

Introduction to Design

BIOE 498/598

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Definitions

- ▶ **Experiment** or **Run**. A single action with the change of at least one variable followed by an observation.
- ▶ **Experimental Unit**. An instance of the item under study that is changed.
- ▶ **Observational Unit**. *We'll come back to this.*
- ▶ **Independent Variable** or **Factor**. The thing under study that can be controlled or changed.
- ▶ **Background** or **Lurking Variable**. A thing we are unaware of or cannot control.
- ▶ **Dependent Variable** or **Response**. The things we measure. Depends on the settings of the independent and lurking variables.

Definitions (continued)

- ▶ **Effect.** The change in response due to a change in independent or lurking variable.
 - ▶ **Calculated effects** come from the model.
 - ▶ **Practical effects** come from our knowledge of the system.
- ▶ **Replicate.** Two or more experiments conducted with the same settings on different experimental units.
 - ▶ The responses of replicates vary due to differences inherent in experimental units or the lurking variables.
- ▶ **Duplicates.** Multiple measurements on the same experimental unit.
 - ▶ Duplicates should always be averaged before analysis.

Definitions (continued)

- ▶ **Experimental Design.** Collection of experiments planned in advance.
- ▶ **Confounded Factors.** When a change in factor corresponds with an identical change in another factor.
- ▶ **Biased Factors.** When a change in a factor coincides to a change in a lurking variable.
- ▶ **Experimental Error.** Difference between observed response and long run average of all experiments with the same settings.
 - ▶ There is nothing wrong with error.
 - ▶ **Bias error** remains constant or changes consistently.
 - ▶ **Random error** changes unpredictably *and averages to zero*.

Overall experiment design

- ▶ Use a proper experimental design.
- ▶ Randomize as much as you can.

Designs we will study

- ▶ Completely Randomized Design
- ▶ Factorial Designs
- ▶ Fractional Factorial Designs
- ▶ Response Surface Designs
- ▶ Crossover Designs
- ▶ Screening and Sequential Designs