

# Probability and Statistics

COMS10011
Dr. Anne Roudaut
csxar@bristol.ac.uk
https://github.com/coms10011

## who am i?

## Human Computer Interaction (HCI)::

a multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between humans (the users) and computers

# experimental design psychology



#### experimental psychology::

the branch of psychology concerned with the scientific investigation of the responses of individuals to stimuli in controlled situations



e.g. bandwagon effect (one of our many cognitive biases)



what is the link with statistics?

like in many fields, statistics is the main tool to analyse, demonstrate, evaluate or predict

# let's start with an example

imagine you are designing a graphical interface for a new application on a laptop

how big should the buttons/icons be?

## Fitts' law ::

the time required to acquire a target of size w at distance d can be described as  $T = a + b \log (1 + d/w)$ 

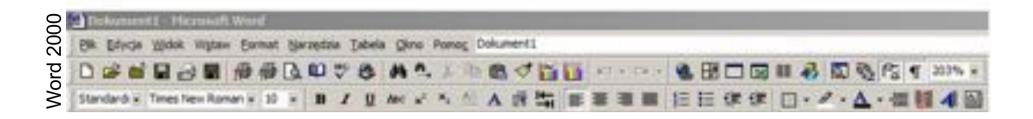
#### smaller bin = harder and further = harder

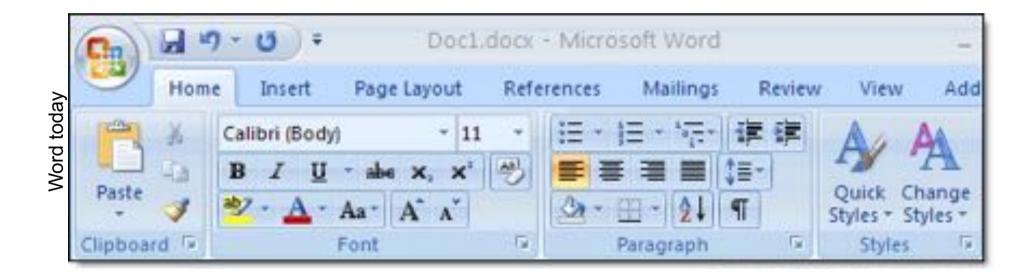


### Fitts' law ::

the time required to acquire a target of size w at distance d can be described as  $T = a + b \log (1 + d/w)$ 

$$T = \underbrace{a + b}_{\text{Index}} D_{\text{ifficulty}}$$
(depends on input device)



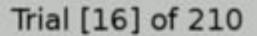


e.g. one reason why we have ribbons in Word now

#### Fitts' law :: T = a + b ID

time required to acquire a target

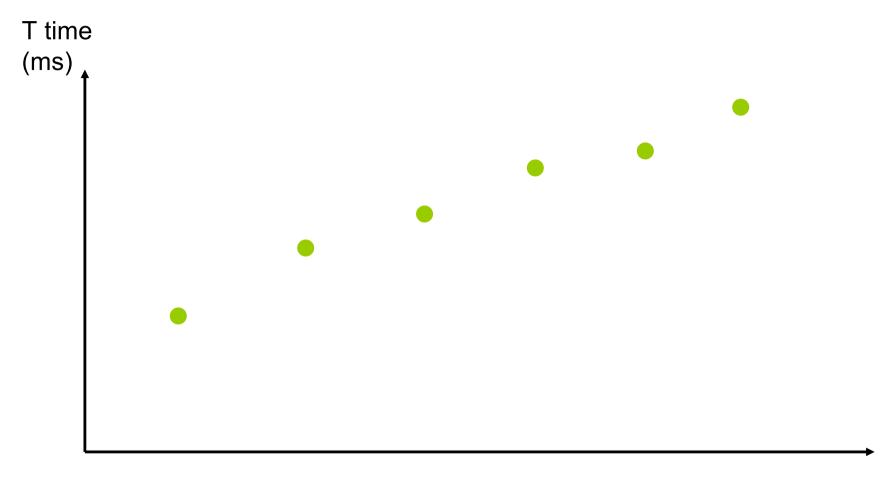
but where does this equation come from?



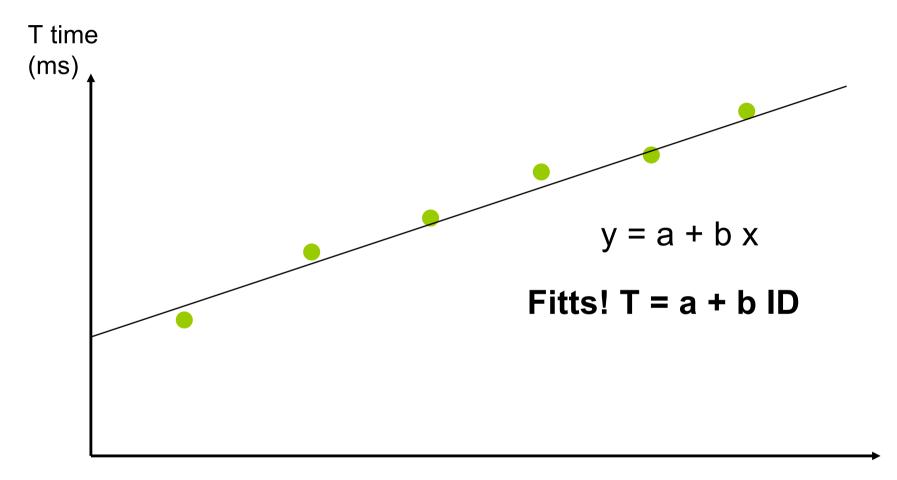
+



let's run an experiment and ask one participant to click on targets of different IDs



ID index of difficulty

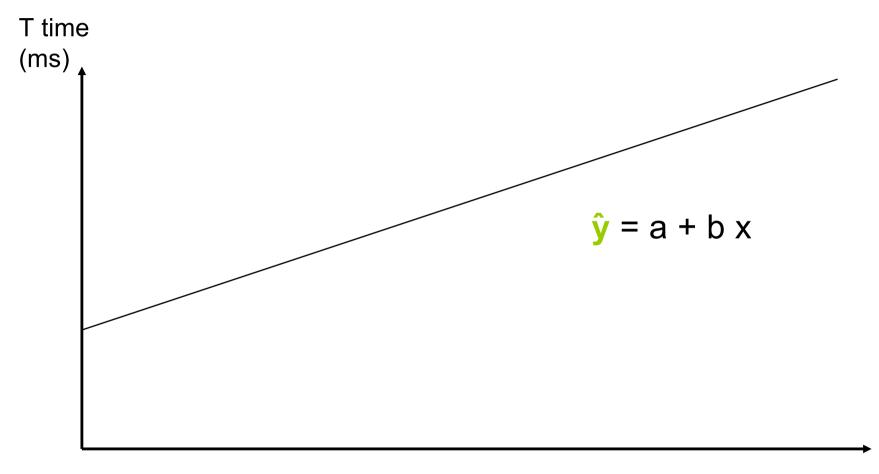


#### regression ::

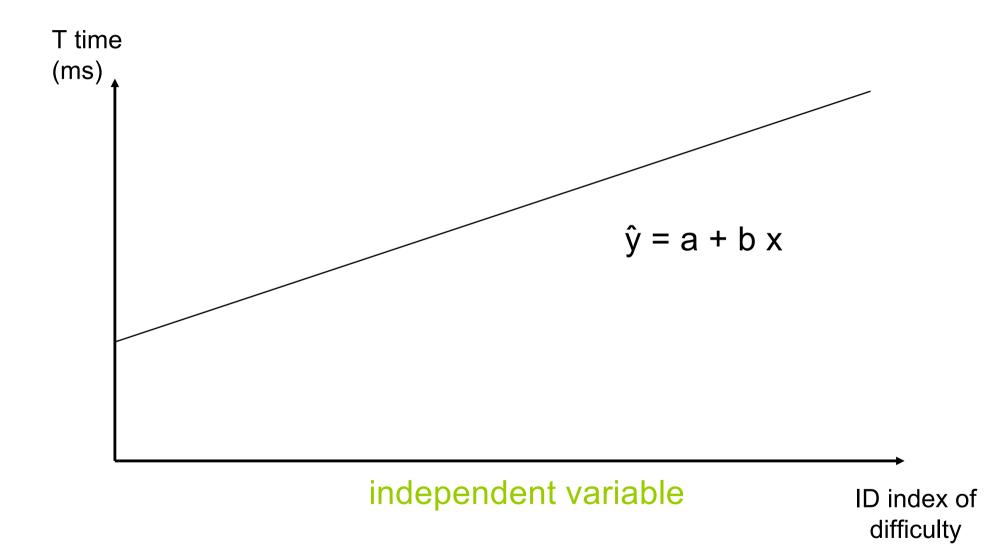
a technique for determining the statistical relationship between two or more variables where a change in a dependent variable is associated with, and depends on, a change in one or more independent variables

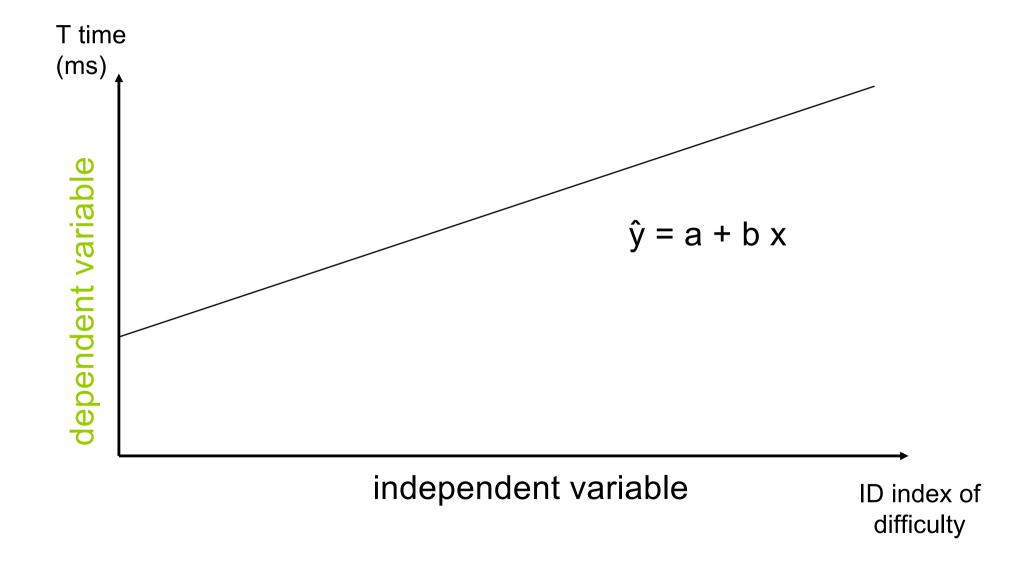
arguably the most basic technique for machine learning

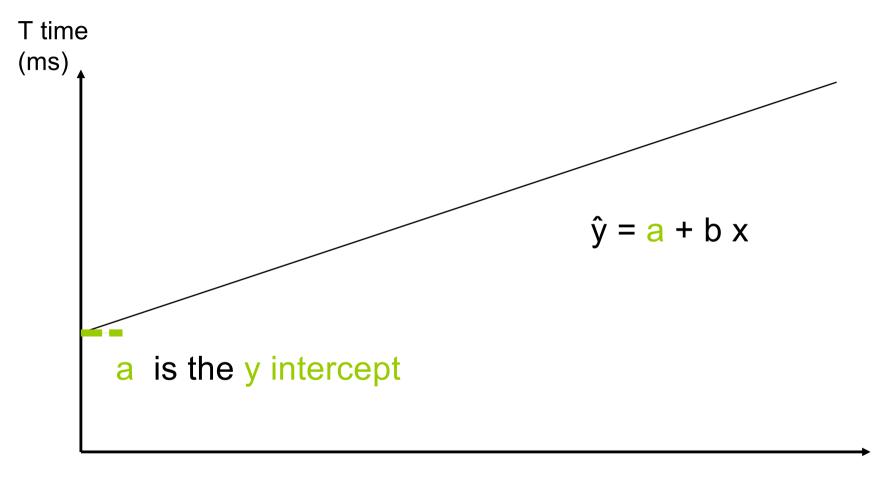
# terminology of regressions

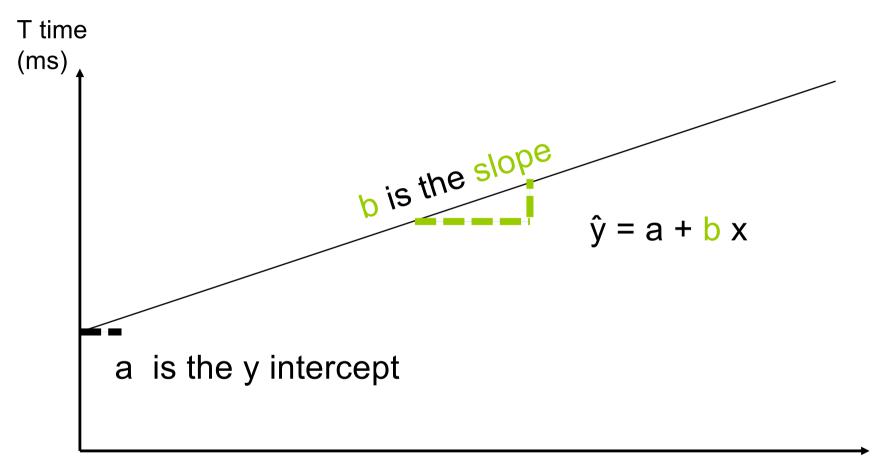


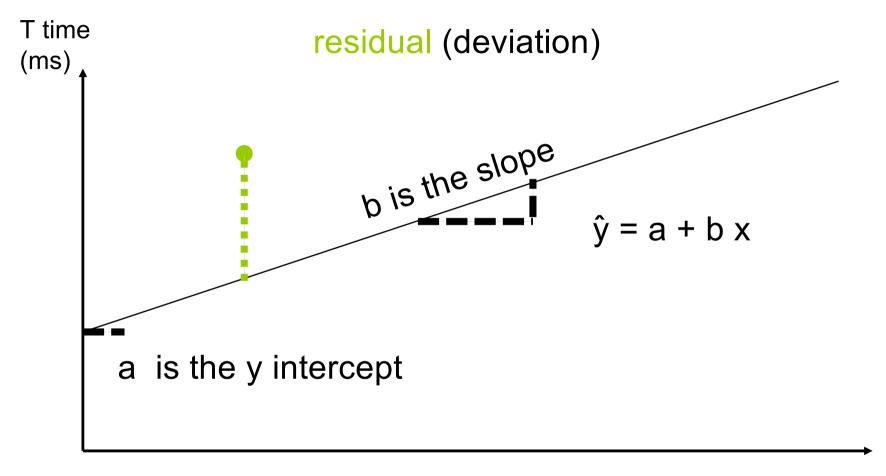
ID index of difficulty



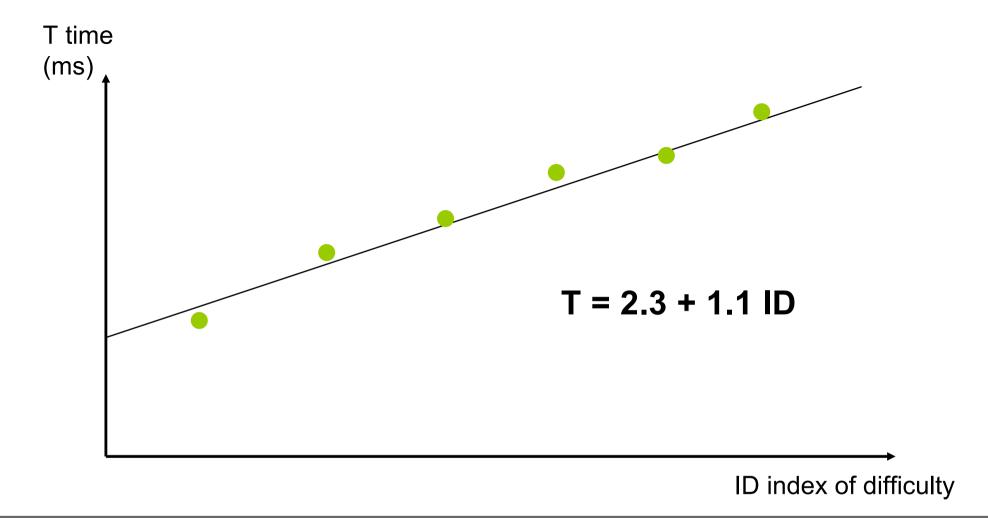




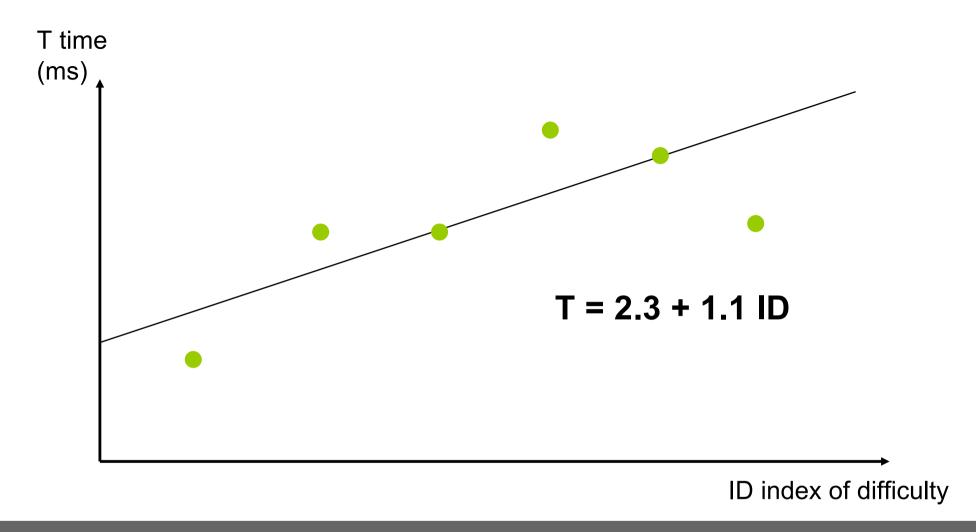




## goodness of fit



how can you be sure this line is a good fit to our data?



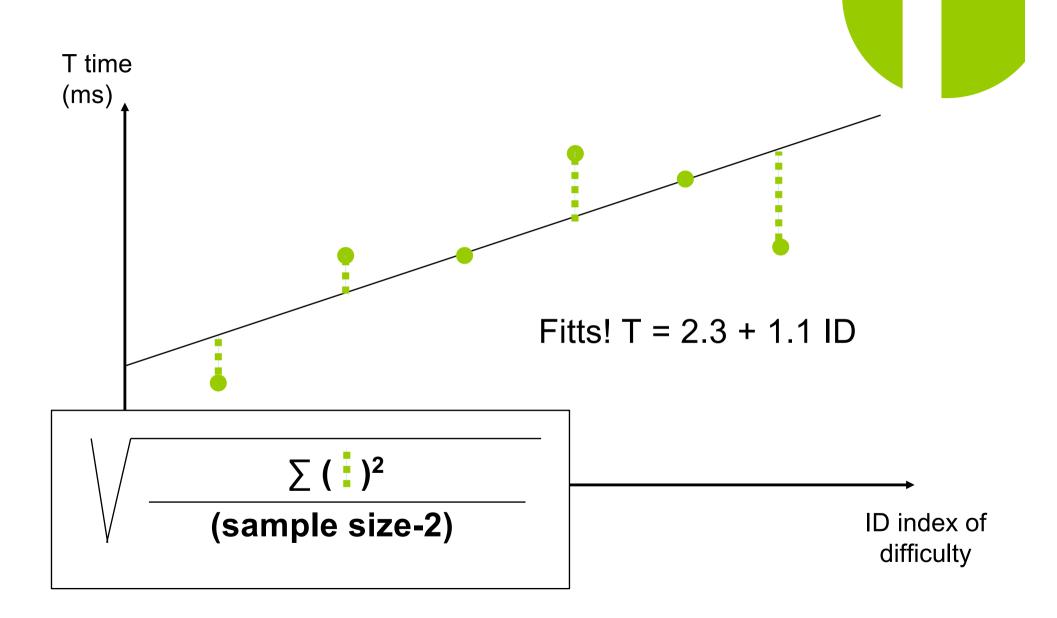
how can you be sure this line is a good fit to our data? what about now?

<brainstorming with your neighbor>

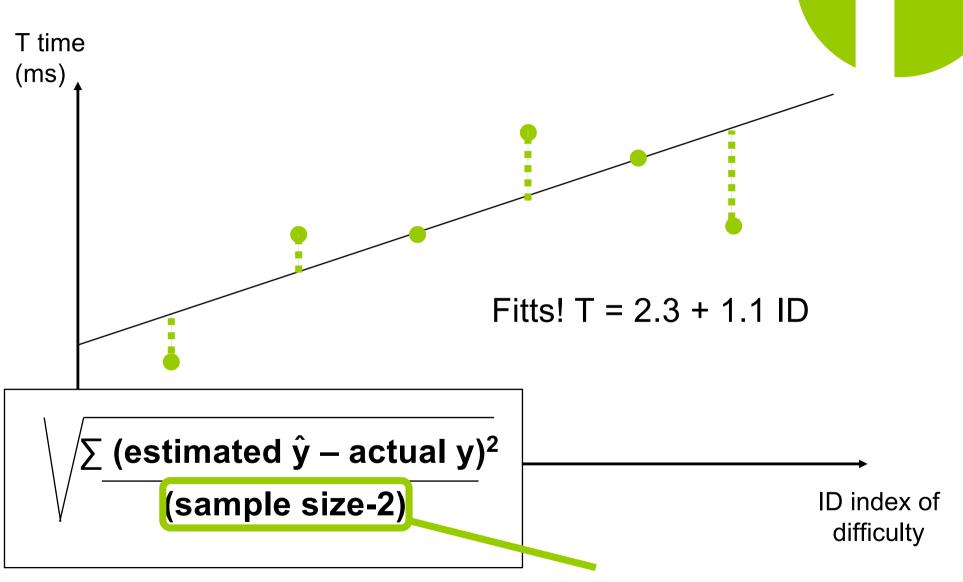
we can compute the goodness of fit with several methods

e.g. standard error of the estimate or R squared

#### standard error of the estimate

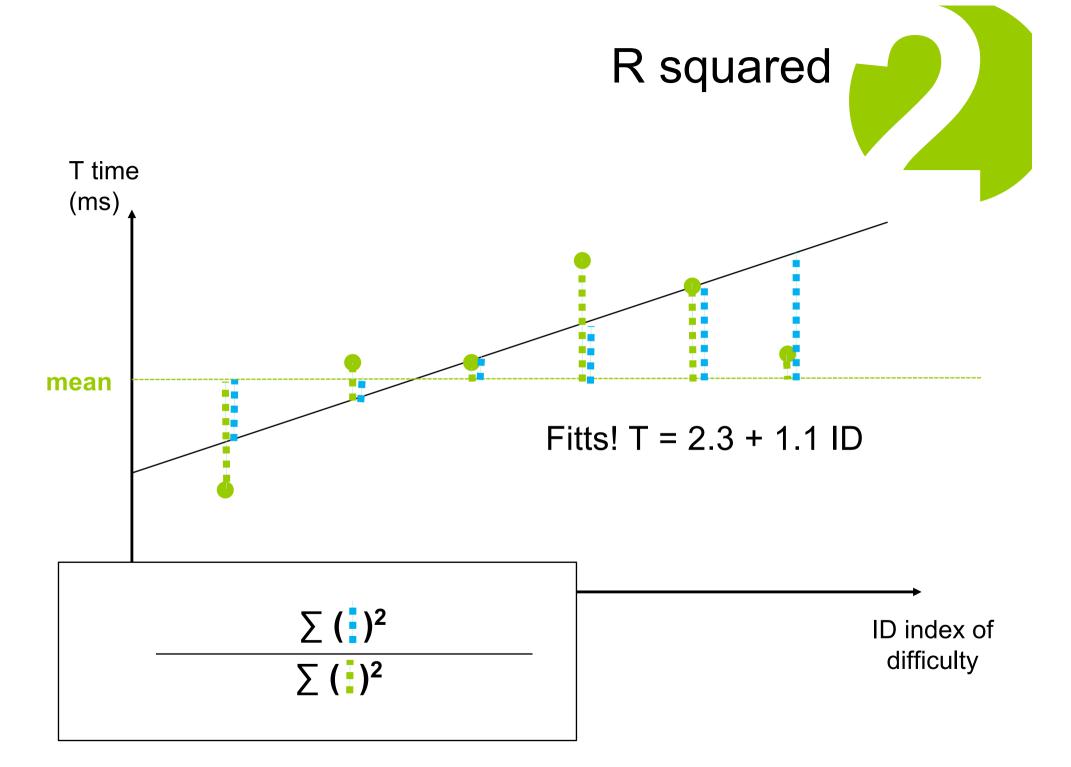


#### standard error of the estimate



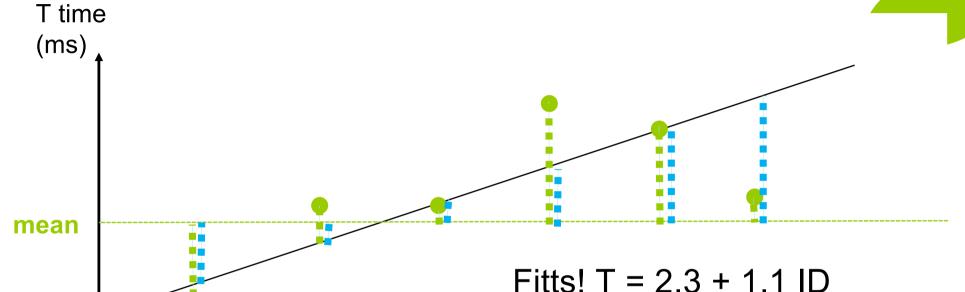
also called degree of freedom

S gives a standard error in the metric of the data (the less the better)









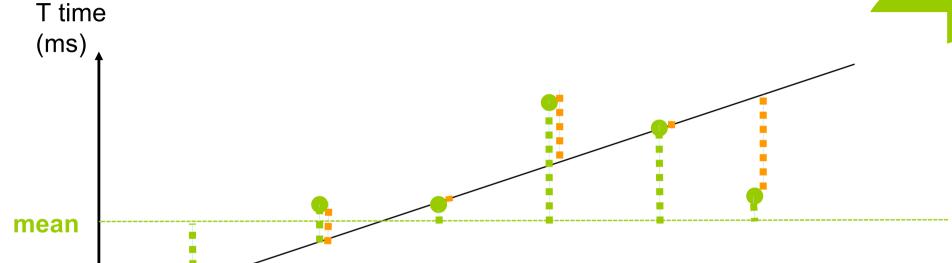
 $\frac{\sum (\text{estimated } \hat{y} - \text{mean } y)^2}{\sum (\text{actual } y - \text{mean } y)^2}$ 

this formula works if your line is computed by the least square regression method (the one used by R)

#### R squared

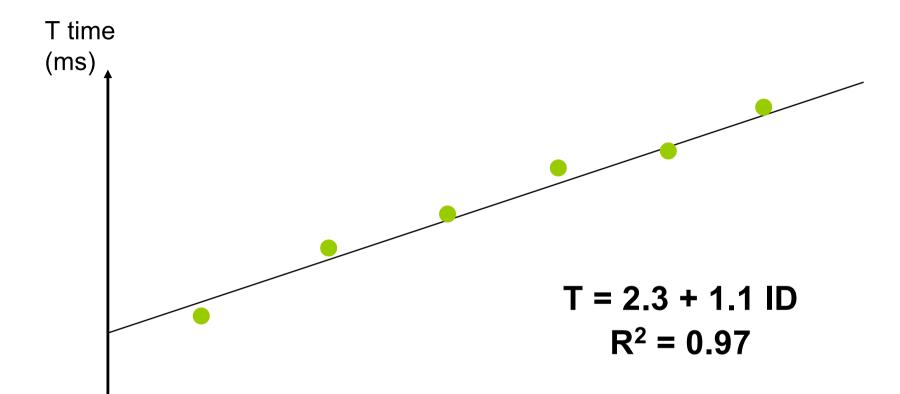
Fitts! T = 2.3 + 1.1 ID





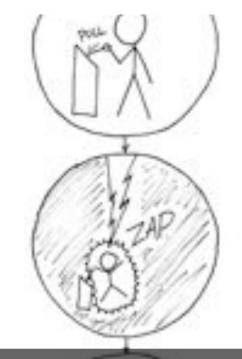
1 - 
$$\frac{\sum (actual \ y - estimated \ \hat{y})^2}{\sum (actual \ y - mean \ y)^2}$$

you could also find it in a this format which is more genetic R<sup>2</sup> gives a percentage and 100% means perfect fit (>70% is better)



how can you be sure this is a good fit for all human?

## to gain additional confidence we repeat



we gain trust in a model if it fits the data with little error when

1.it is verified with a lot of data

2.it holds across very different people

3.it is verified in independent studies.

#### The information capacity of the human motor system in controlling the amplitude of movement.

PM Fitts - Journal of experimental psychology, 1954 - psycnet.apa.org

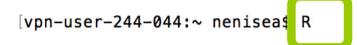
Reports of 3 experiments testing the hypothesis that the average duration of responses is directly proportional to the minimum average amount of information per response. The results show that the rate of performance is approximately constant over a wide range of movement amplitude and tolerance limits. This supports the thesis that" the performance capacity of the human motor system plus its associated visual and proprioceptive feedback mechanisms, when measured in information units, is relatively constant over a considerable ...



99 Cited by 7707 Related articles All 18 versions Web of Science: 3367

#### Fitts's paper probably most cited in HCI, studies done and redone many times

# practically







```
[> print ("hello world!")
[1] "hello world!"
>
```

we will be using R and I will try to give you as much as possible of examples

# R

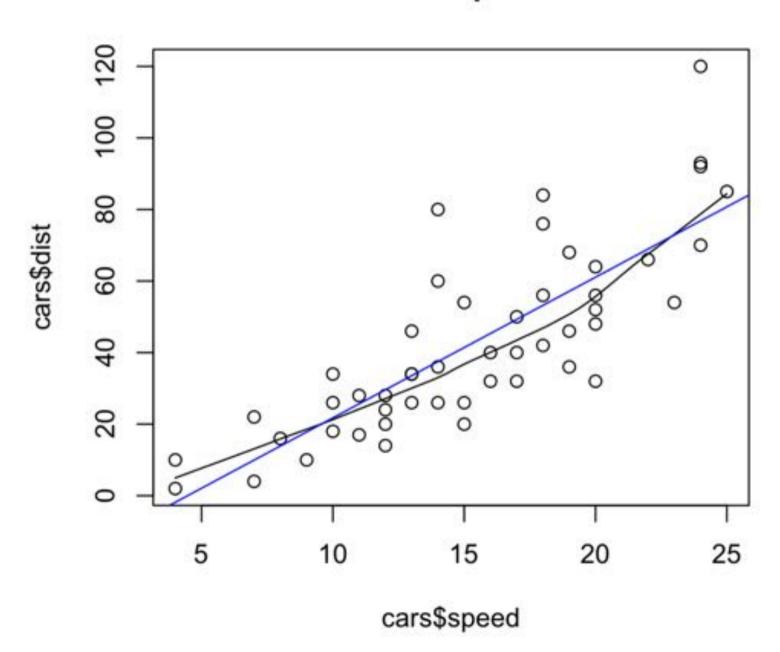
#### in your terminal

```
head(cars) # cars is a table that already comes with R and contain 50 observations of speed and distance in two rows scatter.smooth(x=cars$speed, y=cars$dist, main="Dist ~ Speed")

linearMod <- lm(dist ~ speed, data=cars) # build linear regression model

abline(linearMod, col="blue") # draw the regression line summary(linearMod) # goodness of fit
```

#### Dist ~ Speed





```
Call:
lm(formula = dist ~ speed, data = cars)
Residuals:
       10 Median 30
   Min
                                 Max
-29.069 -9.525 -2.272 9.215 43.201
               dist = -17.5791 + 3.9324 * speed
Coefficients:
          Estimate Std. Error t value Pr(>|t|)
                       6.7584 - 2.601 0.0123 *
(Intercept) -17.5791
             3.9324
                       0.4155 9.464 1.49e-12 ***
speed
Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
```

Residual standard error: 15.38 on 48 degrees of freedom Multiple R-squared: 0.6511, Adjusted R-squared: 0.6438 F-statis 1.00.57 1 1 1 1 8 DF, p-value: 1.49e-12



```
Call:
lm(formula = dist ~ speed, data = cars)
Residuals:
   Min
            10 Median
                        30
                                  Max
-29.069 - 9.525 - 2.272 9.215 43.201
                                                   also note this
Coefficients:
           Estimate Std. Error t value Pr(>|t|)
                                                   pvalue<0.01
(Intercept) -17.5791 6.7584 -2.601 0.0123 *
                                9.464 1.49e-12 ***
                                                   pvalue <0
             3.9324
                       0.4155
speed
               0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
Signif. codes:
```

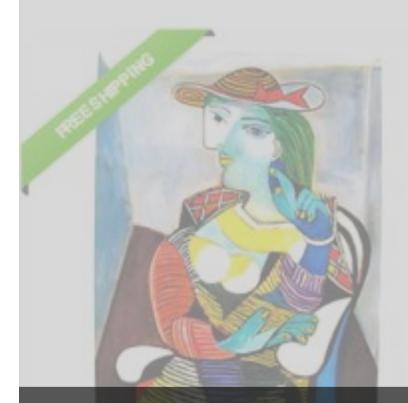
Residual standard error: 15.38 on 48 degrees of freedom Multiple R-squared: 0.6511, Adjusted R-squared: 0.6438 F-statistic: 89.57 on 1 and 48 DF, p-value: 1.49e-12

(will explain next week)

# usages of regressions



Sack to search results | Listed in category: Art > Art from Dealers & Resellers > Prints



### Pablo Picasso MARIE THERESE WALTER Esta

"Mint"

Quantity: 1 4 available / 241 sold

Price: US \$39.99

**Buy It Now** 

Add to cart

285 watchers

Add to watch list

predicting ebay's online auction prices using functional data analysis











#### you can also fit a curve = polynomial fitting

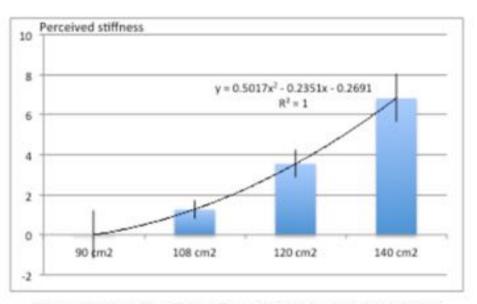


Figure 11. Bradley-Terry-Luce model output as well as a polynomial regression.

Our results are illustrated in Figure 11. We observed a clear distinction between the perceived stiffness of the 4 patches, the size of the patch increasing the perceived stiffness. In particular A is the least restrictive, followed by B, then C and then D is the most restrictive. We found that each paired comparison was significant (p<0.0125). This thus allows us to compare the different patches and conclude that D is the most efficient patch. We also performed a polynomial regression on our data and found a very accurate fit: y=0.5017x2-0.2351x-0.2691 (R²=1). This suggests a quadratic correlation between the area of the patch and the perceived stiffness, which allows us to imagine bigger patches in order to restrict movements of the knee, which would require more stiffness. Of course further investigations need to be done to confirm this.

betwe the air jam th Prelin The g lab. A the co potent First c One r hands sugge sugge player the us "defro where player for ter mover our id We al becom that th in two impro

Patch

partic

imple

# R

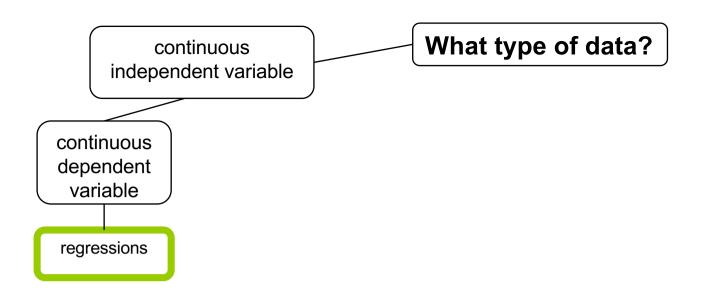
#### polynomial regression model

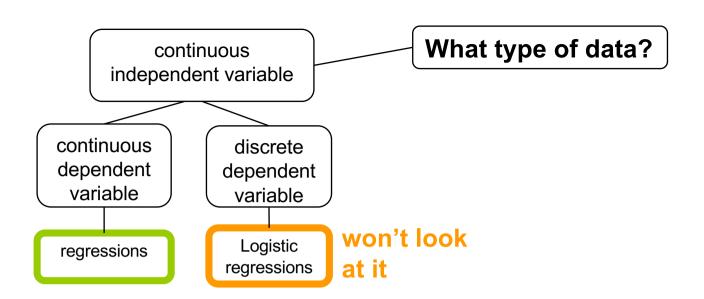
```
Mod2 <- Im(dist~poly(speed,2,raw=TRUE), data=cars)</pre>
```

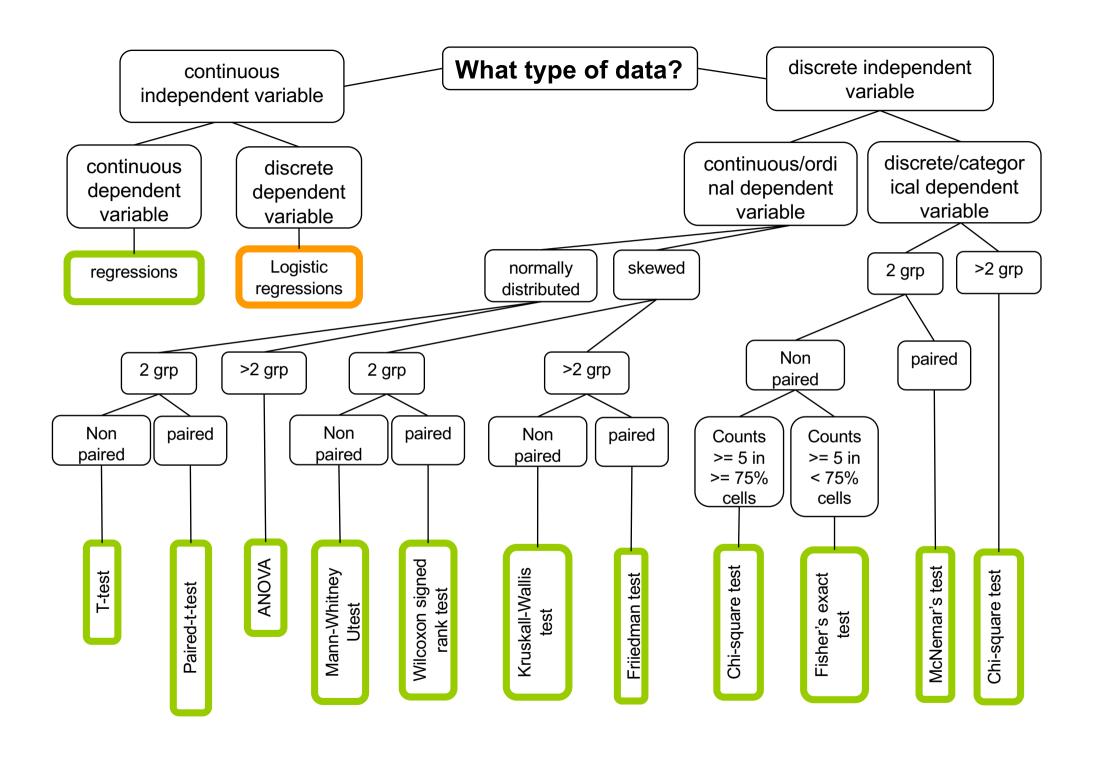
Mod3 <- Im(dist~poly(speed,3,raw=TRUE), data=cars)</pre>

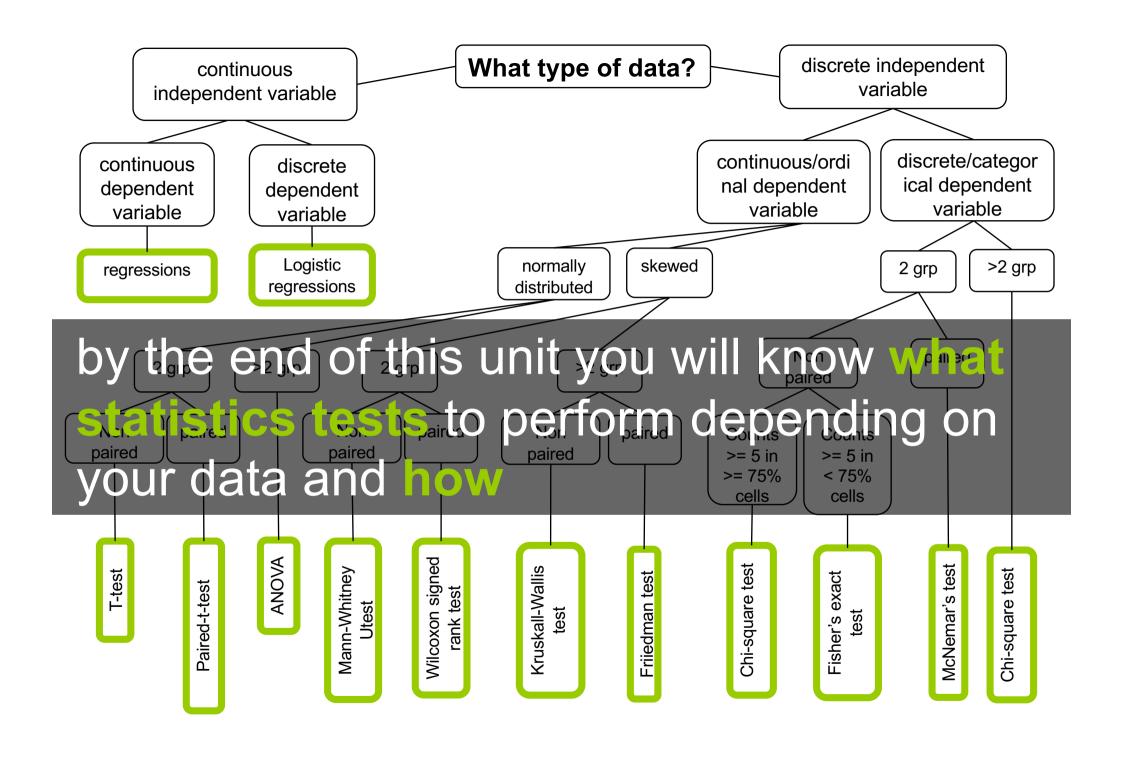
Mod4 <- Im(dist~poly(speed,4,raw=TRUE), data=cars)</pre>

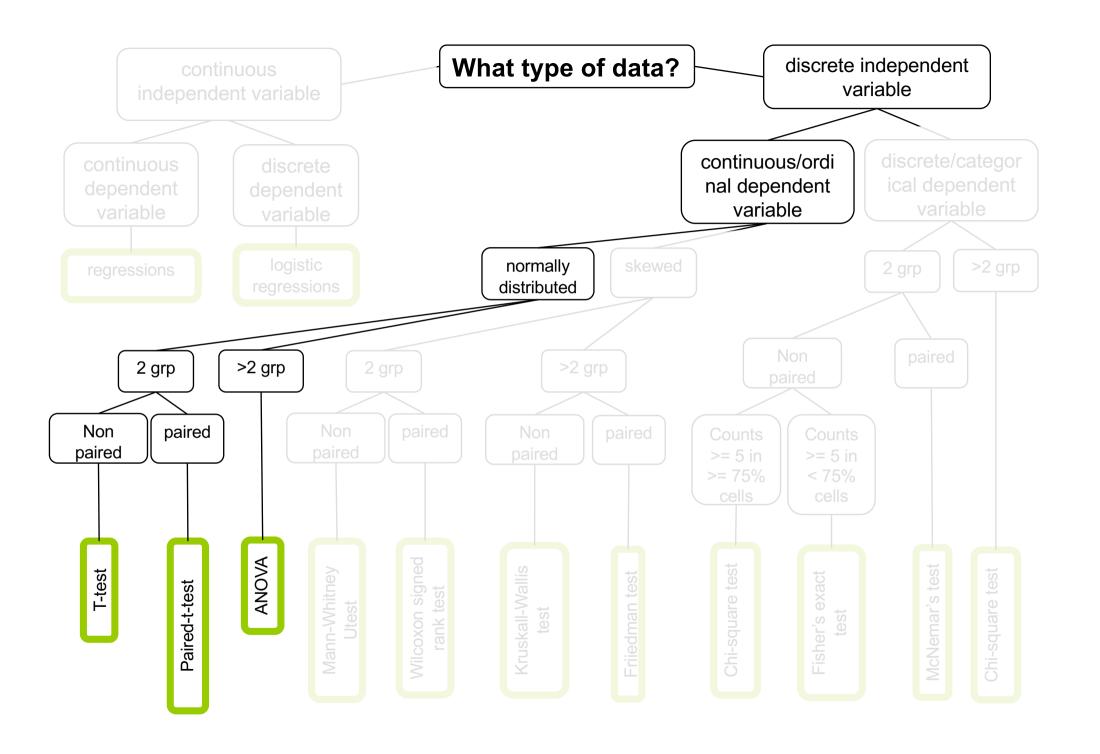
## summary







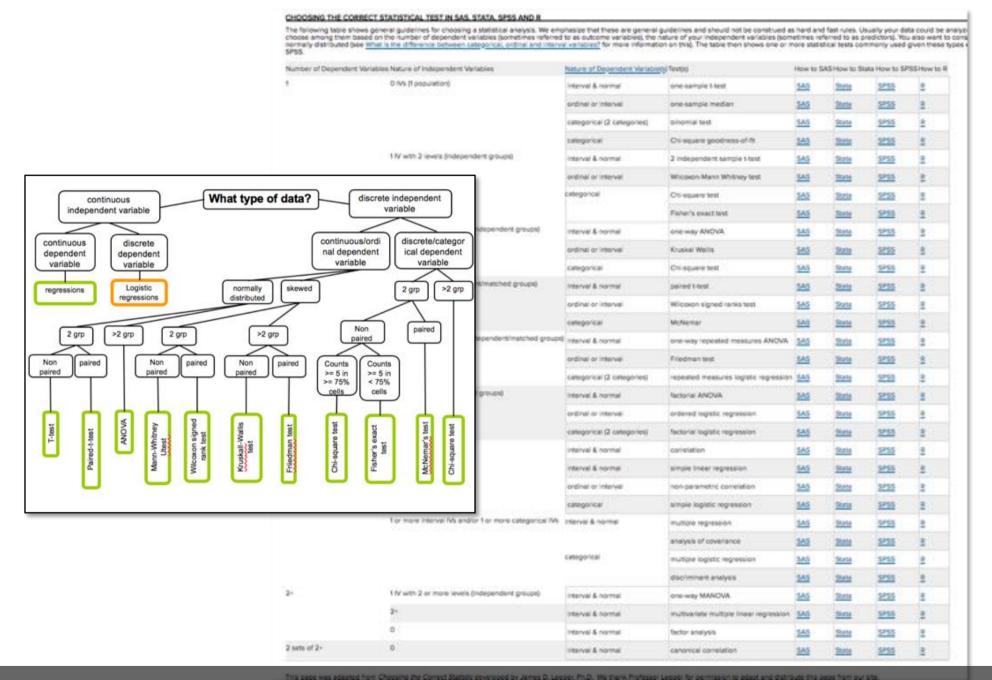




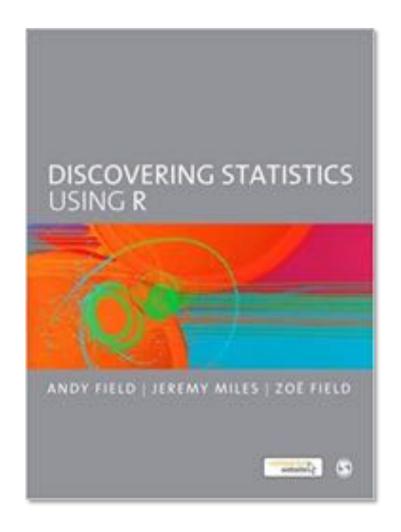
- 1. Linear regression
- 2. Hypothesis testing, comparing things
- 3. Experimental design a: T-test
- 4. Experimental design b: ANOVA
- 5. How T-test and ANOVA work
- 6. Non-parametric tests a, normality tests
- 7. Non-parametric tests b
- 8. Categorical data: Chi-square
- 9. Sample size, power and effect size
- 10. Alternatives to p value testing
- 11. Questions before exam

## unit menu

### resources



https://stats.idre.ucla.edu/other/mult-pkg/whatstat/





the text book I am using and a suggestion of YouTube video channel

#### videos on regressions

https://www.youtube.com/watch?v=WWqE7YHR4Jc

https://www.youtube.com/playlist?list=PLF596A4043DBEAE9C

- 1. Explain what is a linear regression
- 2. Give the terminology of a regression line
- 3. Give the two formulas of goodness of fit
- 4. Be able to compute the two formulas given a few observations

# take away

#