# **Experimental Design and Probability**

Introduction to course

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### **Experimental Design and Probability**

- Experimental Design
- Probability
- Estimation
- Hypothesis testing
- General linear models
- Computational tools

# Computational tools are central to modern statistics

"Working with data requires extensive computing skills. To be prepared for statistics and data science careers, students need facility with professional statistical analysis software, the ability to access and manipulate data in various ways, and the ability to perform algorithmic problem-solving."

► The 2014 American Statistical Association curriculum guidelines for undergraduate programs in statistical science

#### An old trope

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#### by Jef Mallett May 08, 2006 NINE OUT OF TEN THERE ARE I THOUGHT THE LIES, BENJAMIN DISRAELI DAMN LIES PEOPLE SAY THAT THREE KINDS TWAIN BIT ADDED SAID THERE ARE THREE AND WAS MARK TWAIN. OF PUNCH LINES: AN EXTRA LAYER. KINDS OF LIES: OBVIOUS, PAIN-STATISTICS. FULLY OBYIOUS ...

# Statistics, inspiration, change





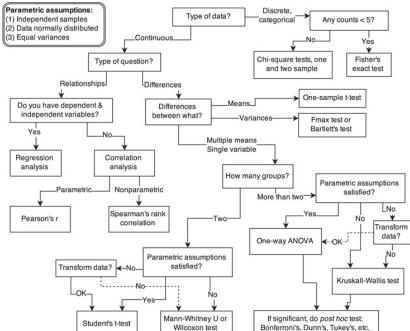
#### **Textbooks**

 $https://www.openintro.org/stat/textbook.php?stat\_book{=}os$ 

https://r4ds.had.co.nz/

Both are on reserve at the library, in addition to a number of other useful texts.

#### A flow chart for intro stats



### Linear models as a unifying framework

We will learn the essentials

- t-tests
- regression
- analysis of variance

in the context of linear models:

$$y = \alpha + \beta x$$

# Fixed vs growth mindset





#### Tips for success

Read materials before AND after class

Participate, ask questions

Do not procrastinate

Teamwork (introduce yourself to your neighbor, swap #s)

## Who are you?

- 1. Name
- 2. Have you taken any stats before?
- 3. Have you designed a data-centric study?
- 4. Have you used a programming language? If yes, which?
- **5.** Why are you here?

#### Website

https://elahi.github.io/xdp/