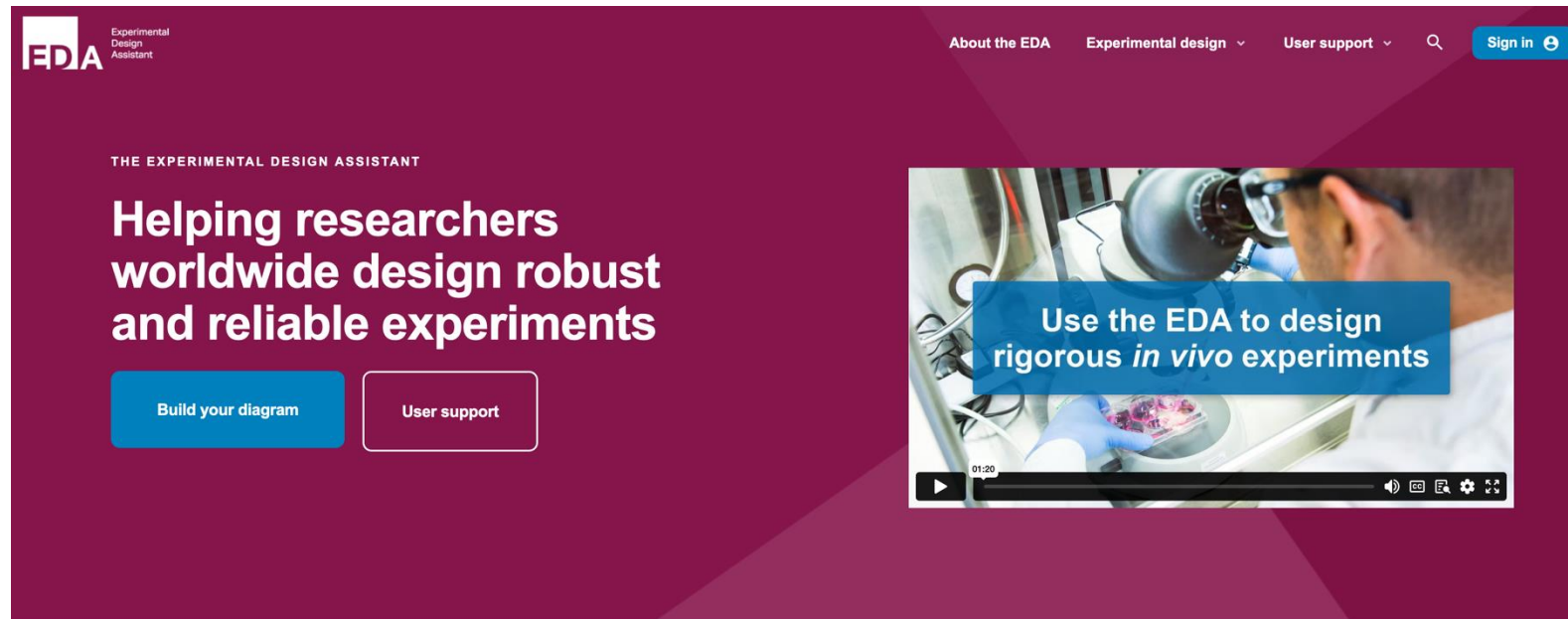
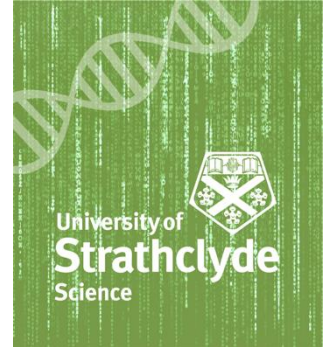


MP968 Workshop: Experimental Design

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Register for NC3Rs EDA



A free resource from the NC3Rs used by over 19,000 researchers worldwide to help design robust experiments more likely to yield reliable and reproducible results.

The EDA helps you build a diagram representing your experimental plan, which can be critiqued by the system to provide **bespoke feedback**.

The EDA also:

- Recommends statistical analysis methods
- Provides support for randomisation and blinding
- Performs sample size calculations

The EDA website provides information about **experimental design concepts**, and how to apply these in your experiments.

<https://eda.nc3rs.org.uk/>

https://sipbs-compbiol.github.io/MP968-Workshop_Experimental_Design

Learning Objectives

After this workshop I hope you will be able to...

1. Understand and explain the relationship between measurements, statistics, and experimental design.
2. Understand and explain that statistical models are devices that process data to produce estimates that support scientific insight.
3. Understand how assumptions and expectations about factors influencing an experiment are translated into effective experimental designs.
4. Use G*Power to estimate adequately-powered sample size for a statistical test.
5. Use the NC3Rs Experimental Design Assistant to lay out and analyse a simple experiment and share the design information.

Introduction

Experimental design and Statistics for people who would rather not be doing Statistics

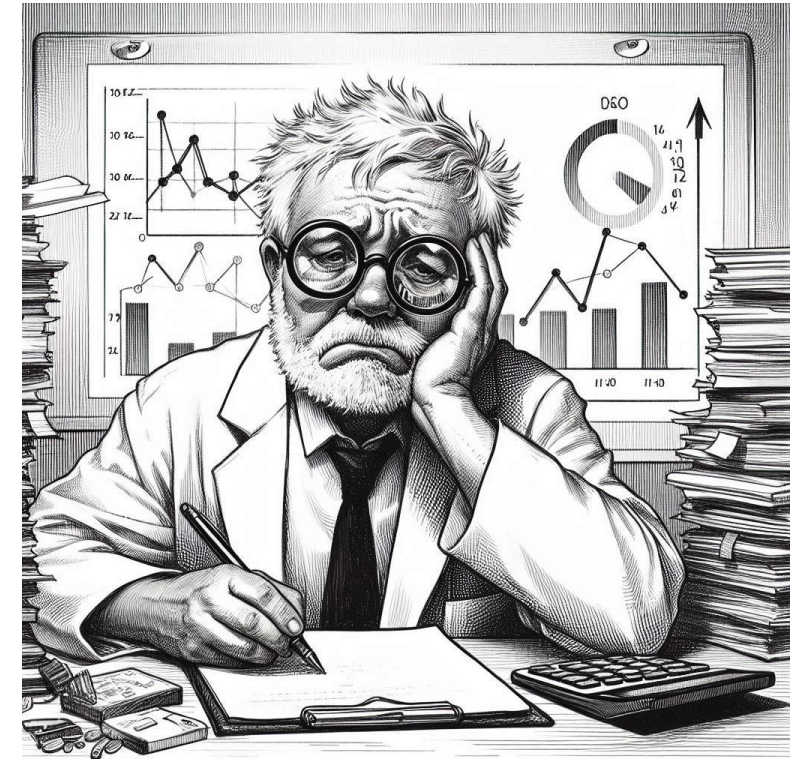
What we'd all rather be doing

- **We are interested in the world around us**
 - Discovering how life and nature work
 - Finding ways to improve people's lives/reduce disease burden
- **What we have to do**
 - Collect data
 - Design experiments to give us useful data
 - Design experiments that do not cause unnecessary suffering (3Rs)
 - Carry out appropriate statistical analysis to make the data scientifically useful



The case for Statistics

- We have models of the world around us
 - Our understanding of cause and effect is a model
 - We express our understanding with scientific models
 - Our experiments are models
- We connect data to models with Statistics
 - A branch of Applied Mathematics
 - How we understand our experiments guides statistical analysis
 - We can make Statistics serve scientific enquiry



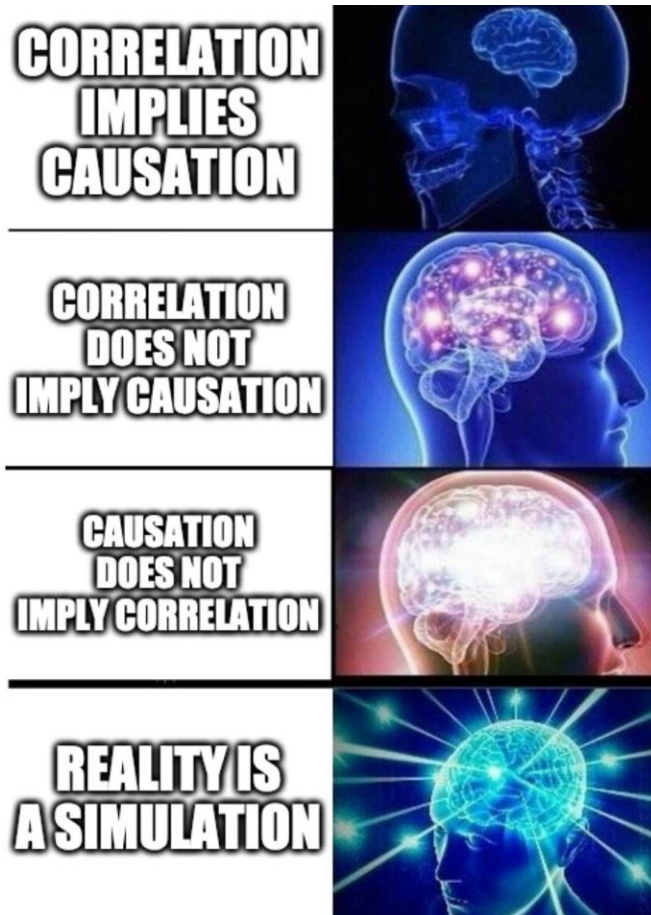
Cause and Effect

The experimental data you collect does not contain information about cause and effect

Science before Statistics

- For **statistical models** to provide scientific insight, they require additional **scientific (causal) models**.
- The **reasons** for a statistical analysis are not found in the data itself – they are found in the **causes** of the data.
- The **causes** of the data cannot be extracted from the data alone.
- We have to design the right experiment and statistical model to give us the estimate we need.

Causal Inference

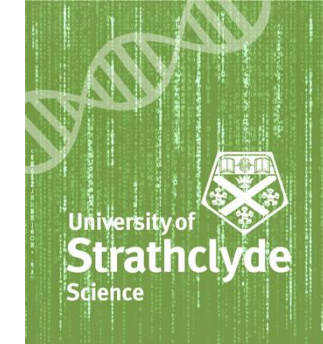


- **Correlation is not causation**
 - <https://www.tylervigen.com/spurious-correlations>
- Statistical analysis identifies **associations**, which can run in **either direction**
- Causal inference is **prediction** of **consequences of intervention**
 - “If I increase drug dose, blood glucose falls further”
- Causal inference is **imputation** of **unobserved interventions**
 - “I observed a change in marker level, so kidney function is altered”

STATUS YELLOW

STORM BERT

WIND WARNING



Causal Beliefs are Experimental Design



How Alcohol Affects Your Reaction Time

From the moment you have that first drink, alcohol begins to have an effect on your brain and your body. You may not notice it at first. In fact, many people don't recognize how quickly a few drinks can set them back.

Even those who are technically under the legal blood alcohol concentration (BAC) limit can suffer from effects that hurt their ability to drive safely.

Drinking responsibly means educating yourself about how alcohol affects you and your ability to drive.

How Does Drinking Affect You?

Measurement

Experimental measurements are estimates, and experimental design affects how good that estimate is

How wet is the Earth?

- What proportion of the Earth's surface is water?
- Can we measure this exactly, or only **estimate** it?
- If we're estimating, how **accurate** is our estimate, and **what affects the accuracy**?



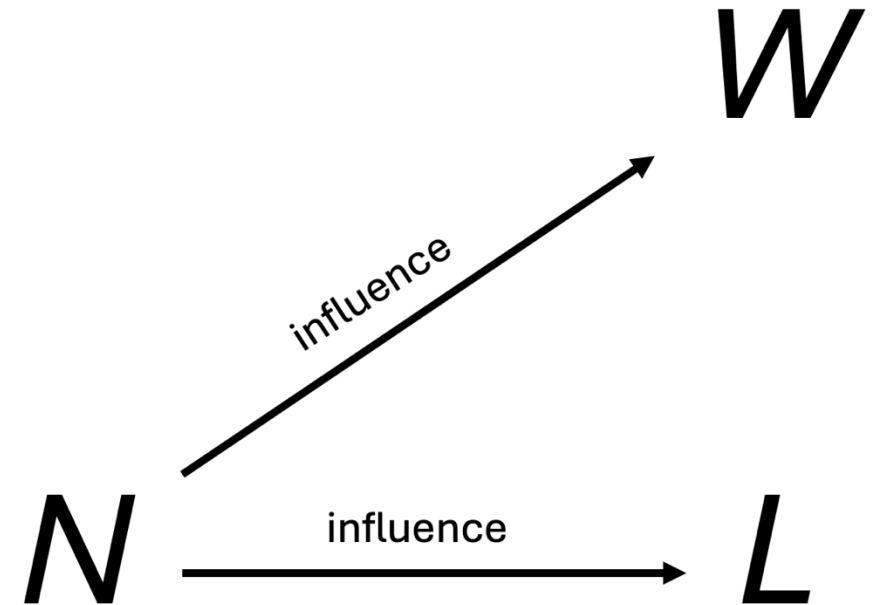
How to measure the Earth's surface?

- Pour the water into a beaker?
- Measure all coastlines with a ruler?
 - In person?
 - In satellite photos?
- **We can't get an exact measure, so we need to estimate**
- **Let's spin the globe!** (An experiment!)



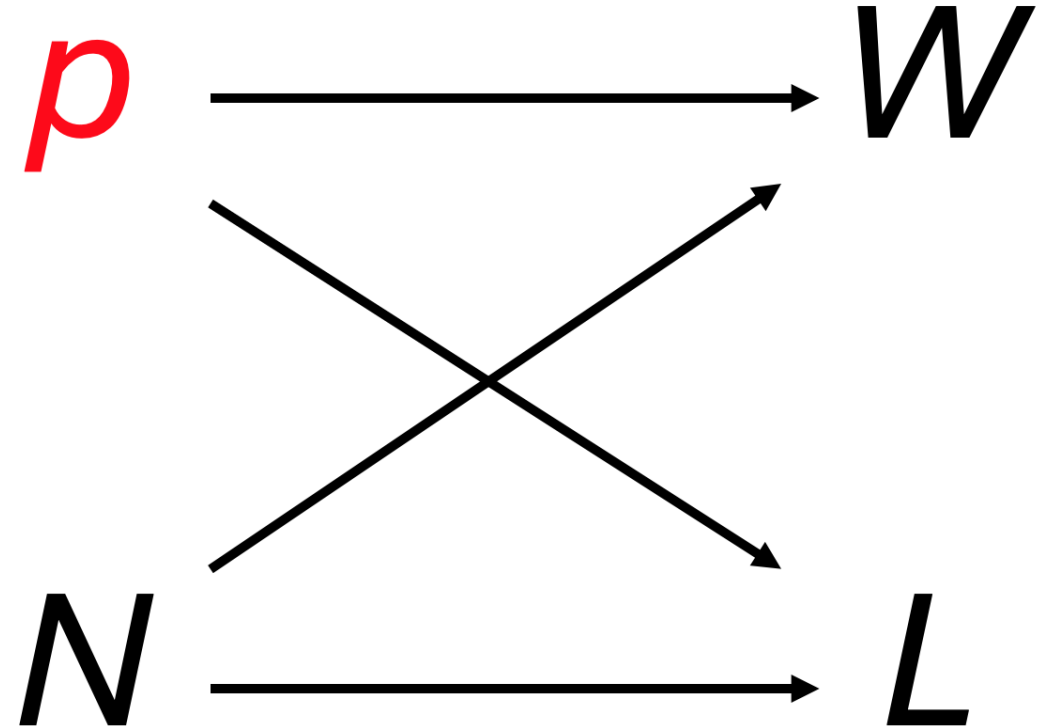
What affects our measurements?

- We measure the number of times we hit “water” (W), and how many times we hit “land” (L)
 - These are our measured outcomes – *dependent variables*
- The number of times we spin the globe and make a measurement, N
 - N is an independent variable
- The more times we spin the globe, the larger W and L can be
- Represent this with a *causal graph*



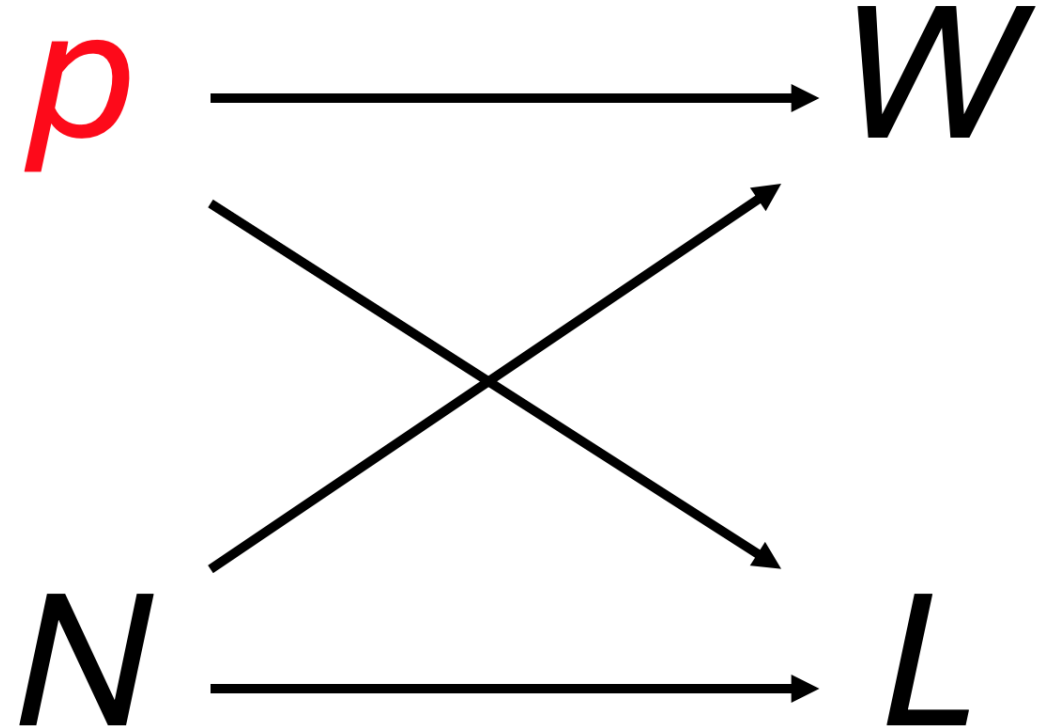
What affects our measurements?

- p , our **estimand**, is a variable representing the proportion of the globe that is covered with water
 - We **cannot directly observe** this value.
 - We can only measure/estimate it indirectly
- If p is large (more water on the Earth) we expect W to be large
- If p is small (less water on the Earth) we expect L to be large























What the graph means

- There is **no arrow linking W to L or L to W**
 - They are *independent measurements* that do not influence each other
 - We have the same probability of observing a W or L , regardless of the last observation
- The graph **does not tell us *how* p and N influence W and L , only that they *can*.**
 - The researcher defines the relationships

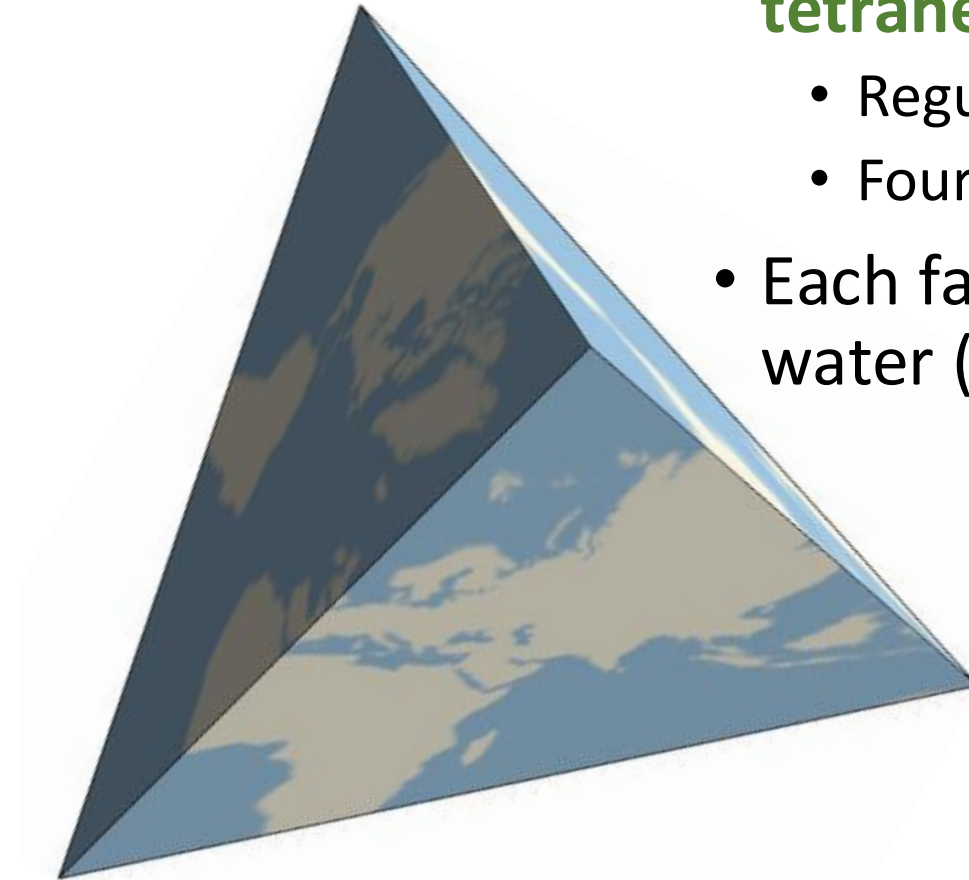


Tetrahedron Earth

1.    
2.    
3.    
4.    
5.    

 land

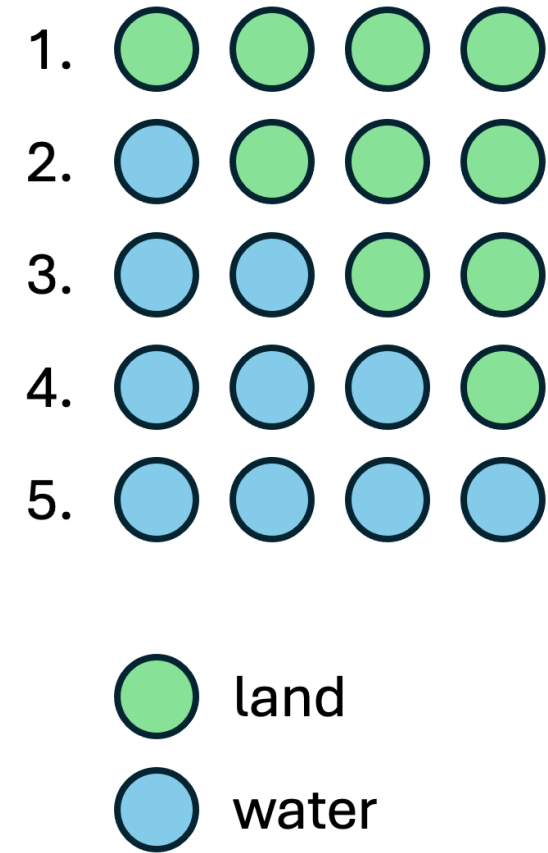
 water



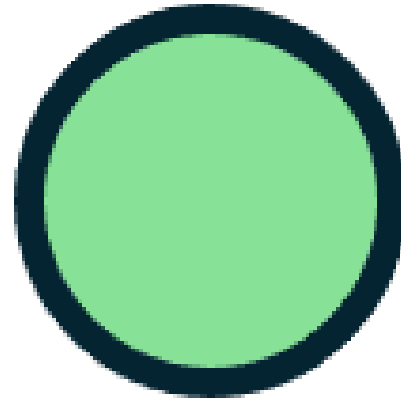
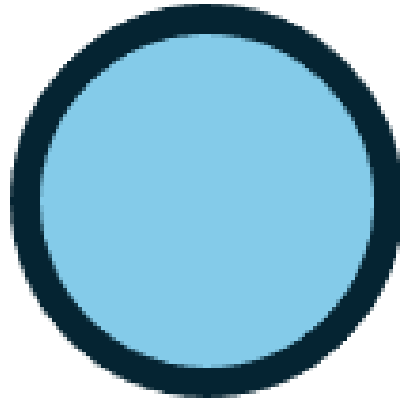
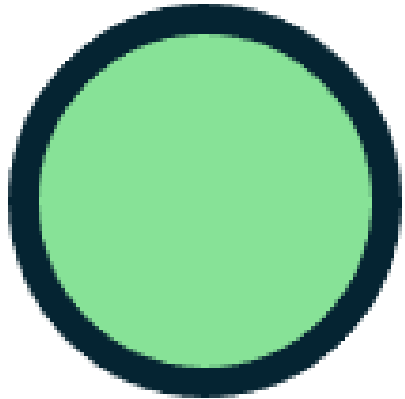
- Pretend the Earth is a **tetrahedron**.
 - Regular Platonic solid
 - Four faces
- Each face can either be water (W) or land (L)

Plausible explanations

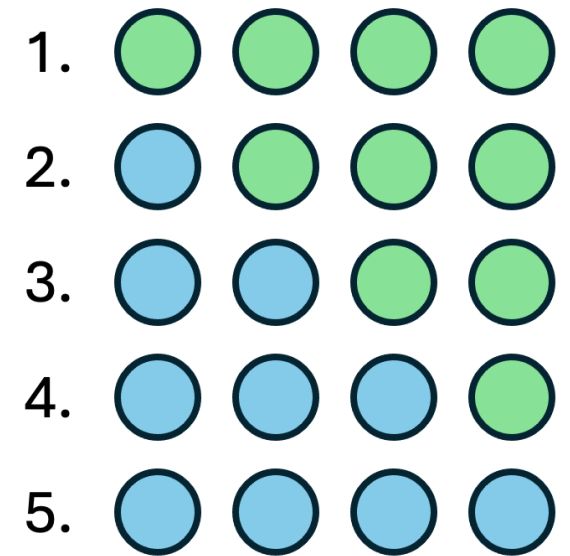
- For each possible explanation of the sample, count all the ways the sample could happen.
- Explanations with more ways to produce the sample are more plausible
- For each **possible proportion of water on the globe**, count all the ways **the observed sample of tosses could happen**.
- **Proportions** with more ways to produce the observed sample are **more plausible**.
- (This is Bayesian statistics. Really)



A small dataset



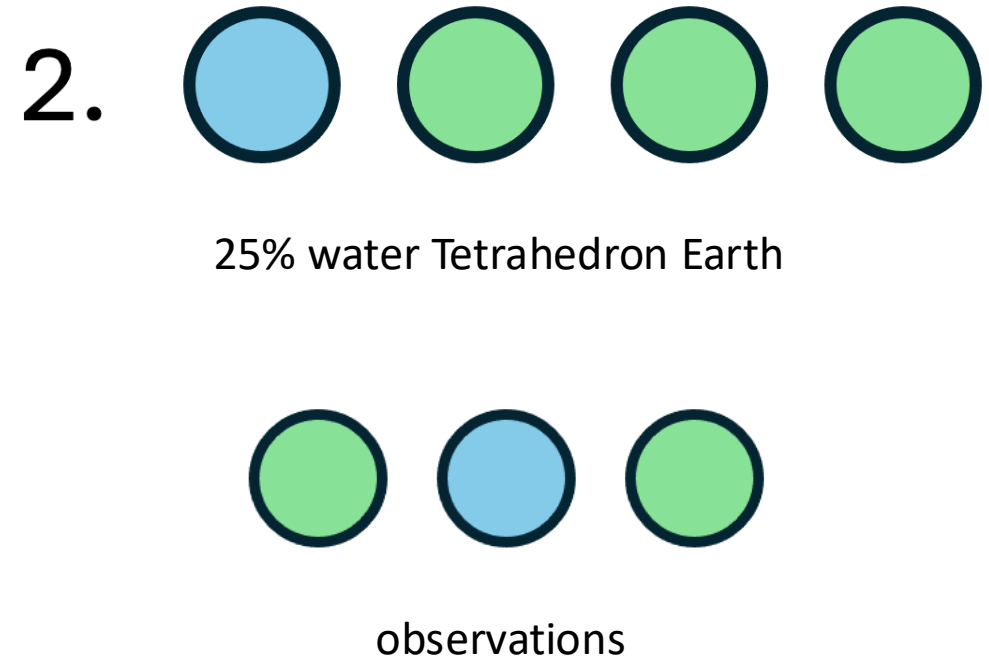
Observations
L W L



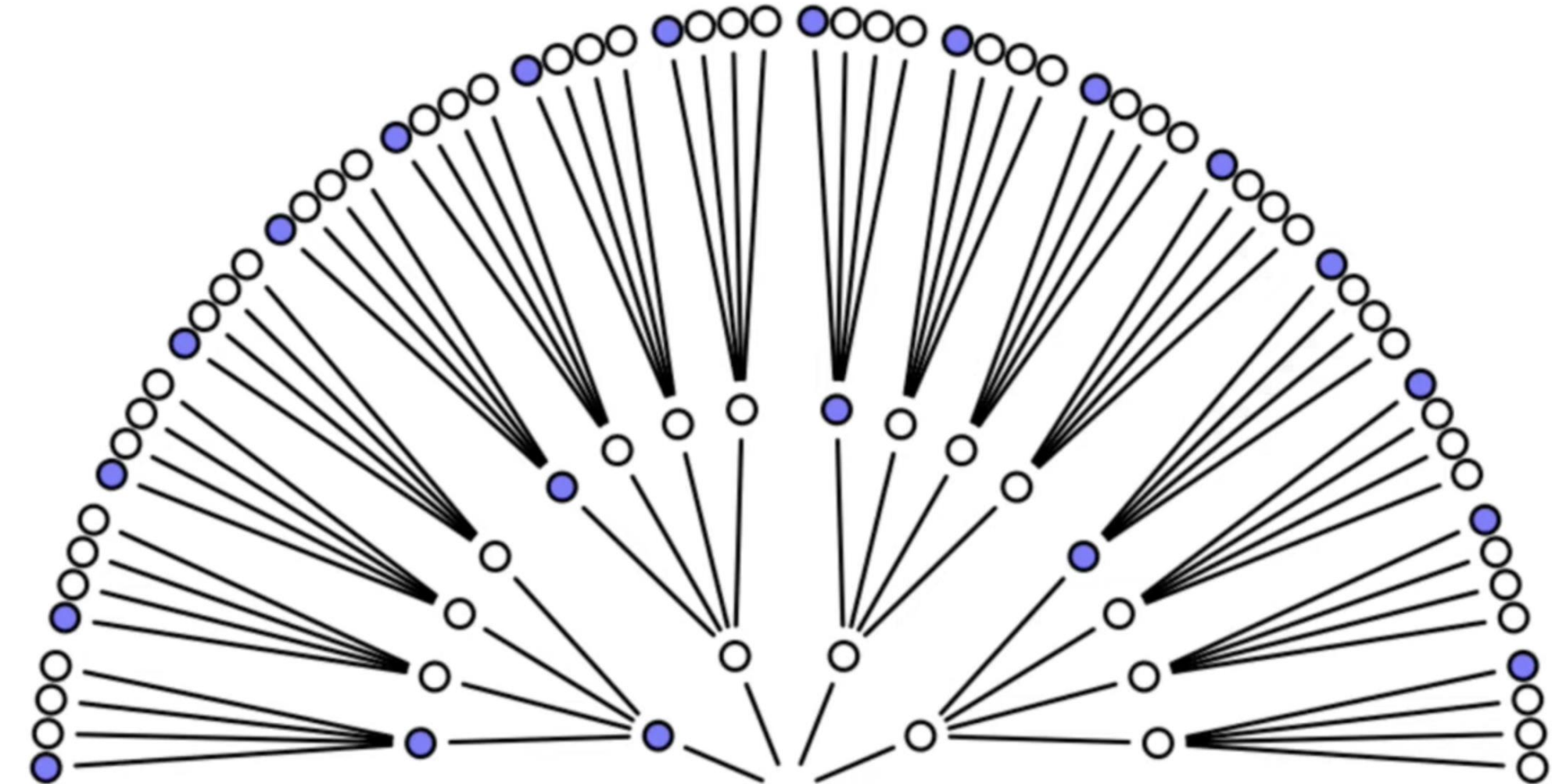
 land
 water

How many ways?

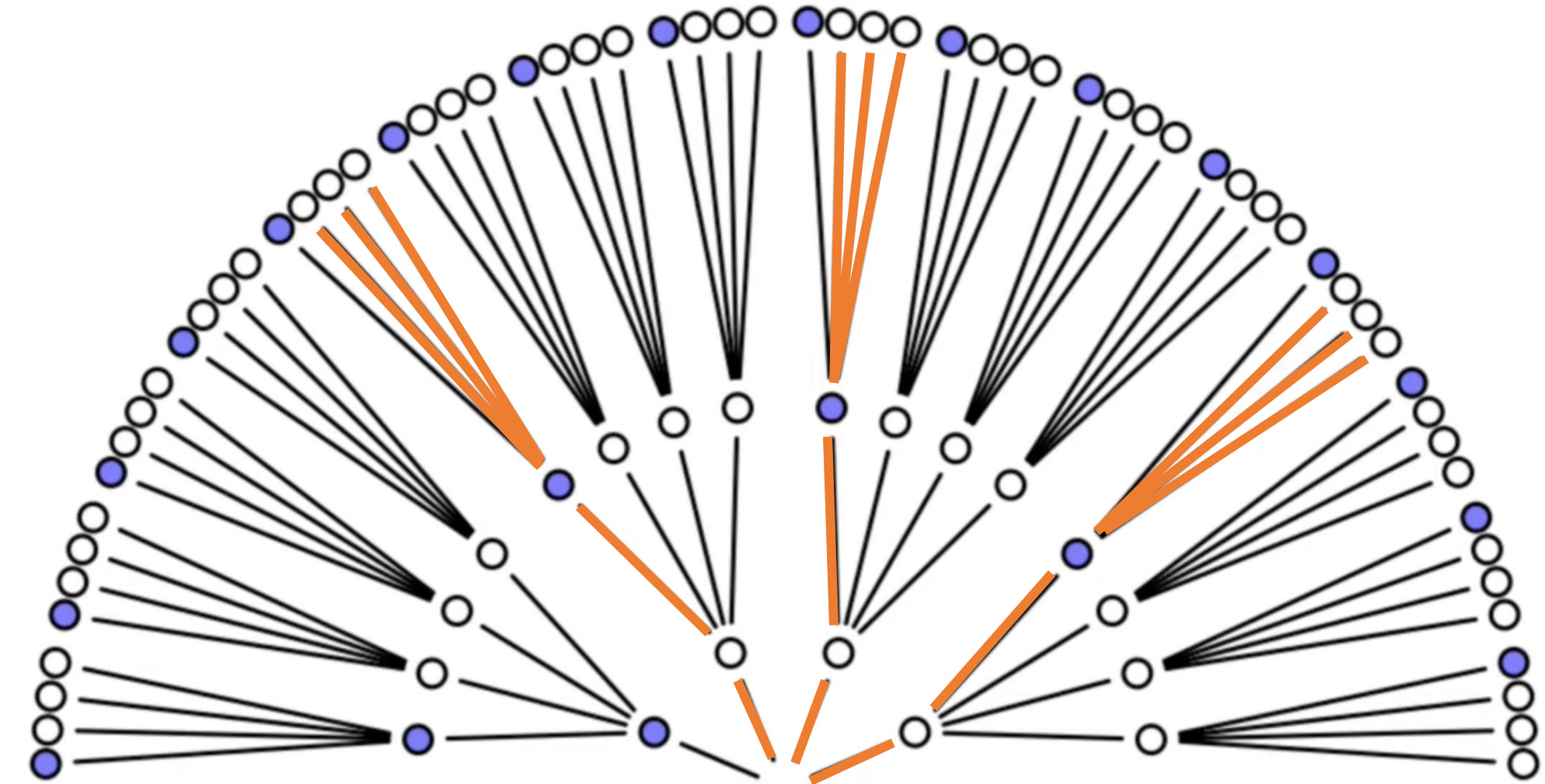
- How many ways can the 25% water version of Tetrahedron Earth explain the observations?
- Observation 1: **L**
 - 3 “land” faces, so 3 ways to get this
- Observation 2: **W**
 - 1 “water” face, so 1 way to get this
- Observation 3: **L**
 - 3 “land” faces, so 3 ways to get this
- **Ways to explain the observations:**
 - **3 x 1 x 3 = 9**



Why nine ways to make LWL?

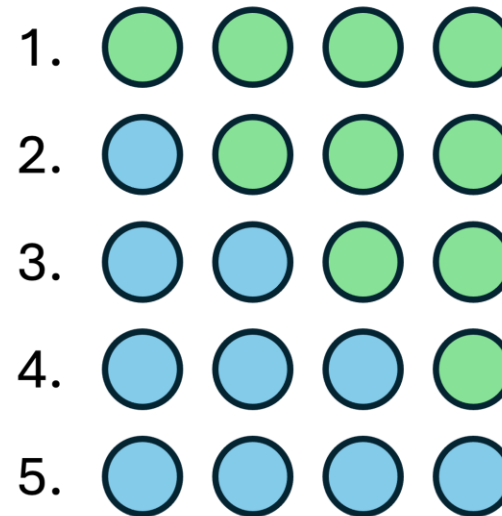





Why nine ways to make LWL?



The most plausible Earth






- We can **repeat this for all possible configurations** of Tetrahedron Earth, to calculate the most plausible configuration
 - This is the **most plausible value for p** , the proportion of water on Tetrahedron Earth's surface.
- **25% water is the most plausible** (9 ways)
- But **50% water is almost as plausible** (8 ways)
- We have a *distribution* of plausibility



						
4	x	0	x	4	=	0
3	x	1	x	3	=	9
2	x	2	x	2	=	8
1	x	3	x	1	=	3
0	x	4	x	0	=	0

Make more observations

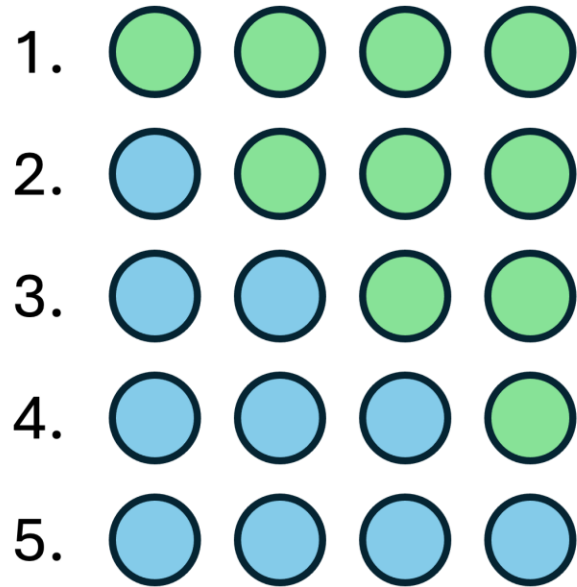


- | | | |
|----|---|--|
| 1. |  | $4 \times 0 \times 4 \times 4 \times 0 \times 0 \times 0 \times 4 \times 0 \times 0 = 4^4 \times 0^6 = 0$ |
| 2. |  | $3 \times 1 \times 3 \times 3 \times 1 \times 1 \times 1 \times 3 \times 1 \times 1 = 3^4 \times 1^6 = 81$ |
| 3. |  | $2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 = 2^4 \times 2^6 = 1024$ |
| 4. |  | $1 \times 3 \times 1 \times 1 \times 3 \times 3 \times 3 \times 1 \times 3 \times 3 = 1^4 \times 3^6 = 729$ |
| 5. |  | $0 \times 4 \times 0 \times 0 \times 4 \times 4 \times 4 \times 0 \times 4 \times 4 = 0^4 \times 4^6 = 0$ |

The most probable planet?



Probability



$$4^4 \times 0^6 = 0$$

0

$$3^4 \times 1^6 = 81$$

0.044

$$2^4 \times 2^6 = 1024$$

0.558

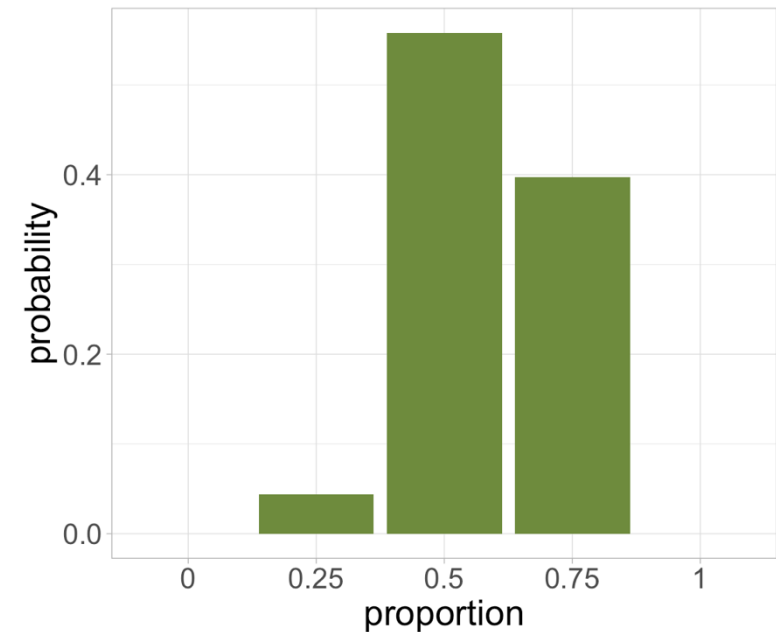
$$1^4 \times 3^6 = 729$$

0.397

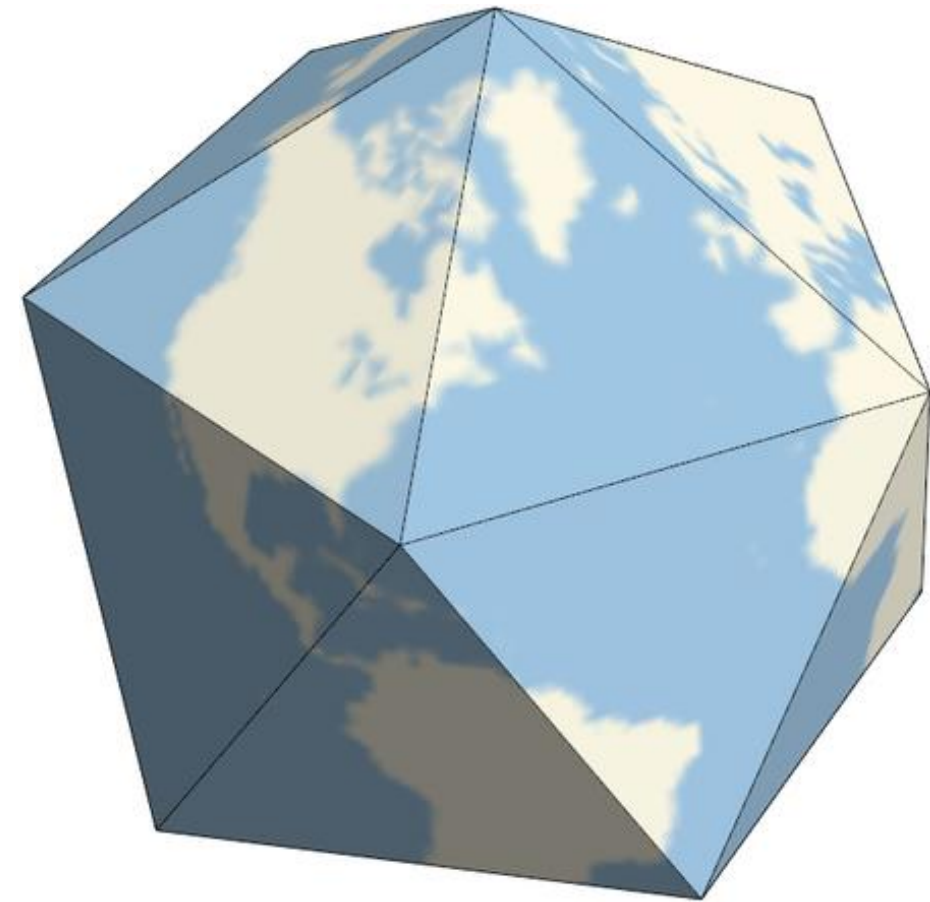
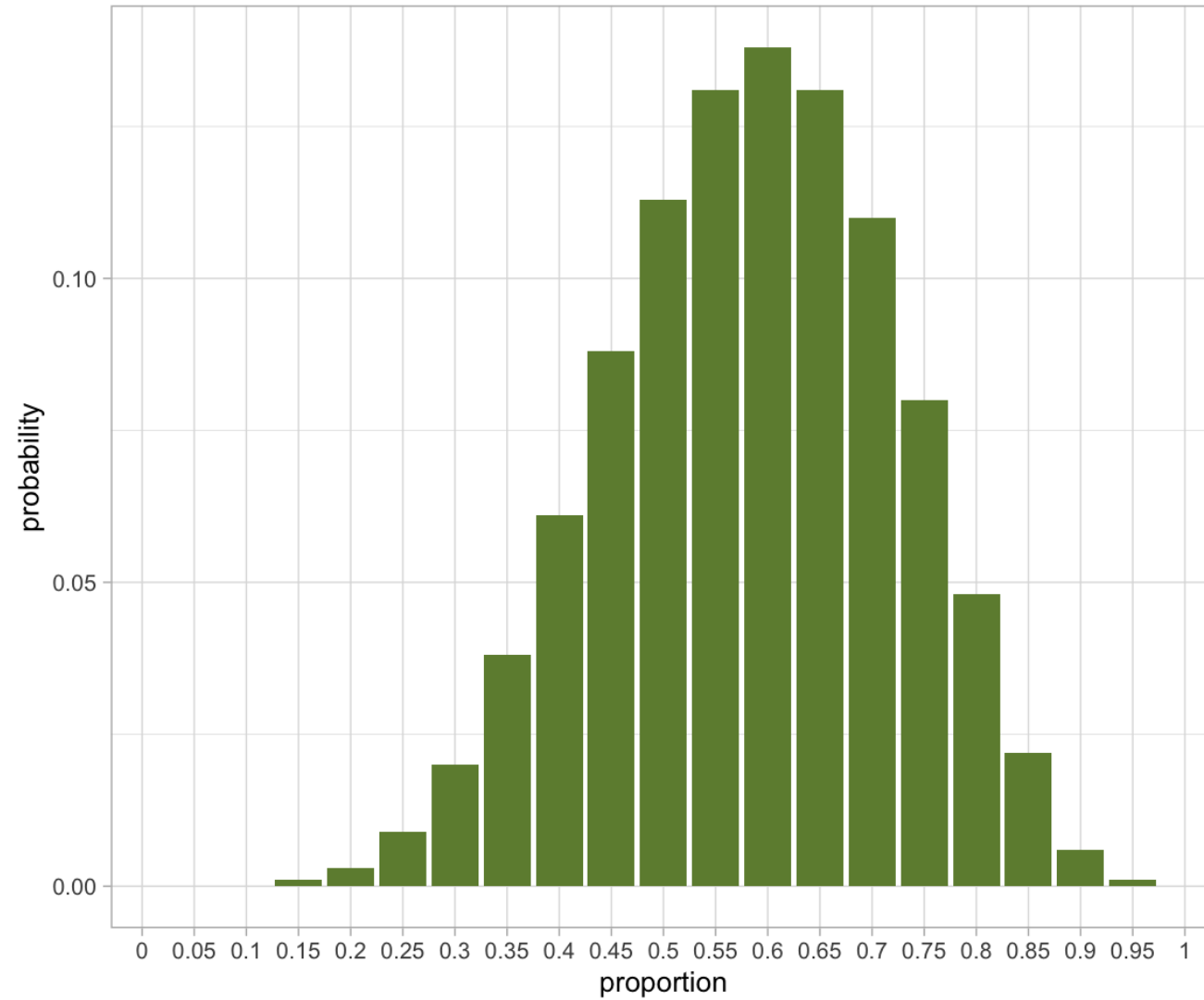
$$0^4 \times 4^6 = 0$$

0

Sum: 1834

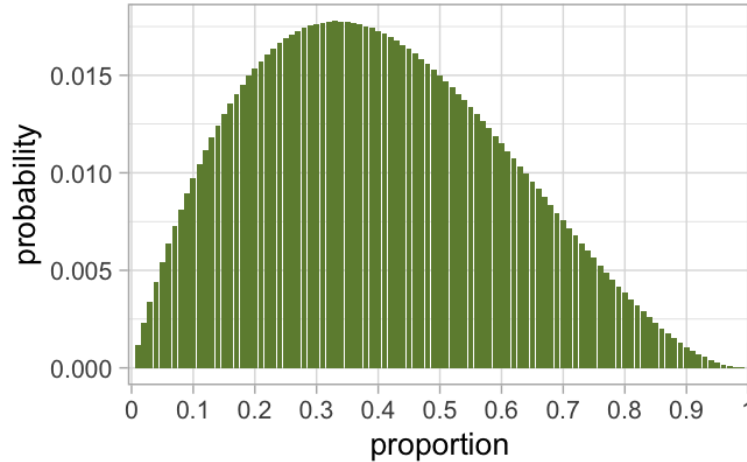


Icosahedron Earth

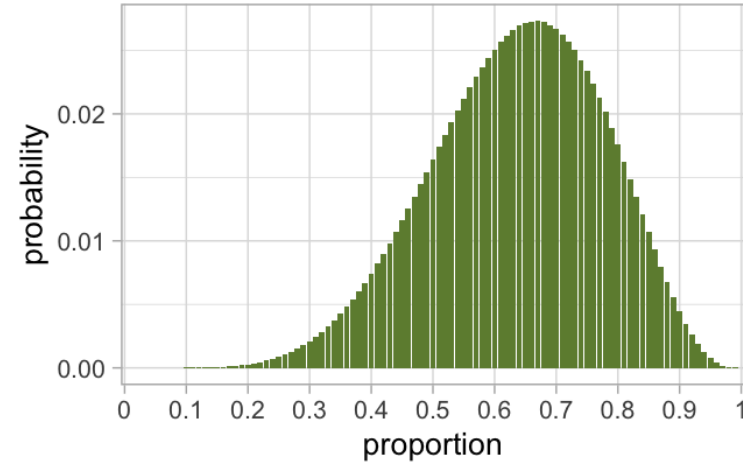


Make more observations (100 faces)

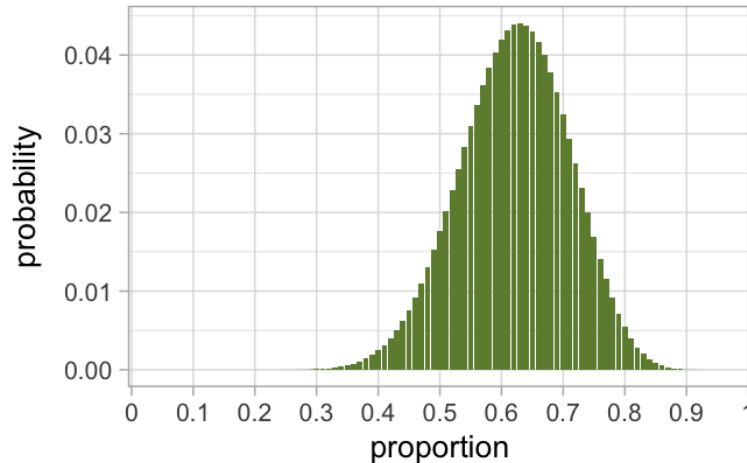
$p = 0.7, N = 3$



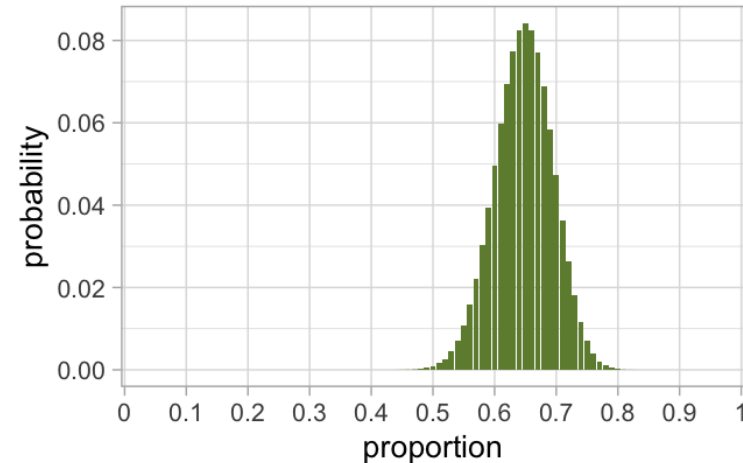
$p = 0.7, N = 9$



$p = 0.7, N = 27$



$p = 0.7, N = 100$



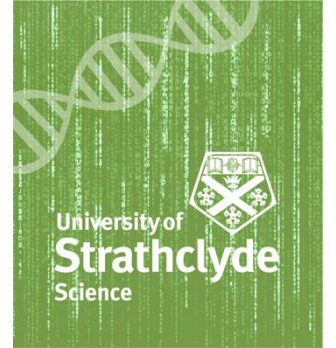
Sample size

- **Sample size** is a central concern of experimental design
- Too few observations = **uncertainty** in results, or **incorrect** results
- Too many observations = **wasted time and resources**
- In animal experiments, **we also want to minimize animal suffering** – as few experimental subjects as necessary (**3Rs**)
- We want to collect an optimal number of observations to give **robust results at an acceptable (financial and ethical) cost**

Statistical Power

Statistical power tells us what conclusions can reasonably be drawn from statistical analysis of our experiment

Statistical power



- **Statistical power** is the probability, *before a study is performed*, that a particular comparison will achieve “statistical significance” at some predetermined level.
- More precisely, **statistical power is the probability that the study will not return a false negative result** (known in statistics jargon as a “Type II error”)
- As researchers we have two choices to make:
 - **What threshold of statistical significance** (“type I errors”, p -value, or α) **is appropriate?**
 - **What rate of false negative results** (“type II errors” or $1-\beta$) **is acceptable** to us at that significance level? (i.e. what *statistical power* do we want?)

Type I and Type II errors

WOLF



NO
WOLF

CRIES



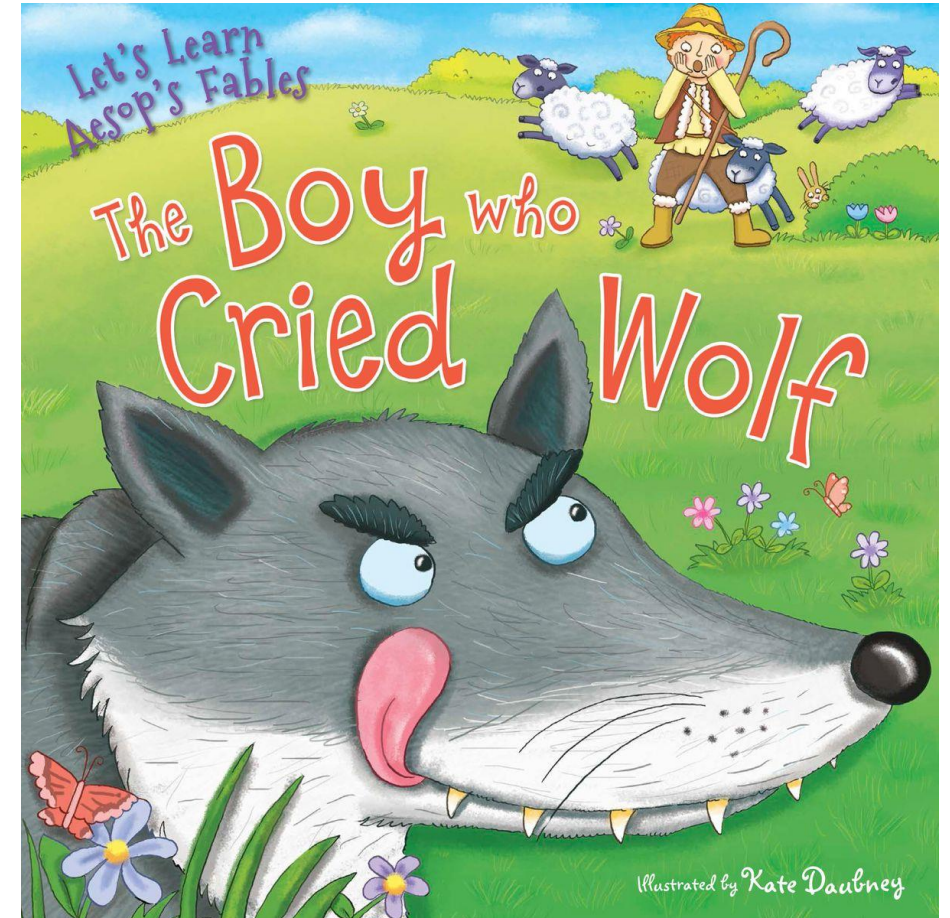
DOES
NOT
CRY

Boy cries wolf
There's a wolf
Village is happy

Boy cries wolf
There's no wolf
Village is unhappy
FALSE POSITIVE
TYPE I ERROR

Boy doesn't cry wolf
There's a wolf
Village is unhappy
FALSE NEGATIVE
TYPE II ERROR

Boy doesn't cry wolf
There's no wolf
Village is happy

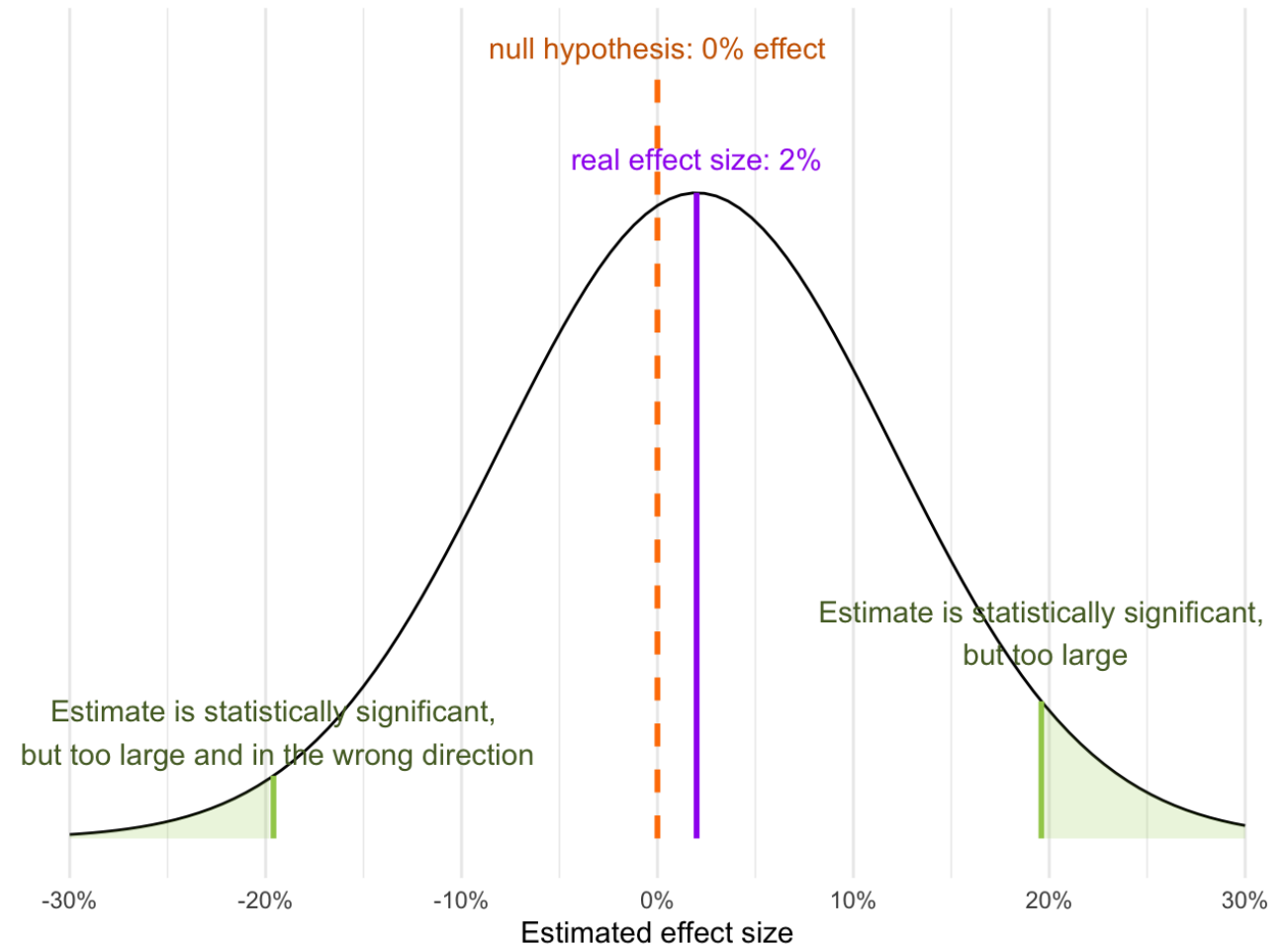


Statistical power and sample size

- **Sample size** is the number of experimental units (often, but not always, individuals in this context) used per group in the experiment.
- The sample size for an experiment involving animals should be determined by a *statistical power calculation* and chosen such that the experiment is neither **underpowered** nor **overpowered**.
 - **Underpowered**: too few subjects to interpret the experiment properly
 - **Overpowered**: so many subjects that we are wasteful of time and/or resources, or cause excess suffering
- **There is no universally applicable sample size.**
 - An appropriate sample size should be calculated specifically for each experiment.

Underpowered studies

- Studies are underpowered if the **expected effect size is small in relation to the variation** (e.g. standard error) of the measurement.
 - Too few subjects
 - Noisy nuisance variables
 - Too small an effect size
- It is **NOT** true that if the effects are large enough to be seen in a small study they must be real large effects



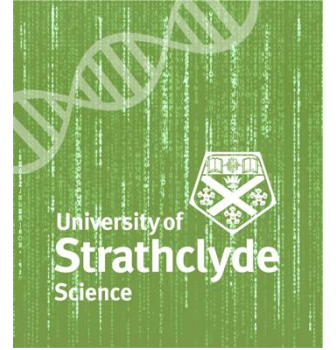
Ethical costs

- As stated in the [NC3Rs EDA guide](#),
 - “Under-powered *in vivo* experiments waste time and resources, lead to unnecessary animal suffering, and result in erroneous biological conclusions.”
- Similarly, **over-powered** experiments in which more animals than necessary are used to establish a result also lead to **unnecessary animal suffering** and are **unethical**.
 - “Ethically, when working with animals we need to conduct a harm–benefit analysis to ensure the animal use is justified for the scientific gain. Experiments should be robust, not use more or fewer animals than necessary, and truly add to the knowledge base of science.” (Karp and Fry ([2021](#))).

Increasing statistical power

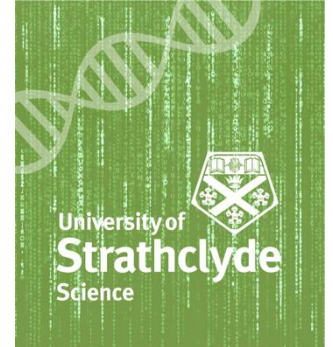
- **Reduce the variability in the experiment**
 - Control for nuisance effects
 - Make precise measurements/estimates
- **Increase the number of experimental units**
 - Using more experimental units reduces the estimated error of the mean
 - 2x sample size reduces standard error 1.4x
- **Increase the effect size**
 - More effective than increasing sample size (2x effect size better than 1.4x reduction in standard error)

Live Demo: G*Power



- Is the average weight of a group of mice statistically different from 25g?
- It's a simple experiment, but **we still need to answer some questions:**
 - What **statistical test** do we want to perform?
 - What do we want to know from the analysis?
 - What **kind of power analysis** do we want to carry out?
 - What **statistical power** do we want?
 - What is the expected **effect size**, and expected **variation** in the sample?

Live Demo: G*Power



G*Power 3.1

Central and noncentral distributions Protocol of power analyses

Test family: t tests Statistical test: Correlation: Point biserial model

Type of power analysis: A priori: Compute required sample size - given α , power, and effect size

Input parameters

Tail(s): One

Determine

Effect size $|\rho|$: 0.3

α err prob: 0.05

Power (1- β err prob): 0.95

Output parameters

Noncentrality parameter δ : ?

Critical t: ?

Df: ?

Total sample size: ?

Actual power: ?

X-Y plot for a range of values Calculate

G*Power 3.1

Central and noncentral distributions Protocol of power analyses

Test family: t tests Statistical test: Means: Difference from constant (one sample case)

Type of power analysis: A priori: Compute required sample size - given α , power, and effect size

Input parameters

Tail(s): Two

Determine

Effect size d: 2

α err prob: 0.05

Power (1- β err prob): 0.8

Output parameters

Noncentrality parameter δ : 4.4721360

Critical t: 2.7764451

Df: 4

Total sample size: 5

Actual power: 0.9088849

X-Y plot for a range of values Calculate

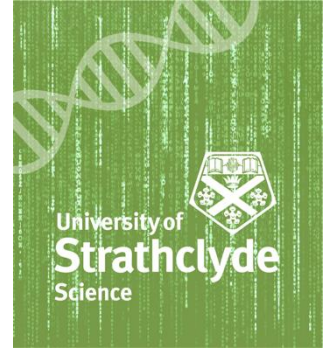
Let's have a wee break

We've got a long walkthrough coming up...

NC3Rs EDA

Online experimental design, critique, and analysis tool walkthrough

Our Experiment

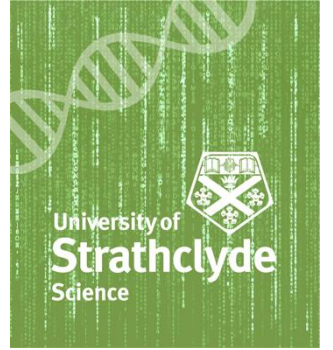


- Test for the effect of a novel drug on glucose levels in the plasma of diabetic mice.
- “We will use NONcNZO10/LtJ mice (JAX) to represent a polygenic form of diabetes. Mice in the **treatment** group will receive a single subcutaneous injection of **drug A** (up to 30mg/kg). Mice in the **control** group will receive a single subcutaneous injection of **vehicle**. Mice will be randomly assigned to receive either drug A or vehicle only **without regard to the sex of the animal**. 48 hours after administration of drug or vehicle, the **blood glucose level will be measured**.”

Our beliefs about the experiment

- We are testing the **effect of a new drug** - *drug A* - **on plasma glucose levels**
 - There is a **single experimental variable** of interest: whether drug A is present (treatment) or absent (control)
 - The plasma **glucose level** is our *outcome measure*
- Our experimental subjects are diabetic (NONcNZO10/LtJ) mice
- We will divide individuals into **two groups**, by different *pharmacological treatment*
 - Group 1 will receive the **vehicle with no active drug** (the *control*)
 - Group 2 will receive the **vehicle, containing active drug** (the *treatment*)
- Individuals will be **allocated** to each group **randomly**, by *complete randomisation*
- We are **not testing for the effect of sex on drug performance** as an experimental *variable of interest*

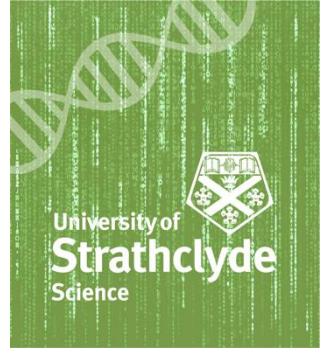
Causal Relationships



The outcome variable, plasma glucose concentration, is dependent on

- 1.the pharmacological **effect of drug A**
- 2.the pharmacological **effect of the vehicle**
- 3.individual **differences between experimental subjects** (mice)

Effect of drug A



- “treatment” vs “no treatment”
- In statistical terms, the presence or absence of drug A is our **independent variable** or **explanatory variable**.
- Whether drug A is administered or not is entirely under our control, as experimenters.

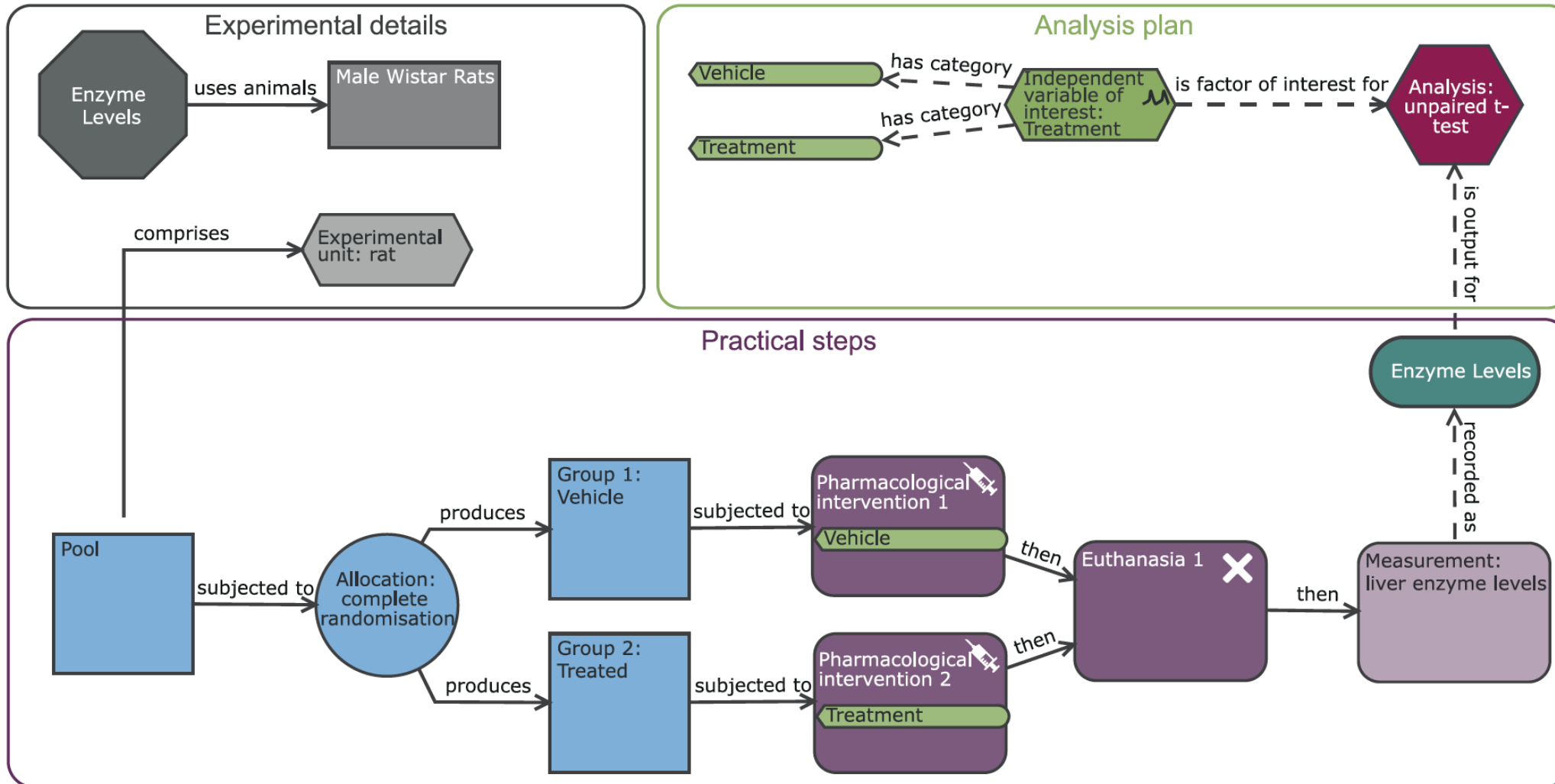
“control” vs “treatment”

- Drug A, like most drugs, is carried in a *vehicle* - a substance expected to be inert in the context of the treatment.
- In our experiment we use *two pharmacological interventions*:
 - 1.injection of a vehicle (*control*)
 - 2.injection of a vehicle containing drug A (*treatment*)

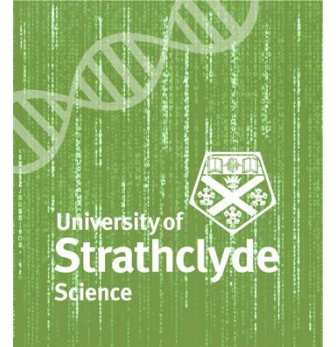
Assignment of individuals to groups

- underlying differences between individuals - is accounted for by **randomising subjects into experimental groups:**
- Treatment (vehicle + drug)
- Control (vehicle)
- ***we assume that all individuals are “drawn from the same population,”***
 - each mouse is a random choice from a single pool whose underlying plasma glucose level is distributed according to some kind of regular (potentially parameterisable) statistical distribution

EDA Diagrams



Live Demo: NC3Rs EDA



The screenshot shows the homepage of the Experimental Design Assistant (EDA) website. The header includes the EDA logo, navigation links for 'About the EDA', 'Experimental design', and 'User support', a search icon, and a 'Sign in' button. The main content area has a dark blue background with the text 'THE EXPERIMENTAL DESIGN ASSISTANT' and 'Helping researchers worldwide design robust and reliable experiments'. Below this are two buttons: 'Build your diagram' and 'User support'. On the right, there is a video player showing a scientist working in a lab, with a text overlay that reads 'Use the EDA to design rigorous in vivo experiments'. The video player includes a play button, a progress bar, and various control icons.

A free resource from the [NC3Rs](#) used by over 19,000 researchers worldwide to help design robust experiments more likely to yield reliable and reproducible results.

The EDA helps you build a diagram representing your experimental plan, which can be critiqued by the system to provide **bespoke feedback**.

The EDA also:

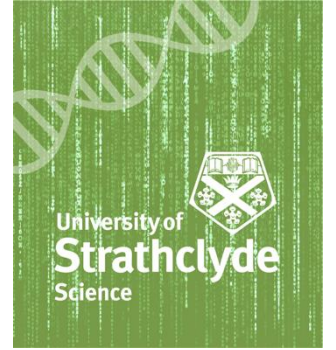
- Recommends statistical analysis methods
- Provides support for randomisation and blinding
- Performs sample size calculations

The EDA website provides information about [experimental design concepts](#), and how to apply these in your experiments.

Summary

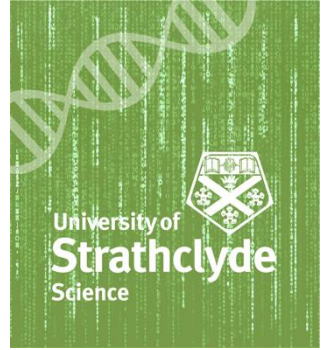
What I hope I've been able to explain

Cause and Effect



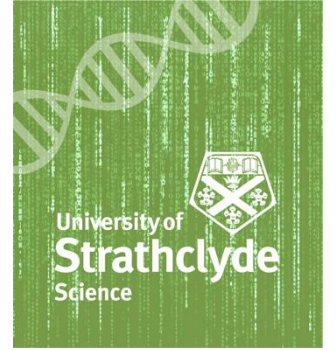
- **the data you collect does not contain information about causes and effects**
- **your beliefs and assumptions about an experiment are the causal model for that experiment**

Sample size and measurement



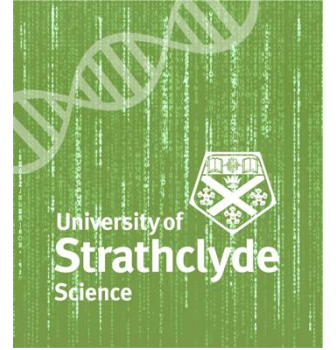
- the values we collect in an experiment lead to *estimates* of “true” values
- causal graphs explain our beliefs about what variables affect our experimental measurements
- the number of experimental units affects the precision and confidence we can have in our estimated value

Power calculations



- statistical power tells us what conclusions can reasonably be drawn from statistical analysis
- *underpowered experiments* lead to uninformative results and misleading conclusions
- it is usually better to design your experiment to increase effect size/minimise noisy variation than to increase sample size
- how to estimate sample size for a desired statistical power

NC3Rs EDA



- **How to design, critique, and analyse an experiment using the NC3Rs EDA tool, and share the resulting design with others.**

Final notes

- Please see the **support materials** online at
 - <https://sipbs-compbiol.github.io/MP968-Workshop> Experimental Design
- Links to these slides, and the support material, can be found on the **MP968 MyPlace page**
 - <https://classes.myplace.strath.ac.uk/course/view.php?id=15691>
- **Please fill out the short feedback questions on MyPlace**
 - <https://classes.myplace.strath.ac.uk/mod/quiz/view.php?id=2042783>