Wald and Z-Test A Good Example To Compute Interaction Between Human and Machines A Case Study with Facebook (July 2017) Author: Heider Jeffer © 2017

DIGITLIZE HUMAN EMUTIONS A New Idea Start With Facebook

- Digitize the human feeling to be computable
- A new dimension in machine learning
- Computing Three States of Human Imation Satisfaction, Failure and Success
- Easy to apply. Easy To prove



INPUTS 1. Assign Digital Value For User That Feels The Satisfaction

2. Assign Digital
Value For User That
Feels The Success

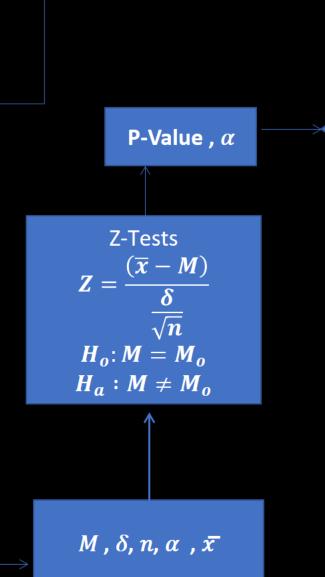
3 Assign Digital
Value For User That
Feels The Failure

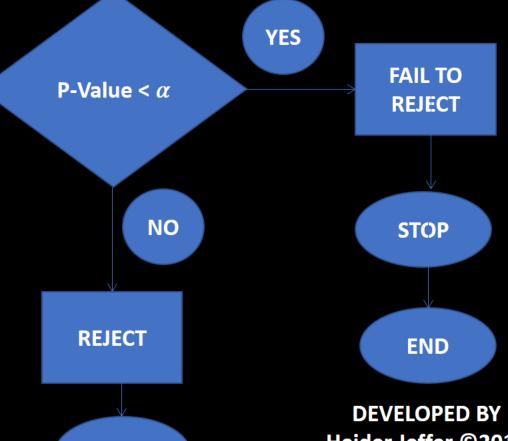
Wald's Equation $S_N \coloneqq \sum_{n=1}^N X_n$

$$S_N \coloneqq \sum_{n=1}^n X_n$$
 $T_N \coloneqq \sum_{n=1}^N E[X_N]$

FEEDBACK

Wald's Equation and Z-Test A Good Example To Compute The Human Interaction Toward The Machines : A Case Study with Facebook Author: Heider Jeffer





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FACULTY OF COMPUTER SCIENCE



Assign Digital Value For User That Feels The Satisfaction

2

Assign Digital Value For User That Feels The Success

3

Assign Digital Value For User That Feels The Failure

1

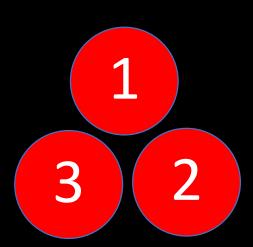
Assign Digital Value For User That Feels The Satisfaction

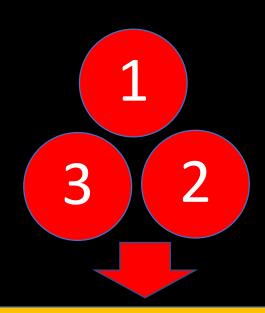
2

Assign Digital Value For User That Feels The Success

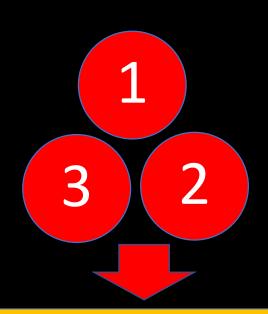
3

Assign Digital Value For User That Feels The Failure

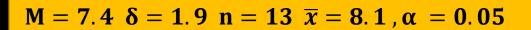


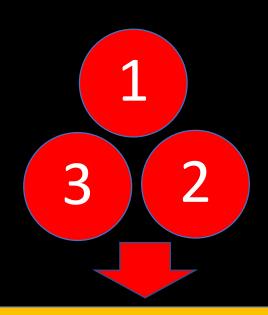


$$S_N \coloneqq \sum_{n=1}^N X_n$$
 , $T_N \coloneqq \sum_{n=1}^N E[X_N]$



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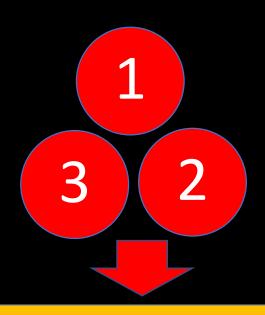
$$S_N\coloneqq\sum_{n=1}^N X_n$$
 , $T_N\coloneqq\sum_{n=1}^N E\left[X_N
ight]$



Z-Tests
$$Z = \frac{(\overline{x} - M)}{\frac{\delta}{\sqrt{n}}}$$

$$H_o: M = M_o$$

$$H_a: M \neq M_o$$



$$S_N\coloneqq\sum_{n=1}^N X_n$$
 , $T_N\coloneqq\sum_{n=1}^N E\left[X_N
ight]$



Z-Test

$$Z = \frac{(\overline{x} - M)}{\frac{\delta}{\sqrt{n}}}$$

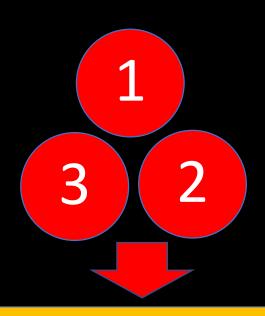
$$H \cdot M - M$$

$$H_o: M = M_o$$

$$H_a: M \neq M_o$$

P-Value = 0.0404

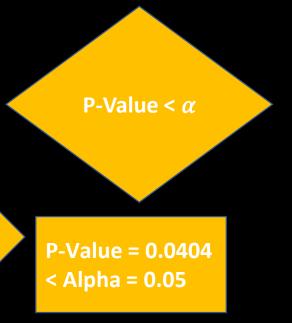
< Alpha = 0.05

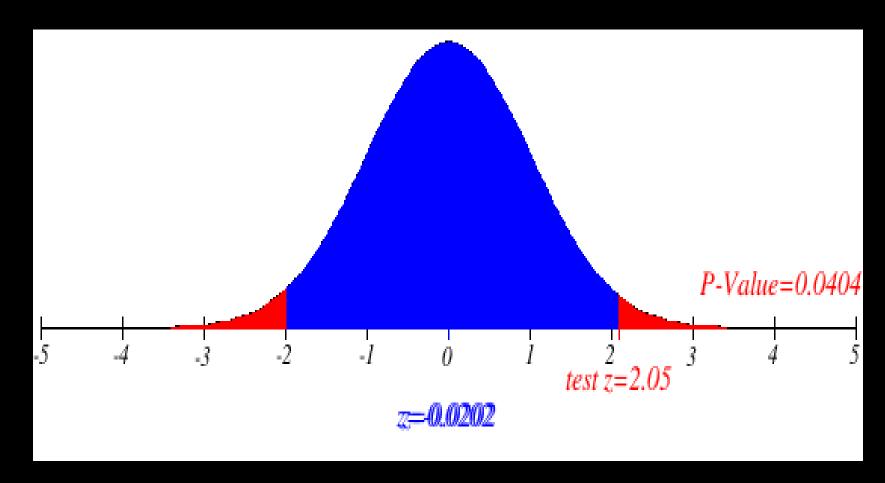


$$S_N\coloneqq\sum_{n=1}^N X_n$$
 , $T_N\coloneqq\sum_{n=1}^N E\left[X_N
ight]$

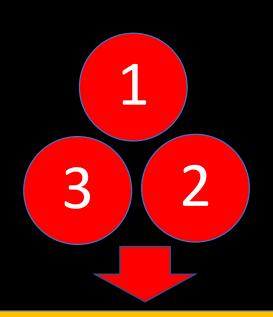








At the 1% significant level the data do provide significant evidence to conclude that the mean of our [Wald's results for all 13 users in facebook] is differ from 7.4. We are 99% confidence that the mean of [Wald's results for all 13 users in facebook] is greater than 7.4. We fail to reject



Fail To Reject

WE ARE DONE

Wald's Equation

$$S_N\coloneqq\sum_{n=1}^N X_n$$
 , $T_N\coloneqq\sum_{n=1}^N E\left[X_N
ight]$



P-Value < α

Z-Testv

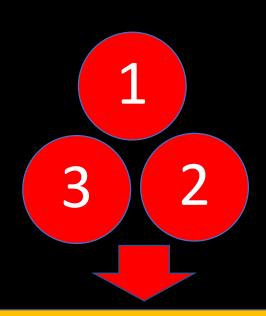
$$Z = \frac{(\overline{x} - M)}{\frac{\delta}{\sqrt{n}}}$$

$$H_o: M = M_o$$

 $H_a: M \neq M_o$

P-Value = 0.0404 < Alpha = 0.05

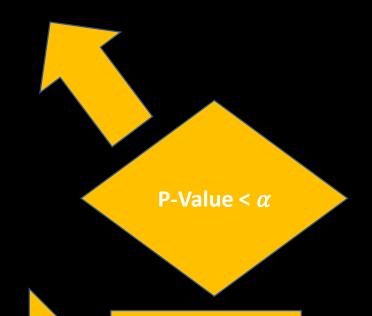
 $M = 7.4 \delta = 1.9 n = 13 \overline{x} = 8.1, \alpha = 0.08$



$$S_N\coloneqq\sum_{n=1}^N X_n$$
 , $T_N\coloneqq\sum_{n=1}^N E\left[X_N
ight]$



Reject



Z-Test

$$Z = \frac{(\overline{x} - M)}{\frac{\delta}{\sqrt{n}}}$$

$$H : M = M$$

$$H_o: M = M_o$$

$$H_a: M \neq M_o$$

P-Value = 0.0404 < Alpha = 0.05



$$S_N\coloneqq\sum_{n=1}^N X_n$$
 , $T_N\coloneqq\sum_{n=1}^N E\left[X_N
ight]$





Z-Testv

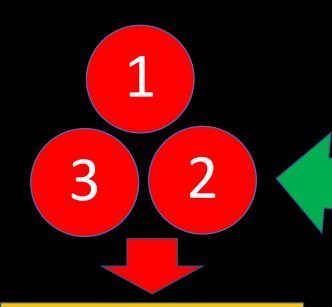
$$Z = \frac{(x - M)}{\frac{\delta}{\sqrt{n}}}$$

$$H_o: M = M_o$$

$$H_a: M \neq M_o$$

P-Value < α

P-Value = 0.0404 < Alpha = 0.05



$$S_N\coloneqq\sum_{n=1}^N X_n$$
 , $T_N\coloneqq\sum_{n=1}^N E\left[X_N
ight]$



FEEDBACK

Z-Testv

$$Z = \frac{(\overline{x} - M)}{\frac{\delta}{\sqrt{n}}}$$

$$H_o: M = M_o$$

 $H_a: M \neq M_o$

Fail To Reject

P-Value < α

P-Value = 0.0404 < Alpha = 0.05

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RELATED WORK

- my deepest gratitude to, Professor Rosella Gennari. She is a professor of human machine interaction at the Faculty of Computer Science of the Free University of Bozen-Bolzano, for the great collaboration on this research
- Big thanks goes to Professor Leonardo Ricci. He is aggregate Professor at Department of Physics, Interdepartmental Center Mind / Brain — CIMEC, for his help in the Wald's Z-Test to prove the realistic of Wald
- Thank You (E. Levin) You gave us a better understanding on what kind of impact Wald's equation could have in the audio, visualization, and eye scanning.
- Thank You A lot I. Scott MacKenzie article "Fitts' law as a research and design tool in human-computer interaction" helped us out with its detailed information about how to make a statistic test to investigate the interaction between the user and the machine

FINAL CONSIDERATIONS WELCOME TO THE FUTURE

- Although this research was designed with a very small scope, including only the Facebook participants
- now we can say this research has a positive impact on software designers, and machine learning
- This research is success to compute the human behavior toward the machine which is every thing the software designers need to create a software that able to improve the UX
- Above all computing the human activities help the AI to improve the machine learning
- We can say that. Yes it is possible to design a model to compute the interaction between machine and human

Thank You For Your Attention Heider Jeffer ©2017



Questions?

