

## 08 - Statistical Inference

HCI/PSYCH 522  
Iowa State University

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# Overview

- Inference
  - Population vs sample
  - Convenience sample
  - Random sample
  - Statistical inference
- Causality
  - Observational study
  - (Quasi-)experiment
  - Randomized experiment
  - Causal inference

# Population

<https://www.scribbr.com/methodology/population-vs-sample/>

## Definition

The **population** is the entire group that you want to draw conclusions about.

Examples:

- All graduate students at ISU
- All Mac M1 minis
- All interior design apps

# Sample

<https://www.scribbr.com/methodology/population-vs-sample/>

## Definition

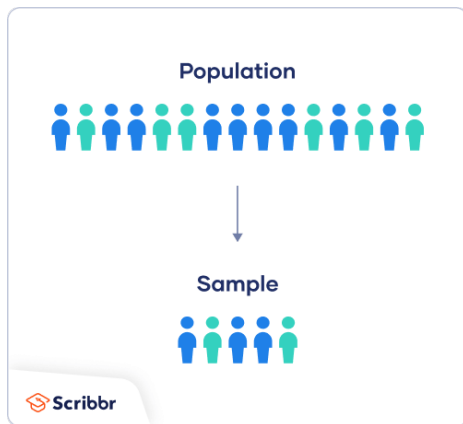
A **sample** is the specific group you will collect data from.

Examples:

- HCI students at ISU
- My Mac M1 mini
- All interior design apps on the Apple App Store

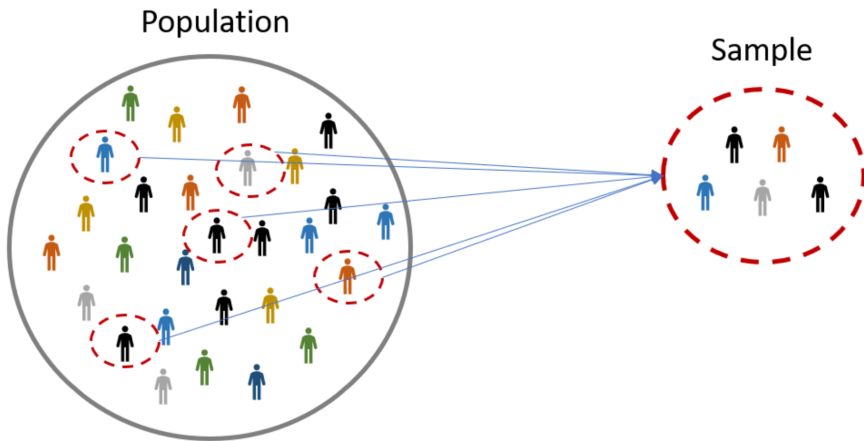
# Population vs Sample

<https://www.scribbr.com/methodology/population-vs-sample/>



# Population vs Sample

<https://www.omniconvert.com/what-is/sample-size/>



# Parameters

[https://en.wikipedia.org/wiki/Statistical\\_parameter](https://en.wikipedia.org/wiki/Statistical_parameter)

## Definition

A **parameter** is any measur[able] quantity of a statistical population that summarizes or describes an aspect of the population.

## Examples:

- Population mean
- Population standard deviation
- Population probability of success
- Population probability density function

# Statistics

## Definition

A **statistic** is a function of your data.

Examples:

- Numeric quantities
  - Sample mean
  - Sample standard deviation
  - Sample proportion of success
- Graphical statistics
  - Histogram
  - Scatterplot



# Estimator

## Definition

An **estimator** is a statistic that estimates a population parameter.

Examples:

- Sample mean **estimates** the population mean
- Sample standard deviation **estimates** the population mean
- Sample proportion of successes **estimates** the population probability of success
- Histogram **estimates** the probability density function

# Sampling error

[https://en.wikipedia.org/wiki/Sampling\\_error](https://en.wikipedia.org/wiki/Sampling_error)

## Definition

**Sampling error** is the error caused by observing a sample instead of the whole population.

Examples:

- Sample mean minus population mean
- Sample proportion minus population probability

# Representative sample

<https://www.investopedia.com/terms/r/representative-sample.asp>

## Definition

A **representative sample** is a subset of a population that seeks to accurately reflect the characteristics of the larger group.

Random samples are probabilistically “guaranteed” to be representative.

# Convenience sample

[https://en.wikipedia.org/wiki/Convenience\\_sampling](https://en.wikipedia.org/wiki/Convenience_sampling)

## Definition

**Convenience sampling** is a type of non-probability sampling that involves the sample being drawn from that part of the population that is easy to contact or reach.

## Examples:

- Students in HCI 522 representing all ISU graduate students
- ISU undergraduate students representing all people
- Interior design apps on the App Store representing all interior design apps

# Random sample

## Definition

A **random sample** is a sampling technique that uses random mechanism to include individuals in the sample.

Random mechanism examples:

- Rolling dice
- Lotteries
- Random number table
- Random number generation, e.g. `RAND()` in Excel

# Simple random sample

<https://www.investopedia.com/terms/s/simple-random-sample.asp>

## Definition

A **simple random sample** is a subset of the population in which each member of the subset has an equal probability of being chosen.

# Simple random sample in R

```
n <- 10000 # enumerate all n individuals  
sample(n, size = 10)
```

```
## [1] 7085 7707 399 4713 8797 9625 2386 1954 164 6308
```

## Alternatively

```
data.frame(individual = 1:n,  
           random_number = runif(n)) %>% # RAND() in Excel  
  arrange(random_number) %>%  
  head(10) %>%  
  pull(individual)
```

```
## [1] 9233 6764 1195 8612 8273 4602 5213 5452 3906 7771
```

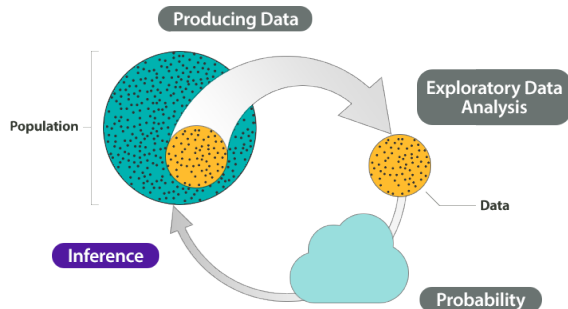
# Statistical inference

<https://online.stanford.edu/courses/stats200-introduction-statistical-inference>

## Definition

**Statistical inference** is the process of using data [from a sample] to draw conclusions about a population.

<https://courses.lumenlearning.com/wm-concepts-statistics/chapter/wim-linking-probability-to-statistical-inference/>





## Binomial example

Parameter: proportion of app users who use a chatbot

Statistic: 6 out of 20 randomly sampled users use the chatbot

```
y <- 6; n <- 20; a <- 1-0.95  
qbeta(c(a/2,1-a/2), 1+y, 1+n-y) %>% round(2)  
## [1] 0.15 0.52
```

This 95% credible interval is a statement about the population parameter.

## Normal example

Parameter: mean EEG alertness level of air traffic controllers

Statistic: in a random sample of 30 air traffic controllers, normalized EEG alertness level had a mean of 73 and a standard deviation of 5

```
n <- 30; mn <- 73; sd <- 5; se <- sd/sqrt(n); a <- 1-0.95
(qt(c(a/2,1-a/2), df = n-1)*se + mn) %>% round(1)

## [1] 71.1 74.9
```

The following 95% credible interval is a statement about the population parameter.

# Observational study

<https://study.com/academy/lesson/observational-study-in-statistics-definition-examples.html>

## Definition

An **observational study** is a study in which the researcher simply observes the subjects without interfering.

## Examples:

- Recording how long it takes an undergraduate student to register
- Recording usage of a twitter hashtag

# (Quasi-)experiment

## Definition

A (quasi-)experiment is a study where the researcher (non-randomly) assigns a treatment to an experimental unit, e.g. individual.

## Examples:

- Live HCI 522 students must use R while asynchronous students must use Excel
- First 100 students to register have no chatbot, next 100 students to register have a chatbot

# Randomized experiment

## Definition

A **randomized experiment** is a study where the researcher assigns a treatment to an experimental unit, e.g. individual.

Examples:

- Randomly forcing HCI 522 students to use R or Excel
- Each student randomly gets a chatbot or not when registering for courses

# Randomizing treatments in R

```
data.frame(subject = 1:10) %>%  
  mutate(treatment = sample(c("A","B"), size = n(), replace = TRUE))
```

```
##      subject treatment  
## 1           1         A  
## 2           2         B  
## 3           3         B  
## 4           4         B  
## 5           5         B  
## 6           6         B  
## 7           7         B  
## 8           8         B  
## 9           9         A  
## 10          10         B
```

# Randomizing treatments in R

```
data.frame(subject = 1:10) %>%  
  mutate(treatment = sample(c("A","B","C"), size = n(), replace = TRUE, prob = c(2,3,5)/10))
```

```
##      subject treatment  
## 1           1         B  
## 2           2         C  
## 3           3         A  
## 4           4         A  
## 5           5         C  
## 6           6         B  
## 7           7         B  
## 8           8         C  
## 9           9         B  
## 10          10         A
```

# Balanced

## Definition

An experiment is **balanced** if there are the same number of experimental units for each treatment (or combination of treatments).



# Balanced treatments in R

```
data.frame(subject = 1:10) %>%  
  mutate(treatment = sample(rep(c("A","B"), times = 5), size = n()))
```

```
##      subject treatment  
## 1           1         B  
## 2           2         B  
## 3           3         B  
## 4           4         A  
## 5           5         A  
## 6           6         A  
## 7           7         B  
## 8           8         B  
## 9           9         A  
## 10          10         A
```

# Randomizing treatments in R

```
data.frame(subject = 1:10) %>%  
  mutate(treatment = sample(rep(c("A","B","C"), times = c(2,3,5)), size = n()))
```

```
##      subject treatment  
## 1           1         C  
## 2           2         B  
## 3           3         B  
## 4           4         C  
## 5           5         A  
## 6           6         C  
## 7           7         C  
## 8           8         B  
## 9           9         C  
## 10          10         A
```

# Causal inference

<https://methods.sagepub.com/reference/the-sage-encyclopedia-of-educational-research-measurement-and-evaluation/i4418.xml>

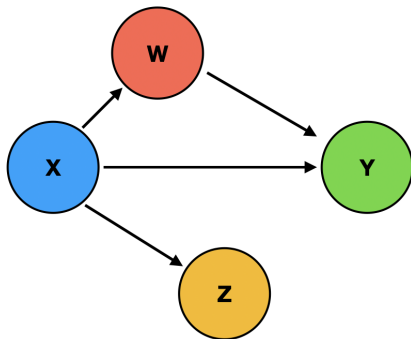
## Definition

**Causal inference** refers to the process of drawing a conclusion that a specific treatment (i.e., intervention) was the “cause” of the effect (or outcome) that was observed.

Causal inferences can only be drawn from randomized experiments.

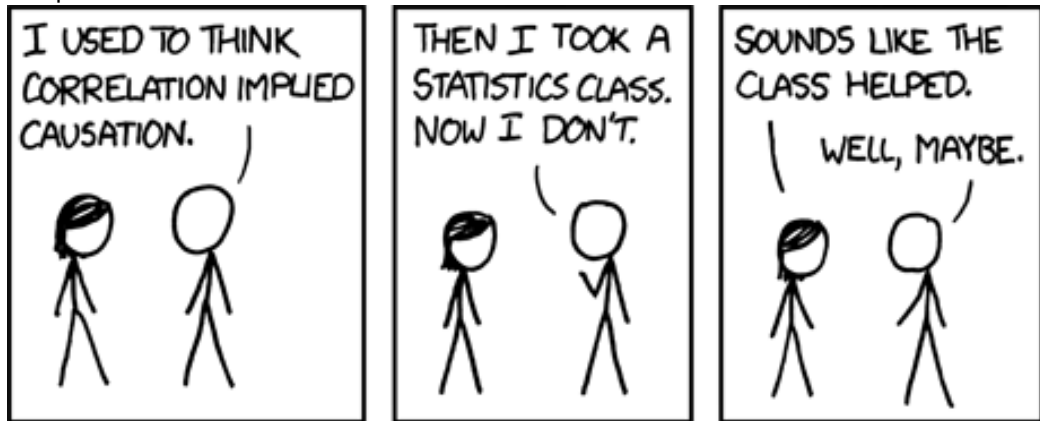
# Causal inference

<https://towardsdatascience.com/causal-inference-962ae97cefda>



## Correlations (not causation)

Correlations can be inferred to the population from an observational study based on a random sample.

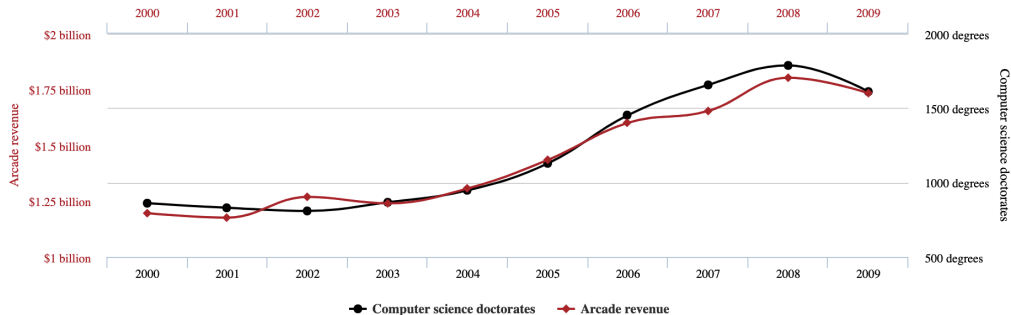


# Spurious correlations

<https://www.tylervigen.com/spurious-correlations>

## Total revenue generated by arcades correlates with Computer science doctorates awarded in the US

Correlation: 98.51% ( $r=0.985065$ )



tylervigen.com

## Binomial comparison

Scientific question: effect of chatbot on probability to correctly register for courses

Experiment: 20 volunteer undergraduate students were randomly assigned a chatbot or no chatbot. Amongst the 10 in the chatbot group, all successfully registered. In the non-chatbot group 8/10 successfully registered.

```
n_reps <- 100000; a <- 1-0.95
theta_chatbot <- rbeta(n_reps, shape1 = 1+10, shape2 = 1+10-10)
theta_nochatbot <- rbeta(n_reps, shape1 = 1+ 8, shape2 = 1+10- 8)
quantile(theta_chatbot - theta_nochatbot, probs = c(a/2, 1-a/2)) %>% round(2)

## 2.5% 97.5%
## -0.11 0.46
```

This 95% credible interval is a causal effect of the treatment (chatbot) but only for those students in this study.

## Normal comparison

Scientific question: effect of chatbot on course registration time

Experiment: 40 randomly chosen ISU undergraduate students were randomly assigned a chatbot or no chatbot. Amongst the 21 in the chatbot group, the sample mean time was 2 minutes with a standard deviation of 1 minute. Amongst the 19 in the no chatbot group, the sample mean time was 1.5 minutes with a standard deviation of 0.75 minutes.

```
n_reps <- 100000; a <- 1-0.95
mu_chatbot <- rt(n_reps, df = 21-1)*( 1/sqrt(21)) + 2
mu_nochatbot <- rt(n_reps, df = 19-1)*(0.75/sqrt(19)) + 1.5
quantile(mu_chatbot - mu_nochatbot, probs = c(a/2, 1-a/2)) %>% round(2)

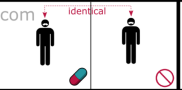



## 2.5% 97.5%
## -0.08 1.08
```

This 95% credible interval is a causal effect of the treatment (chatbot) for all ISU undergraduate students.



# Causal inference cheat sheet

<https://nc233.com/2020/04/causal-inference-cheat-sheet-for-data-scientists/>

Experiment		<p>Control and treatment are <b>identical</b> and their behavior is <b>deterministic</b>. Causal effect of treatment is directly the difference between observations for the two groups.</p> <p><i>Physics, Biology, Social sciences</i></p>
Statistical Experiment		<p>Control and treatment are not identical but divided at random. This makes it possible to build a precise estimate of the causal effect of treatment.</p> <p><i>A/B testing, Central Limit Theorem, Bayesian Statistics</i></p>
Quasi-experiment		<p>Control and treatment are not identical and divided by a "natural" criterion. Depending on "internal" and "external" quality of the criterion, it is possible to build a good estimate of the causal effect of treatment.</p> <p><i>Differences-in-differences, Regression Discontinuity, Instrumental variables, Matching, Controlled Regression</i></p>
Counterfactuals		<p>Control group does not exist, instead its behaviour is estimated with a predictive model of what would have happened without the treatment (= counterfactual).</p> <p><i>Synthetic Differences-in-Differences, Athey &amp; Imbens, CausalImpact</i></p>

Stronger evidence

## Levels of evidence ladder for causal inference methods



# Summary

- Samples
  - Population vs sample
  - Convenience sample
  - Random sample
  - Statistical inference
- Randomized experiment
  - Observational study
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