

this experimental  
time: design  
next  
time: probability

read: JJ book A AMS7  
16 Oct 18  
ch. 7-8 LN pp. 95-118 ①  
today: LN pp. 69+

hwk 1 due by 11.59 pm tonenow (Wed 17 Oct 18)

at canvas hwk 2 due Sun 28 Oct  
(please start now)

outcome (Y): cortex weight (mg)

treatment (X):  $\left\{ \begin{array}{l} \textcircled{T} \text{ enriched} \\ \text{---} \leftarrow \text{treatment} \end{array} \right.$

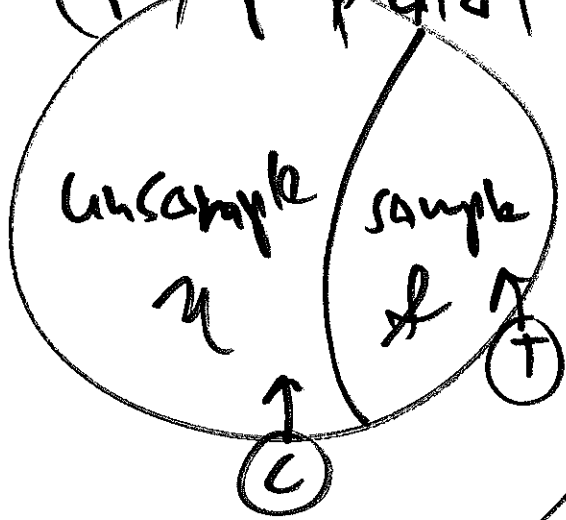
subjects:  $\left\{ \begin{array}{l} \textcircled{C} \text{ deprived} \\ \text{---} \leftarrow \text{control} \end{array} \right.$

goal (R.A. Fisher)  $\approx +920$

try to make  $\textcircled{T}$ ,  $\textcircled{C}$  groups as  
similar as possible, in all relevant

ways, except for  $\textcircled{T}/\textcircled{C}$   
distinction

(P) Population (Neyman) (≈ 1920) ②



simplest solution

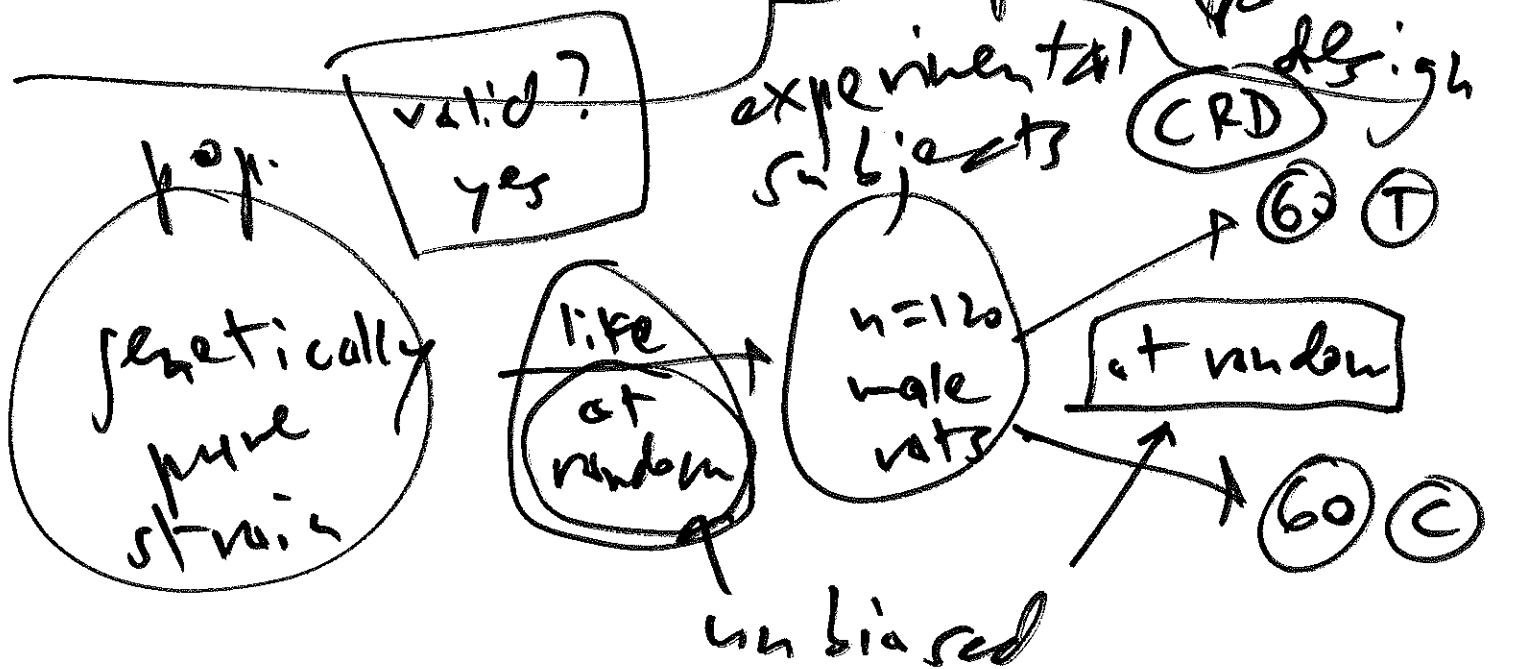
assign rats to T, C at random

R-36

Design 1

Get 120 male in a like-random fashion

rats from genetically pure strains, assign 60 at random to T & the other 60 to C



design 1 data set (C)

(3)

cortex weight (mg)  
689  
702  
|  
 $n_1 = 60$

cortex weight (mg)  
655  
693  
|  
 $n_2 = 60$

mean  $\bar{y}_1 = 683$  mg  
SD  $s_1 = 32$  mg

mean  $\bar{y}_2 = 647$  mg  
SD  $s_2 = 30$  mg

Q1 Is 683 mg different from 647 mg by an amount that's large in practically significant (practical) (biological) terms?

yes → A. First, 683 is

$683 - 647 = 36$  mg heavier

$(\bar{y}_1 - \bar{y}_2)$  (absolute comparison)

Second,  $\frac{683 \text{ mg} - 647 \text{ mg}}{647 \text{ mg}} = \frac{+36}{647}$  ④

(relative comparison)

The mean cortex wt. in  $\textcircled{T}$  was 5.6% larger than mean cortex wt. in  $\textcircled{C}$

$\left( \frac{\bar{y}_1 - \bar{y}_2}{\bar{y}_2} \right) \uparrow$

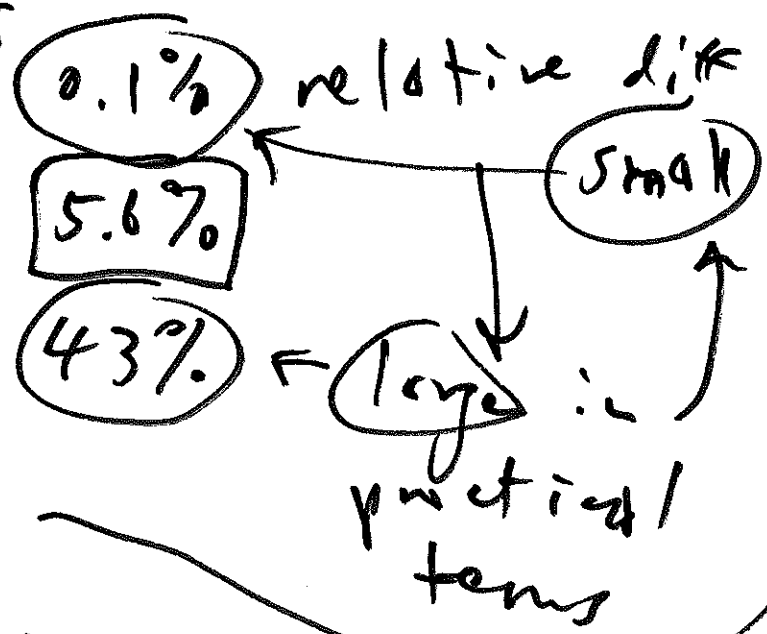
$$\frac{647 \text{ mg} - 683 \text{ mg}}{683 \text{ mg}} = \frac{-36}{683} = -5.3\%$$

The mean cortex wt. in  $\textcircled{C}$  was 5.3% smaller than mean cortex wt. in  $\textcircled{T}$

5.6% increase in cortex wt  $\rightarrow$

$(5.6^2)\%$  increase in synapses = 31%

3 is  $\frac{3-2}{2} = 50\%$  bigger than 2, but 2 is only  $\frac{2-3}{3} = 33\%$  smaller than 3



heuristic (approximate) rule: (1) differences of 5% or more are often large relative

in practical terms (2) smaller differences than 5% can also be practical, especially if they accumulate over time

a change of 1% per year sounds small, but over (say) a 10-year period it's big

Q: In design, is it fair to conclude that the diff. (5.6%) was caused by

(+) vs. (C) environment?

Q: Is design 1 unbiased? ①

Def A data-gathering method is unbiased if, when repeated hypothetically & the results averaged, you get the right answer

Def Bias: a systematic tendency to get the wrong answer, either on high or low side

Def: A design is valid for its causal conclusions if it's unbiased

completely randomized designs (CRD) = randomized controlled trial (RCT) (medicine)

$Y$  (outcome) (cortex weight) (12.41)

$X$  (treatment: supposedly causal factor) (ScF)  
    ⊆ (T) enriched environment  
    ⊆ (C) deprived

⊆ (potential confounding) (PCF) : genetics  
    ↑  
    the enemy ← bias

Def:  $Z_1$  is a PCF if

- it's plausible that  $Z_1, Y$  are associated
- $Z_1, X$  are assoc.

Def. Two variables  $U$  &  $V$  <sup>(8)</sup>  
are associated if, when one  
goes up, the other tends to  
go up (or down) on average

← positive  
association

← negative  
association

how defeat

bias from PCTs

2 ways

① at design time

(A) (simple but less accurate) <sup>randomize</sup> to  $\oplus, \ominus$   
valid

(B) (<sup>more</sup> complicated but more accurate) matched pairs

② at analysis time



strong way to defeat a PCF: ⑧

hold it constant

Design ②:

choose 60 litters

like-at-random

2 brothers from each litter

1 T

1 C

at random

(litter) pair ENV. dep. ⑧

1	683	667
2	.	.
.	.	.
1	.	.
.	.	.
60	703	690

2 brothers from same litter

matched pairs design

special case of rand. blocks (block size 2)

enriched ④

normal

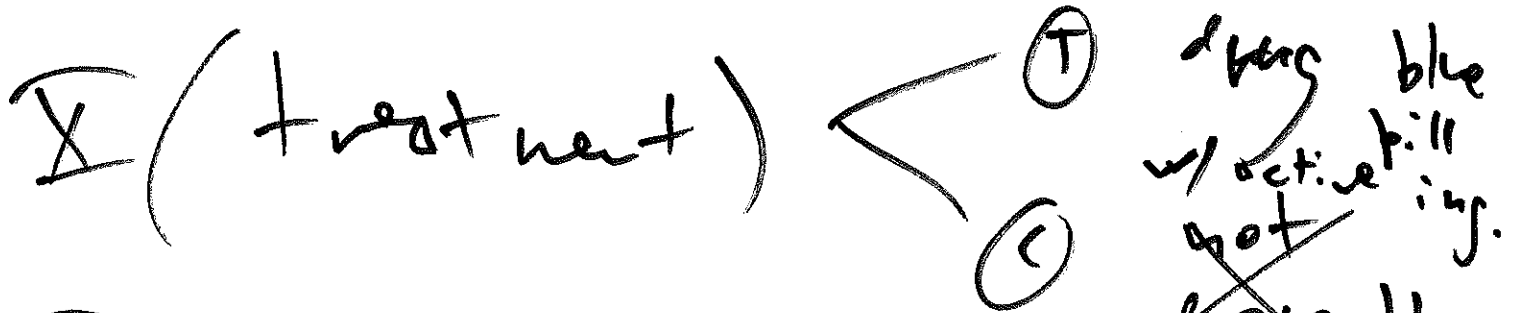
deprived

block ① ②

randomized blocks design

insomnia (L - (SS))

I (outcome) : # hrs. sleep



T blue pill

C nothing

all subj. know which group they're in

placebo effect:

people sometimes respond to the idea of

treatment rather than treatment itself

placebo: inert substance,  
looks just like treatment  
intervention

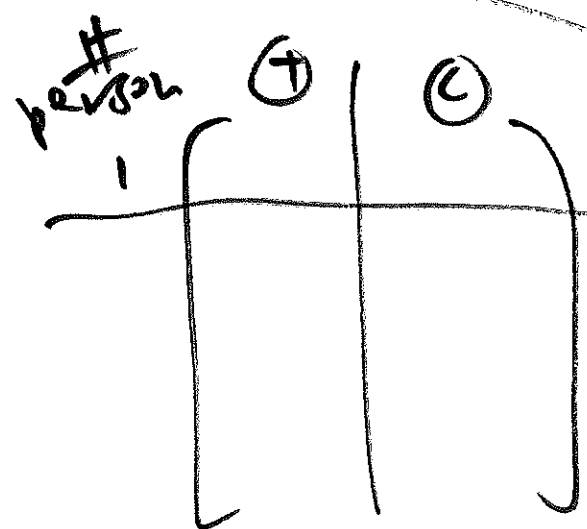
subjects don't know  
if they're in (+), (-):

blinding subjects to (+)/(-)  
status  
(good precaution)

also possible

(A good) to blind experimenters

to (+)/(-) status: double-blind  
if both



← some people  
in long  
j. v. v.  
holds  
all R.T. constant

repeated - measures (longitudinal) <sup>(12)</sup>

design

