

ANOVA with multiple factors/variables

Jeffrey Leek, Assistant Professor of Biostatistics Johns Hopkins Bloomberg School of Public Health

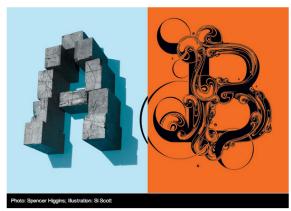
Key ideas

- · Outcome is still quantitative
- You have multiple explanatory variables
- · Goal is to identify contributions of different variables

A successful example







"For the button, an A/B test of three new word choices—"Learn More," "Join Us Now," and "Sign Up Now"—revealed that "Learn More" garnered 18.6 percent more signups per visitor than the default of "Sign Up." Similarly, a black-and-white photo of the Obama family outperformed the default turquoise image by 13.1 percent. Using both the family image and "Learn More," signups increased by a thundering 40 percent."

http://www.wired.com/business/2012/04/ff_abtesting/

Movie Data

1 2 Fast 2 Furious 48.9 PG-13 action/adventure 127.15 107 2 28 Days Later 78.2 R horror 45.06 113 3 A Guy Thing 39.5 PG-13 rom comedy 15.54 101 4 A Man Apart 42.9 R action/adventure 26.25 110 5 A Mighty Wind 79.9 PG-13 comedy 17.78 91 6 Agent Cody Banks 57.9 PG action/adventure 47.81 102		X	score	rating	genre	box.office	running.time
3 A Guy Thing 39.5 PG-13 rom comedy 15.54 101 4 A Man Apart 42.9 R action/adventure 26.25 110 5 A Mighty Wind 79.9 PG-13 comedy 17.78 91	1 2 Fast	2 Furious	48.9	PG-13	action/adventure	127.15	107
4 A Man Apart 42.9 R action/adventure 26.25 110 5 A Mighty Wind 79.9 PG-13 comedy 17.78 91	2 28 1	ays Later	78.2	R	horror	45.06	113
5 A Mighty Wind 79.9 PG-13 comedy 17.78 91	3 A	Guy Thing	39.5	PG-13	rom comedy	15.54	101
	4 A	Man Apart	42.9	R	action/adventure	26.25	110
6 Agent Cody Banks 57.9 PG action/adventure 47.81 102	5 A Mi	ghty Wind	79.9	PG-13	comedy	17.78	91
	6 Agent 0	ody Banks	57.9	PG	action/adventure	47.81	102

http://www.rossmanchance.com/

Relating score to rating

$$S_i = b_0 + b_1 \mathbb{1}(Ra_i = PG') + b_2 \mathbb{1}(Ra_i = PG - 13') + b_3 \mathbb{1}(Ra_i = R') + e_i$$

The notation $\mathbb{I}(Ra_i = PG)$ is a logical value that is one if the movie rating is PG and zero otherwise.

Average values

 b_0 = average of the G movies

 $b_0 + b_1$ = average of the PG movies

 $b_0 + b_2$ = average of the PG-13 movies

 $b_0 + b_3$ = average of the R movies

ANOVA in R

```
aovObject <- aov(movies$score ~ movies$rating)
aovObject</pre>
```

ANOVA in R

aovObject\$coeff

(Intercept) movies\$ratingPG movies\$ratingPG-13 movies\$ratingR

67.65 -12.59 -11.81 -12.02

Adding a second factor

$$S_i = b_0 + b_1 \mathbb{1}(Ra_i = PG') + b_2 \mathbb{1}(Ra_i = PG - 13') + b_3 \mathbb{1}(Ra_i = R') + \gamma_1 \mathbb{1}(G_i = action') + \gamma_2 \mathbb{1}(G_i = animated') + \dots + e_i$$

The notation $\mathbb{I}(Ra_i = PG')$ is a logical value that is one if the movie rating is PG' and zero otherwise.

Adding a second factor

$$S_{i} = b_{0} + \underbrace{b_{1}\mathbb{1}(Ra_{i} = "PG") + b_{2}\mathbb{1}(Ra_{i} = "PG - 13") + b_{3}\mathbb{1}(Ra_{i} = "R")}_{rating} + \gamma_{1}\underbrace{\mathbb{1}(G_{i} = "action") + \gamma_{2}\mathbb{1}(G_{i} = "animated") + \dots}_{genre} + e_{i}$$

There are only 2 variables in this model. They have multiple levels.

Second variable

```
aovObject2 <- aov(movies$score ~ movies$rating + movies$genre)
aovObject2</pre>
```

```
Call:
    aov(formula = movies$score ~ movies$rating + movies$genre)

Terms:
    movies$rating movies$genre Residuals

Sum of Squares 570 3935 24214

Deg. of Freedom 3 12 124

Residual standard error: 13.97

Estimated effects may be unbalanced
```

ANOVA Summary

summary(aovObject2)

```
Df Sum Sq Mean Sq F value Pr(>F)
movies$rating  3  570  190  0.97  0.408
movies$genre  12  3935  328  1.68  0.079 .

Residuals  124  24214  195
---
Signif. codes:  0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
```

Order matters

```
aovObject3 <- aov(movies$score ~ movies$genre + movies$rating)
summary(aovObject2)</pre>
```

```
Df Sum Sq Mean Sq F value Pr(>F)
movies$rating 3 570 190 0.97 0.408
movies$genre 12 3935 328 1.68 0.079 .
Residuals 124 24214 195
---
Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
```

Order matters

```
aovObject3 <- aov(movies$score ~ movies$genre + movies$rating)
summary(aovObject3)</pre>
```

```
Df Sum Sq Mean Sq F value Pr(>F)

movies$genre 12 4222 352 1.80 0.055.

movies$rating 3 284 95 0.48 0.694

Residuals 124 24214 195

---

Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
```

Adding a quantitative variable

$$S_{i} = b_{0} + \underbrace{b_{1}\mathbb{1}(Ra_{i} = "PG") + b_{2}\mathbb{1}(Ra_{i} = "PG - 13") + b_{3}\mathbb{1}(Ra_{i} = "R")}_{rating} + \gamma_{1}\underbrace{\mathbb{1}(G_{i} = "action") + \gamma_{2}\mathbb{1}(G_{i} = "animated") + \dots}_{genre} + \eta_{1}\underbrace{BO_{i}}_{box\ office} + e_{i}$$

There are three variables in this model - box office is quantitative so only has one term.

ANOVA with quantitative variable in R

aovObject4 <- aov(movies\$score ~ movies\$genre + movies\$rating + movies\$box.office)
summary(aovObject4)</pre>

```
Df Sum Sq Mean Sq F value Pr(>F)

movies$genre 12 4222 352 2.19 0.016 *

movies$rating 3 284 95 0.59 0.624

movies$box.office 1 4421 4421 27.47 6.7e-07 ***

Residuals 123 19793 161

---

Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
```

Language and further resources

- · Units one observation
- Treatments applied to units
- Factors controlled by experimenters
- Replicates multiple (independent) units with the same factors/treatments
- Wikipedia on Experimental Design
- Wikipedia on ANOVA
- Wikipedia on A/B Testing