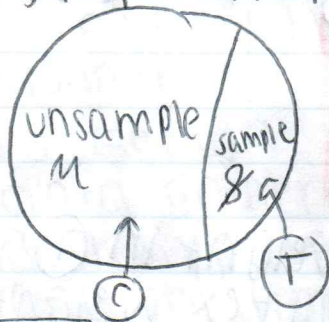


Lecture #6: Experimental Design

- Outcome (\bar{Y}): cortex weight in mg
- Treatment (\bar{X}): $\left\{ \begin{array}{l} \textcircled{T} \text{ enriched} = \text{treatment} \\ \textcircled{C} \text{ deprived} = \text{control} \end{array} \right.$
- subjects: rats (male)
- Goal (R. A. Fisher ≈ 1920): try to make \textcircled{T} , \textcircled{C} groups as similar as possible in all relevant ways except for $\textcircled{T}/\textcircled{C}$ distinction

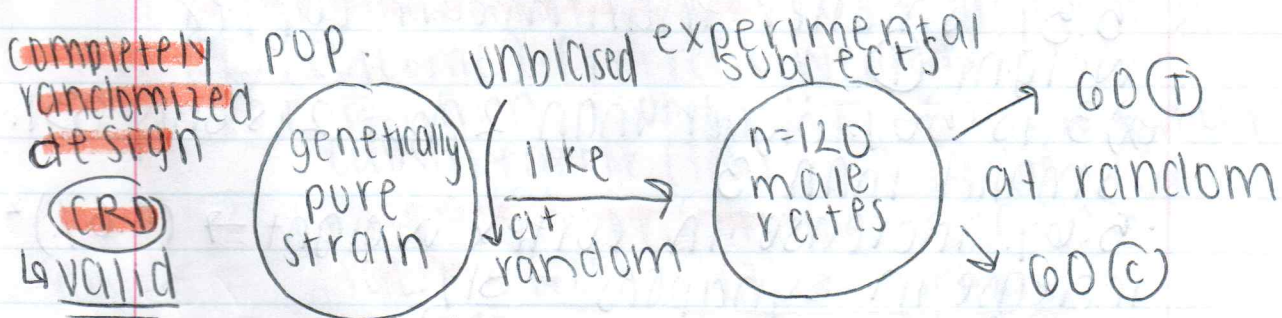
(P) population (Neyman ≈ 1920)



- simplest solution: assign rats to \textcircled{T} , \textcircled{C} at random

R-36 \Rightarrow flowchart for classifying experimental design (for HW 2 and midterm)

- Design 1 - get 120 male rats from genetically pure strain, assign 60 at random to \textcircled{T} and other 60 to \textcircled{C} .



Design 1 data set:

cortex weight (\textcircled{T}) (mg)

689
702

$n_1 = 60$
mean $\bar{y}_1 = 683 \text{ mg}$
SD $s_1 = 32 \text{ mg}$

cortex weight (\textcircled{C}) (mg)

655
693

$n_2 = 60$
mean $\bar{y}_2 = 647 \text{ mg}$
SD $s_2 = 30 \text{ mg}$

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

A1) First, 683 is $683 - 647 = 36$ mg heavier. $(\bar{y}_1 - \bar{y}_2) = \text{absolute comparison}$

Second, $\frac{683 \text{ mg} - 647 \text{ mg}}{647 \text{ mg}} = \frac{+36}{647} = 5.6\%$

relative comparison

$$\frac{\bar{y}_1 - \bar{y}_2}{\bar{y}_2}$$

The mean cortex weight in (T) was 5.6% larger than mean cortex weight in (C).

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

(relative to # in treatment group)

The mean cortex weight in (C) was 5.3% smaller than mean cortex weight (T).

ex) 3 is 50% bigger than 2, but 2 is only 33% smaller than 3

• 5.6% increase in cortex weight $\rightarrow (5.6\%)^2$ increase in synapses = 31%

A1) Yes! (bc of synapses)

• 0.1% relative diff. \rightarrow small in practical terms

15.6%

43%

\rightarrow large in practical terms

• **Heuristic (approximate) rule:** ^{relative} differences of 5% or more, are often large in practical terms, smaller relative differences than 5% can also be practical sig, especially if they accumulate over time

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

Q) In design 1 is it fair to conclude that the diff (5.0%) was caused by (T) vs (C) environment?

Q) Is design 1 **unbiased**?

• A data gathering method is **unbiased** if, when repeated hypothetically and the results averaged, you get the right answer

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

• A design is **valid** for causal conclusions if it's unbiased

• Completely randomized design = **randomized controlled trial (RCT)** - used in medicine

(I) (outcome) (correct weight)

X (treatment: supposedly causal factor (SCF)) ← (T) enriched environment
(C) deprived

Z (**potential confounding**: genetics)

← **factor (PCF)** (The enemy)

• Z is a PCF if 2 similar variables TI and T are associated if, when 1 ↑ other tends to ↑ or ↓ on average

↑ positive association ↓ negative association

confusing ←

• Z is PCF if:

- its plausible that Z, \bar{Y} are associated
- its plausible that Z, \bar{X} are associated

• How to defeat bias from PCFS - 2 ways:

① At design time

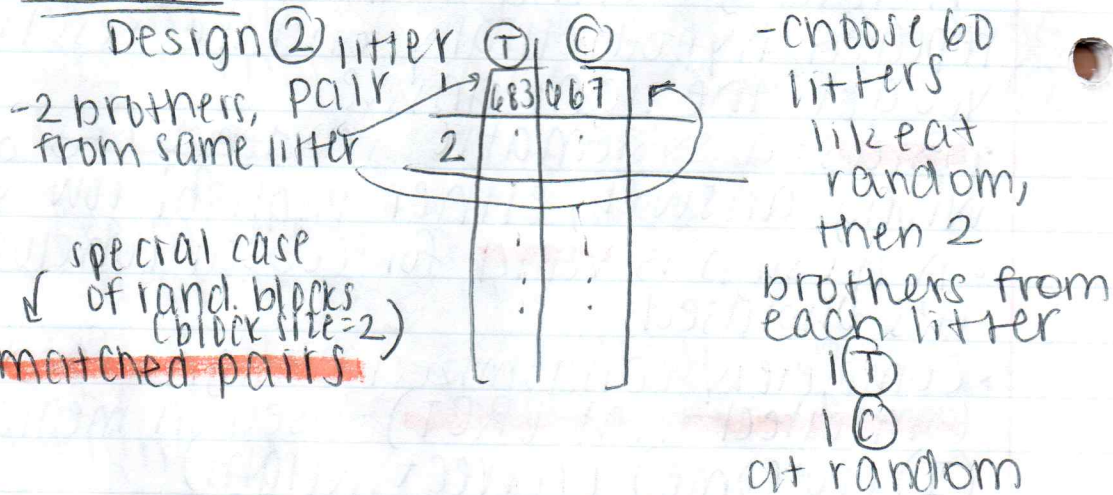
(A) simple, but less accurate - randomize to

(B) more complicated, but more accurate - matched pairs

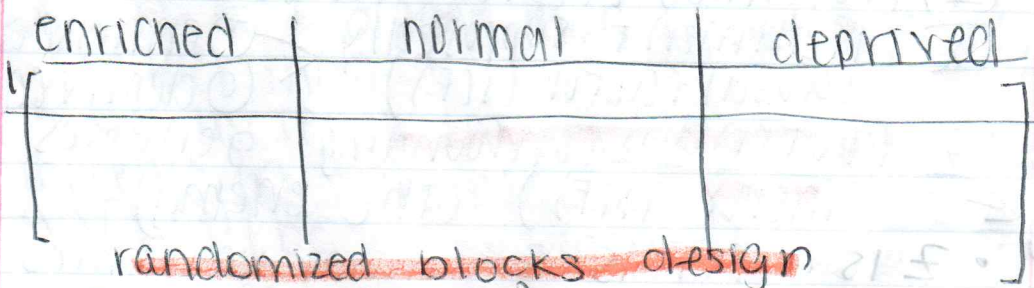
② At analysis time

valid
valid

• Strong way to defeat a PCF: hold it constant.



block



• Insomnia (L-88)

\bar{Y} (outcome): # hrs. sleep

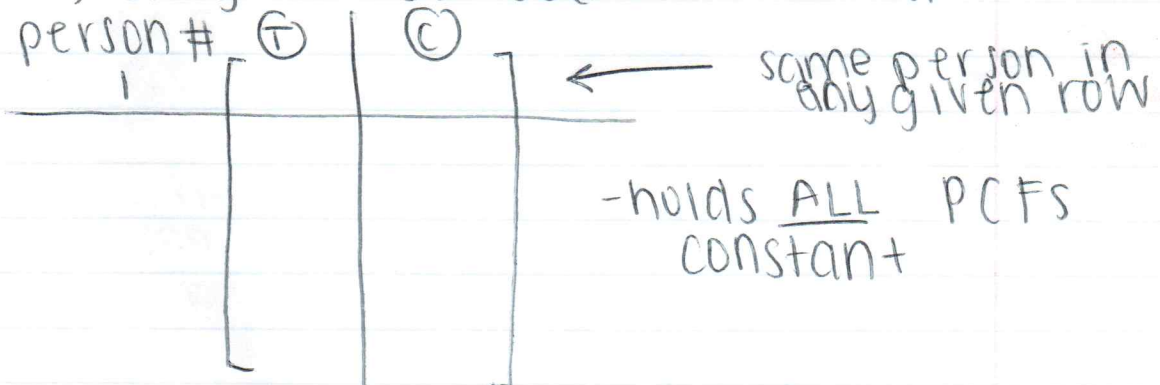
\bar{X} (treatment)

(T) drug - blue pill active ingredient

(C) ~~no drug~~ - blue pill inactive ingredient

⊕ blue pill
⊙ nothing ← all subjects 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 in ⊕ or ⊙ - blinding subjects to ⊕/⊙ status (good precaution)
- Also possible and good to blind experimenters to ⊕/⊙ status: **double-blind** if both ex) drugs to combat insomnia



- **Repeated Measures Design** (**longitudinal design**)

follow → time
same person along in time

- **Cross-sectional** - opposite longitudinal, diff subjects at 1 point in time