# Dispersion

BIOE 498/598 PJ

Spring 2022

# Why replication?

- 1. Reduce noise effects.
- 2. Estimate confidence intervals for effect sizes.
- 3. Analyze dispersion effects.

## Sample variance across replicates

If a run is replicated r times with responses  $y_1, y_2, \ldots, y_r$  and mean  $\bar{y}$ ,

sample variance = 
$$s^2 = \frac{\sum_{i}^{r} (y_i - \bar{y})^2}{r - 1}$$

## Sample variance across replicates

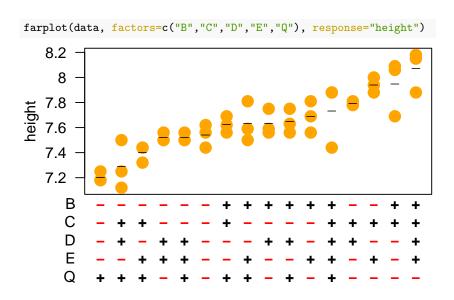
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For a factorial design with N unreplicated runs ( $N = 2^k$  for a full factorial or  $N = 2^{k-p}$  for a fractional factorial),

standard error of effects = 
$$SE(\beta_i) = \sqrt{\frac{\text{mean}(s^2)}{rN}}$$

# Visualizing the data

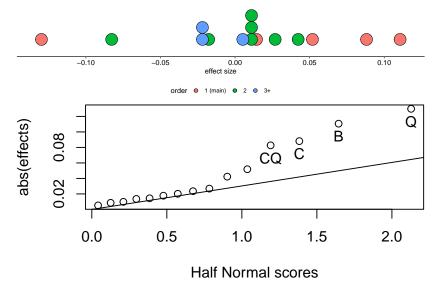


#### Linear models find the "best fit" effect sizes

```
model <- lm(height ~ B*C*D*E*Q, data=data)
show_model(model, n_coefs=17, show_fit=FALSE)</pre>
```

```
##
              Estimate Std. Error t value Pr(>|t|)
## (Intercept) 7.636042
                         0.018571 411.183 < 2e-16 ***
## Q
             -0.129792 0.018571 -6.989 6.42e-08 ***
## B
              0.110625
                         0.018571 5.957 1.23e-06 ***
## C
              0.088125
                        0.018571 4.745 4.16e-05 ***
## C:Q
             -0.082708
                         0.018571 -4.454 9.64e-05 ***
## E
              0.051875
                         0.018571 2.793 0.00874 **
## B:Q
              0.042292
                         0.018571 2.277
                                         0.02959 *
## D:Q
              0.026875
                         0.018571 1.447
                                         0.15758
## C:D:Q
             -0.023542
                         0.018571
                                  -1.268
                                         0.21406
## B:D:Q
             -0.020208
                         0.018571
                                  -1.088
                                         0.28465
## C:D
             -0.017708
                         0.018571
                                  -0.954
                                         0.34746
## D
              0.014375
                         0.018571 0.774
                                         0.44458
## E:Q
              0.013542
                         0.018571
                                  0.729
                                         0.47119
## B:D
              0.009792
                         0.018571
                                  0.527
                                         0.60165
## B:C
              0.008542
                         0.018571
                                   0.460
                                         0.64866
## B:C:Q
              0.005208
                         0.018571
                                   0.280
                                         0.78093
## B:E
                    NA
                              NA
                                      NΑ
                                              NA
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
```

Half-normal & dot plots — significance based only on effect size



## zscore= 0.0417893 0.1256613 0.2104284 0.2967378 0.3853205 0.4770404

#### Location vs. Dispersion

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- ▶ **Location** describes the central tendency of a response
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- **Dispersion** describes the spread of a response
  - Range, inter-quartile range (IQR), variance, standard deviation
- Location can be studied with unreplicated or replicated designs
- Studying dispersion always requires replicates

## Studying dispersion

- ightharpoonup The variance  $\sigma^2$  is the natural statistic for studying dispersion with linear models fit by least-squares
- $\triangleright$  However, the sample variance  $s^2$  is not a good response for studying  $\sigma^2$ 

  - $\begin{array}{l} \blacktriangleright \ \ s^2 \ \mbox{is left-censored} \ \ (s^2 \geq 0) \\ \blacktriangleright \ \ s^2 \ \mbox{follows a} \ \chi^2 \ \mbox{distribution, not a normal distribution} \end{array}$

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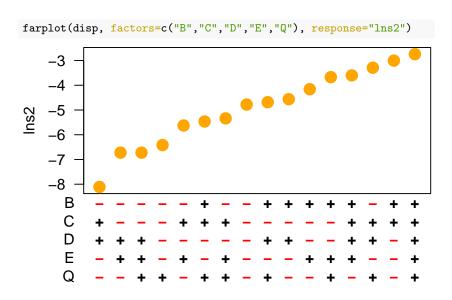
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- ▶ Both problems are fixed by modeling  $\ln s^2$  instead of  $s^2$
- Moreover, maximizing  $-\ln s^2$  minimizes the variance, so we can keep the same maximization-based framework used for location models

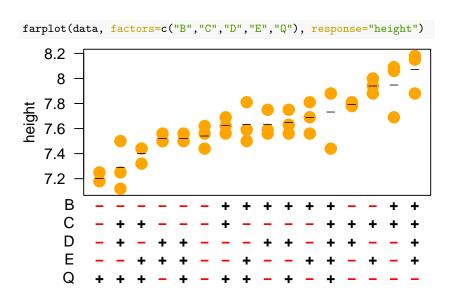
# Calculating In s<sup>2</sup>

```
disp
head(data, n=16)
##
                 Ε
                    Q
                      height
                                ##
                                                  Ε
                                                     Q
                                                             lns2
                                                                    height
## 1
      -1 -1 -1 -1 -1
                        7.56
                                ##
                                             -1 -1 -1 -4.779524 7.540000
##
   2
      -1 -1 -1 -1 -1
                        7.62
                                ## 2
                                                     1 -6.417132 7.203333
## 3
      -1 -1 -1 -1 -1
                        7.44
                                ## 3
                                                    -1 -6.725434 7.520000
                                ## 4
                                                     1 -6.725434 7.520000
## 4
      -1 -1 -1 -1
                        7.18
   5
                         7.18
                                ## 5
                                                    -1 -5.626821 7.940000
##
      -1 -1 -1 -1
                                   6
                                                     1 -5.339139 7.400000
##
   6
      -1 -1 -1 -1
                        7.25
                                ##
                         7.50
                                ##
                                   7
                                                 -1 -1 -8.111728 7.790000
##
      -1 -1
##
  8
      -1 -1
                 1 -1
                         7.56
                                ##
                                   8
                                                     1 -3.288762 7.290000
   9
                         7.50
                                ##
                                    9
                                                  1 -1 -4.158350 7.686667
##
      -1 -1
  10 -1 -1
                    1
                         7.50
                                ##
                                    10
                                                     1 -3.671695 7.633333
##
                         7.56
                                                -1 -1 -4.562749 7.633333
##
   11 -1 -1
                                ##
                                    11
  12 -1 -1
                         7.50
                                ##
                                    12
                                                     1 -4.684935 7.646667
##
##
   1.3 - 1
          1 -1
                         7.94
                                ##
                                   13
                                             -1 -1 -1 -3.003093 7.946667
##
  14 -1
           1 - 1
                 1 -1
                        8.00
                                ##
                                    14
                                                     1 -5.464766 7.623333
                                ## 15
##
  15 -1
           1 - 1
                 1 - 1
                        7.88
                                                    -1 -3.600869 8.070000
                         7.32
                                ##
                                    16
                                                       -2.740573 7.733333
##
   16 -1
           1 -1
                    1
```

# Visualizing the **dispersion**



# Visualizing the data



#### Building the model

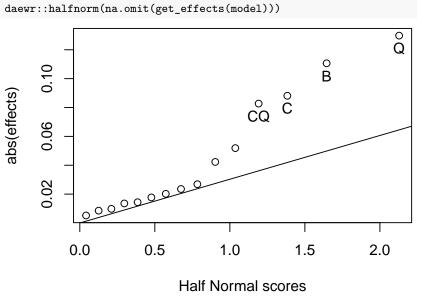
```
Confounding in the 2^{5-1} design with I=BCDE:
```

- main effects clear
- ► BQ
- ► CQ
- ► DQ
- ► EQ
- \_ \_ \_ \_ \_ \_
- ► BC=DE
- ► BD=CE
- ► BE=CD

#### show\_effects(disp\_model, ordered="abs")

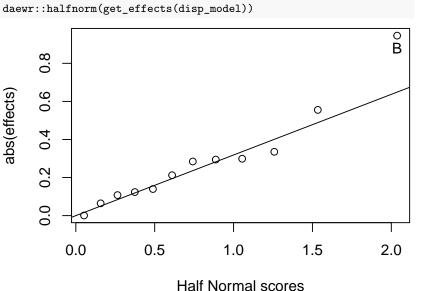
		<del>-</del>
##	(Intercept)	4.93131
##	В	94543
##	D:Q	55538
##	B:E	33523
##	C:Q	2989
##	B:Q	. 29437
##	C	28434
##	B:D	21234
##	Q	13976
##	D	.12375
##	E	10777
##	E:Q	06457
##	B·C	.00079

Factors affecting **location** (spring height)



## zscore= 0.0417893 0.1256613 0.2104284 0.2967378 0.3853205 0.4770404

Factors affecting **dispersion** ( $\ln s^2$ )



## zscore= 0.05224518 0.1573107 0.264147 0.3740954 0.4887764 0.6102946