Analisis-limpio

Joaquin Cervino

2023-11-22

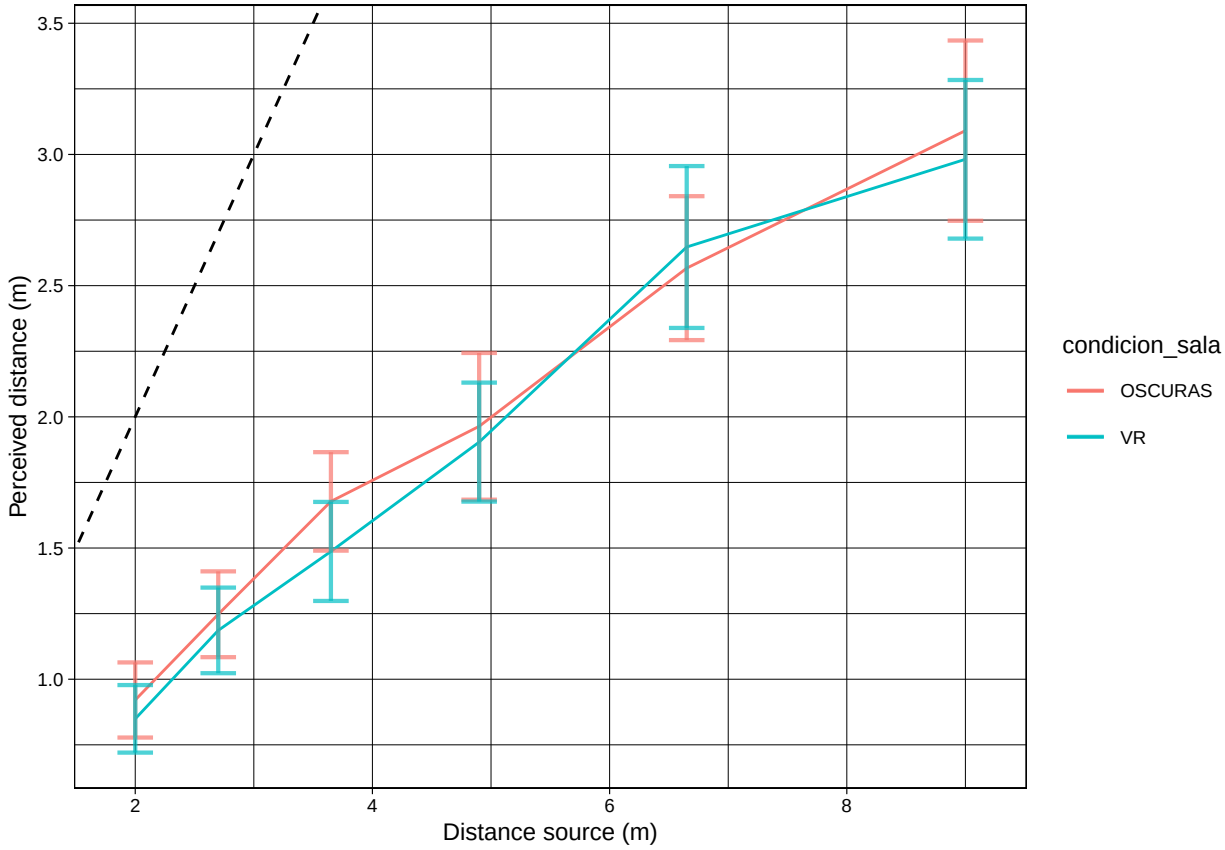
Intro

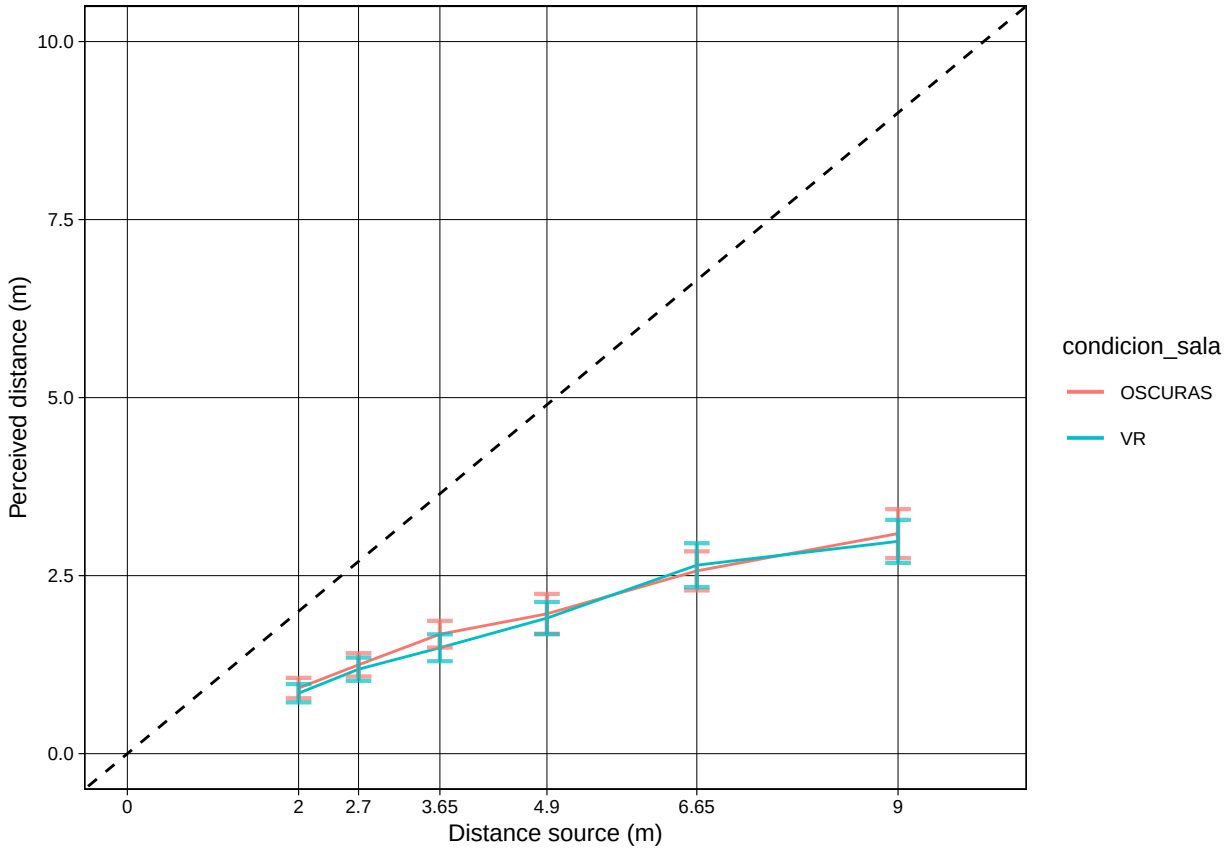
Este es un control sobre si hay ajuste o no entre modalidad oscuras y vr para la pad. (escribir mas)

Analisis de datos

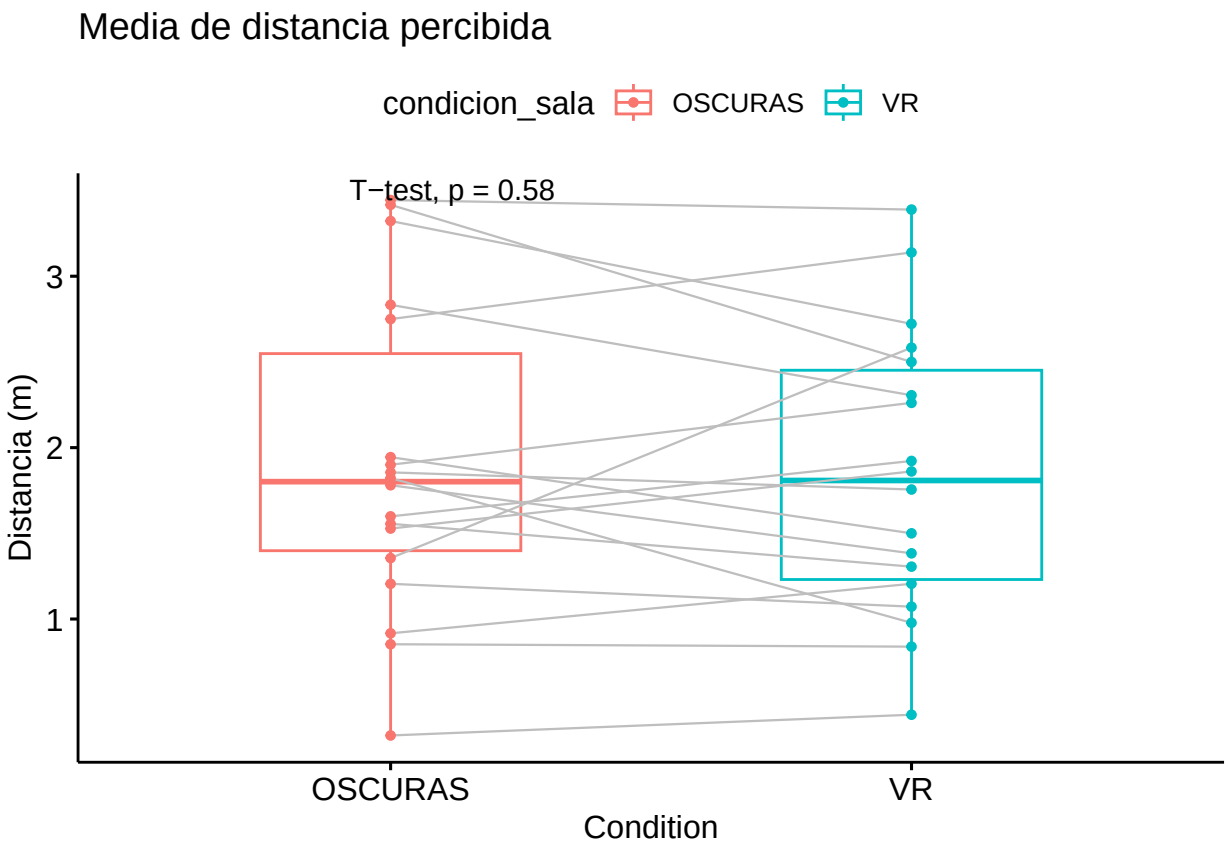
Figuras

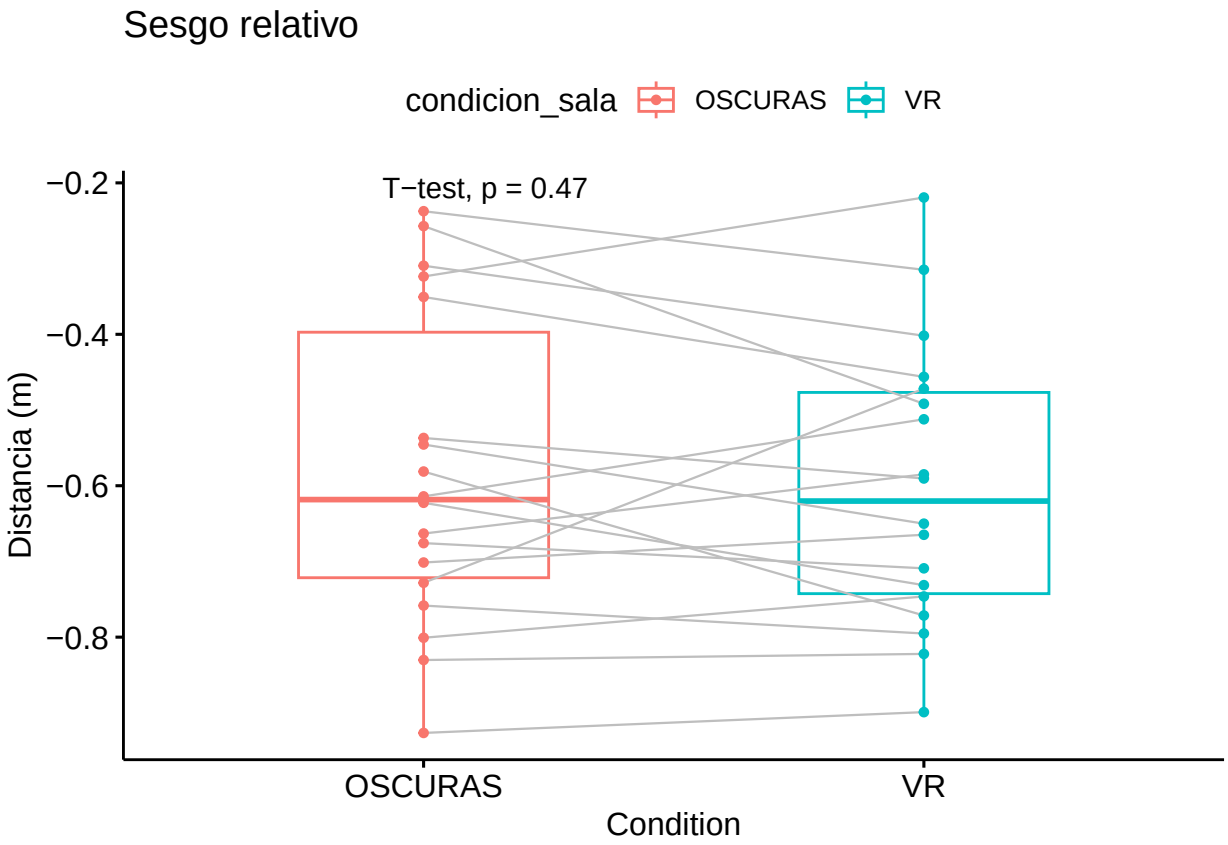
Tabla pob

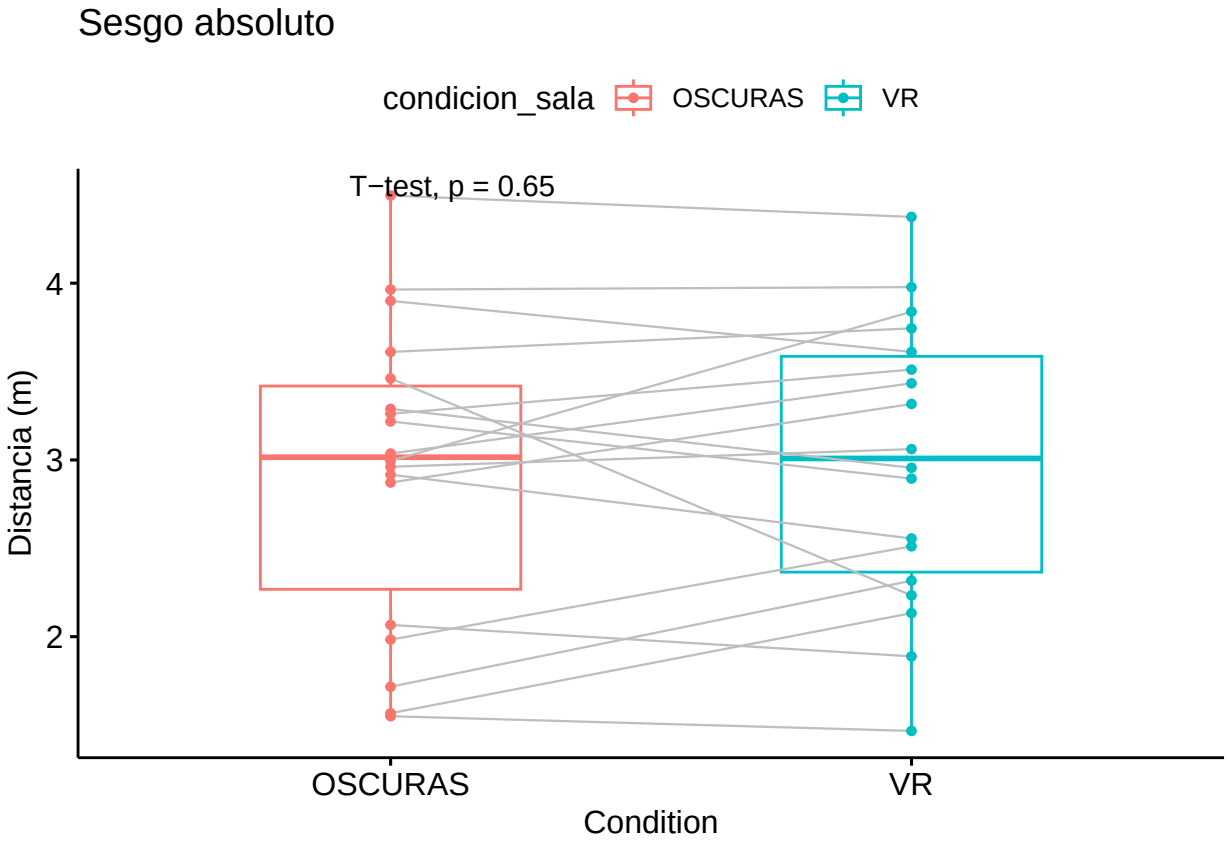



10.0
7.5
5.0
2.5
0.0
Perceived distance (m)
0
2
2.7
3.65
4.9
6.65
9
Distance source (m)
condicion_sala
OSCURAS
VR

Sesgo


Media de distancia percibida
condicion_sala
OSCURAS
VR
T−test, p = 0.58
Distancia (m)
3
2
1
OSCURAS
VR
Condition


Sesgo relativo
condicion_sala
OSCURAS
VR
T−test, p = 0.47
−0.2
−0.4
−0.6
−0.8
Distancia (m)
OSCURAS
VR
Condition


Sesgo absoluto
condicion_sala
OSCURAS
VR
T−test, p = 0.65
Distancia (m)
4
3
2
OSCURAS
VR
Condition

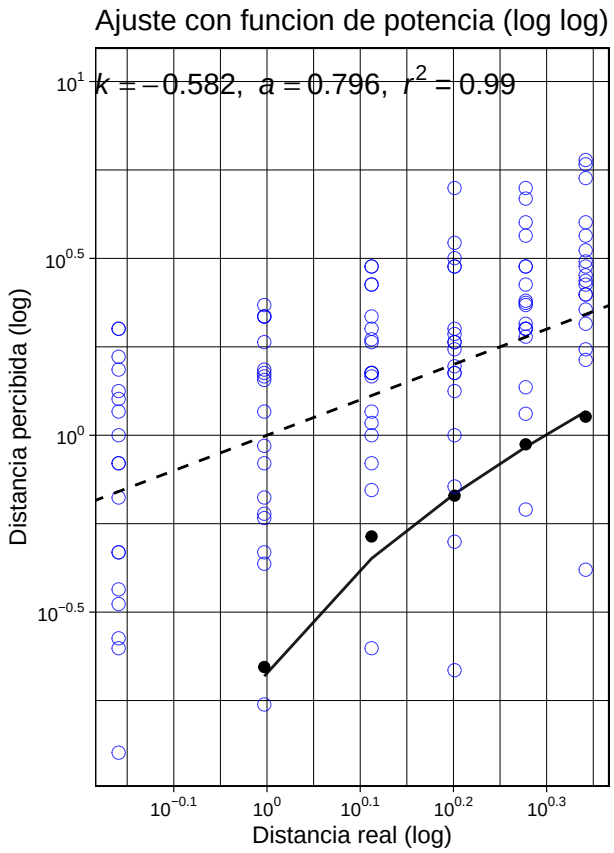
Estadistica

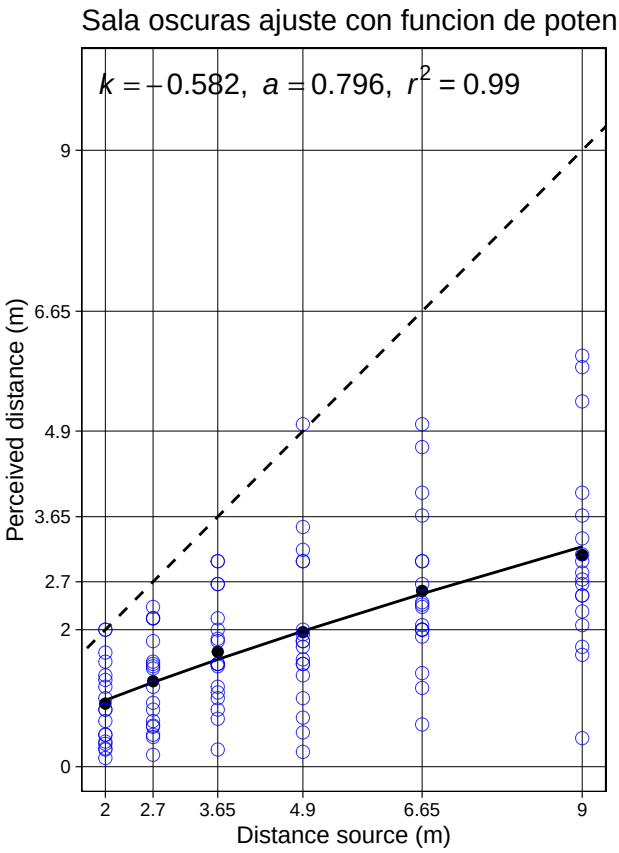
Modelo de efectos mixtos y anova.

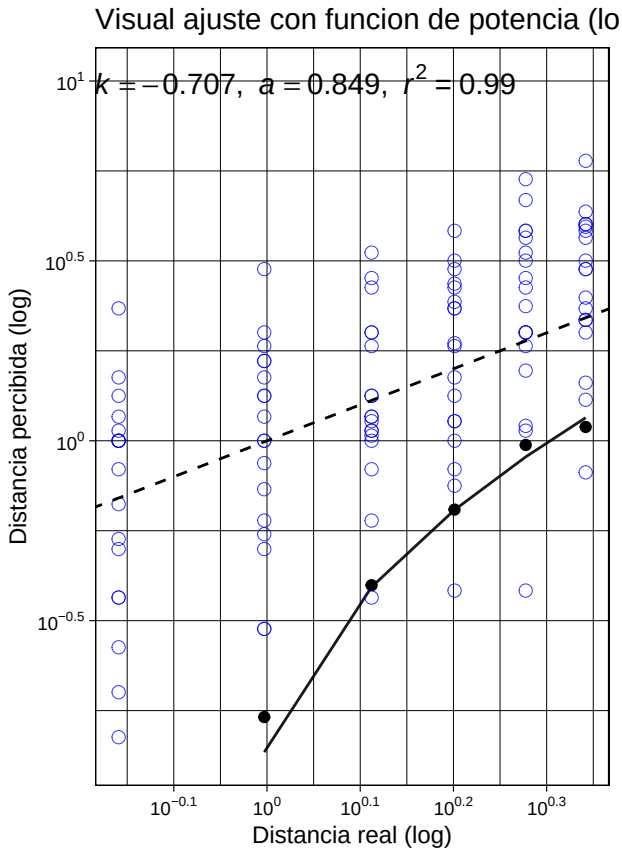
```
## Linear mixed model fit by REML. t-tests use Satterthwaite's method [
## lmerModLmerTest]
## Formula: log(respuesta[, "mean"]) ~ condicion_sala * log(distancia) +
##     (1 | nsub)
##    Data: tabla.ind
##
## REML criterion at convergence: 220.1
##
## Scaled residuals:
##     Min      1Q  Median      3Q     Max
## -4.5590 -0.5530  0.0642  0.6173  2.5481
##
## Random effects:
##  Groups   Name        Variance Std.Dev.
##  nsub     (Intercept) 0.2981   0.5460
##  Residual             0.1161   0.3408
## Number of obs: 216, groups:  nsub, 18
##
## Fixed effects:
##                                 Estimate Std. Error        df t value Pr(>|t|)
## (Intercept)                      -0.87226    0.16169  38.79453  -5.395 3.64e-06
## condicion_salaVR                 -0.08409    0.13844 195.00000  -0.607    0.544
## log(distancia)                    0.87555    0.06389 195.00000  13.705  < 2e-16
## condicion_salaVR:log(distancia)   0.03774    0.09035 195.00000   0.418    0.677
##
## (Intercept)                     ***
## condicion_salaVR
## log(distancia)                  ***
## condicion_salaVR:log(distancia)
## ---
## Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## Correlation of Fixed Effects:
##             (Intr) cnd_VR lg(ds)
## condcn_slVR -0.428
## log(distnc) -0.570  0.666
## cndcn_VR:()  0.403 -0.942 -0.707
```

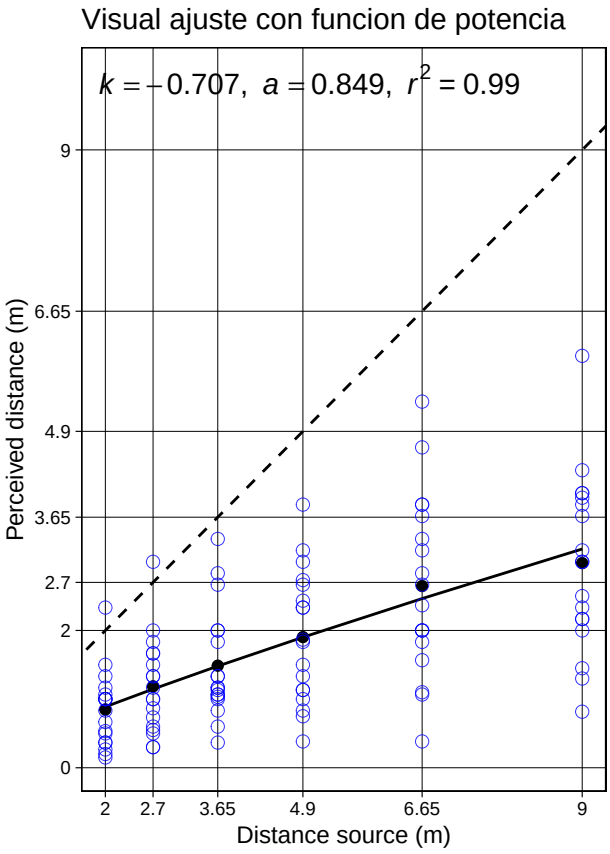
```
## Type III Analysis of Variance Table with Satterthwaite's method
##                              Sum Sq Mean Sq NumDF DenDF  F value Pr(>F)
## condicion_sala                0.043   0.043     1   195   0.3690 0.5443
## log(distancia)               45.525  45.525     1   195 391.9923 <2e-16 ***
## condicion_sala:log(distancia)  0.020   0.020     1   195   0.1745 0.6766
## ---
## Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
```

Analisis de funcion de potencia



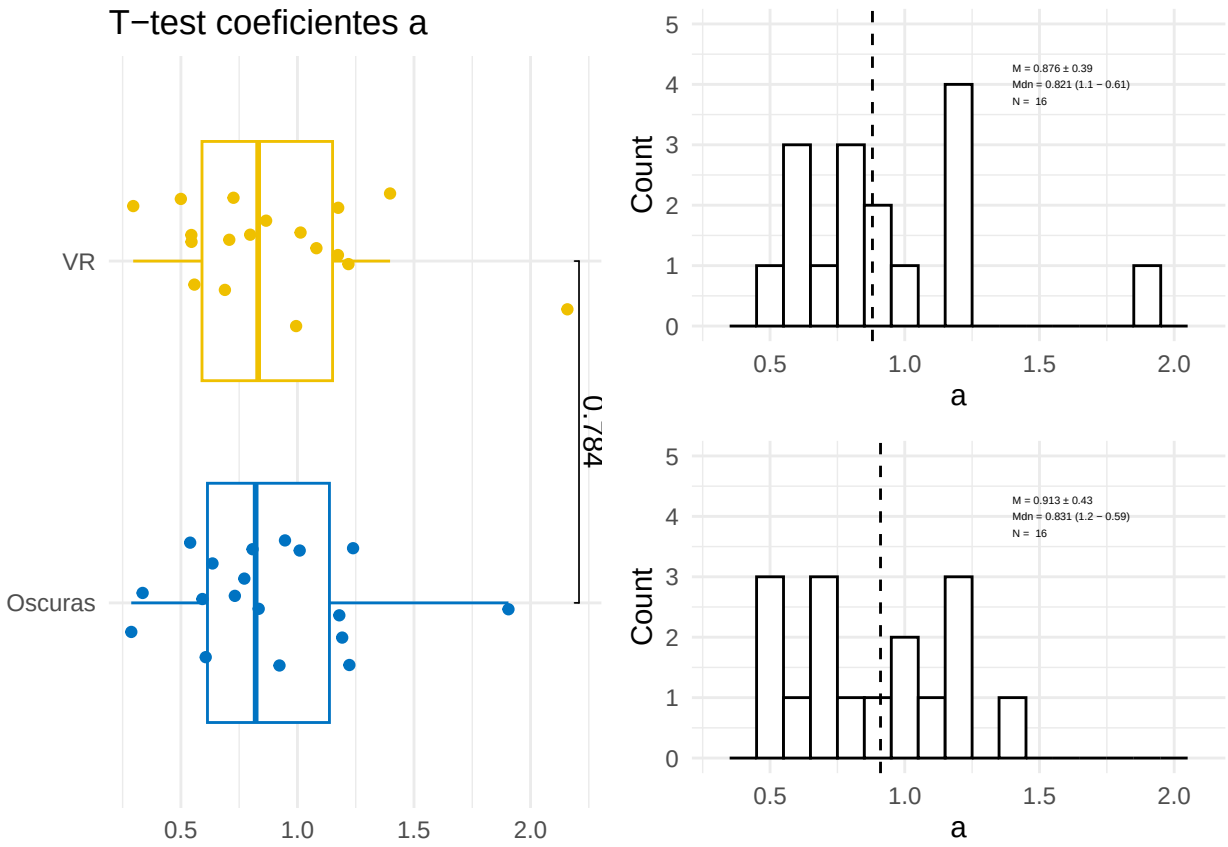



Visual ajuste con funcion de potencia (lo
$k = -0.707,\ a = 0.849,\ r^2 = 0.99$
10^{1}
$10^{0.5}$
10^{0}
$10^{-0.5}$
Distancia percibida (log)
$10^{-0.1}$
10^{0}
$10^{0.1}$
$10^{0.2}$
$10^{0.3}$
Distancia real (log)

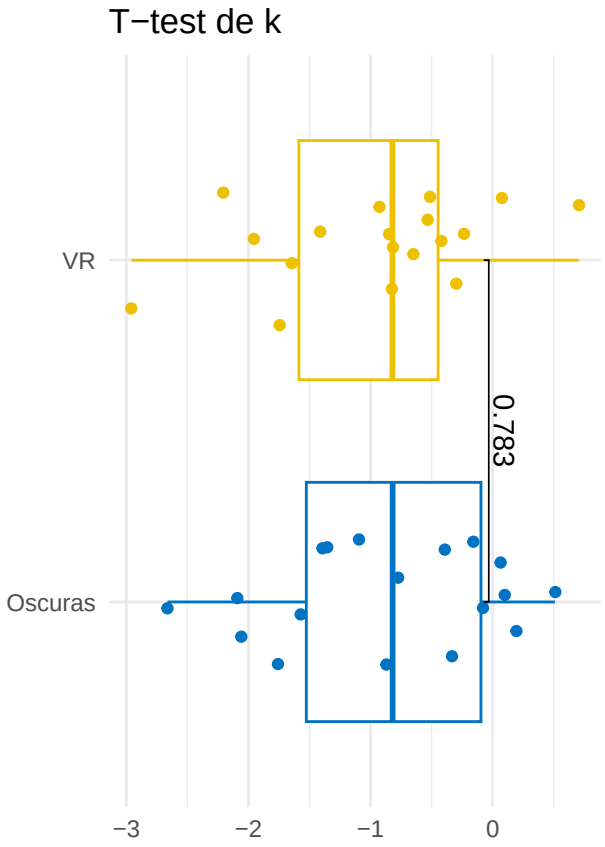

Visual ajuste con funcion de potencia
$k = -0.707,\ a = 0.849,\ r^2 = 0.99$
9
6.65
4.9
3.65
2.7
2
0
Perceived distance (m)
2
2.7
3.65
4.9
6.65
9
Distance source (m)

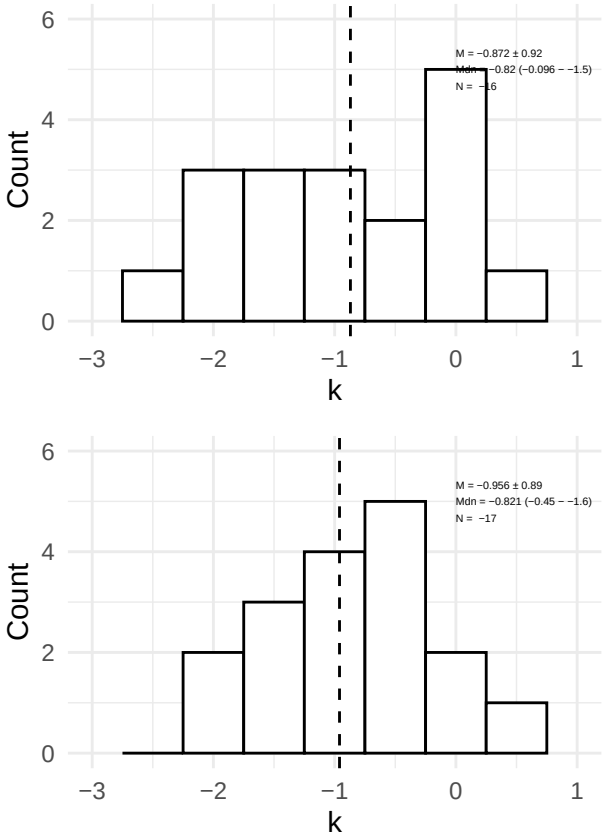
Obteniendo coeficiente por sujeto

Coefciente a Este coeficiente representa el exponente del ajuste con funcion de potencias. Explica la parte no lineal de la compresion.

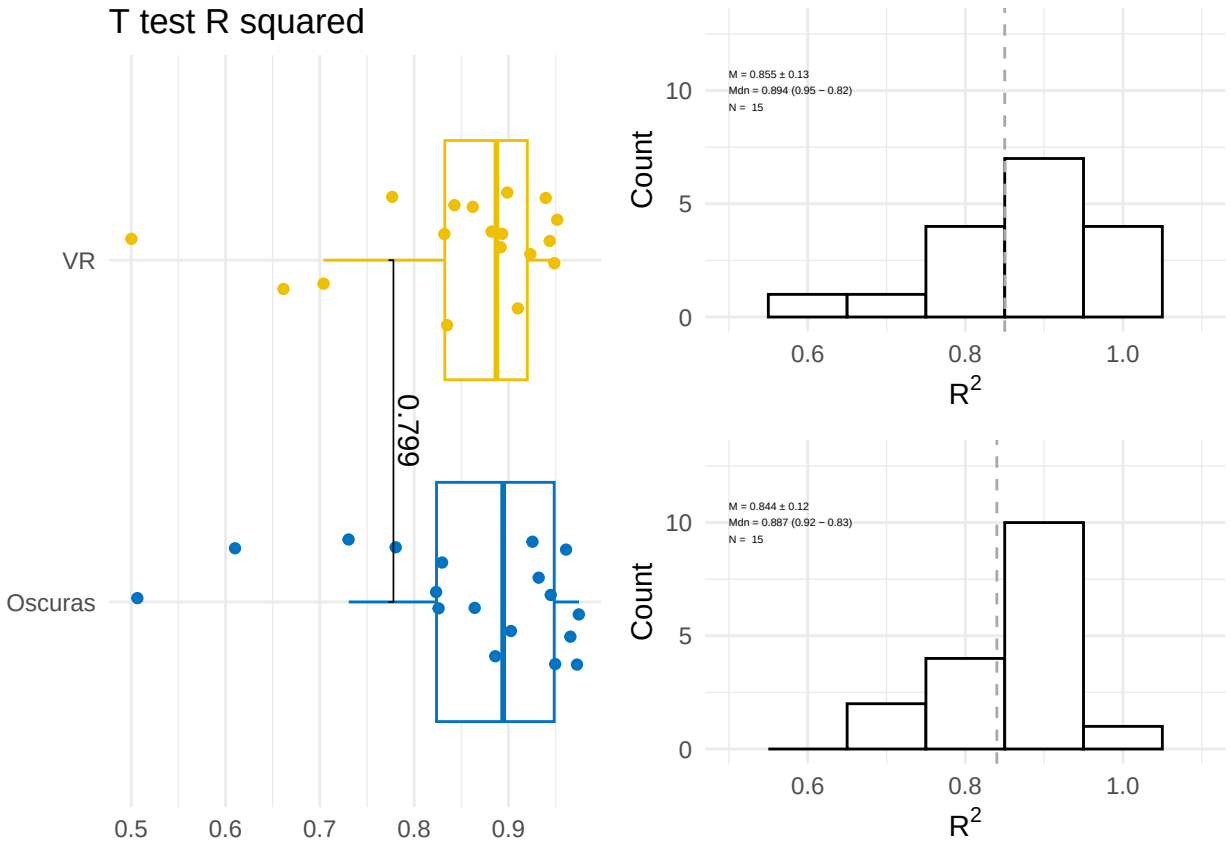


k intercept placeholder

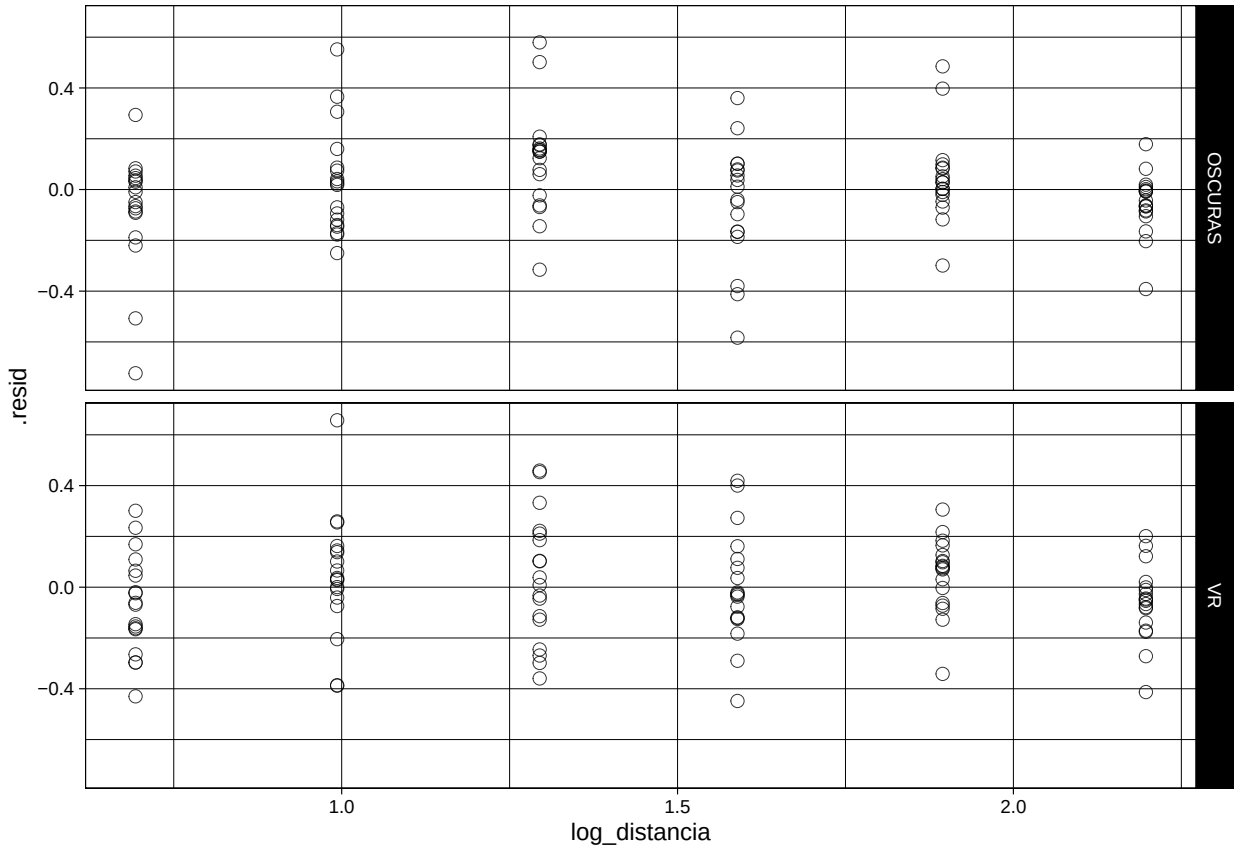


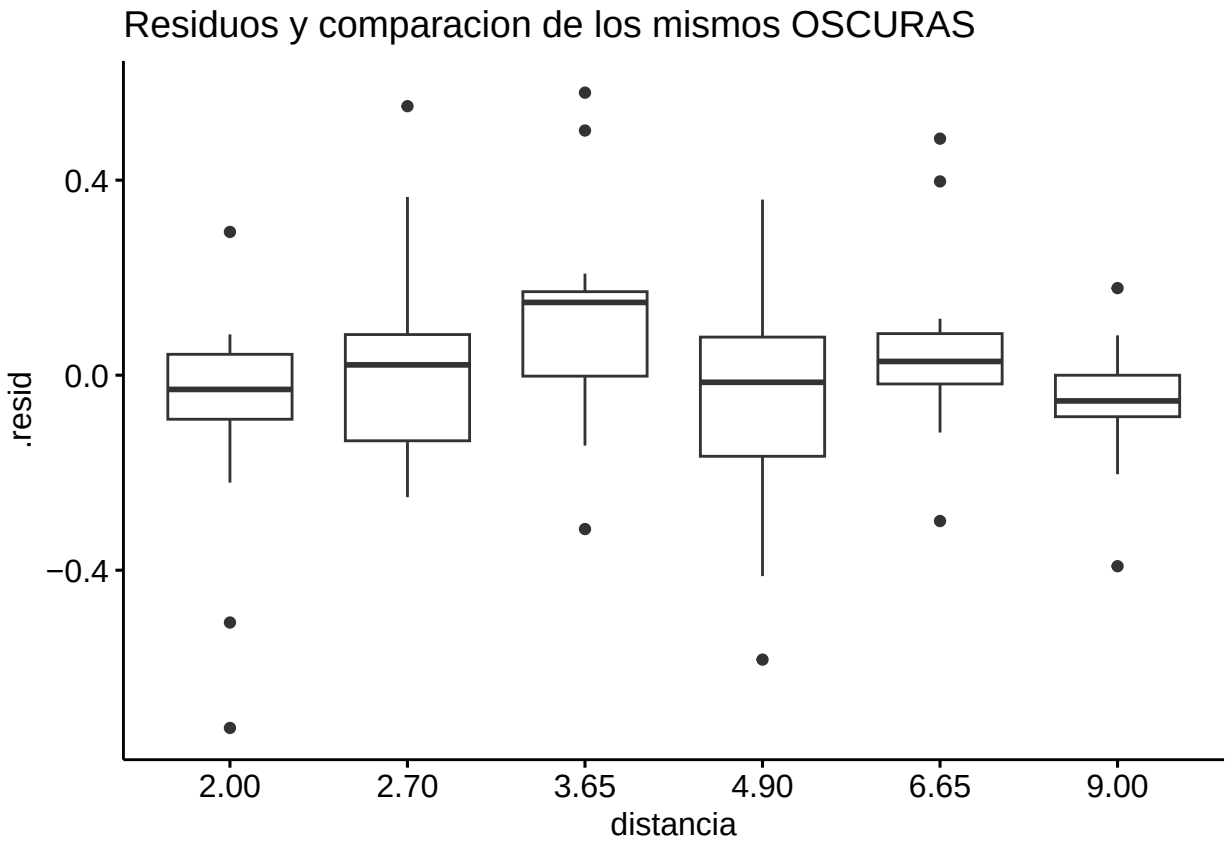


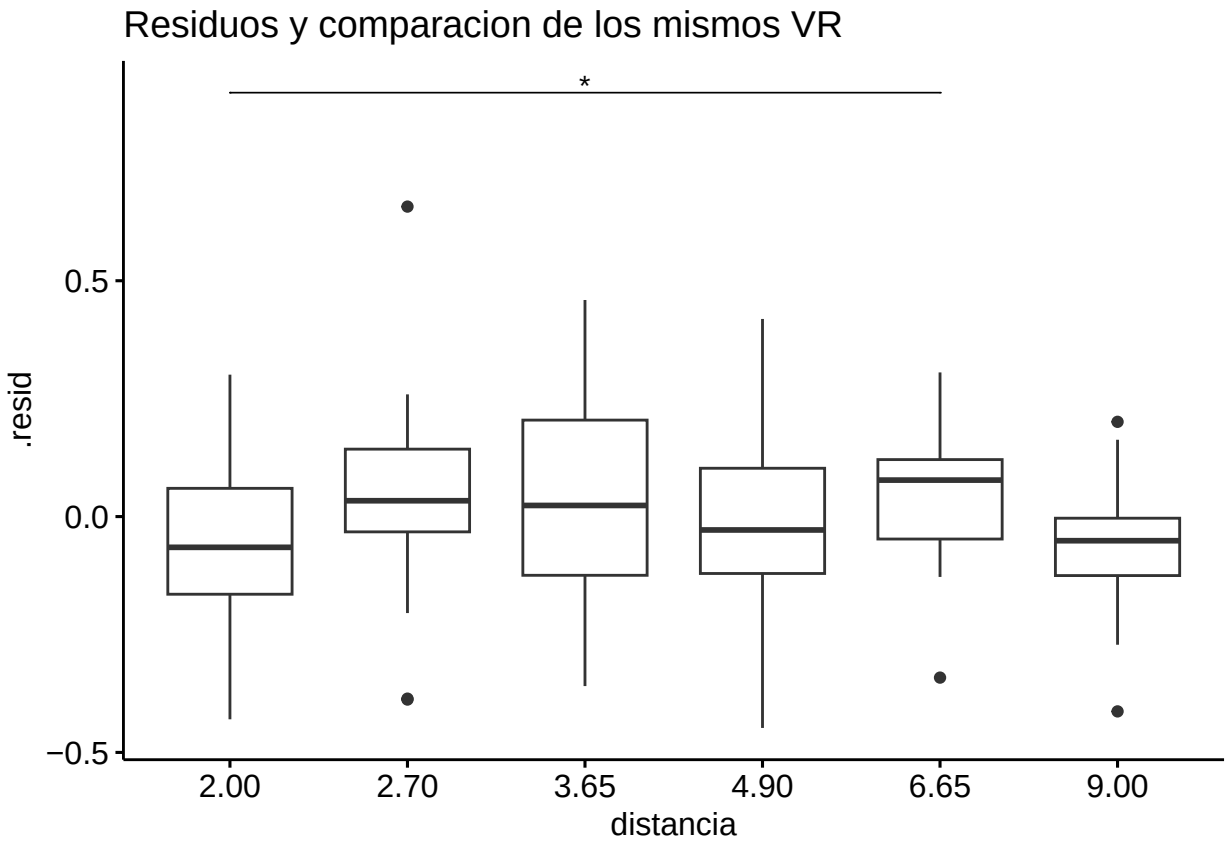
R squared placeholder



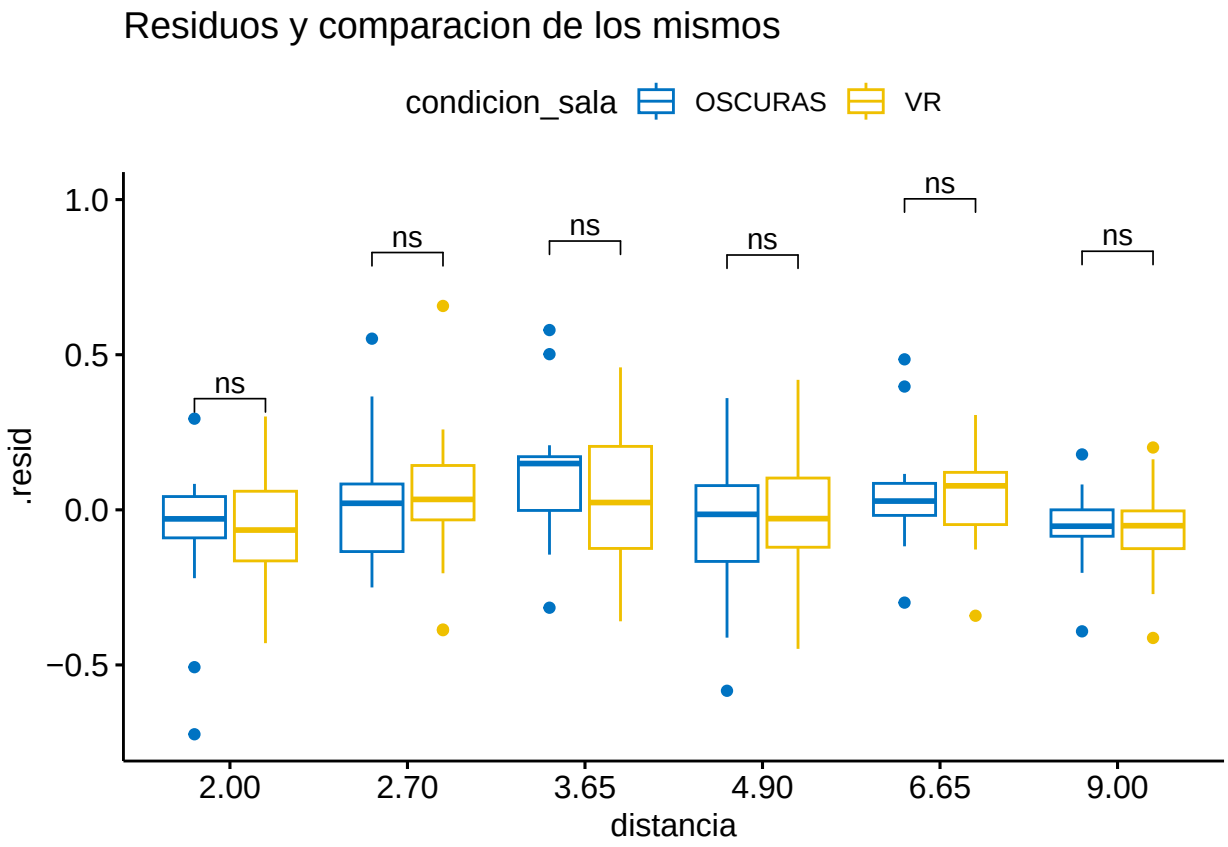
Analisis de residuos INTRA SUJETO




Residuos y comparacion de los mismos OSCURAS
0.4
0.0
−0.4
.resid
2.00
2.70
3.65
4.90
6.65
9.00
distancia

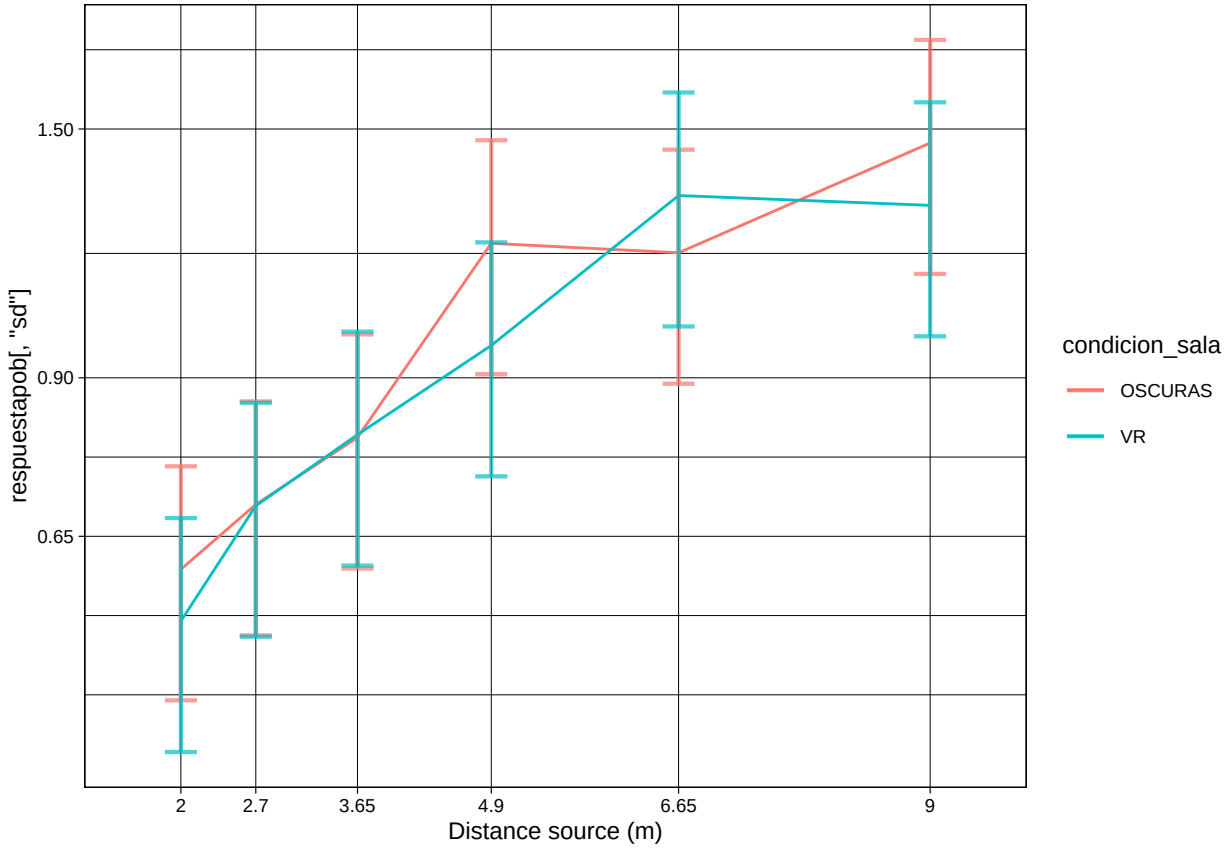

Residuos y comparacion de los mismos VR
*
0.5
0.0
−0.5
.resid
2.00
2.70
3.65
4.90
6.65
9.00
distancia

ENTRE BLOQUES

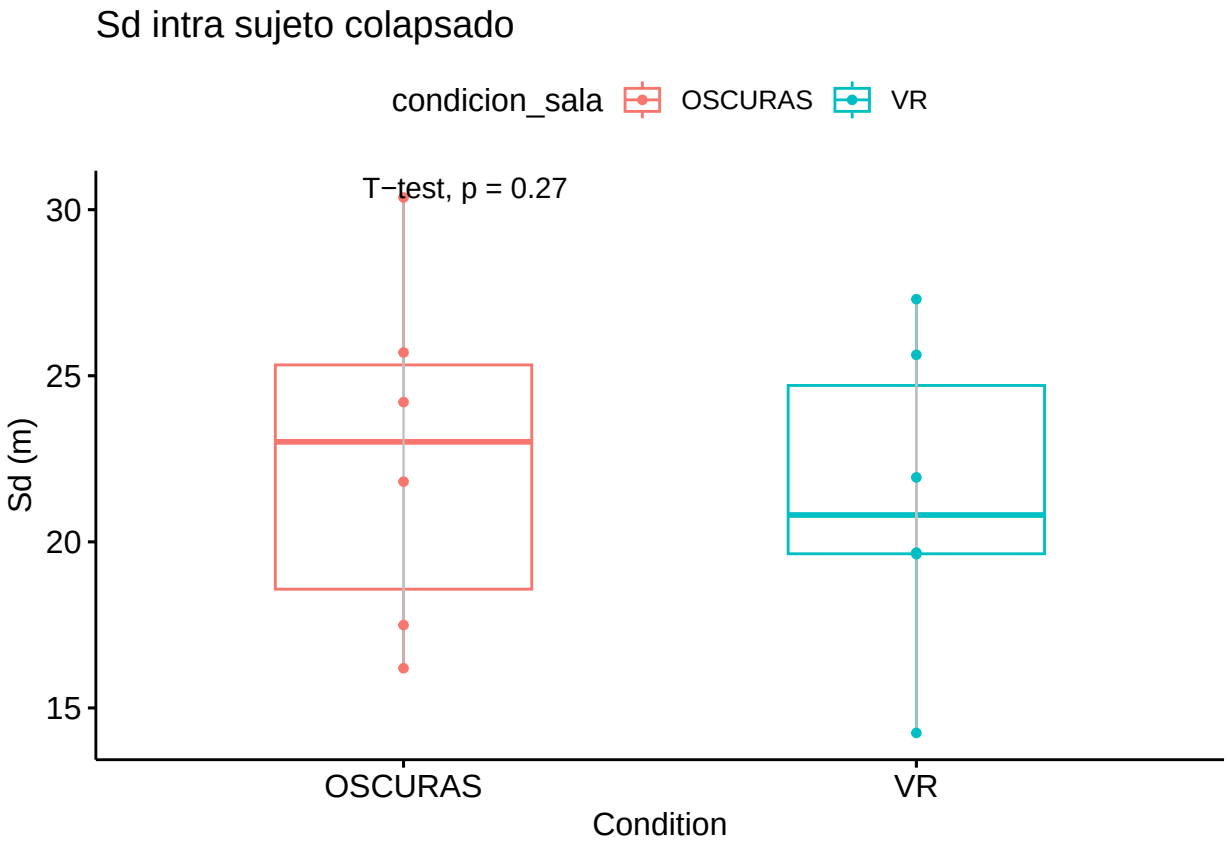


Variabilidad

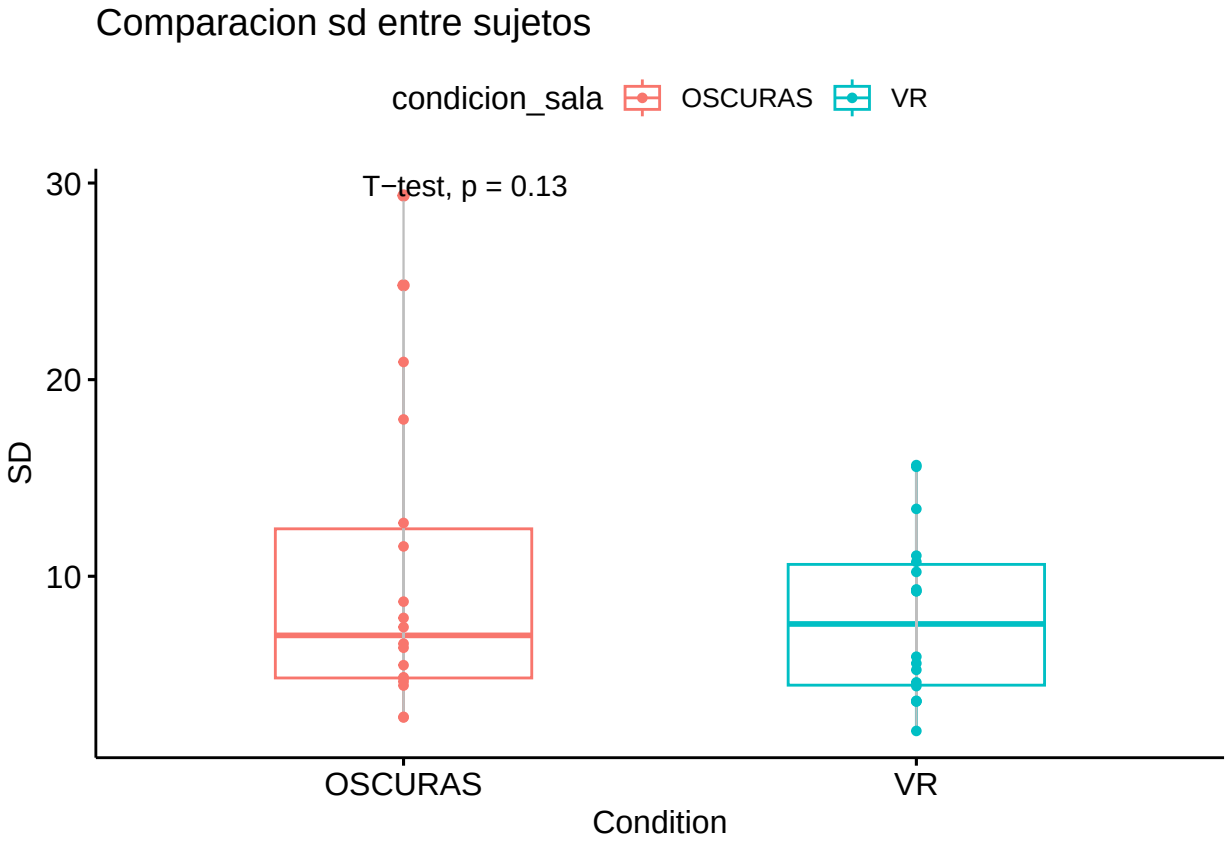
Intrasujeto En esta sección vamos a ver la variabilidad. Por un lado tenemos desviacion estandar intra



En esta sección vamos a ver la variabilidad. Por un lado tenemos desviacion estandar intra colapsada El de arriba



Entre bloques SD colapsada


Comparacion sd entre sujetos
condicion_sala
OSCURAS
VR
T−test, p = 0.13
30
20
10
SD
OSCURAS
VR
Condition