

ANOVA

Tutorial day 7

ANOVA

= Analysis of variance

* all explanatory variables are categorical

Terminology

- * explanatory variables are called **factors**

- * **one-way anova**

= one factor with two or more levels

- * **two-way/three-way anova**

= two or more factors with two or more levels

- * **factorial design**

= replication of each combination of levels in a multi-way ANOVA (allows to study interaction of variables)

- * **split-plot design**

= experiments have different treatments applied to plots of different sizes

Example of one way ANOVA

* y = yield

* x = soil

* k = three soil types

* $n = 10$

* degrees of freedom:

$$= k * (n - 1)$$

$$= 3 * (10 - 1)$$

$$= 27$$

Factor: soil

$n=10$



$n=10$



$n=10$



Response: yield



Balanced design & constancy of variance (homoscedasticity)

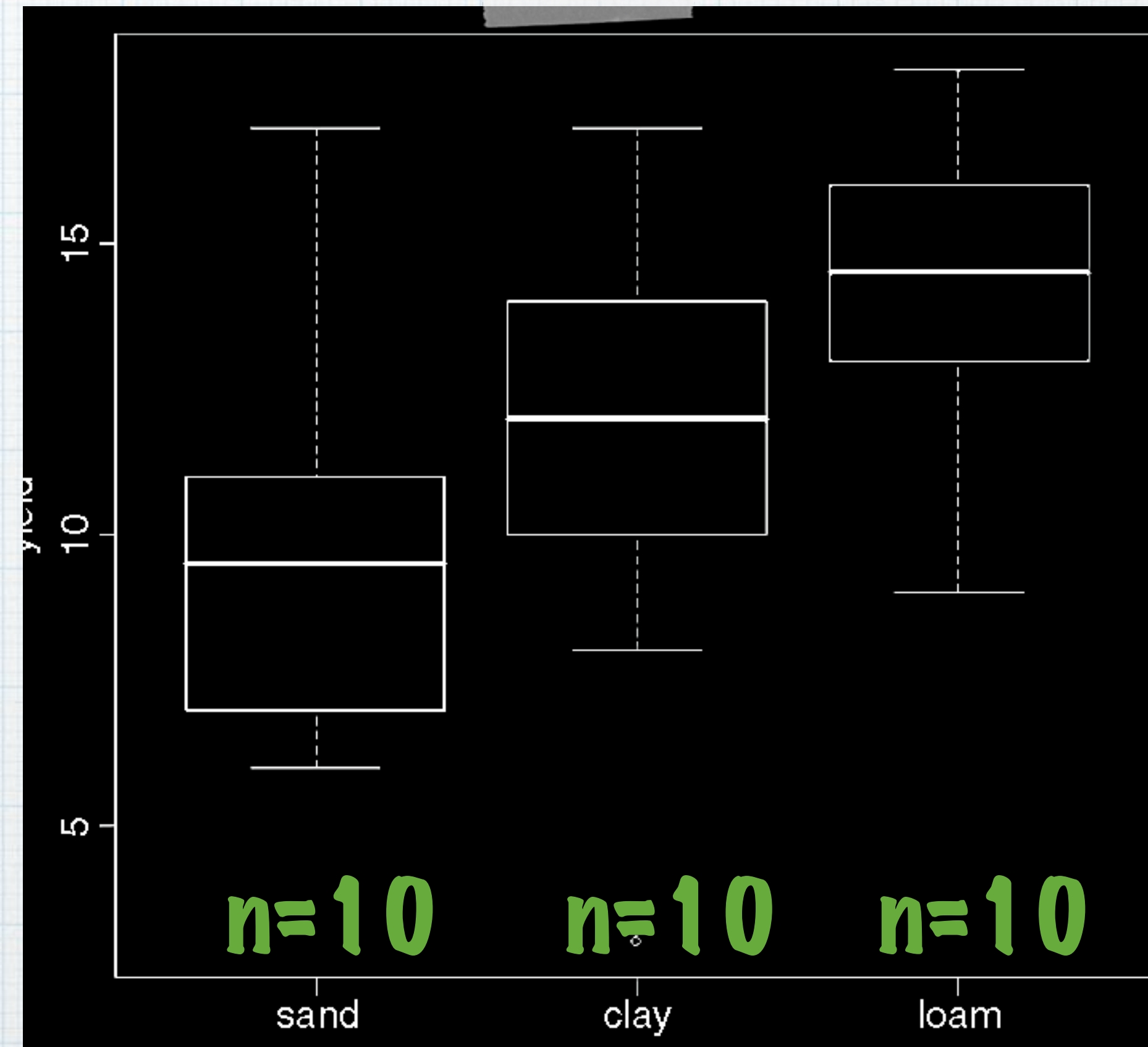
* `fligner.test(yield~soil)`

Fligner-Killeen test of homogeneity of variances

data: yield by soil

Fligner-Killeen:med

chi-squared = 0.3651, df = 2, p-value = 0.8332

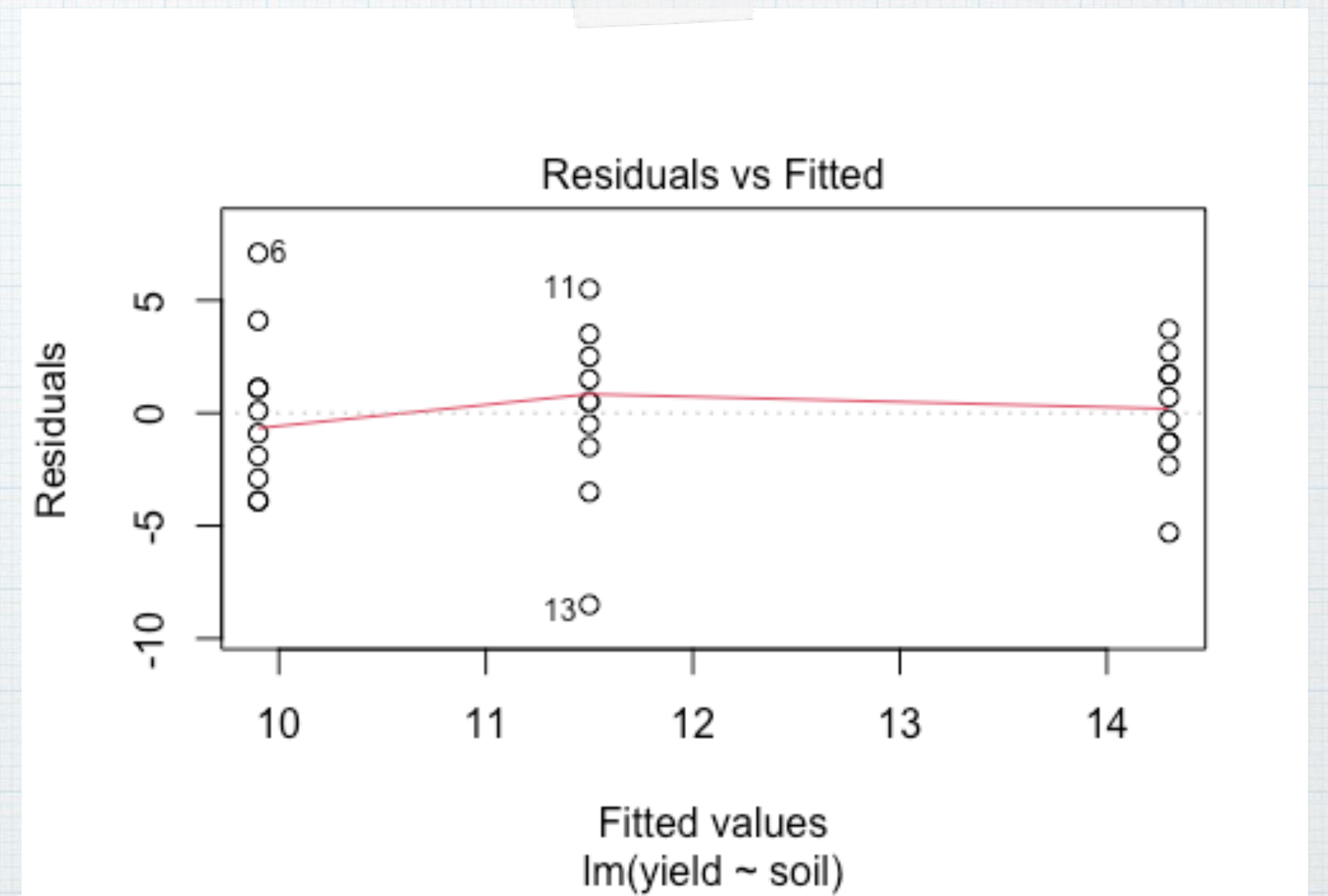


Constancy of variance (homoscedasticity)

- * visual inspection

`plot(model)`

- * there should be no pattern in the residuals against the fitted values

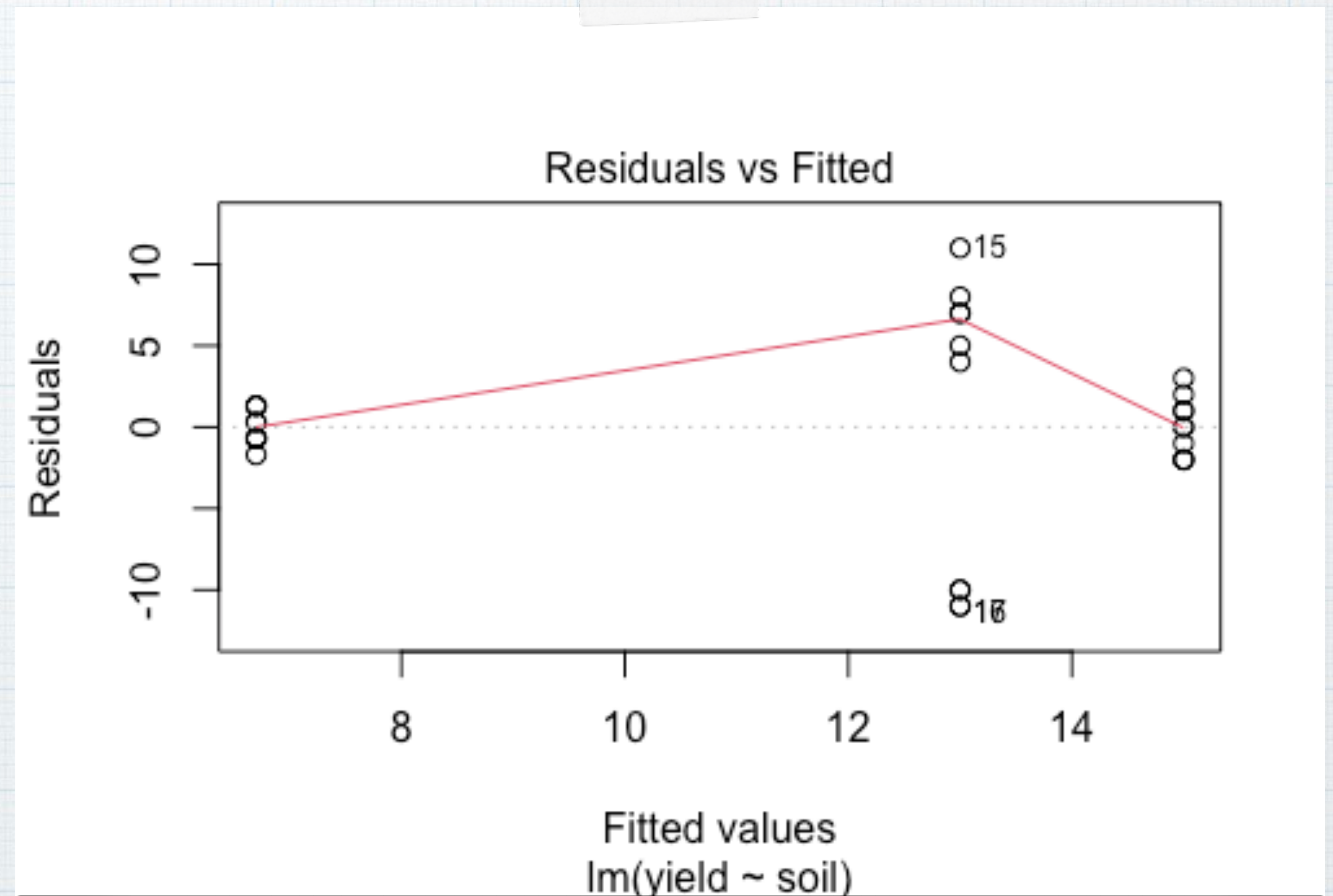


Variance not constant

- * visual inspection

`plot(model)`

- * this is a clear pattern



Example of factorial design

Response: growth



Factor: fodder



barley



wheat



oat

Factor: supplement

control

supergain

agrimore

supersupp

Example of factorial design



control
supergain
agrimore
supersupp



control
supergain
agrimore
supersupp



control
supergain
agrimore
supersupp

how many factor levels?



barley

control
supergain
agrimore
supersupp



wheat

control
supergain
agrimore
supersupp



oat

control
supergain
agrimore
supersupp

Example of factorial design

- * allows to test for interactions
- * how does fodder effect weight gain of farm animals?
- * how does supplement effect weight gain?
- * Do the factors interact?

Interaction

- * the response of one factor depends upon the level of the other factor
- * in our example: an interactive effect could be that our farm animals grow faster with supersupp and oat, but not with supersupp and wheat or barley

Example of split plot experiment

Response: yield

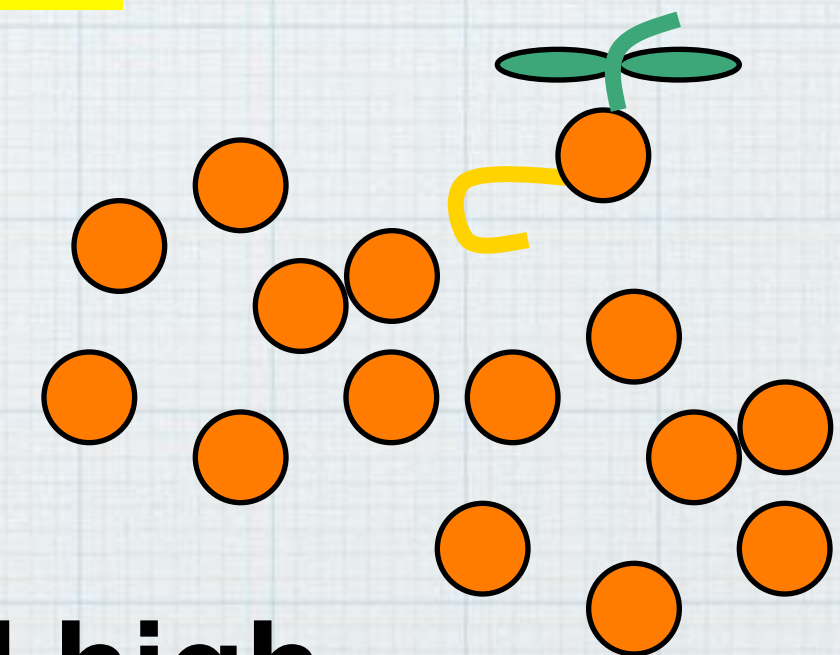


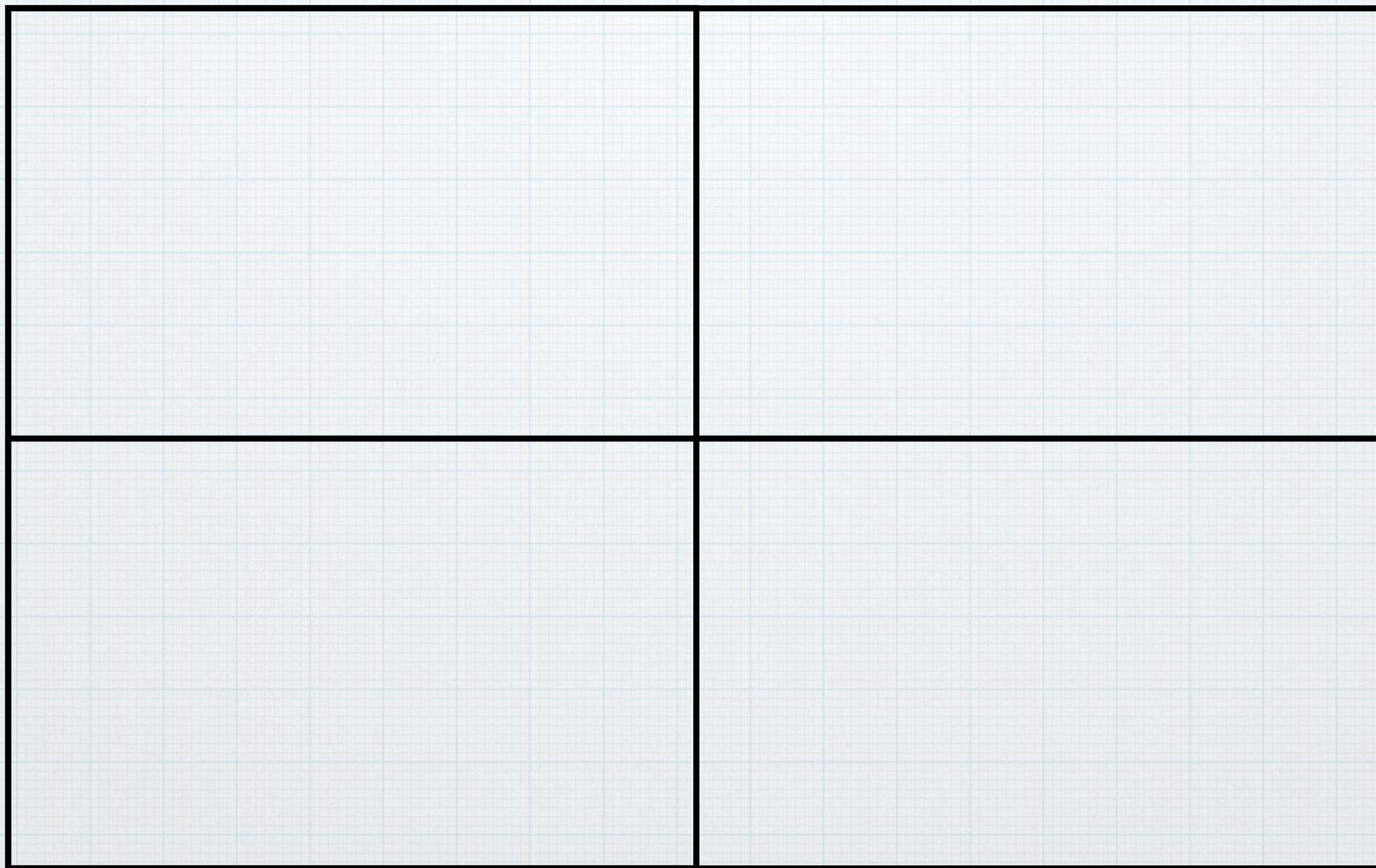
yes
no



N, P, NP

low, medium and high
seed density



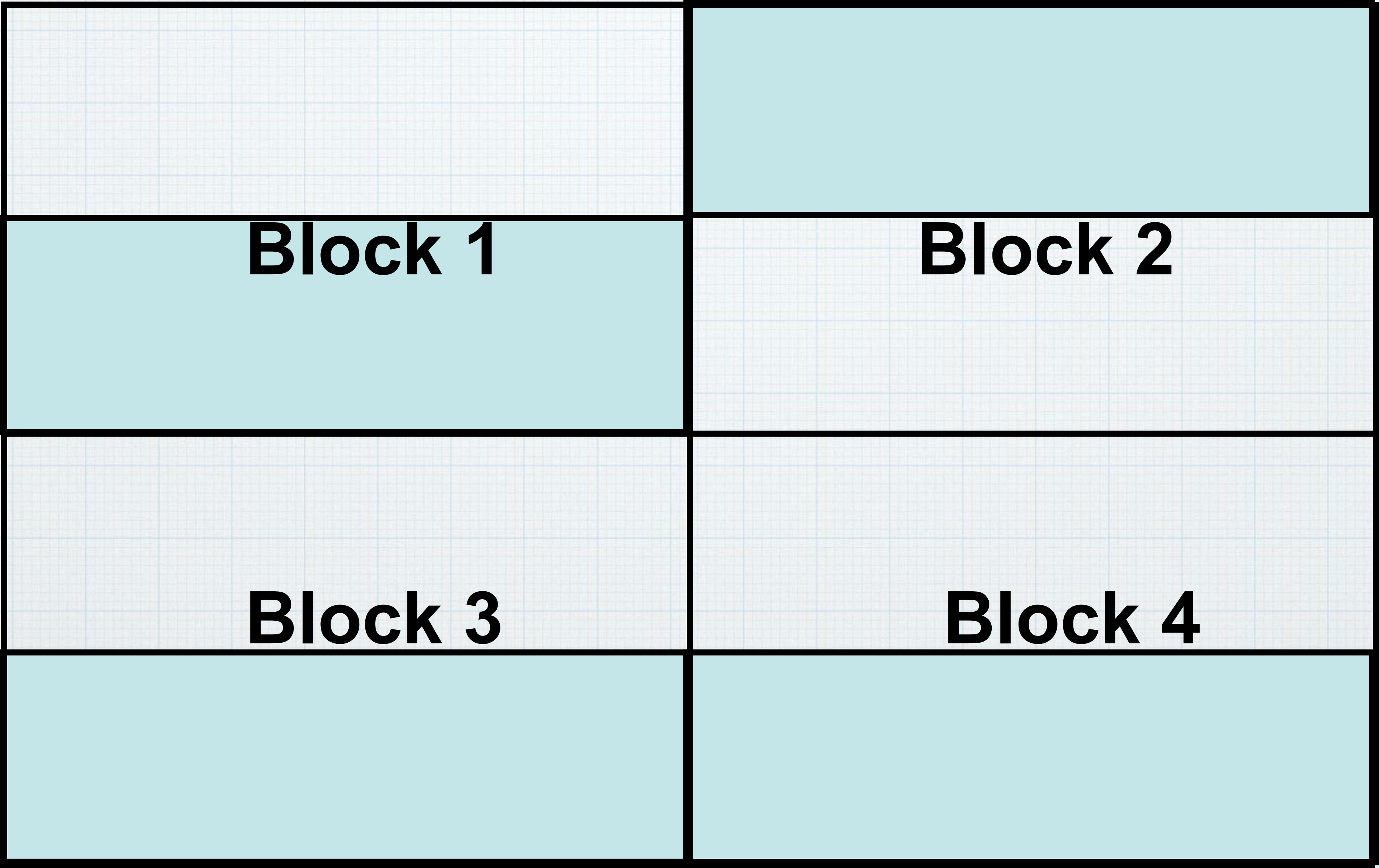


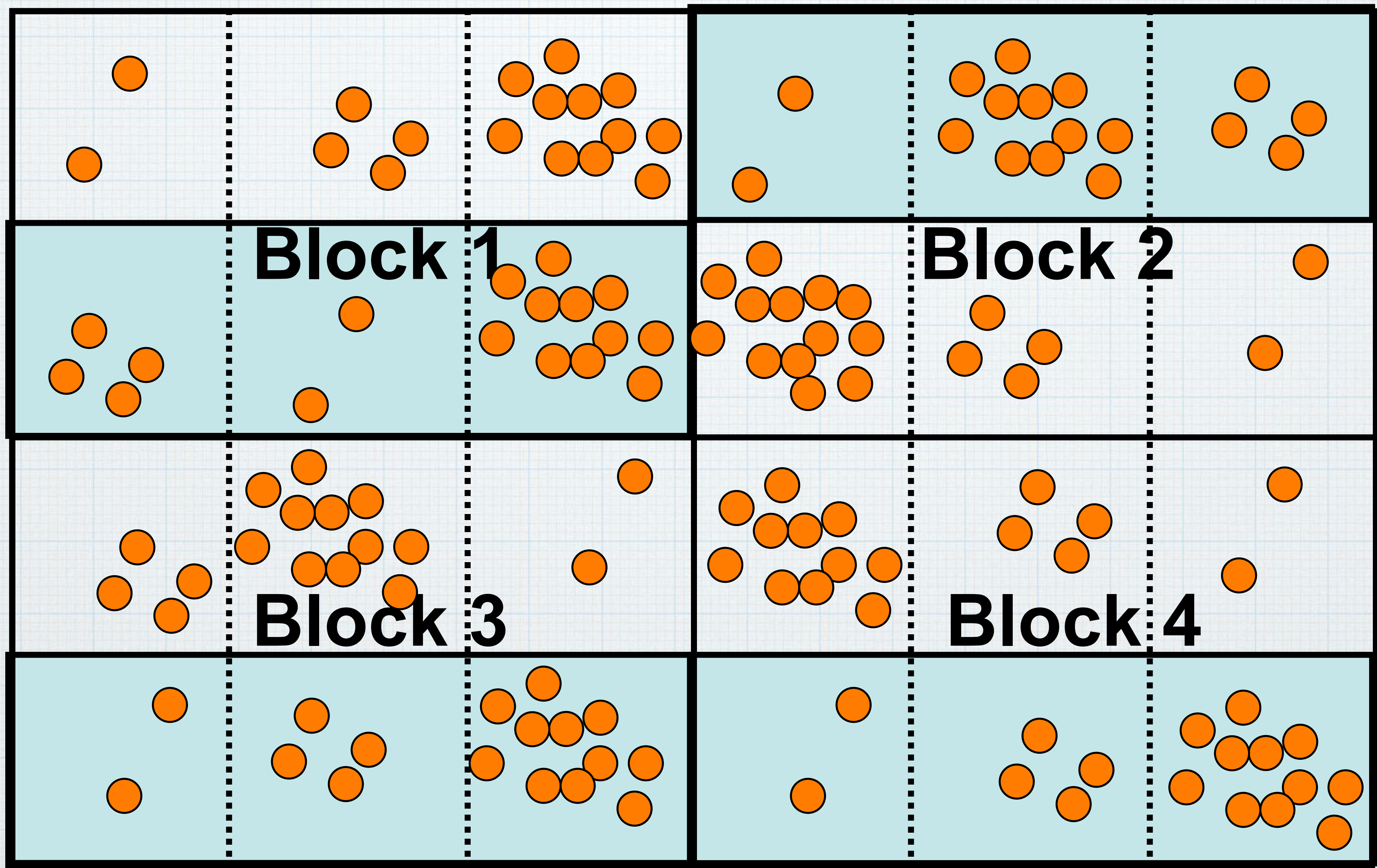
Block 1

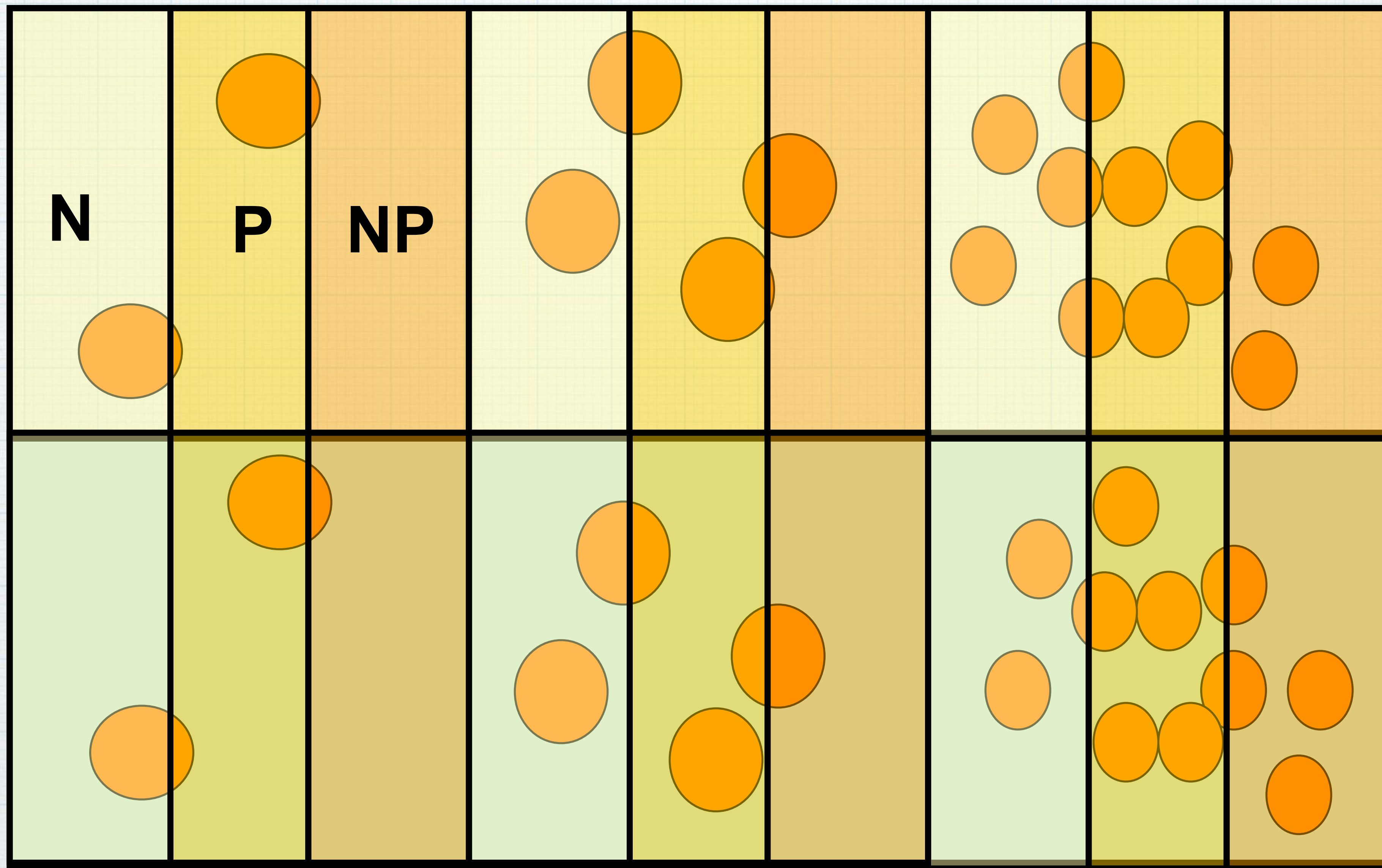
Block 2

Block 3

Block 4







Split-plot experiment

- * build the full model with the Error structure
- * each different plot size is associated with its own error variance
- *

```
model<-aov(yield~irrigation*density*  
fertilizer+Error(block/  
irrigation/density))  
summary(model)
```


Take home message

- * ANOVA has its own terminology (one-way, two-way....)
- * all explanatory variables are categorical
- * with an interactive effect the response of one factor depends upon the level of the other factor
- * preconditions for an ANOVA: sufficient variance on each factor level, homoscedasticity, balanced design (same number of samples for each factor level), normal error structure (residuals)