$i_optimal_book$

Stu and Company

2025-03-02

Table of contents

Preface

I-optimal Design of Experiments Using R

- 1. Preface
- 2. A Short Introduction to R
 - 1. R, R Studio, and user-written libraries
 - 2. Data types
 - 3. Reading and writing data
 - 4. Operations with vectors and matrices
 - 5. Logical operators
 - 6. Base R graphics
 - 7. Selected R libraries (plot3D, mix.DOE, and the optimization one)
- 3. Response Surface Models
 - 1. Amount models (Cartesian space)
 - 2. Mixture models (Simplex space)
 - 3. Mixture-amount models (Combined space)
 - 4. Mixture-process models (Combined space)
 - 5. Mixture-amount-process models (Combined space)
- 4. Constructing I-optimal Designs
 - 1. Point optimization
 - 1. Weighting matrix construction
 - 2. Space matrix construction
 - 3. Point selection and optimization
 - 2. Pick-and-exchange algorithms

- 3. Design visualization using R
- 5. Experiments in 2-D Cartesian Space
 - 1. Unconstrained spaces
 - 2. Constrained spaces
- 6. Experiments in 3-D Cartesian Space
 - 1. Unconstrained spaces
 - 2. Constrained spaces
- 7. Experiments in 4-D and Higher Cartesian Spaces
 - 1. Unconstrained spaces
 - 2. Constrained spaces
- 8. 3-Component Mixtures
 - 1. Unconstrained spaces
 - 2. Constrained spaces
- 9. 4-Component Mixtures
 - 1. Unconstrained spaces
 - 2. Constrained spaces
- 10. 5-Component and Higher Mixtures
 - 1. Unconstrained spaces
 - 2. Constrained spaces
- 11. Mixture Experiments in the Complete Simplex
 - 1. 3-component mixtures
 - 2. 4-component mixtures
 - 3. 5- and higher component mixtures
- 12. Mixture Experiments in the Constrained Simplex
 - 1. 3-component mixtures
 - 2. 4-component mixtures

- 3. 5- and higher component mixtures
- 4. Design construction using R
 - 1. Point optimization
 - 2. Pick-and-exchange
- 5. Design visualization using R
- 13. Mixture-Amount Experiments
 - 1. 3-component mixture-amount experiments
 - 2. 4-component mixture-amount experiments
 - 3. 5- and higher component mixture-amount experiments
 - 4. Design construction using R
 - 1. Point optimization
 - 2. Pick-and-exchange
 - 5. Design visualization using R
- 14. Constrained Mixture-Amount Experiments
- 15. Mixture-Processing Experiments
- 16. Mixture-Amount-Processing Experiments
- 17. Designs using Non-linear Response Surface Models

Appendix 1 – Design Visualization Using ggplot

1 A Short Introduction to R

R is a powerful language and environment for statistical computing and graphics. It is a GNU project which is similar to the S language and environment which was developed at Bell Laboratories (formerly AT&T, now Lucent Technologies) by John Chambers and colleagues. R can be considered as a different implementation of S. There are some important differences, but much code written for S runs unaltered under R.

2 Response Surface Models

Response Surface Models (RSM) are used to predict the response of a system to different input variables. The RSM is a mathematical model that describes the relationship between the response and the input variables. The RSM is used to optimize the system by finding the input variables that will produce the desired response. The RSM is a useful tool for engineers and scientists who need to optimize a system with multiple input variables.