ECON 3640-001

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Motivation

Housekeeping

Notes based on Keller (2009):

• Chapter **9**, section 9.1.

Motivation

We will spend the remaining lectures on the **frequentist** approach to statistical inference.

Recall that the frequentist **interpretation** of probability relies on it coming out of **repeated** experiments.

In this context, a fundamental element for understanding frequentist inference is **sampling distributions**.

There are 2 ways to approach sampling distributions.

The **first** is to repeatedly draw **samples of the same size** (*n*) from a **population** of interest (*N*), and calculate the statistic of interest.

• However, it is almost impossible to access data for an entire population.

The **second** is to use the laws of **Expected Value and Variance**, which we have already studied, to derive sampling distributions.

• More feasible!

Let us demonstrate the first approach, using the AmesHousing data set.

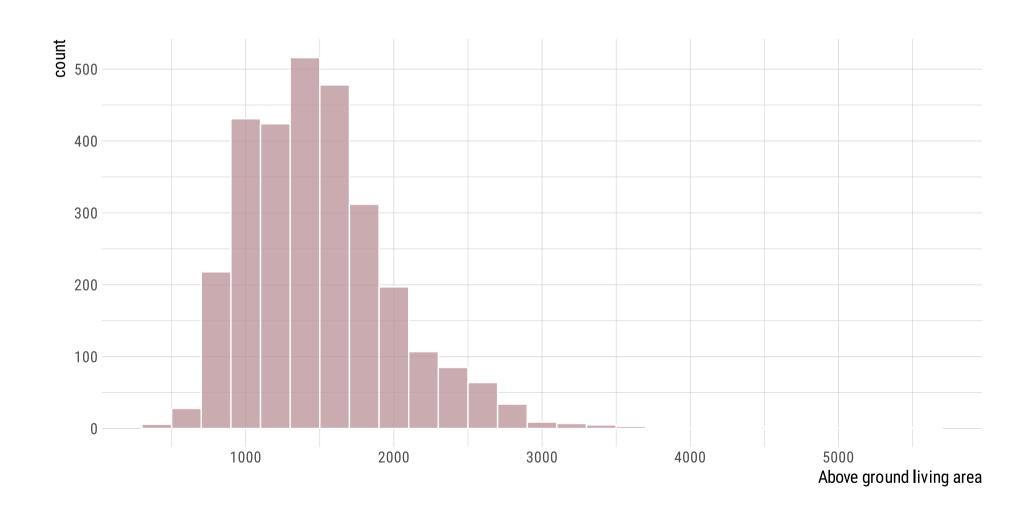
- It includes data on **all** residential home sales in Ames, Iowa, between 2006 and 2010.
- Thus, these data may serve as a **populational** reference.

```
library(AmesHousing) ## where the data come from
library(janitor) ## package for data cleaning.

ames ← ames_raw ## picking one of the package's data sets.

ames ← ames %>%
  clean_names() ## using 'janitor' to clean the column names.
```

```
ames %>%
  select(gr_liv_area) %>%
  head(6) ## above ground living area (in square feet).
#> # A tibble: 6 × 1
    gr_liv_area
          <int>
#>
#> 1
            1656
#> 2
            896
#> 3
           1329
#> 4
           2110
#> 5
           1629
           1604
#> 6
```



<dbl> <dbl> <dbl> <

#> 1 1500. 255539. 506.

#>

Since we have the whole **population** data, we can compute population parameters, such as μ , σ^2 , and σ :

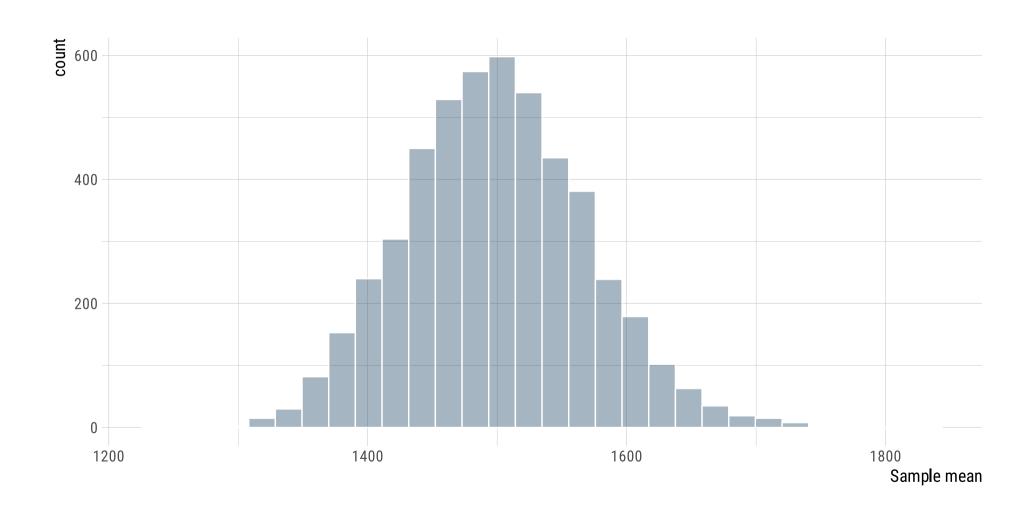
Now, let us repeatedly draw samples of the same size from this population, and see how the value of μ and σ^2 behave.

```
area ← ames %>%

pull(gr_liv_area) ## pulling the values for the variable of interest.
```

```
# A "for" loop:
sample_means50 \( \leftarrow \text{ rep(NA, 5000)} \) ## creating an empty vector of 5000 values.

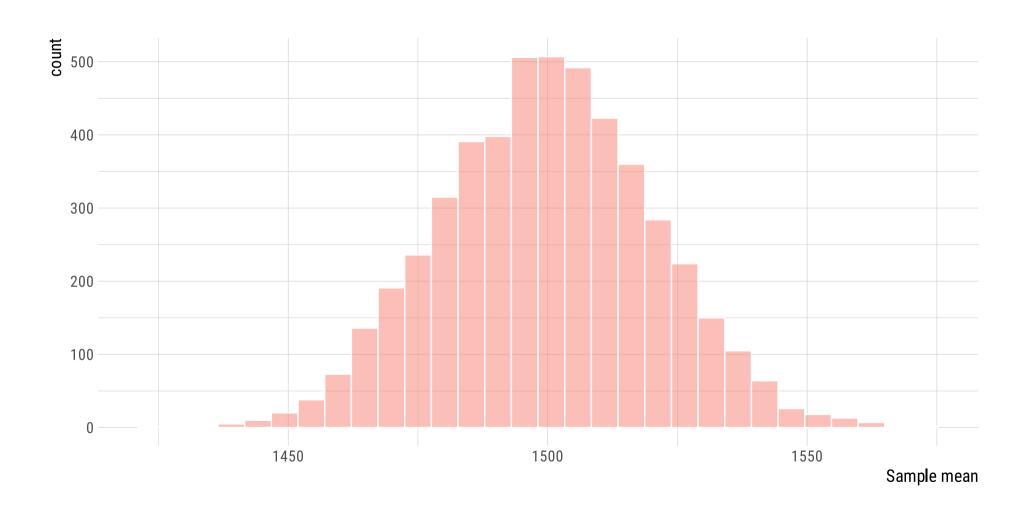
for(i in 1:5000){  ## starting the loop (5,000 iterations).
    s50 \( \leftarrow \text{ sample(area, 50)} \) ## drawing samples of size n = 50
    sample_means50[i] \( \leftarrow \text{ mean(s50)} \) ## filling the empty values with the sample means.
}
```



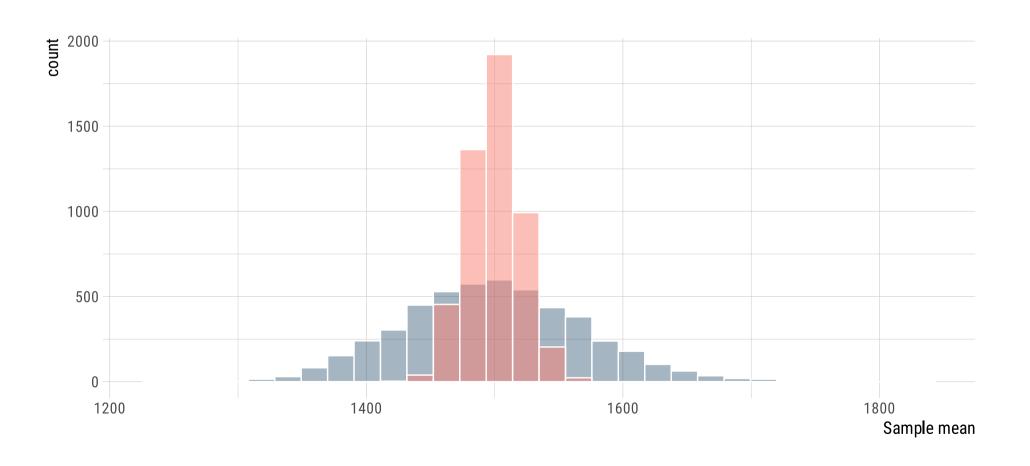
Now, instead of samples of size n = 50, what about n = 500?

```
sample_means500 ← rep(NA, 5000)

for(i in 1:5000){
    s500 ← sample(area, 500)
    sample_means500[i] ← mean(s500)
}
```



Now, the two together...



Having access to the whole population, we may draw samples of the same size and **repeatedly** compute sample statistics from these samples.

And as the sample size **increases**, the *variance* (and standard deviation) is reduced.

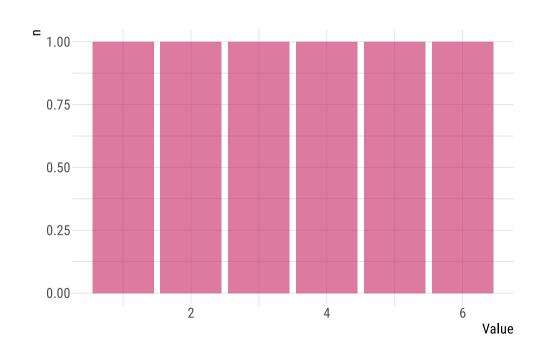
• More precision!

But when we do not have the luxury of accessing the whole population, we may appeal to the laws of *Expected Value and Variance* we've already studied.

Let us start with a single die roll.

The population is created by throwing a fair die *infinitely* many times, with the random variable *X* being the number of spots showing on any one throw.

What is the probability of each specific value of X, P(x)?



As we all know, the probability of a **1** is the same as the probability of a **6** from this single die roll.

$$\mu = \sum_{all\ x} x P(x) = 1(1/6) + 2(1/6) + \ldots + 6(1/6) = 3.5$$

$$\sigma^2 = \sum_{all\ x} (x-\mu)^2 P(x) = (1-3.5)^2 (1/6) + (2-3.5)^2 (1/6) + \ldots + (6-3.5)^2 (1/6) = 2.92$$

$$\sigma = \sqrt{2.92} = 1.71$$

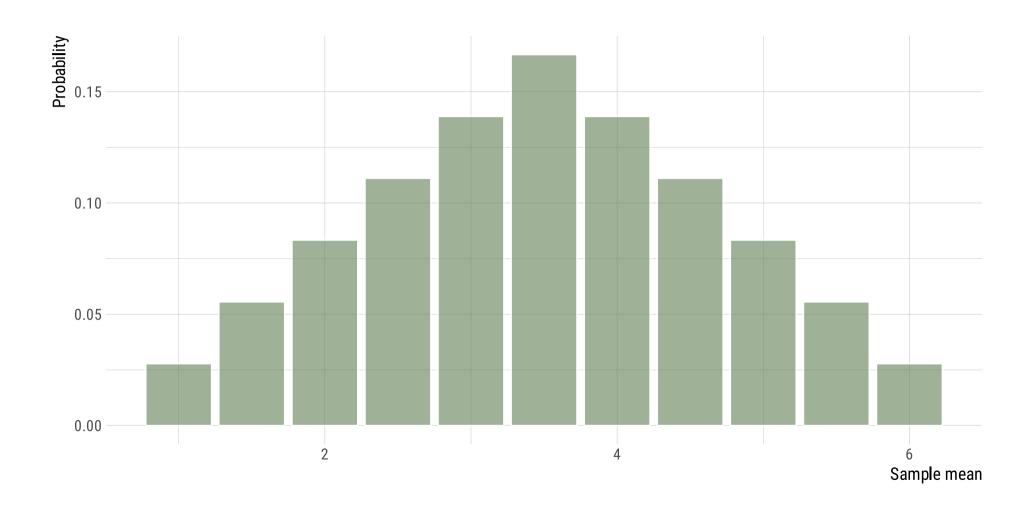
Now, what if we draw samples of size n = 2?

In other words, we throw **2 dice**, and study the *mean* and *variance* from these throws.

By tossing two dice, we have **36** different possible samples of size 2.

Each of these 36 possible pairs will have different means.

Therefore, the means are **not** the same as the the ones in the probability distribution from rolling a single die.



The Expected Value of the sample mean is the **same** as with 1 dice roll.

The **variance**, however, is different:

$$\sigma_{ar{x}}^2 = \sum_{all \ ar{x}} (ar{x} - \mu_{ar{x}})^2 P(ar{x}) = (1 - 3.5)^2 (1/36) + (1.5 - 3.5)^2 (2/36) + \ldots + (6 - 3.5)^2 (1/6) = 1.46$$

But they are related!

$$ullet$$
 $\sigma_{ar{x}}^2=\sigma/2$

If we repeat the same sampling process, but now *increasing* the sample size to, say, 5, 10, or 25 dice rolls, we will **still** observe the same sampling mean of 3.5.

The **variance** of the sampling distribution of the sample mean will be the variance of *X*, divided by the sample size, *n*.

$$\sigma_{ar{x}}^2 = rac{\sigma^2}{n}$$

Not surprisingly, the **standard deviation** will be

$$\sigma_{ar{x}} = rac{\sigma}{\sqrt{n}}$$

Moreover, as the **sample size increases**, that is, as the number of dice rolls increases, the sampling distribution of \bar{x} becomes *increasingly bell-shaped*.

In other words, its bell curve becomes **narrower** as the sample size is increased.

The latter phenomenon is summarized by the **Central Limit Theorem** (CLT).

The sampling distribution of the mean of a random sample drawn from any population is **approximately Normal** for a sufficiently large sample size. The larger the sample size, the more closely the sampling distribution of \bar{X} will resemble a Normal distribution.

In many practical situations, a sample size of 30 may be sufficiently large to allow us to use the Normal distribution as an approximation for the sampling distribution of \bar{X} .

Next time: Properties of sampling means; Confidence intervals