## Math 107

Inference for Two Means (Sections 6.10 – 6.13)

## Comparing means

## Central Limit Theorem

- Many studies aim to compare two independent groups
- A natural way to compare groups is to compare sample means
- The sampling distribution of the difference in sample means is

$$\overline{\mathbf{x}}_1 - \overline{\mathbf{x}}_2 \sim \mathcal{N}\left(\mu_1 - \mu_2, \sqrt{\frac{\sigma_1^2}{\mathbf{n}_2} + \frac{\sigma_2^2}{\mathbf{n}_2}}\right)$$

• This is usually a good approximation if the sample sizes are both sufficiently large (≥30).

## Standard Error

 Just as in the one-sample situation, if the population standard deviations are unknown, then we estimate them with the sample standard deviations

$${
m SE} = \sqrt{rac{{
m s_1^2}}{{
m n_2}} + rac{{
m s_2^2}}{{
m n_2}}}$$

## t-distribution

 Due to the added uncertainty, the standardized test statistic now has a tdistribution rather than the normal distribution

$$\frac{\left(\overline{\mathbf{x}}_{\mathbf{1}}-\overline{\mathbf{x}}_{\mathbf{2}}\right)-\left(\mu_{\mathbf{1}}-\mu_{\mathbf{2}}\right)}{\sqrt{\frac{\mathbf{s}_{\mathbf{1}}^{2}}{\mathbf{n}_{\mathbf{2}}}+\frac{\mathbf{s}_{\mathbf{2}}^{2}}{\mathbf{n}_{\mathbf{2}}}}}\sim t_{\mathbf{df}}$$

• df = smaller of  $n_1 - 1$  and  $n_2 - 1$ 

## t-distribution

- In order to use the t-distribution,
  - we need random/representative samples within each group
  - the groups must be independent
  - the populations must be approximately normal, or we must have large sample sizes

# Confidence intervals

### Confidence Interval Formula

General formula:

sample statistic  $\pm \mathbf{t}^* \times SE$ 

Formula for difference in means:

$$(\overline{x}_1-\overline{x}_2)\pm t_{df}^*\sqrt{\frac{s_1^2}{n_2}+\frac{s_2^2}{n_2}}$$

### Video Games and GPA

- 210 first-year college students were randomly assigned roommates
- For the 78 students assigned to roommates who brought a video game to college: average GPA after the first semester was 2.84, with a SD of 0.669.
- For the 132 students assigned to roommates who did not bring a video game to college, average GPA after the first semester was 3.105, with a SD of 0.625.
- Question: How much does getting assigned a roommate who brings a video game to college affect your first semester GPA? Use a 90% CI to answer this question.

## Hypothesis tests

## t-Test for a Difference in Means

- 1. State the hypotheses
- 2. Check the conditions necessary to use the normal distribution
- 3. Compute the test statistic
- 4. Compute the p-value
- Make a decision and state its implications in the context of the problem

## The Pygmalion Effect

- Pygmalion Effect: the greater the expectation placed upon people, the better they perform
- Teachers were told that certain children (chosen randomly) were expected to be "growth spurters," based on the Harvard Test of Inflected Acquisition (a test that didn't actually exist).
- The response variable is the change in IQ over the course of one year.

Source: Rosenthal, R. and Jacobsen, L. (1968). "Pygmalion in the Classroom: Teacher Expectation and Pupils Intellectual Development." Holt, Rinehart and Winston, Inc.

## The Pygmalion Effect

	n	Mean	SD
Control Students	255	8.42	12.0
"Growth Spurters"	65	12.22	13.3

Does this provide evidence that the Pygmalion Effect exists? (that merely expecting a child to do better actually causes the child to do better?)

\*s<sub>1</sub> and s<sub>2</sub> were not given, so I set them to give the correct p-value

## The Pygmalion Effect

#### From the paper:

NNTELLECTUAL ORDOWTH

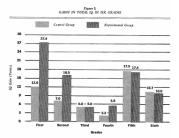
Expertancy Advantage by Grade

The bottom row of Table I gives the overall results for Oak School. In the year of the experiment, the undesignated control group children, given designed over cight 1C points while the experimentageous children. In the special dailiders, gained over twelve. The difference in gains could be accribed to dailute about 2 in 100 times  $\theta^{\mu} = 6.85$ ).

The rest of Table 7 and Figure 13 bow the gains by dailiters of the two Table 7 and 100 times  $\theta^{\mu} = 6.85$ . One of the correlation between grade level and magnitude of expectancy advantage (r = -8.05) was significant at the  $\theta^{\mu}$  level. The interaction effect, or likelihood that at different grades there were significantly generate expectancy advantages, was significant at the  $\theta^{\mu}$  level. The interaction effect, or likelihood that at different grades there were significantly generate expectancy advantages, was significant at the  $\theta^{\mu}$  level if  $\theta = 2.13$ ), (Interactions, however, are not sensitive to the efforts; that is, the 9 of  $\theta^{\mu}$  is conversable one so with further statistical fortists; that is, the 150 set 30 are 150 set 30 and 150 set 30 are 150 set 30 and 150 set 30 are 150 set 30 ar

"The difference in gains could be ascribed to chance about 2 in 100

times"



## **Paired data**

### Paired Data

- Paired Data consist of two measurements taken on related (non-independent) units
- Common paired data examples:
  - -Two measurements on each case (compare each case to themselves under different treatments)
  - -Twin studies
  - -Each case is matched with a similar case, and one case in each pair is given each treatment

## **Analyzing Paired Data**

- For a matched pairs situation, we look at the difference between responses for each unit (pair), rather than just the average difference between treatment groups
- Create a new variable of the differences, and <u>do inference for the</u> <u>difference as you would for a single</u> <u>mean</u>

Inference for Paired Data	