

# Week 6

## Hypothesis Testing

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## **6.1 Historical Development of Frequentist Statistics**

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# INTRODUCTION

- Hypothesis,  $H$ , is a model for how the world might work
- In practice, evidence is rarely conclusive
- We want  $Pr(H|D)$ , or the probability of the event that our hypothesis is true

# THE DILEMMA

Whether our hypothesis is true is something we can never know

- The world is not a perfectly controlled lab
- Evidence collected contains information but does not begin to identify a unique model out of all the possible models
- We do not know how to weight all the possibilities out there

## EXAMPLE 1

**You flip a coin once and it lands on heads**

What is the probability that it is a double-headed coin?

*Is there enough information to answer this?*

- How did the coin get there?
- The context is missing:
  - How do we choose between the different models?
  - How do we weight all the alternatives?
- Even with more information, you can never know the context completely

## EXAMPLE 2

### Isaac Newton

Both motions are consistent with a gravitation attraction that is proportional to the square of the distance between the objects

- What is the probability that Newton's theory of gravity is correct?
- **Problem:** Newton's second theory seemed to work up to the precision of 17th-century instruments
- Only later were instruments developed that were precise enough to show Newton's laws were incorrect

## EXAMPLE 2 (CONT.)

- How could Newton decide how probable his model was compared to general relativity (not imagined yet)?
- If he could have imagined another theory, would we be equipped to compare two very different ideas?
- We could never write down the infinite number of models consistent with observations of the planet in order to assign each a probability
- It may not even make sense to assign a probability to Newton's gravity (eg. true state of world or not)

## EXAMPLE 3

You discover three specimens of a new species of squid that measure 3.2, 3.3, and 4.0 feet long

- What is the probability that the average length amount the entire species is 3.5 feet?
  - Probability zero for a single number (point estimate) probability that the average length is between 3 and 4 feet?
  - Positive number for length
  - No new numbers that have not been imagined
  - A better grasp of the possibilities

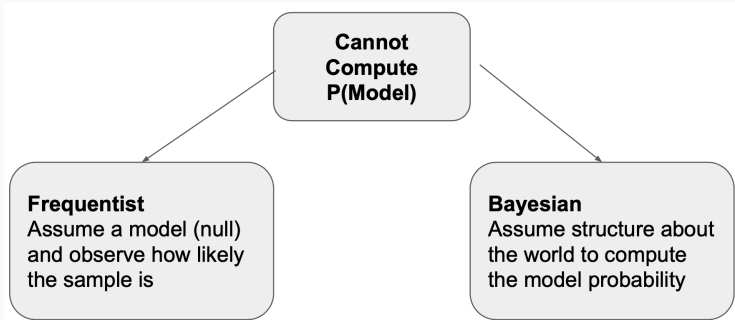


## EXAMPLE 3 (CONT.)

- However, we don't know how representative the specimens are
  - We still don't know all the relevant information
  - Examples: deep water pressure, amount of light

**We cannot deduce the probability of our model because we do not know enough about the structure of the world**

# TWO BRANCHES OF STATISTICS



## **6.4 The Frequentist Approach**

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# THE BIRTH OF MODERN STATISTICS



**Jerzy Neyman**  
April 15, 1894–  
August 5, 1981



**Egon Pearson**  
August 11, 1895–  
June 12, 1980

- Before the 1930's, there were lots of statistical procedures but no coherent account of how to choose the right one
- Neyman and Pearson published articles that added a rigorous mathematical treatment, forming the basis of frequentist statistics

# THE CENTRAL DILEMMA

- We observe data,  $D$
- Given that this data occurs, we want the probability that our hypothesis  $P(H|D)$  is **true**

To a strict frequentist:

- Not just impossible to compute
- Does not even make sense to assign a probability to a hypothesis

# OBJECTIVE PROBABILITY

A frequentist defines probability as a matter of long-run frequencies

- We need to specify a collective of elements
  - Eg. throws of a dice
  - **Collective:** a frame of observations that can happen over and over
- As number of observations approaches infinity, proportion of throws of the die that show a 3 is  $1/6$
- The probability is the long-run frequency of the event relative to all observations (or of 3's relative to all throws)
  - Called **objective probability**

# OBJECTIVE PROBABILITY AND HYPOTHESIS

- If you view probability as objective, you cannot talk about the probability of a hypothesis
- it is just true or false
- **Subjective Probability:** The probability of a hypothesis
  - Allows for disagreement about what it is
  - Reflects our lack of information

## So, what probabilities can we study?

- We need a long-run collective

$$PR(D|H)$$

- $H$  = hypothesis
- $D$  = data

Assume  $H$  is true and call it the null hypothesis

- Has to be quite specific (the only extra assumption we're making)
- Is the basis for predictions we need to make about what data should come out of the experiment
- Governs how the experiment behaves as we run it over and over



Now we have a meaningful collective

- Can look at the relative frequencies of different outcomes
- Can specifically look at the number of hypothetical experiments in which we would get data at least as extreme as D
  - Captured by  $p$ -value
  - **$p$ -value:** The probability of getting data as extreme as our observations, assuming the null hypothesis is true

# Components of a Hypothesis Test

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## NOTES WHILE SCREENSHARING

$$g(x_1, x_2, \dots, x_n) \rightarrow S \in \mathbb{R}$$

$$H_0 = 0$$

# HYPOTHESIS TEST EXAMPLE

## Mad data science

Suppose that your lab has synthesized a new compound, *Vitamin W*.

Let random variable  $B$  represent the change in blood pressure that results from taking *Vitamin W*.

Let  $\mu = E[B]$ .

You need to make a decision, to invest resources in Vitamin W or not.

## TWO POSSIBLE STATES OF THE WORLD

**Goal:** Begin with a reasonable default supposition; leave this supposition behind if data provides compelling evidence

### Null hypothesis

- Default assumption, status quo, statement that data might overturn
- $H_{\emptyset}$  : Usually  $\mu = 0$
- No effect

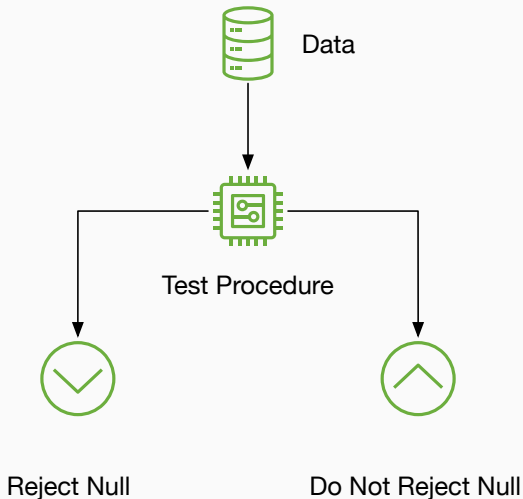
### Alternative hypothesis

- Idea or alternative to status quo
- $H_a$  : Usually  $\mu \neq 0$
- Some effect exists

With compelling evidence, we leave the specific null hypothesis ( $H_{\emptyset}$ ) for the alternative ( $H_a$ )

# A HYPOTHESIS TEST

*A hypothesis test is a procedure.*



## FALSE POSITIVE AND FALSE NEGATIVE ERRORS

	True state of the world	
	<i>The null is true</i>	<i>The null is false</i>
<i>Reject the null</i>	False Positive (Type I Error)	
<i>Do not reject the null</i>		False Negative (Type II Error)

# FALSE POSITIVE AND FALSE NEGATIVE ERRORS (CONT.)

## False Positive Errors

- Typically the most destructive
- Error rate, denoted  $\alpha$ , is the probability of rejecting the null hypothesis when we should not;  
 $P(\text{Reject } H_0 | H_0)$
- Starting with Ronald Fisher: set  $\alpha = 0.05$

A hypothesis test is a procedure for rejecting or not rejecting a null, such that the false positive error rate is controlled ( $\alpha = 0.05$ ).



# BREAKING DOWN A TEST PROCEDURE

## A test statistic

- A function of our sample
- Measures deviations from the null hypothesis
- Distribution must be completely determined by the null

## A rejection region

- A set of values for which we will reject the null
- Chosen to be contrary to the null
- Total probability must be  $\alpha = 0.05$

# WHAT A HYPOTHESIS TEST DOESN'T DO

**A hypothesis test does not prove the null hypothesis.**

- We control Type 1 error rates
- We cannot control Type 2 error rates
- How can you be sure the real  $B$  is not 0.01? Or 0.00001?

**Never accept the null hypothesis.**

- The valid decisions are reject and fail to reject.

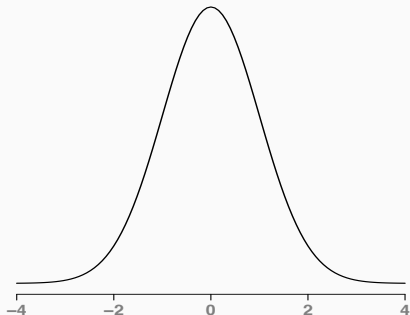
# The One-Sample z-Test

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## Vitamin W Example

Suppose  $(B_1, \dots, B_{100})$  are i.i.d. random variables with mean  $\mu = E[B]$ , representing changes in blood pressure.

Assume  $B \sim N(\mu, \sigma)$ . Assume we know  $\sigma[B] = 20$ .

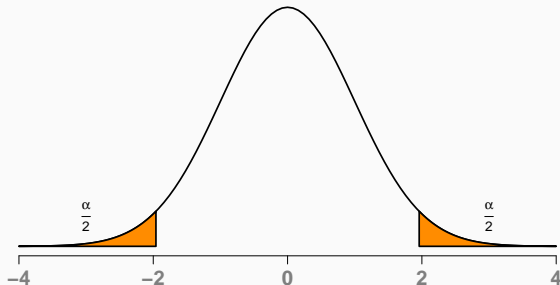


# **One- and Two-Tailed Tests**

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# THE TWO-TAILED Z-TEST

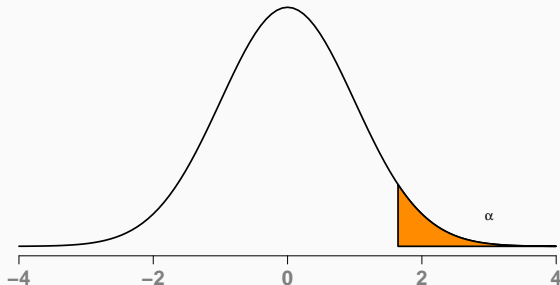
## Normal Distribution



- **Null hypothesis:**  $\mu = 0$
- **Alternative hypothesis:**  $\mu \neq 0$

# THE ONE-TAILED Z-TEST

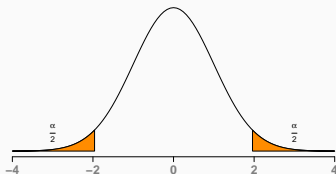
Normal Distribution



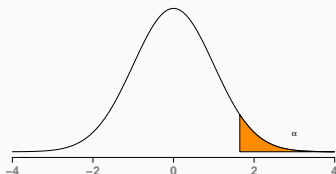
- Null hypothesis:  $\mu = 0$
- Alternative hypothesis 1:  $\mu > 0$
- Alternative hypothesis 2:  $\mu < 0$

# CHOOSING ONE OR TWO TAILS

Normal Distribution



Normal Distribution



Switching your test after you see the statistic is cheating.



## ONE-TAILED TEST: THINGS TO CONSIDER

Before using a one-tailed test, ask yourself these questions:

1. Will the audience believe that I started with one tail before I saw the data?
2. Will the audience share my opinion of which tail is interesting?
3. Am I really 100% committed to only this tail?
  - What if the effect turns out to be huge, but in the other direction?
  - Would I be willing to call that a negative result?
  - Can I convince my audience I have this much commitment?

# T-Test Assumptions

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# T-TEST ASSUMPTIONS, PART I

## Assumptions of t-test

The textbook assumptions

- $X$  is a metric variable.
- $\{X_1, X_2, \dots, X_n\}$  is a random sample.
- $X$  has a normal distribution.

Variables are almost never normal.

## T-TEST ASSUMPTIONS, PART II

But, in the large sample case, this is more plausible.

### Large sample t-test assumptions

**If:**

- $X$  is a metric variable
- $\{X_1, X_2, \dots, X_n\}$  is a random sample
- $n$  is large enough that the CLT implies a normal distribution of mean

**Then:** The t-test is asymptotically valid

# T-TEST ASSUMPTIONS, PART III

## T-TEST ASSUMPTIONS, PART IV

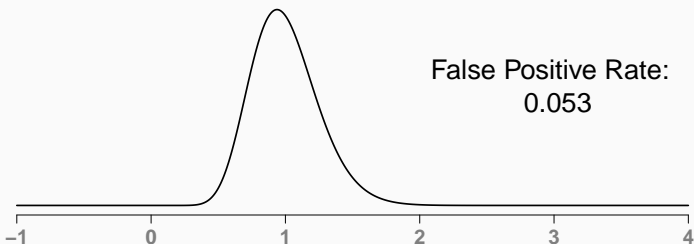
The t-test is considered "reasonably robust," even when  $n < 30$ , as long as deviations from normality are moderate.

However, watch out for strong skewness, especially when  $n < 30$ .

# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

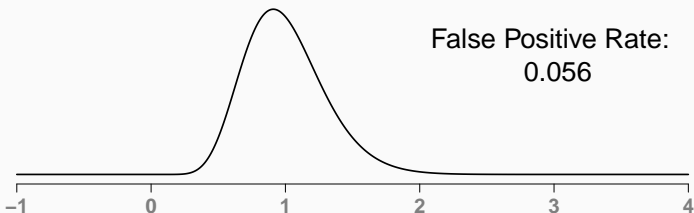
**Gamma Distribution with Skew: 0.5**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

**Gamma Distribution with Skew: 0.6**

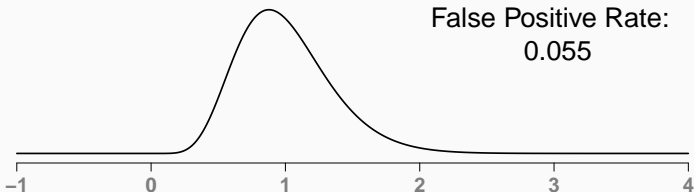




# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

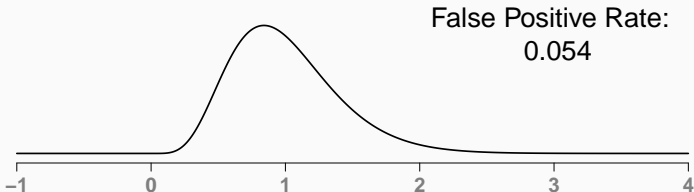
**Gamma Distribution with Skew: 0.7**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

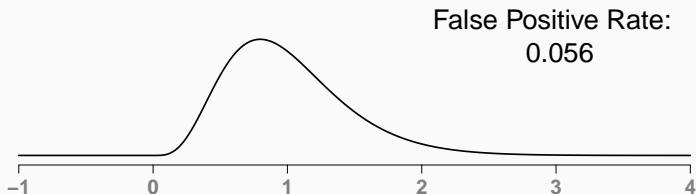
**Gamma Distribution with Skew: 0.8**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

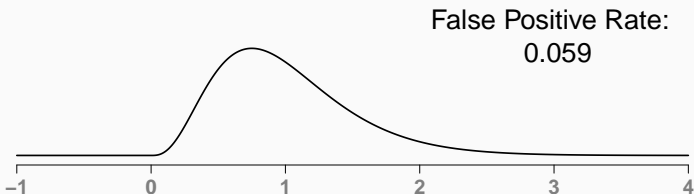
**Gamma Distribution with Skew: 0.9**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

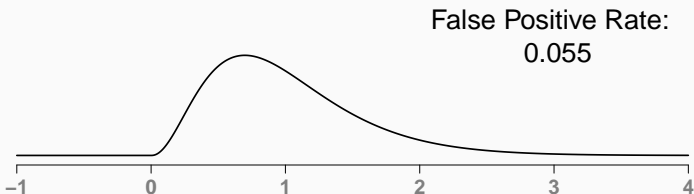
**Gamma Distribution with Skew: 1.0**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

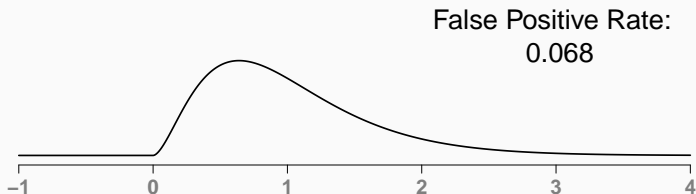
**Gamma Distribution with Skew: 1.1**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

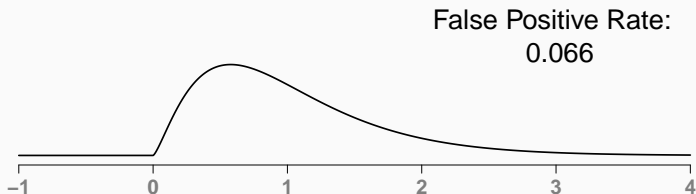
**Gamma Distribution with Skew: 1.2**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

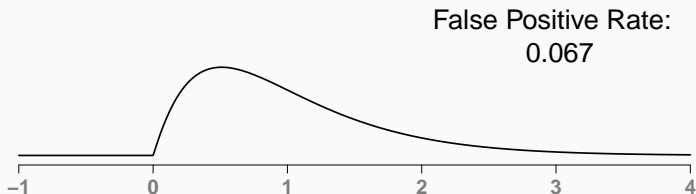
## Gamma Distribution with Skew: 1.3



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

**Gamma Distribution with Skew: 1.4**

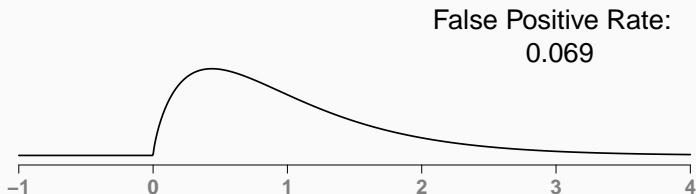




# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

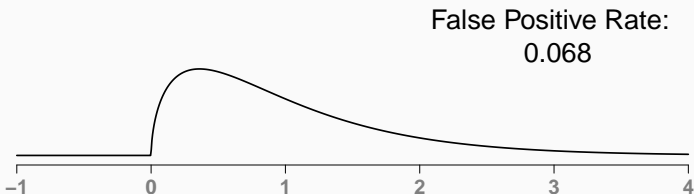
**Gamma Distribution with Skew: 1.5**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

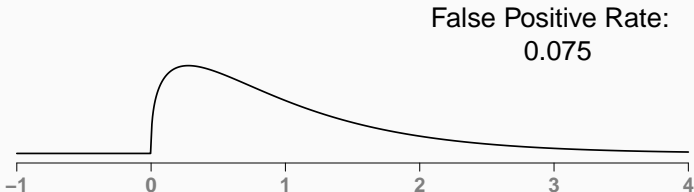
**Gamma Distribution with Skew: 1.6**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

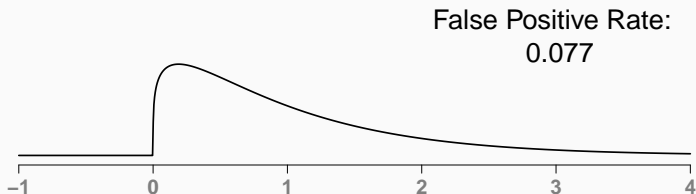
**Gamma Distribution with Skew: 1.7**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

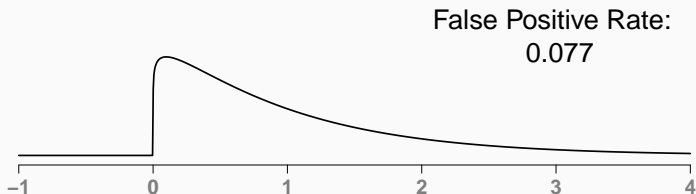
**Gamma Distribution with Skew: 1.8**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

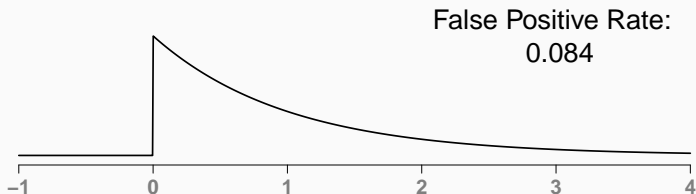
**Gamma Distribution with Skew: 1.9**



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions

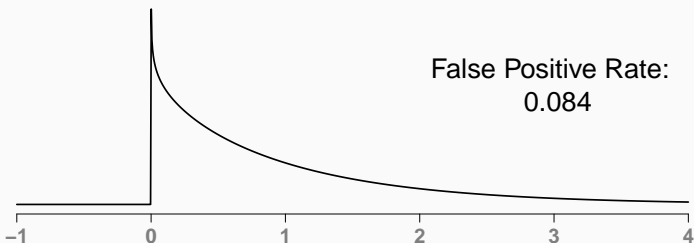
**Gamma Distribution with Skew: 2.0**



# GAMMA WITH INCREASING SKEW

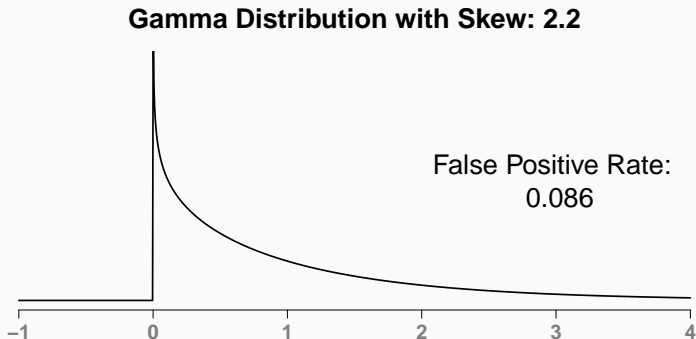
Twenty draws from gamma distributions

**Gamma Distribution with Skew: 2.1**



# GAMMA WITH INCREASING SKEW

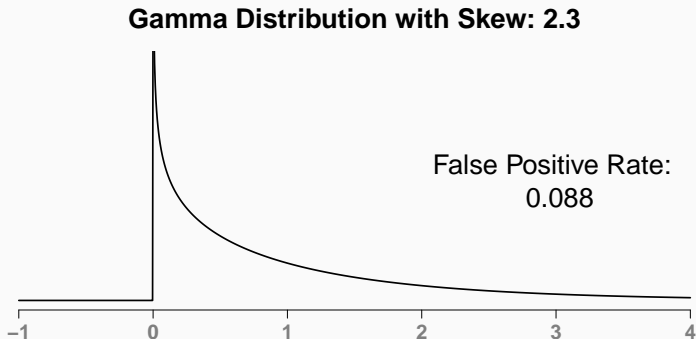
Twenty draws from gamma distributions





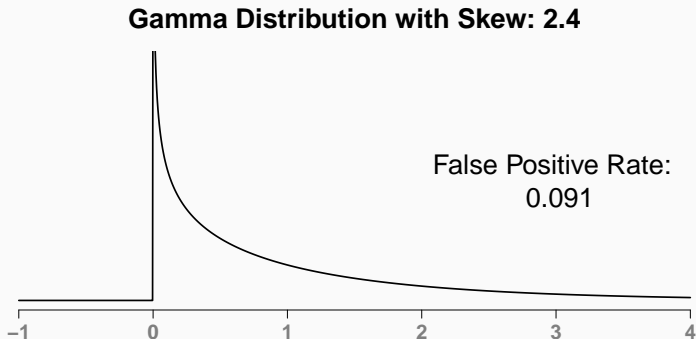
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Twenty draws from gamma distributions



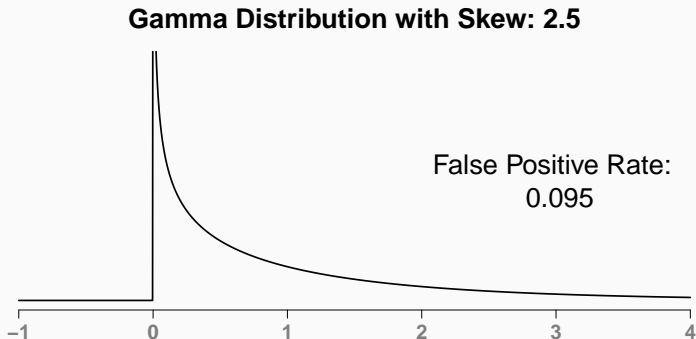
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Twenty draws from gamma distributions



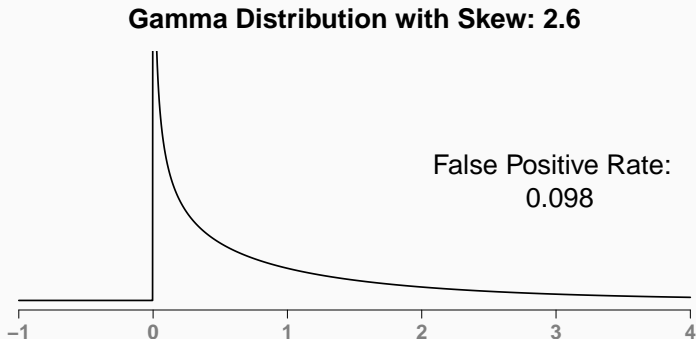
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Twenty draws from gamma distributions



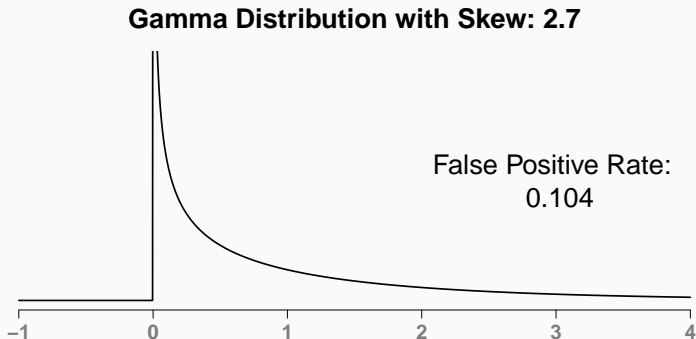
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Twenty draws from gamma distributions



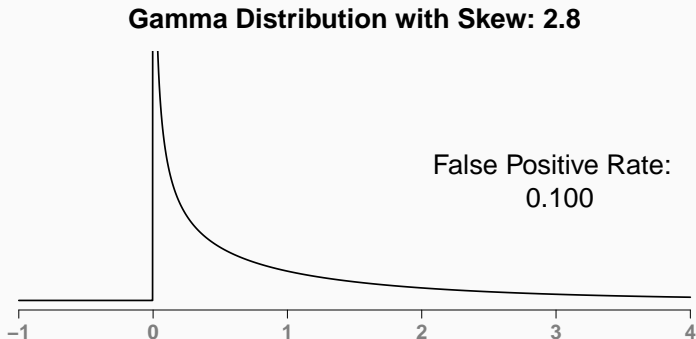
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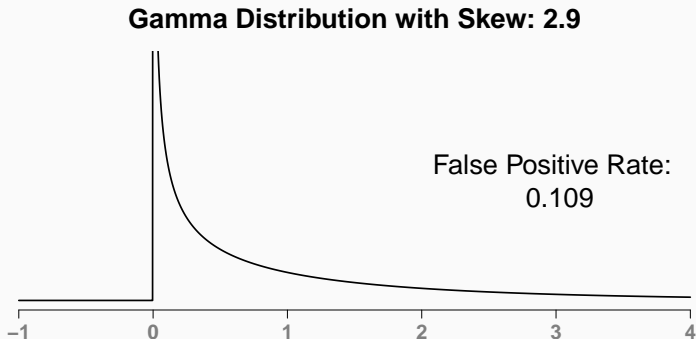
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Twenty draws from gamma distributions



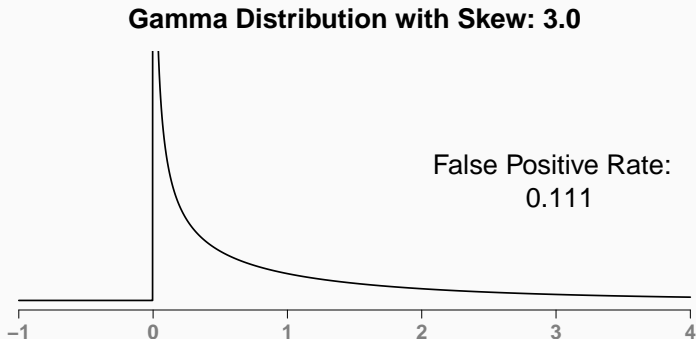
# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions



# GAMMA WITH INCREASING SKEW

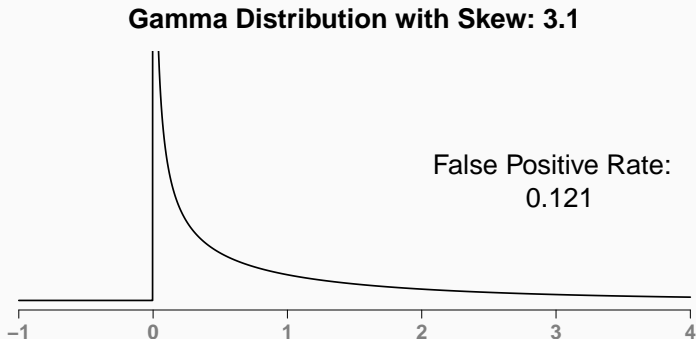
Twenty draws from gamma distributions





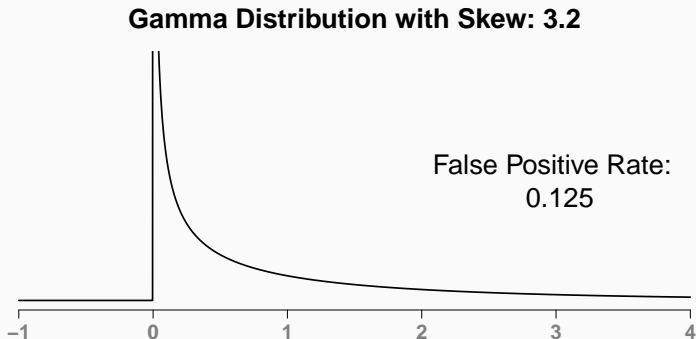
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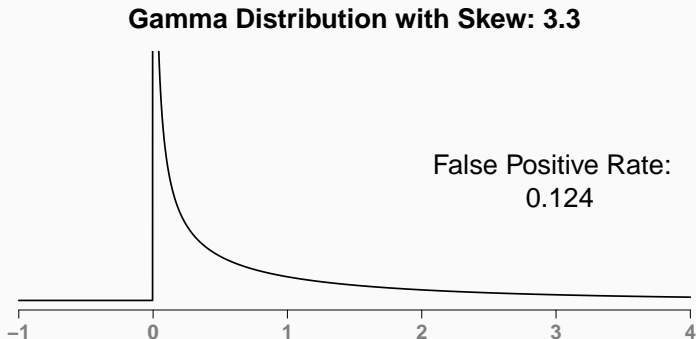
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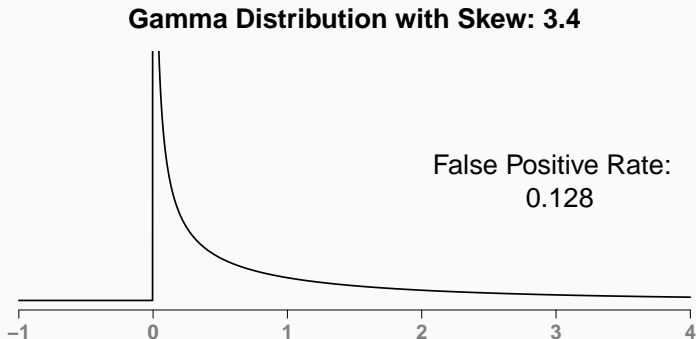
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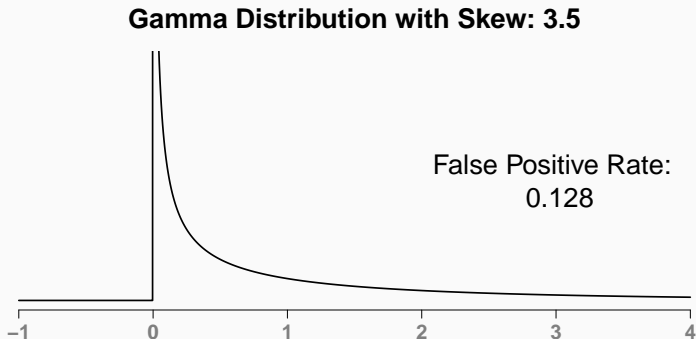
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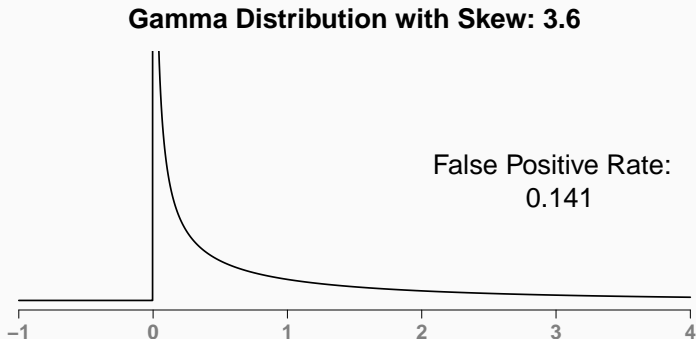
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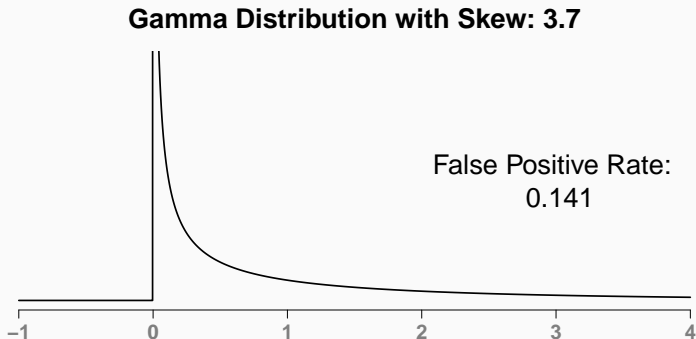
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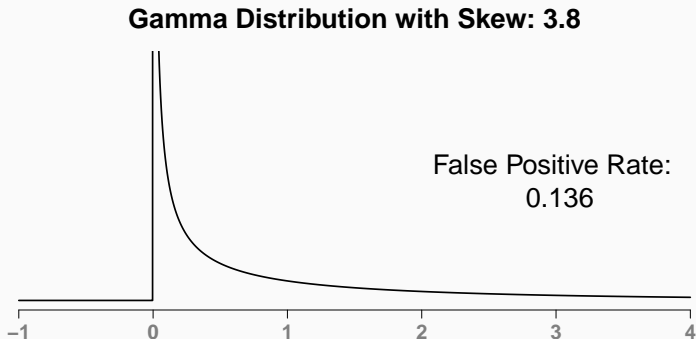
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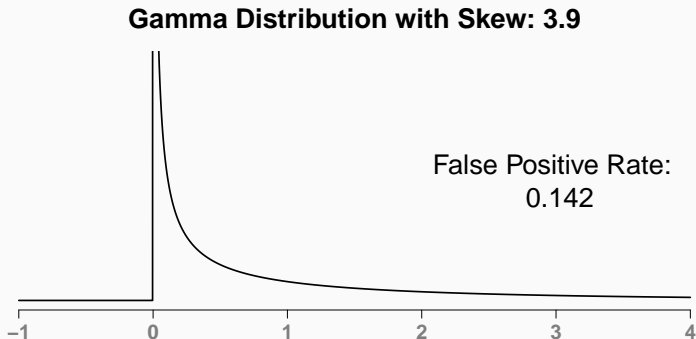
Twenty draws from gamma distributions





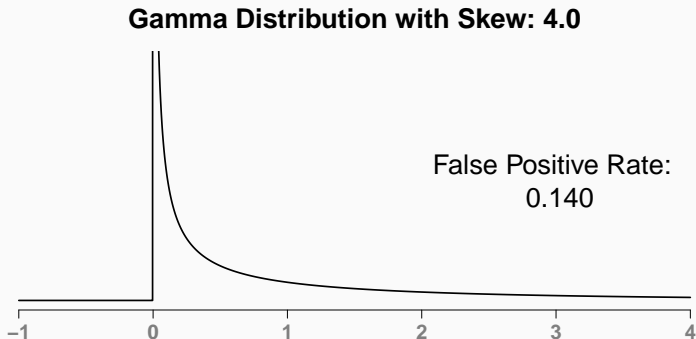
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Twenty draws from gamma distributions



# GAMMA WITH INCREASING SKEW

Twenty draws from gamma distributions



# T-TEST ASSUMPTIONS

More practical guidance:

- $X$  is a metric variable.
- $\{X_1, X_2, \dots, X_n\}$  is a random sample.
- The distribution is not too non-normal, considering  $n$ .

When the t-test is not valid, consider using a non-parametric test instead.

# Introduction to P-Values

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## INTRODUCING P-VALUES

*The p-value is the probability, calculated assuming that the null hypothesis is true, of obtaining a value of the test statistic at least as contradictory to  $H_0$  as the value calculated from the available sample.*

*Jay L. Devore (2015)*

# Z-DISTRIBUTION

# THE P-VALUE FOR A Z-TEST

## Vitamin W

You measure the effects of Vitamin W on blood pressure (measured in *mmHg*) for 100 patients and get  $\bar{X} = 3$ .

Assume  $X \sim N(\mu, 20)$ .

- $H_0 : \mu = 0$
- $z = \frac{\bar{X} - \mu_0}{\sigma / \sqrt{n}}$

# THE P-VALUE AND DECISION RULES, PART I

Neyman-Pearson hypothesis testing: rules to make a decision and usually be right ( $\alpha = 0.05$ )

## A classic z-test

- $z=1 \rightarrow$  Do not reject null.
  - $z=2 \rightarrow$  Reject null.
  - $z=10 \rightarrow$  Reject null.
- 
- Strict frequentist with a dichotomous decision rule: treat  $z = 2$  and  $z = 10$  identically.
  - But is there value in knowing *how contrary* the data is to the null?

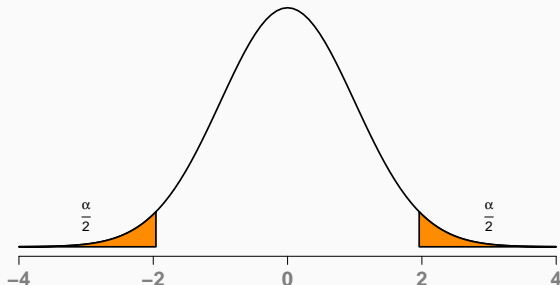


# THE P-VALUE AND DECISION RULES, PART II

$|z| > \text{critical value} \Rightarrow \text{reject } H_0$

$|z| < \text{critical value} \Rightarrow \text{fail to reject } H_0$

## Normal Distribution

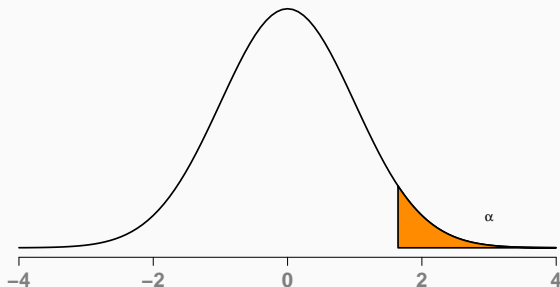


# THE P-VALUE AND DECISION RULES, PART III

$|z| > \text{critical value} \Rightarrow \text{reject } H_0$

$|z| < \text{critical value} \Rightarrow \text{fail to reject } H_0$

## Normal Distribution



# AN EQUIVALENT DECISION PROCEDURE

Compute p-value.

- If  $p < .05 \Rightarrow$  reject  $H_0$
- If  $p \geq .05 \Rightarrow$  do not reject  $H_0$

But, can you justify making such a bright-line statement after reducing information so much?

1. Concept
2. Measurement
3. Statistic
4. Assumptions about distribution
5. **p-value**
6. Reject/fail to reject

# **t-Test and p-Values**

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# P-VALUE CONVENTION

p-value range	Convention	Symbol
$p > 0.10$	Non-significant	
$0.10 > p > 0.05$	Marginally-significant	.
$p < 0.05$	Significant	*
$p < 0.01$	Highly significant	**
$p < 0.001$	Very highly significant	***

## REPORTING TEST RESULTS

- A t-test for the effect of Vitamin W on blood pressure was highly significant ( $t = 3.1, p = .008$ ).
- We found evidence that Vitamin W decreases blood pressure ( $t = 2.3, p = .04$ ).
- The effect of Vitamin X on blood pressure was not statistically significant ( $t = 1.2, p = .23$ ).

Vitamin W	Vitamin X
2.2 **	1.2
(0.6)	(0.8)

This is half the story; next, you'll need to describe practical significance.

# VARIABLE IMPORTANCE AND P-VALUES

Does a small p-value mean that a variable is “important”?

- Statistical significance
- Practical significance

## A WARNING

A very common mistake is to assume a p-value is the chance the null hypothesis is true.

Frequentist statistics cannot tell you the probability of a hypothesis!



## A WARNING (CONT.)

### Example

I test whether Vitamin X decreases blood pressure:  
 $p = 0.03$ .

However, you know that Vitamin X is secretly cornstarch because you created it yourself.

My test will not convince you that there is a 97% chance Vitamin X decreases blood pressure.

# Statistical Power

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## FALSE POSITIVE AND FALSE NEGATIVE ERRORS

	The null is true	The null is false
Reject the null	False Positive (I)	
Do not reject the null		False Negative (II)

- False Positive (I) errors are jumping without cause
- False Negative (II) errors are failing to jump when you should
  - Failing to detect a real effect
  - Missed opportunity to create a product, publish a paper, or advance knowledge

# STATISTICAL POWER, PART I

## Much Vitamin W

Consider a *specific* alternate hypothesis:

- $H_a$  : Vitamin W decreases blood pressure by 20 mmHg
- False Negative Error Rate:  $\beta = P(\text{not rejecting } H_0 | H_a)$
- Statistical power:  $1 - \beta$
- Statistical power is the probability of supporting the alternate hypothesis, assuming it is true

# STATISTICAL POWER, PART II

# STATISTICAL POWER, PART II

# STATISTICAL POWER, PART III

How to increase power

- Increase sample size.
- Choose a powerful test (if you can justify its assumptions).

# Practical Significance

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# PRACTICAL SIGNIFICANCE

## Statistical significance

- How much does the data support the existence of an effect?

## Practical significance

- Is the size of this effect important?
- What is the magnitude of the effect?
- Should we care about this effect?

## EXAMPLE

### Productivity supplements

#### Vitamin W

$$n = 30$$

$$\mu_{\text{treat}} = 12.6$$

$$\mu_{\text{control}} = 6.1$$

$$p = 0.11$$

*“The difference between groups was not statistically significant, ( $t = 1.34, p = 0.11$ ).”*

#### Vitamin Q

$$n = 30,000$$

$$\mu_{\text{treat}} = 6.25$$

$$\mu_{\text{control}} = 6.21$$

$$p = 0.0005$$

*“The difference between the two groups was highly significant, ( $t = 3.34, p < 0.001$ ).”*

## PRACTICAL SIGNIFICANCE: CONTEXT

**Primary goal:** Provide context for your audience to reason about results.

- Who is your audience?
- What action might be taken based on these results?
- How does this result alter how you would run the business?
- What is the cost-benefit for implementing a change based on this result?
- How does this result “stack up” to other effects?

## PRACTICAL SIGNIFICANCE: MODEL EXPLAINABILITY

- Some tasks require *explainable* models.
- Finance, healthcare, insurance, and other regulated industries stipulate specific model forms .
- Humans reason in linear hypotheses—higher-dimensional and conditional hypotheses are too much to keep in mind.

# PRACTICAL SIGNIFICANCE: EFFECT SIZES

## Effect sizes

- Single-number metrics that characterize the magnitude of an effect
- Population parameters that we estimate—*do not vary based on sample size*

### Invalid effect size metrics

- t-stat
- p-value

### Valid effect size metrics

- Mean values
- Difference in means between groups

# STANDARD EFFECT SIZE MEASURES

Standardized effect sizes are designed to be flexible and apply in many scenarios:

- Cohen's  $d$
- Correlation  $\rho$
- Cramer's  $V$

General metrics ignore the specific context around your research or business question.

# COHEN'S D

Sometimes, a mean (or difference in means) is hard to assess because the units are unfamiliar.

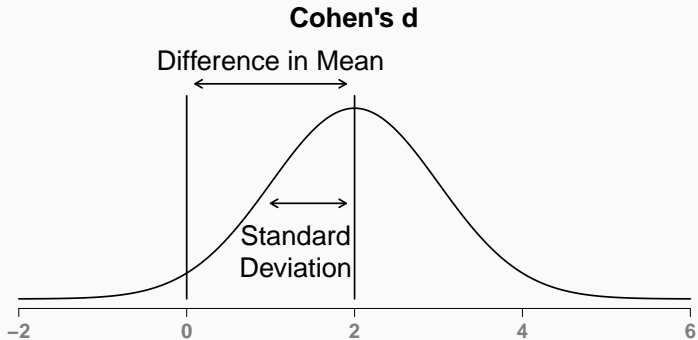
- **Example:** The effect of angled bristles on tooth decay is 5 millicaviparsecs per brushstroke

## Cohen's d

Compare effect size relative to the underlying natural variation in the outcome.

$$\text{Cohen's } d = \frac{\text{mean difference}}{\text{standard deviation}}$$

## COHEN'S D (CONT.)





## Rules of thumb (according to Cohen)

Small effect	$d = 0.2$
Medium effect	$d = 0.5$
Large effect	$d = 0.8$

- Applicable across a huge number of contexts
- Ignores any important differences between context
- Saving dollars or saving lives are the same to Cohen's  $d$

## TAKEAWAYS

- After a statistical test, it's important to assess both statistical significance and practical significance.
- Standard effect size measures can help in a wide variety of situations.
- But don't get carried away and reach for them automatically.
- The main objective is to clearly explain how important the magnitude of the effect is.

# **Guidelines For Statistical Reporting**

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# GUIDELINES FOR STATISTICAL REPORTING

- Communicating your results is a key part of statistical analysis
- In this class (and other classes in the program) we'll ask you to submit your analysis as a written report
- Next are some guidelines to keep in mind when writing a report

*In this case, the guidelines are specific to exploratory analysis*

# GUIDELINE ONE

## A statistical analysis is a written argument

- A good writing style is key
- This is technical writing: aim for clarity and exposition
- All rules of good writing apply
  - Organize your argument clearly
  - Guide reader through the evidence in the data
  - Proofread

## GUIDELINE TWO

**If you don't have something nice to say (about your output), don't display it at all**

- There should be no output dumps
- Every graph should be mentioned in your writing and should have some purpose
- Explain what the graphs and numbers mean

## GUIDELINE THREE

### You should document decisions

- If you decide that observations should be removed, state which ones
- If values are suspicious, but you leave them in, state that too
- If you transform a variable, for example, by taking the logarithm, state that
- Your justification can often be very brief (just a sentence), but make sure that the reader can follow your logic

## GUIDELINE FOUR

### Identify features that should be reflected in statistical models

- This will make more sense once you have experience building models
- Keep in mind the purpose of the analysis
- Eg. if you're interested in explaining the price of a house, look to see what kind of relationship that variable has with the explanatory variables
  - Is it linear?
  - Is it exponential?
  - Are there values that don't seem to fit with the overall trend?



## GUIDELINE FIVE

### Remember the difference between sample and population

- At this point, we don't know how to model a population This means that you must confine your conclusions to the sample
  - You can talk about sample means, sample covariances
- You can't say anything about the population that generated your sample

## GUIDELINE FIVE (CONT.)

### Remember the difference between sample and population

- Be wary of technical words—in particular the word *significant*
  - People might casually say one value is significantly bigger than another
  - But this has a technical meaning, and it implies that we've built a model and performed a statistical test

## GUIDELINE SIX

### Show us the code (a guideline for this class)

- We really want to see the code that generates your output so we can follow your analysis in detail, step by step
  - Typically, your software will have a setting to suppress the code when generating a pdf report, but don't do it
- This is probably the biggest difference between writing analyses in school and in a professional context

## GUIDELINE SIX (CONT.)

### Show us the code (a guideline for this class)

- In most situations, you have to think about different levels of detail for different audiences
  - It's usually a good idea to provide an executive summary
  - Not everyone can read 50 pages of output
  - Often, you'll want to move details like your script to an appendix
- In this class, however, we'd like to see your code in the body of your report so we can evaluate it effectively