# Homework 7

# 1. The Paper Towel Experiment

The paper towel absorbency experiment is described on page 303. Three brands of paper towels were compared (factor A at 3 levels). For each brand, both white and printed towels were evaluated (factor B, 1 = white, 2 = printed). For each observation, water was dripped from above a towel, which was horizontally suspended between two pairs of books on a flat surface, until the water began leaking through to the surface below. The time to collect each observation was measured in seconds. Absorbency was measured as the number of water drops absorbed per square inch of towel. The rate at which the water droplets fell to the towel was measured (in drops per second) as a covariate. The data are reproduced in Table 9.9.

- (a) [3 pts] Plot absorbency versus rate, using the treatment level as the plotting symbol. Based on the plot, discuss the appropriateness of the analysis of covariance model, and discuss whether there appear to be treatment effects.
- (b) [3 pts] Fit the one-way analysis of covariance model to the data in which you shall include the treatment effects and the covariate. Show your SAS code and the ANOVA table.
- (c) [2 pts] Test for equality of treatment effects, using a significance level  $\alpha = 0.05$ .
- (d) [2 pts] What is the estimate of the slope for the covariate? What does the negative value of this estimate say about the effects of rate on the absorbency? [Hint: consider the solution option in the model statement.]
- (e) [2 pts] Test the hypothesis  $H_0: \beta = 0$  versus  $H_1: \beta \neq 0$  using a significance level  $\alpha = 0.05$ , where  $\beta$  denotes the slope for the covariate. Find the p-value and state your conclusion.

# 2. The Video Game Experiment

The video game experiment is described on page 426.

- (a) [3 pts] Write down an appropriate model for this experiment. Explain each term in the model.
- (b) [3 pts] Provide 95% simultaneous confidence intervals for all pairwise comparisons of the treatment using the best method that yields the shortest intervals.
- (c) [3 pts] Based on the intervals in (b), which sound mode(s) do you recommend or not recommend? Specify your reasons.
- (d) [2 pts] Find a 95% confidence interval for the "music versus no music" contrast  $\frac{1}{3}(\tau_1+\tau_2+\tau_3)-\frac{1}{2}(\tau_4+\tau_5)$ .

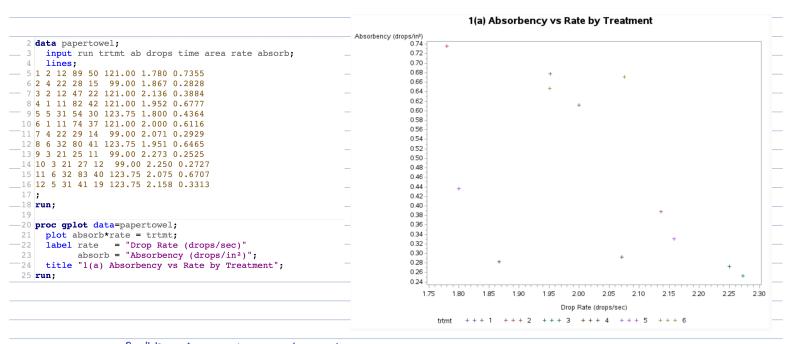
### 1. The Paper Towel Experiment

The paper towel absorbency experiment is described on page 303. Three <u>brands of paper towels</u> were compared (factor A at 3 levels). For each brand, both white and printed towels were evaluated (factor B, 1 = white, 2 = printed). For each observation, water was dripped from above a towel, which was horizontally suspended between two pairs of books on a flat surface, until the water began leaking through to the surface below. The time to collect each observation was measured in seconds. Absorbency was measured as the number of water drops absorbed per square inch of towel. The rate at which the water droplets fell to the towel was measured (in drops per second) as a covariate. The data are reproduced in Table 9.9.

Table 9.9 Data for the paper tower absorbancy experiment

	Run	Treatment	AB	Drops	Time	Area	Rate	Absorbancy
	1	2	12	89	50	121.00	1.780	0.7355
-	2	4	22	28	15	99.00	1.867	0.2828
_	3	2	12	47	22	121.00	2.136	0.3884
	4	1	11	82	42	121.00	1.952	0.6777
	5	5	31	54	30	123.75	1.800	0.4364
-	6	1	11	74	37	121.00	2.000	0.6116
	7	4	22	29	14	99.00	2.071	0.2929
	8	6	32	80	41	123.75	1.951	0.6465
-	9	3	21	25	11	99.00	2.272	0.2525
_	10	3	21	27	12	99.00	2.250	0.2727
	11	6	32	83	40	123.75	2.075	0.6707
-	12	5	31	41	19	123.75	2.158	0.3313

(a) [3 pts] Plot absorbency versus rate, using the treatment level as the plotting symbol. Based on the plot, discuss the appropriateness of the analysis of covariance model, and discuss whether there appear to be treatment effects.



- · Parallelism of the treatment-specific trends
  - > All 6 treatments symbols lie roughly along the same downward-sloping cloud of points.
  - No obvious "fan-shaped" or crossing pattern that would suggest different slopes for different treatments.
    ⇒ The equal-slopes assumption of ANCOVA (single common B) appears reasonable.
- · Vertical separation at a given Rate
- 4) For any fixed drop-rate, some treatments symbols tend to cluster above others
- 5 This vertical offset indicates differences in adjusted mean absorbancy among treatments,
  - ⇒ There are treatment effects worth modeling.

(b) [3 pts] Fit the one-way analysis of covariance model to the data in which you shall include the treatment effects and the covariate. Show your SAS code and the ANOVA table.



(c) [2 pts] Test for equality of treatment effects, using a significance level  $\alpha = 0.05$ .

trtmt p-value: 0.0167 > 0.05

Using result from (b), we reject Ho, meaning significant differences among treatment means.

(d) [2 pts] What is the estimate of the slope for the covariate? What does the negative value of this estimate say about the effects of rate on the absorbency? [Hint: consider the solution option in the model statement.]

### rate = -0.5076.

Parameter	Estimate		Standard Error	t Value	Pr >  t
Intercept	1.680495956	В	0.38300747	4.39	0.0071
trtmt 1	-0.032732986	В	0.07507910	-0.44	0.6810
trtmt 2	-0.124570655	В	0.07546973	-1.65	0.1597
trtmt 3	-0.269849406	В	0.08821112	-3.06	0.0281
trtmt 4	-0.393086524	В	0.07521308	-5.23	0.0034
trtmt 5	-0.292010041	В	0.07502871	-3.89	0.0115
trtmt 6	0.000000000	В			
rate	-0.507648264		0.18844626	-2.69	0.0431

Negative value: As rate T, absorbancy V.
 Higher rates of water droplets falling on the tonel result in V absorbancy.

(e) [2 pts] Test the hypothesis $H_0: \beta = 0$ versus $H_1: \beta \neq 0$ using a significance level $\alpha = 0.05$ , where $\beta$ denotes the slope for the covariate. Find the p-value and state your conclusion.	
rate p-value: 0.0431 > 0.05	
Using result from (b), we reject the meaning slope is significantly different from 0	

# 2. The Video Game Experiment

The video game experiment is described on page 426.

#### Video game experiment

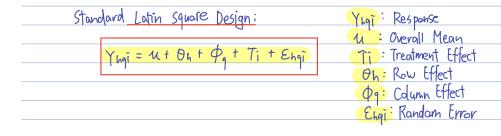
Professor Robert Wardrop, of the University of Wisconsin, conducted an experiment in 1991 to evaluate in which of five sound modes he best played a certain video game. The first three sound modes corresponded to three different types of background music, as well as game sounds expected to enhance play. The fourth mode had game sounds but no background music. The fifth mode had no music or game sounds. Denote these sound modes by the treatment factor levels 1–5, respectively.

The experimenter observed that the game required no warm up, that boredom and fatigue would be a factor after 4–6 games, and that his performance varied considerably on a day-to-day basis. Hence, he used a Latin square design, with the two blocking factors being "day" and "time order of the game." The response measured was the game score, with higher scores being better. The design and resulting data are given in Table 12.16.

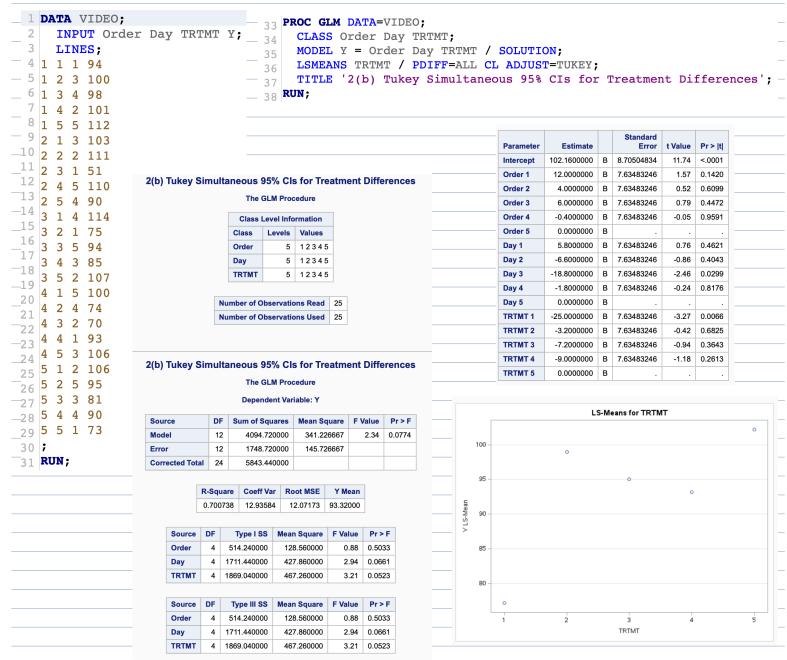
Table 12.16 Latin square design showing treatments and data for the video game experiment

						Г	Day				
			1		2		3		4		5
Time order	1	1	94	3	100	4	98	2	101	5	112
	2	3	103	2	111	1	51	5	110	4	90
	3	4	114	1	75	5	94	3	85	2	107
	4	5	100	4	74	2	70	1	93	3	106
	5	2	106	5	95	3	81	4	90	1	73

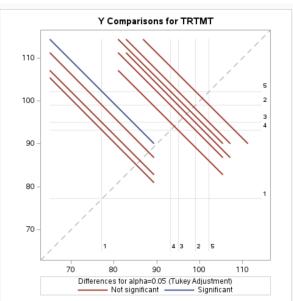
(a) [3 pts] Write down an appropriate model for this experiment. Explain each term in the model.



(b) [3 pts] Provide 95% simultaneous confidence intervals for all pairwise comparisons of the treatment using the best method that yields the shortest intervals.



	Least Squares Means for Effect TRTMT							
i j Difference Between Means Simultaneous 95% Confidence Limits for LSMean(i)-LSMea								
1	2	-21.800000	-46.135262	2.535262				
1	3	-17.800000	-42.135262	6.535262				
1	4	-16.000000	-40.335262	8.335262				
1	5	-25.000000	-49.335262	-0.664738				
2	3	4.000000	-20.335262	28.335262				
2	4	5.800000	-18.535262	30.135262				
2	5	-3.200000	-27.535262	21.135262				
3	4	1.800000	-22.535262	26.13526				
3	5	-7.200000	-31.535262	17.13526				
4	5	-9.000000	-33.335262	15.33526				



(c) [3 pts] Based on the intervals in (b), which sound mode(s) do you recommend or not recommend? Specify your reasons.

_	TRTMT 1	-25.0000000		
			TRTMT1:-25.00	· Not Recommend
	TRTMT 2	-3.2000000		
	TRTMT 3	-7.2000000		4) Lonest mean
_	TRTMT 4	-9.0000000	A AA	<b>b</b> 1.1.
	TRTMT 5	0.0000000	TRIMT 5: 0.00	· Recommended:
	11(11)	0.000000		4) Highest mean
				HEUVI MEUVI

(d) [2 pts] Find a 95% confidence interval for the "music versus no music" contrast  $\frac{1}{3}(\tau_1+\tau_2+\tau_3)-\frac{1}{2}(\tau_4+\tau_5)$ .

Estimate = 
$$\frac{1}{3}(-25.00 - 3.20 - 7.20) - \frac{1}{2}(-9.00 - 0.00) = -7.30$$

$$\frac{C_1 = C_2 = C_3 = \frac{1}{3}}{\sum_{i=1}^{5} \frac{c_i^2}{n_i}} = \frac{3(\frac{1}{3})^2 + 2(\frac{1}{2})^2}{\sum_{i=1}^{5} \frac{1}{3} + \frac{1}{2}} = \frac{\frac{5}{6}}{5} = \frac{\frac{1}{6}}{5}$$

$$C_4 = C_5 = \frac{1}{2}$$

\$

Standard Error = 
$$MSE \times \frac{5}{5} = \frac{c_1^2}{n_1} = \frac{145.73 \cdot 1/6}{145.73 \cdot 1/6} = \frac{4.928}{145.73 \cdot 1/6}$$

Hence, the CI for the contrast: 
$$-7.3 \pm 2.179 \times 4.928 \approx -7.3 \pm 10.73$$

$$(-18.03, 3.43)$$

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(a) [3 pts] Plot absorbency versus rate, using the treatment level as the plotting symbol. Based on the plot, discuss the appropriateness of the analysis of covariance model, and discuss whether there appear, be treatment effects.

Full points if figure appears, be correct.

(b) [3 pts] Fit the one-way analysis of covariance model, the data in which you shall include the treatment effects and the covariate. Show your SAS code and the ANOVA table.

SAS Code for Solution:

```
* paper.towel.absorbancy.sas, paper towel absorbancy experiment, Table 9.9, p303;
data papertowel;
input run trtmt AB drops time area rate absorb;
lines;
1 2 12 89 50 121.00 1.780 0.7355
2 4 22 28 15 99.00 1.867 0.2828
3 2 12 47 22 121.00 2.136 0.3884
4 1 11 82 42 121.00 1.952 0.6777
5 5 31 54 30 123.75 1.800 0.4364
6 1 11 74 37 121.00 2.000 0.6116
 4 22 29 14 99.00 2.071 0.2929
8 6 32 80 41 123.75 1.951 0.6465
9 3 21 25 11 99.00 2.273 0.2525
10 3 21 27 12 99.00 2.250 0.2727
11 6 32 83 40 123.75 2.075 0.6707
12 5 31 41 19 123.75 2.158 0.3313
run;
proc print;
run;
proc glm data = papertowel;
class trtmt;
model absorb=trtmt rate/solution;
```

run;

The ANOVA table for the one-way analysis of covariance model is as follows:

Source	DF	Type III SS	Mean Square	F Value	Pr > F
trtmt	5 1	0.24198648 $0.04055338$	0.04839730 $0.04055338$	8.66 7.26	0.0167 $0.0431$

- (c) [2 pts] Test for equality of treatment effects, using a significance level  $\alpha = 0.05$ .
  - For  $\alpha = 0.05$ , we reject the null hypothesis. Hence, there are significant differences among the treatment means.
- (d) [2 pts] What is the estimate of the slope for the covariate? What does the negative value of this estimate say about the effects of rate on the absorbency? [Hint: consider the solution option in the model statement.]
  - The estimate of the slope for the covariate is -0.5076. The negative value of this estimate indicates that as the rate increases, the absorbency decreases. This suggests that higher rates of water droplets falling on the towel result in lower absorbency.
- (e) [2 pts] Test the hypothesis  $H_0: \beta = 0$  versus  $H_1: \beta \neq 0$  using a significance level  $\alpha = 0.05$ , where  $\beta$  denotes the slope for the covariate. Find the p-value and state your conclusion.
  - The p-value for the test is 0.0431. We reject the null hypothesis for  $\alpha = 0.05$ . Hence, the slope is significantly different from 0.

# 2. The Video Game Experiment

The video game experiment is described on page 426.

(a) [3 pts] Write down an appropriate model for this experiment. Explain each term in the model. The design is a standard Latin square design. The model can be written as:

$$Y_{hqi} = \mu + \theta_h + \phi_q + \tau_i + \varepsilon_{hqi}$$

where  $Y_{hqi}$  is the response,  $\mu$  is the overall mean,  $\tau_i$  is the treatment effect,  $\theta_h$  is the row effect,  $\phi_q$  is the column effect, and  $\varepsilon_{hqi}$  is the random error.

(b) [3 pts] Provide 95% simultaneous confidence intervals for all pairwise comparisons of the treatment using the best method that yields the shortest intervals.

SAS Code for Solution:

DATA VIDEO; INPUT ORDER DAY TRTMT Y; LINES; 1 1 1 94 1 2 3 100 1 3 4 98 1 4 2 101 1 5 5 112 2 1 3 103 2 2 2 111 2 3 1 51

```
2 4 5 110
2 5 4 90
3 1 4 114
3 2 1 75
3 3 5 94
3 4 3 85
3 5 2 107
4 1 5 100
4 2 4 74
4 3 2 70
4 4 1 93
4 5 3 106
5 1 2 106
5 2 5 95
5 3 3 81
5 4 4 90
5 5 1 73
PROC GLM DATA=VIDEO:
CLASS ORDER DAY TRTMT;
MODEL Y=ORDER DAY TRTMT / SOLUTION;
LSMEANS TRTMT /PDIFF=ALL CL ADJUST=TUKEY;
RUN;
```

The simultaneous confidence intervals using Tukey's method are as follows:

i	j	Difference Between Means	Simultaneous 95% Confidence Limits
1	2	-21.800000	(-46.135262, 2.535262)
1	3	-17.800000	(-42.135262, 6.535262)
1	4	-16.000000	(-40.335262, 8.335262)
1	5	-25.000000	(-49.335262, -0.664738)
2	3	4.000000	(-20.335262, 28.335262)
2	4	5.800000	(-18.535262, 30.135262)
2	5	-3.200000	(-27.535262, 21.135262)
3	4	1.800000	(-22.535262, 26.135262)
3	5	-7.200000	(-31.535262, 17.135262)
4	5	-9.000000	(-33.335262, 15.335262)

(c) [3 pts] Based on the intervals in (b), which sound mode(s) do you recommend or not recommend? Specify your reasons.

Treatment 1 has a significantly lower mean than any other treatment. Therefore, I do not recommend it. Treatment 5 has a significantly higher mean than other treatments, which I recommend.

(d) [2 pts] Find a 95% confidence interval for the "music versus no music" contrast  $\frac{1}{3}(\tau_1+\tau_2+\tau_3)-\frac{1}{2}(\tau_4+\tau_5)$ . The estimate and standard error for the "music versus no music" contrast are given by:

Estimate = 
$$-7.30000000$$
, Standard Error =  $4.92826316$ 

With 12 degrees of freedom,  $t_{0.025,12} = 2.1788128$ . The confidence interval is given by:

$$-7.3 \pm 2.179 \times 4.928 \approx -7.3 \pm 10.73$$

Hence, the 95% confidence interval is approximately (-18.03, 3.43).