Response Surface Methodology: Alternative Designs

BIOE 498/598 PJ

Spring 2021

Why alternatives to the CCD?

- ▶ The CCD is excellent (and in many ways optimal) for RSM.
- Many alternatives have been developed to address one of two CCD shortcomings:
 - 1. The CCD requires 5 levels for each factor.
 - 2. The CCD requires a lot of runs.

Box-Behnken Designs (BBD)

- 3-level design with performance close to a CCD.
- ▶ Similar number of runs to a CCD.
- ightharpoonup Built from 2^2 factorials for each pair of factors.

Note that in the bottom row ${\bf 0}$ is a vector, i.e. a set of repeated center points.

Box-Behnken Designs (BBD)

	x_1	x_2	<i>x</i> 3	
	-1	-1	0	
	-1	1	0	
	1	-1	0	
	1	1	0	
3-level design with performance close to a CCD.				
► Similar number of runs to a CCD.	-1	0	-1	
▶ Built from 2^2 factorials for each pair of factors.	-1	0	1	
Built from 2 factorials for each pair of factors.	1	0	-1	
	1	0	1	
	0	-1	-1	
	0	-1	1	
	0	1	-1	
	0	1	1	
	0	0	0	

 r_{0}

Note that in the bottom row $\boldsymbol{0}$ is a vector, i.e. a set of repeated center points.

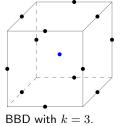
Box-Behnken Designs (BBD)

	x_1	x_2	x_3
	-1	-1	0
	-1	1	0
	1	-1	0
	1	1	0
▶ 3-level design with performance close to a CCD.			
► Similar number of runs to a CCD.	-1	0	-1
$ ightharpoonup$ Built from 2^2 factorials for each pair of factors.	-1	0	1
·	1	0	-1
Nearly rotatable (rotatable for $k = 4$ or 7).	1	0	1
▶ 3–5 center runs are recommended. (At least one			
center run is required for $k = 4$ or 7).	0	-1	-1
	0	_	1
	0	1	_
	0	1	1
	0	0	0

Note that in the bottom row $\boldsymbol{0}$ is a vector, i.e. a set of repeated center points.

The BBD is a spherical design

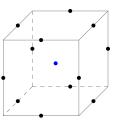
- ► All points in a BBD are on the edges, not the corners, of the design space.
- ightharpoonup For k=3, all points are $\sqrt{2}$ away from the design center.



Center point is in blue.

The BBD is a spherical design

- All points in a BBD are on the edges, not the corners, of the design space.
- ightharpoonup For k=3, all points are $\sqrt{2}$ away from the design center.
- ► The BBD is not good at predicting responses near the corners (extremes) of the design space.
- ➤ Since the BBD is spherical and rotatable, "ample" center points should be used (Myers 2009).



 $\begin{aligned} & \text{BBD with } k = 3. \\ & \text{Center point is in blue}. \end{aligned}$

Hoke Designs

- ▶ Hoke (1974) developed smaller, 3-level designs for k = 3 6 factors.
- ▶ For each k there are seven variants, $\mathbf{D}_1 \dots \mathbf{D}_7$. Design $\mathbf{D}_1 \mathbf{D}_3$ are saturated, and the other are near-saturated.
- ▶ The most popular designs are D_2 and D_6 . For k = 3 factors:

	x_1	x_2	x_3
	-1	-1	-1
	1	1	-1
	1	-1	1
	-1	1	1
	1	-1	-1
$\mathbf{D}_2 =$	-1	1	-1
_ 2	-1	-1	1
	-1	0	0
	0	-1	0
	0	0	-1

_	x_1	x_2	x_3
	-1	-1	-1
	1	1	-1
	1	-1	1
	-1	1	1
	1	-1	-1
$\mathbf{D}_6 =$	-1	1	-1
- 0	-1	-1	1
	-1	0	0
	0	-1	0
	0	0	-1
	1	1	0
	1	0	1
	0	1	1
-			

Koshal Designs

- \triangleright Koshal (1933) developed saturated d-level designs for modeling a response surface of order d.
- Koshal designs are augmented OFAT designs. They should be reserved for small numbers of factors.

First-order design
$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2$$

$$\begin{array}{c|cccc} x_1 & x_2 & x_3 \\ \hline \mathbf{0} & \mathbf{0} & \mathbf{0} \\ 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ \end{array}$$

FO+TWI design

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_1 + \beta_{12} x_1 x_2$$

x_1	x_2	x_3
0	0	0
1	0	0
0	1	0
0	0	1
1	1	0
1	0	1
0	1	1

First-order design FO+TWI design Second-order design
$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 \qquad y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 \qquad y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_{12} x_1 x_2 + \beta_{12} x_1 x_2 + \beta_{11} x_1^2 + \beta_{22} x_2^2$$

	1	
x_1	x_2	x_3
0	0	0
1	0	0
0	1	0
0	0	1
1	1	0
1	0	1
0	1	1
-1	0	0
0	-1	0
0	0	-1

Note that in the top row 0 is a vector, i.e. a set of repeated center points.

Roquemore Hybrid Designs

- ▶ Roquemore (1976) defined a series of **hybrid designs** for k = 3, 4, 6, & 7.
- ▶ The designs are near-rotatable and saturated or near-saturated.

$\mathbf{D}_{:}$	\mathbf{D}_{310} (saturated)		
x_1	x_2	x_3	
0	0	1.2906	
0	0	-0.1360	
-1	-1	0.6386	
1	-1	0.6386	
-1	1	0.6386	
1	1	0.6386	
1.736	0	-0.9273	
-1.736	0	-0.9273	
0	1.736	-0.9273	
0	-1.736	-0.9273	

$\mathbf{D}_{311\mathrm{A}}$ (near-saturated)		
x_1	x_2	x_3
0	0	$\sqrt{2}$
0	0	$-\sqrt{2}$
-1	-1	$1/\sqrt{2}$
1	-1	$1/\sqrt{2}$
-1	1	$1/\sqrt{2}$
1	1	$1/\sqrt{2}$
$\sqrt{2}$	0	$-1/\sqrt{2}$
$-\sqrt{2}$	0	$-1/\sqrt{2}$
0	$\sqrt{2}$	$-1/\sqrt{2}$
0	$\sqrt{2}$	$-1/\sqrt{2}$
0	0	0

Note that in $\mathbf{D}_{311\mathrm{A}}$ the bottom row $\mathbf{0}$ is a vector, i.e. a set of repeated center points.

Small Composite Design (SCD)

- ▶ A CCD uses a full or Resolution V factorial core.
- ► One alternative is to replace the core with a Resolution III* design a Resolution III with no 4-letter word in the defining relation.

x_1	x_2	x_3
-1	-1	-1
1	1	-1
1	-1	1
-1	1	1
$-\alpha$	0	0
α	0	0
0	$-\alpha$	0
0	α	0
0	0	$-\alpha$
0	0	α
0	0	0

Small Composite Design (SCD)

- ▶ A CCD uses a full or Resolution V factorial core.
- One alternative is to replace the core with a Resolution III* design — a Resolution III with no 4-letter word in the defining relation.
- Unfortunately, the SCD has high variance for main effects and TWI terms.
- However, a Resolution III* design from steepest ascent can be converted into an SCD by adding axial points and center points.

x_1	x_2	x_3
-1	-1	-1
1	1	-1
1	-1	1
-1	1	1
$-\alpha$	0	0
α	0	0
0	$-\alpha$	0
0	α	0
0	0	$-\alpha$
0	0	α
0	0	0

Final recommendations

Many designs can be used for RSM. Here are our recommendations in descending order of preference.

- 1. The **CCD** is the best overall choice for RSM.
- 2. A **BBD** is a close second, but only preferable to a CCD when 3-level factors are more convenient than 5-level factors.
- 3. **Hoke** or **Hybrid** designs are the preferred designs when your run budget is too small for a CCD or BBD.
- 4. The SCD should only be used when a tight budget demands immediate follow-up from steepest ascent. In this case, you need to use a Resolution III* screening design for steepest ascent.
- Koshal designs are obsolete; we include them only for a historical perspective.