores(x, quantiles = c(0.045, 0.955), elo_scores = FALSE)
```

Arguments

x	result from elo_steepness_from_matrix, elo_steepness_from_sequence or davids_steepness
quantiles	numeric, the quantiles to be returned
elo_scores	logical, with default FALSE. If TRUE Elo-ratings are returned, rather than the default summed winning probabilities. This argument has no consequences if x is the result of davids_steepness.

Value

a data.frame with one line per individual, providing summaries of posteriors for individual scores

Examples

```
data("bonobos", package = "EloRating")
res <- davids_steepness(bonobos, refresh = 0, cores = 2)
scores(res)

data("dommats", package = "EloRating")
m <- dommats$elephants
res <- elo_steepness_from_matrix(m, n_rand = 1, refresh = 0,
                                 iter = 1000, warmup = 500)
scores(res)
```

`simple_steep_gen` *generate dominance interactions with specified steepness*

Description

generate dominance interactions with specified steepness

Usage

```
simple_steep_gen(
  n_ind,
  n_int,
  steep,
  id_bias = 0,
  rank_bias = 0,
  sequential = TRUE
)
```

Arguments

`n_ind`	integer, the number of individuals
`n_int`	integer, the number of interactions
`steep`	numeric (between 0 and 1), the desired steepness value
`id_bias`	numeric, between 0 and 1. If 0 all individual are equally likely to interact. If 1, some individuals have higher propensities to interact.
`rank_bias`	numeric, between 0 and 1. If 0 there is no relationship between rank distance and interaction propensity. If 1 there is a strong relationship: dyads closer in rank interact more often.
`sequential`	logical, default is `TRUE`. See details.

Details

Initially (and this is still the default), the function generated interactions and their outcomes sequentially: first a dyad was chosen that interacted and then its winner was determined. This was repeated for as many interactions as set by `n_int=`.

The same results can be achieved much more efficiently by first setting the number of interactions per dyad and then looping through all dyads and then generate the interactions and their outcomes per dyad. This can be achieved by setting `sequential = FALSE`. In this latter case the 'sequence' of interactions reported in the results is just a randomized version of all interactions, whereas in the former case there is a 'natural sequence' (although it is meaningless because the sequence is irrelevant with respect to outcomes of individual interactions (the system is stable)).

Value

a list with the first item being the interactions in sequence form (`$sequence`). The second item (`$matrix`) is the square interaction matrix and the third item (`$settings`) is a list with input settings (including probabilities to interact for each dyad).

Examples

```
res <- simple_steep_gen(n_ind = 5, n_int = 30, steep = 0.99)
res$sequence
res$matrix


library(EloRating)
steeps <- runif(20, 0, 1)
nids <- sample(6:10, length(steeps), TRUE)
mats <- sapply(1:length(steeps), function(x) {
  simple_steep_gen(nids[x], nids[x] ^ 2.5, steeps[x], 0)[[2]]
 })
obs_steeps <- unlist(lapply(mats, function(x)steepness(x)[1]))
plot(steeps, obs_steeps, xlim = c(0, 1), ylim = c(0, 1))
abline(0, 1)
```

---

steepness_precis *numeric summary of steepness*

Description

numeric summary of steepness

Usage

```
steepness_precis(x, quantiles = c(0.055, 0.25, 0.75, 0.945))
```

Arguments

x	result from elo_steepness_from_matrix, elo_steepness_from_sequence or davids_steepness
quantiles	numeric, the quantiles to be returned

Value

a data.frame with one row providing a summary of the steepness posterior

Examples

```
data(dommats, package = "EloRating")

res <- elo_steepness_from_matrix(dommats$elephants, n_rand = 1, iter = 1000,
                                 silent = TRUE, refresh = 0)
steepness_precis(res)
```

---

summary.elo_steepness *summary*

Description

summary

Usage

```
## S3 method for class 'elo_steepness'
summary(object, ...)

## S3 method for class 'david_steepness'
summary(object, ...)
```

Arguments

object	result from elo_steepness_from_matrix, elo_steepness_from_sequence or davids_steepness
...	further arguments passed to or from other methods (ignored)

Value

Nothing returned. Called for side effects of textual output to console.

upward_steepness *proportion of interactions against the rank order*

Description

proportion of interactions against the rank order

Usage

```
upward_steepness(mat)
```

Arguments

mat	square interaction matrix

Value

numeric value of upward steepness

Examples

```
data(bonobos, package ="EloRating")
upward_steepness(bonobos)
```

Index