

Appendix. WinBUGS code for spatial model. Based on the lip cancer example in the GeoBUGS manual. Lines beginning with '#' are not executed by the program.

model {

Likelihood

```
for (i in 1 : N) {
  casos[i] <- casos03[i]+casos04[i]+casos05[i]+casos06[i]+
  casos07[i]
  casos[i] ~ dpois(mu[i])
  mu[i] <- rate[i]*pop[i]^5

  PopDen[i] <- pop[i]/AreaKm2[i]
  PopDenNorm[i] <- PopDen[i]-mean(PopDen[])

  # those variables not in the model have regression
  # coefficients equal to zero
  log(rate[i]) <- alpha0 + (0 * MalePropNorm[i]) +
  (bTemp * TempNorm[i]) + (bTemp2 * TempNorm[i]^*
  TempNorm[i]) + b[i] + (0*PptNorm[i]) + (0*Temq
  Norm[i]) + (0*PptWetNorm[i]) + (0*PptDryNorm[i]) +
  (0*TemWetNorm[i]) + (0*TemDryNorm[i]) + (0*Alt
  Norm[i]) + (0*CultNorm07[i]) + (0*GrassNorm07[i]) +
  (bForShr*ForShrNorm07[i]) + (bPopDen*PopDen
  Norm[i])

  # trivial inclusion of remaining layers, to avoid an error
  # when loading the data
  nullvars[i] <- (0*BIO02Norm[i]) + (0*BIO03Norm[i]) +
  (0*BIO04Norm[i]) + (0*BIO05Norm[i]) + (0*BIO06
  Norm[i]) + (0*BIO07Norm[i]) + (0*BIO11Norm[i]) +
  (0*BIO13Norm[i]) + (0*BIO14Norm[i]) + (0*BIO15
  Norm[i]) + (0*BIO18Norm[i]) + (0*BIO19Norm[i])

  rawRate03[i] <- casos03[i]/pop[i]
  rawRate04[i] <- casos04[i]/pop[i]
  rawRate05[i] <- casos05[i]/pop[i]
  rawRate06[i] <- casos06[i]/pop[i]
  rawRate07[i] <- casos07[i]/pop[i]
  # to plot the above in Map Tool, choose 3 cut points at
  0.0000001, 0.2 and 0.4
  rawRate[i] <- casos[i]/(pop[i]^5)
}
```

CAR prior distribution for random effects:

```
b[1:N] ~ car.normal(adj[], weights[], num[], tau)
for(k in 1:sumNumNeigh) {
  weights[k] <- 1
}
```

temperature for peak incidence. Need to add back the
mean to undo normalization
TempPeak<-(bTemp/(2*bTemp2))+223.6287

Other priors:

```
alpha0 ~ dflat()
# alpha0 ~ dnorm(0.0, 1.0E-5)
# following is original prior on precision
tau ~ dgamma(0.5, 0.0005)
# following is alternative
# tau ~ dgamma(0.01, 0.01)
sigma <- sqrt(1 / tau)    # standard deviation
```

bMale ~ dnorm(0.0, 1.0E-5)

bTemp<-0

bTemp2<-0

bTemp ~ dnorm(0.0, 1.0E-5)

bTemp2 ~ dnorm(0.0, 1.0E-5)

bAlt ~ dnorm(0.0, 1.0E-5)

bAlt2 ~ dnorm(0.0, 1.0E-5)

bCult ~ dnorm(0.0, 1.0E-5)

bForShr ~ dnorm(0.0, 1.0E-5)

bGrass ~ dnorm(0.0, 1.0E-5)

bShrub ~ dnorm(0.0, 1.0E-5)

bTemq ~ dnorm(0.0, 1.0E-5)

bTemq2 ~ dnorm(0.0, 1.0E-5)

bPpt ~ dnorm(0.0, 1.0E-5)

bPptTemp ~ dnorm(0.0, 1.0E-5)

bPopDen ~ dnorm(0.0, 1.0E-5)

bPopWood ~ dnorm(0.0, 1.0E-5)

}