

# Two-Way ANOVA vs. Mixed Model

## A Tale of Two Thieves

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# Traditional Two-Way ANOVA (Both Fixed)

## Model Specification:

$$\text{ASSAY}_{ijk} = \mu + \beta_i \cdot \text{METHOD}_i + \alpha_j + \gamma_{ij} + \varepsilon_{ijk}$$

## Where:

- $\mu$  = Grand mean
- $\beta_i$  = Fixed METHOD effect (INTM or UNIT)
- $\alpha_j$  = Fixed LOCATION effect ( $j = 1, \dots, 6$ )
- $\gamma_{ij}$  = Fixed METHOD  $\times$  LOCATION interaction
- $\varepsilon_{ijk}$  = Random error,  $\varepsilon_{ijk} \sim N(0, \sigma^2)$

## Key Assumption:

- Inference applies **only to these 6 specific locations**
- Cannot generalize to other locations

# Mixed Model (METHOD Fixed, LOCATION Random)

## Model Specification:

$$\text{ASSAY}_{ijk} = \mu + \beta \cdot \text{METHOD} + b_i + \varepsilon_{ijk}$$

Where:

- $\mu$  = Grand mean
- $\beta$  = Fixed METHOD effect (applies to any method)
- $b_i$  = Random LOCATION intercept,  $b_i \sim N(0, \sigma_b^2)$
- $\varepsilon_{ijk}$  = Error term,  $\varepsilon_{ijk} \sim N(0, \sigma_i^2)$

## Key Feature: Heterogeneous Variance

$$\sigma_{\text{INTM}}^2 = 0.7069 \neq \sigma_{\text{UNIT}}^2 = 3.4001 \quad (4.81 \times \text{ difference})$$

## Generalizability:

- Inference generalizes to any location within the blender

# Key Differences: Side-by-Side Comparison

Aspect	Two-Way ANOVA	Mixed Model
METHOD effect	$\beta_i$ (fixed)	$\beta$ (fixed)
LOCATION effect	$\alpha_j$ (fixed)	$b_i \sim N(0, \sigma_b^2)$
Interaction	Estimable	Absorbed in $b_i$
Variance	Homogeneous: $\sigma^2$	Heterogeneous: $\sigma_i^2$
Generalization	Limited to 6 LOCs	Beyond 6 LOCs
Variance decomp.	Not explicit	31% LOC + 2.3% METHOD

# Why Mixed Model? (1/4)

## 1. Sampling Design

### Key Question

Are these 6 locations *fixed* or a *random sample*?

**Answer:** The 6 locations represent a **random sample** from all possible locations within the V-blender.

- We didn't pre-select "important" locations
- They were chosen to represent the overall blender
- We want to infer about *any* future location

**Conclusion:** LOCATION should be **random**, not fixed

# Why Mixed Model? (2/4)

## 2. Generalizability

### Research Goal

Understand blender uniformity for future production batches

- Two-Way ANOVA: “Are these 6 locations different?”
- Mixed Model: “Does location systematically affect content?”

### Example:

- ANOVA results apply only to Locations 1-6
- Mixed Model generalizes to any location in any future batch

# Why Mixed Model? (3/4)

## 3. Precision Comparison

**Question:** Do INTM and UNIT have different measurement precisions?

**Heterogeneous Variance Structure:**

$$\sigma_{\text{INTM}}^2 = 0.7069 \quad \text{vs} \quad \sigma_{\text{UNIT}}^2 = 3.4001$$

- INTM is  $4.81\times$  more precise than UNIT
- This difference **cannot be detected** with homogeneous variance
- Precision matters for quality control!

# Why Mixed Model? (4/4)

## 4. Explicit Variance Decomposition

Mixed model partitions total variation into three components:

### Variance Decomposition Formula:

$$\text{Var}(\text{ASSAY}_{ijk}) = \text{Var}(b_i) + \text{Var}(\varepsilon_{ijk}) + \text{Var}(\beta \cdot \text{METHOD})$$

$$= \underbrace{0.9977}_{\text{Location}} + \underbrace{2.0535}_{\text{Within-Location}} + \underbrace{0.0731}_{\text{METHOD}}$$

### Percentage Decomposition:

- Between-Location Variance:  $\frac{0.9977}{3.1243} = 31.9\%$ 
  - Random intercepts:  $b_i \sim N(0, 0.9977)$
  - Range: 35.01 to 37.98 mg/100mg (2.96 span)
- METHOD Effect:  $\frac{0.0731}{3.1243} = 2.3\%$ 
  - Fixed effect:  $\beta \cdot \text{METHOD}$
- Residual Error:  $\frac{2.0535}{3.1243} = 65.7\%$ 
  - Heterogeneous:  $\sigma_{\text{INTM}}^2 = 0.7069$ ,  $\sigma_{\text{UNIT}}^2 = 3.4001$

**Key Insight:** Location effect (31.9%) dominates, not method choice

# Summary: Mixed Model Choice

## When to Use Mixed Model

- Some factors are fixed (METHOD) → conditional inference
- Other factors are random (LOCATION) → population inference
- Want to partition variance explicitly
- Need heterogeneous variance structure

## Our Case

- METHOD: Fixed (only these 2 types matter)
- LOCATION: Random (represents any location in blender)
- Variance: Heterogeneous (INTM vs UNIT differ  $4.81\times$ )
- Insight: Location effect (31%) dominates METHOD (2.3%)