

INTRO TO FACTORIAL EXPERIMENTS

Chapter 6

LEARNING OBJECTIVES

- Describe one factor at a time experiment and why it is a poor design for factorial experiments
- Explain what a simple effect is
- Explain what it means for two factors to interact and for a factor to have a main effect
- Describe and draw design space for given scenario
- Generate and randomize designs

FACTORIAL TREATMENT STRUCTURES

- Focus has been one treatment factor with **t levels** representing different treatment applications
- What makes these treatment applications different?
- Maybe t levels arise from a **combination** of settings across **multiple treatment factors**
 - Identify the number of factors
 - Identify the number of levels per factor
 - Identify relationship between levels of factor (crossed/nested)
- Say that the treatments have a **factorial structure**

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- Experiment looking at different paper helicopter models and their **flight time**
- Each helicopter is manipulated by both
 - Body width (3.25, 3.75, 4.00, 4.25 inches)
 - Wing length (4.00, 4.75, 5.50, 6.00 inches)
- **Q:** How many treatment factors are there? How many levels per factor? How many total treatment factors?
- Design an experiment that allows us to understand the individual factor effects
- Intuition: investigate **one factor at a time**
 - Fix the level of the other factor while we explore one of them

ONE FACTOR AT A TIME (OFAT) EXPERIMENTATION

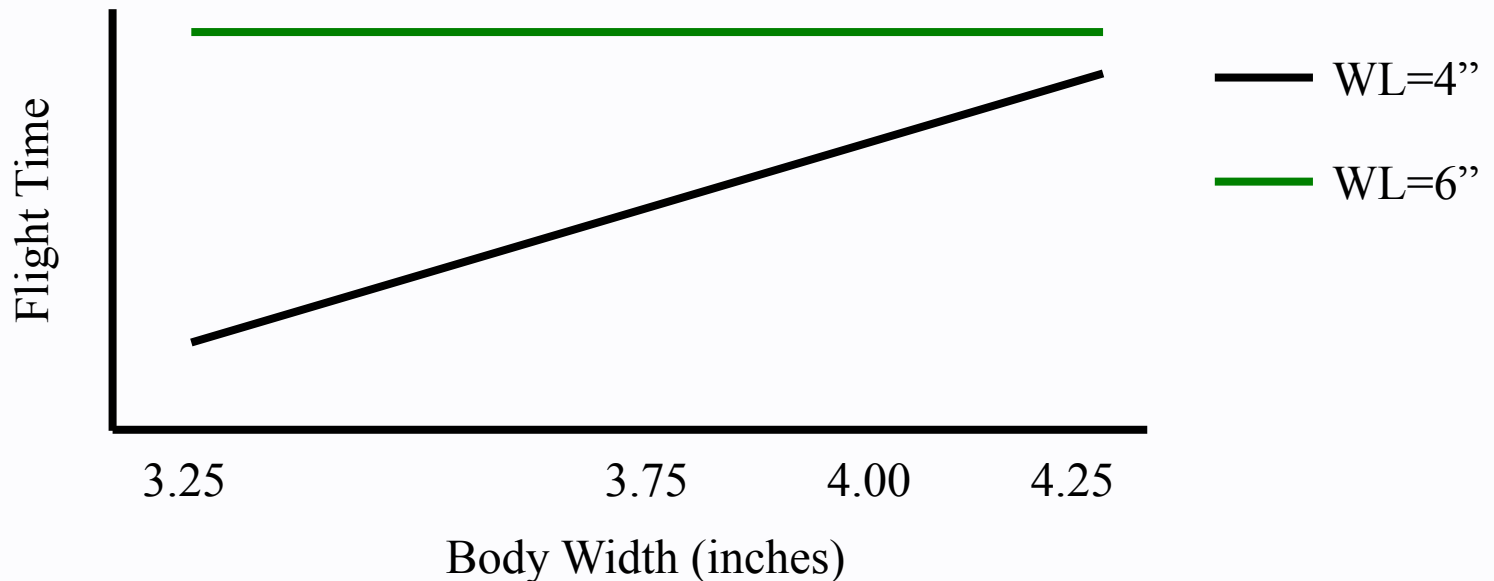
- Wing Length (WL) = 4 when varying Body Width (BW)
- Body Width = 3.25 when varying WL
- Intuitively sounds good, we are simplifying the experiment!
- Are we overlooking something?
- Assumes the effects when changing Body Width are **consistent** across levels of Wing Length

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- Potential counter-example:
 - WL = 4", we see **increasing** flight time as BW increases
 - WL = 6", there are **no differences** between BW
- When a situation like this occurs, we say that the **factor effects interact**
- Studying factors individually doesn't make sense
- Want to understand whether effects interact

PAPER HELICOPTER INTERACTION VISUALIZATION

■ Visualize the situation just described



■ **Interpretation:** the effect of Body Width on Flight Time depends on the level of Wing Length

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SIMPLE EFFECTS

- Pick BW contrast, temporarily ignoring WL
- To demonstrate, focus on BW(4.25)-BW(3.25)
- **Question:** when we estimate this contrast, what do we do about the other factor?
- A BW contrast for a fixed level of WL is called a **simple effect** or **simple contrast**
- **Simple effects are foundation of factorial analyses**

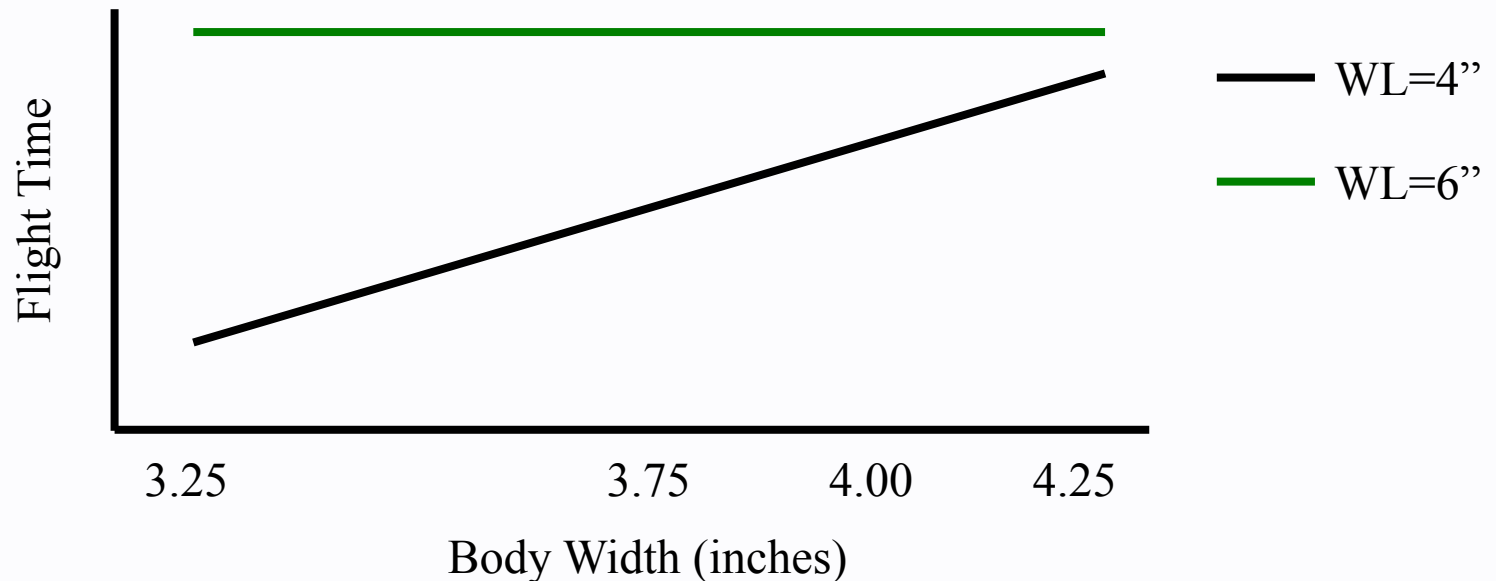
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CONTRASTS OF SIMPLE EFFECTS

- Interested in **consistency** of simple effects as we change levels of other factors
- **Step 1:** Declare a contrast of interest for BW
BW(4.25)-BW(3.25)
- **Step 2:** Estimate BW contrast across every WL level
 - 4 WL levels \square 4 BW(4.25)-BW(3.25) simple effects
- **Step 3:** Investigate contrasts of simple effects
 - Contrasts of contrasts
 - If simple effects are similar then these contrasts = 0
 - Otherwise the contrasts will be different from 0

PAPER HELICOPTER CONTRASTS OF SIMPLE EFFECTS

■ Let's just look at 2 levels of WL



■ WL=4'': $BW(4.25) - BW(3.25) = \text{Large, positive \#}$

■ WL=6'': $BW(4.25) - BW(3.25) = 0$

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MAIN EFFECTS

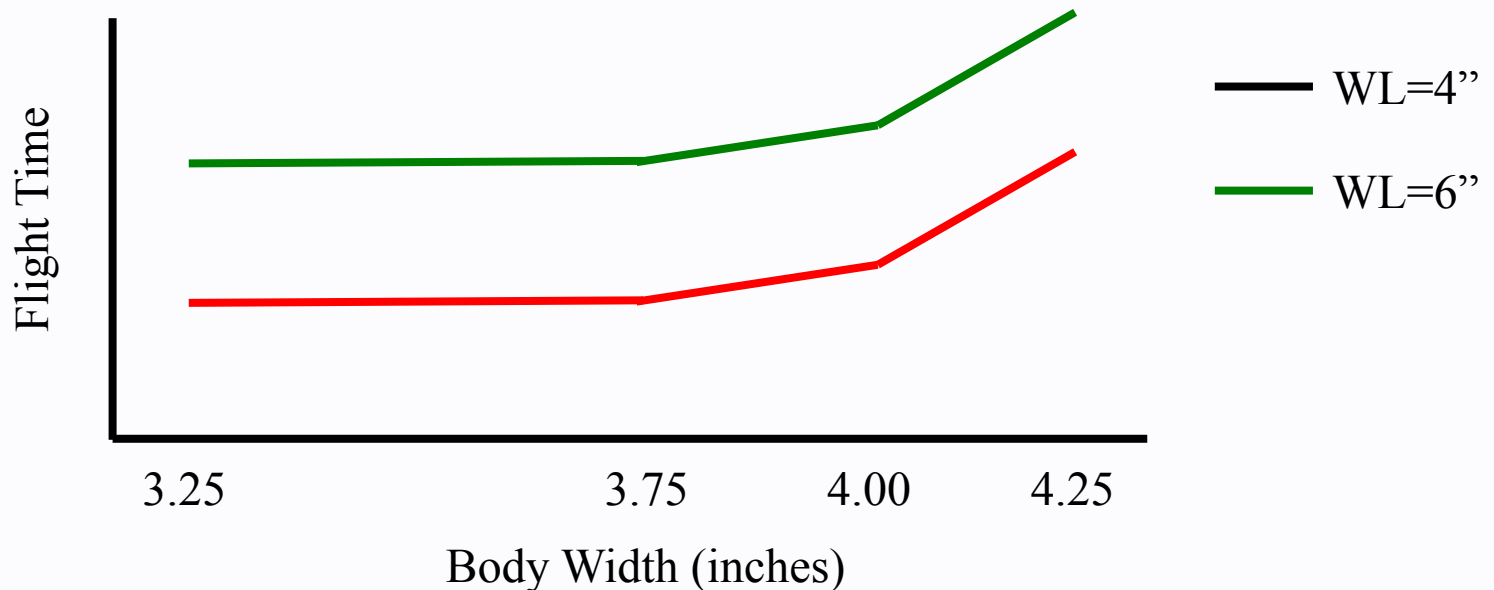
- If the simple effects are consistent across the levels of WL, then their average is a useful summary
- A BW contrast's **main effect** is the **average of the simple effects**
- Main effects can always be interpreted as the average of simple effects
- Main effects only **meaningful** in gauging a factor's effect when simple effects are consistent

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- If simple effect estimates are inconsistent then that specific BW contrast interacts with levels of WL
- **Interaction contrast** is a contrast of simple effects
- Goal is to describe the nature of the interaction, which depends on the type of contrast you look at
 - **Ex 1:** Different for all WL levels
 - **Ex 2:** Same for levels 1,2 and levels 3,4 but different between these two groups
 - **Ex 3:** Same for levels 1, 2, and 3, but all different from 4

PAPER HELICOPTER MAIN AND INTERACTION EFFECTS #1

■ Visualize the situation just described

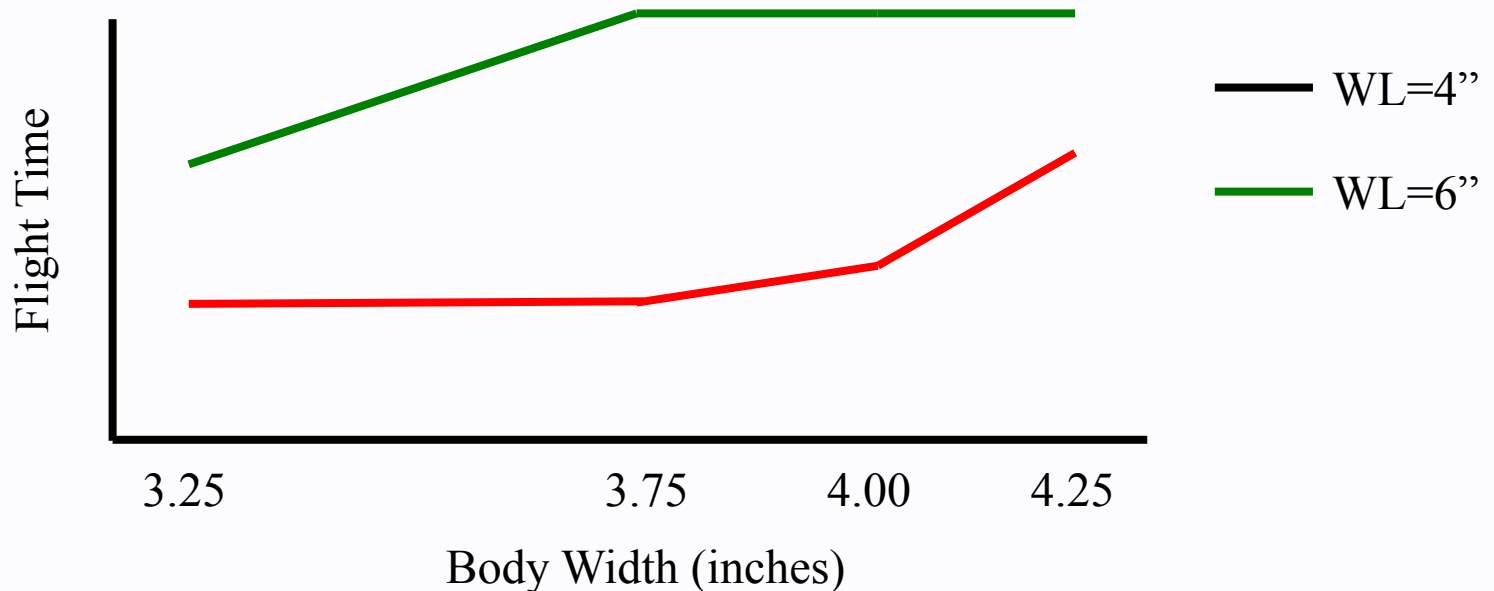


■ Every BW contrast would give same value no matter the wing length. All BW main effects meaningful!

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MAIN AND INTERACTION EFFECTS #2

■ Visualize the situation just described



■ Definitely an interaction **HOWEVER** the one contrast of BW(4.25) – BW(3.25) is consistent!

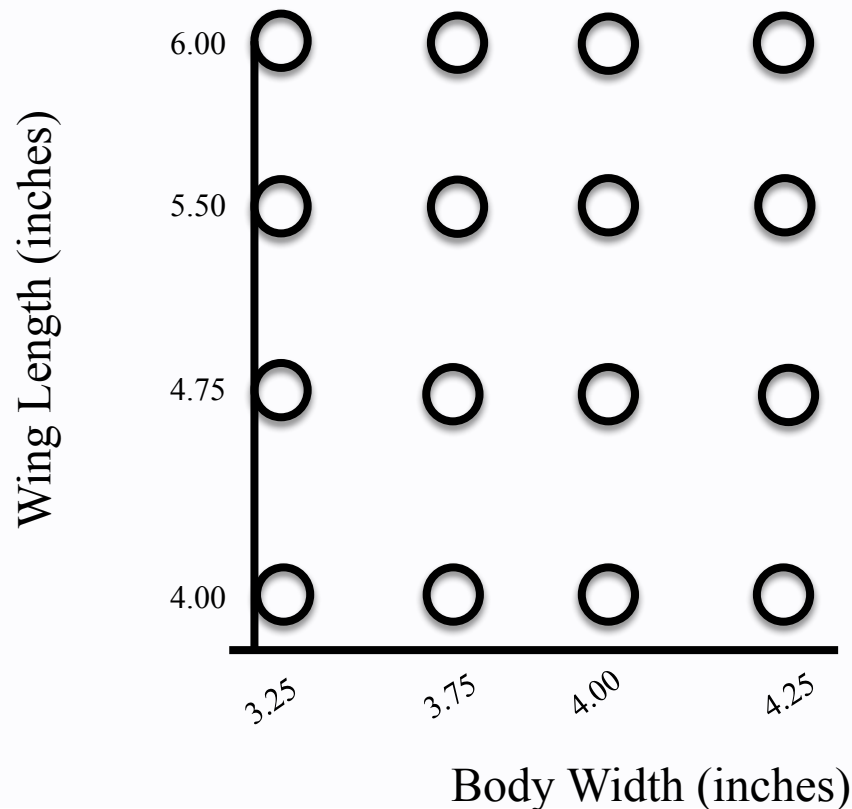
REVISITING OFAT DESIGN SPACES

- **Critique 1:** OFAT captures no data that would help us determine the presence of interaction
- Assumes every contrast is a main effect
- Clearly seen by looking at what parts of the **design space** are actually performed
- **Design space:** set of all possible treatment combination settings
- Paper helicopter experiment has $4 \times 4 = 4^2 = 16$ treatment combinations (or design points)

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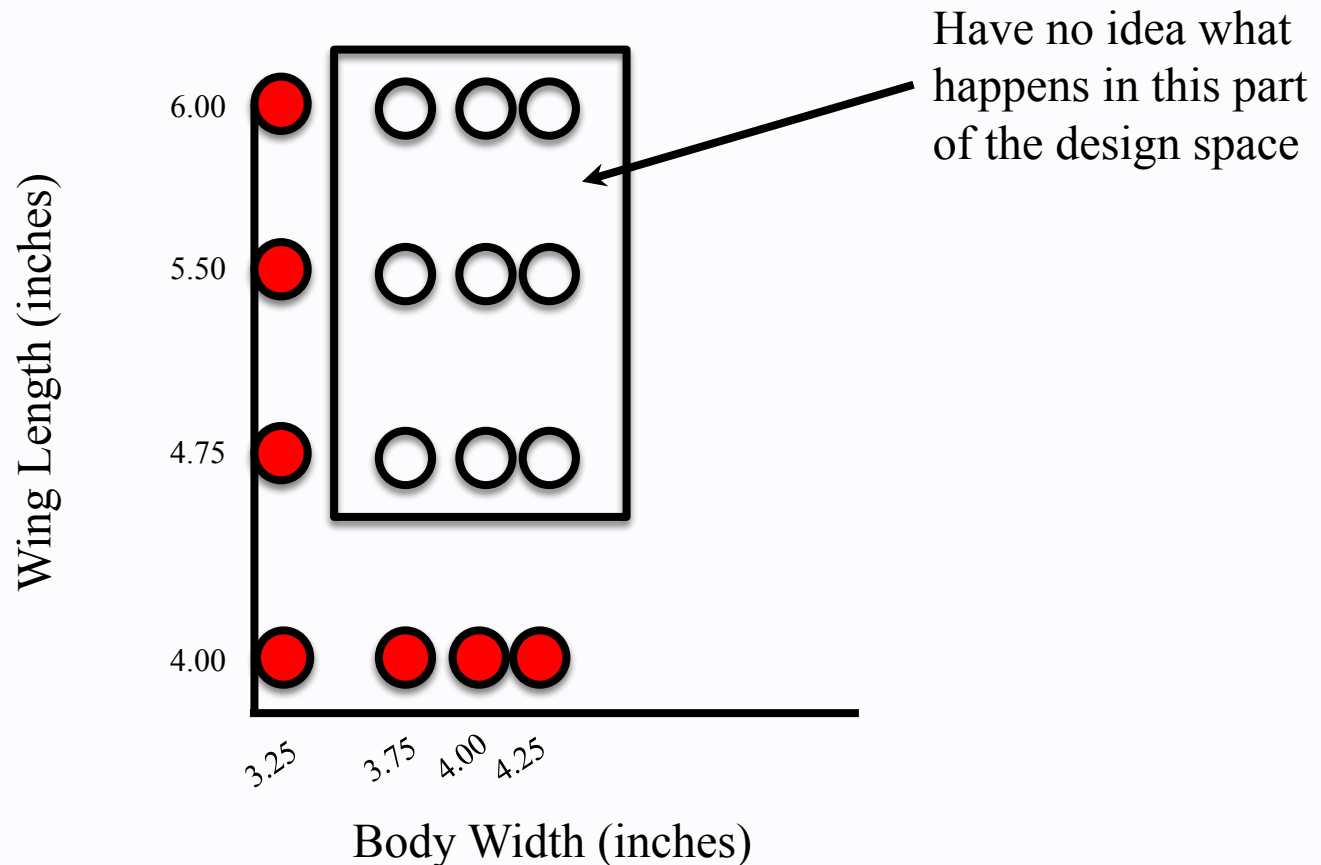
VISUALIZING DESIGN SPACE

- Empty circles are coordinates that represent potential treatment settings



PAPER HELICOPTER OFAT EXPERIMENT

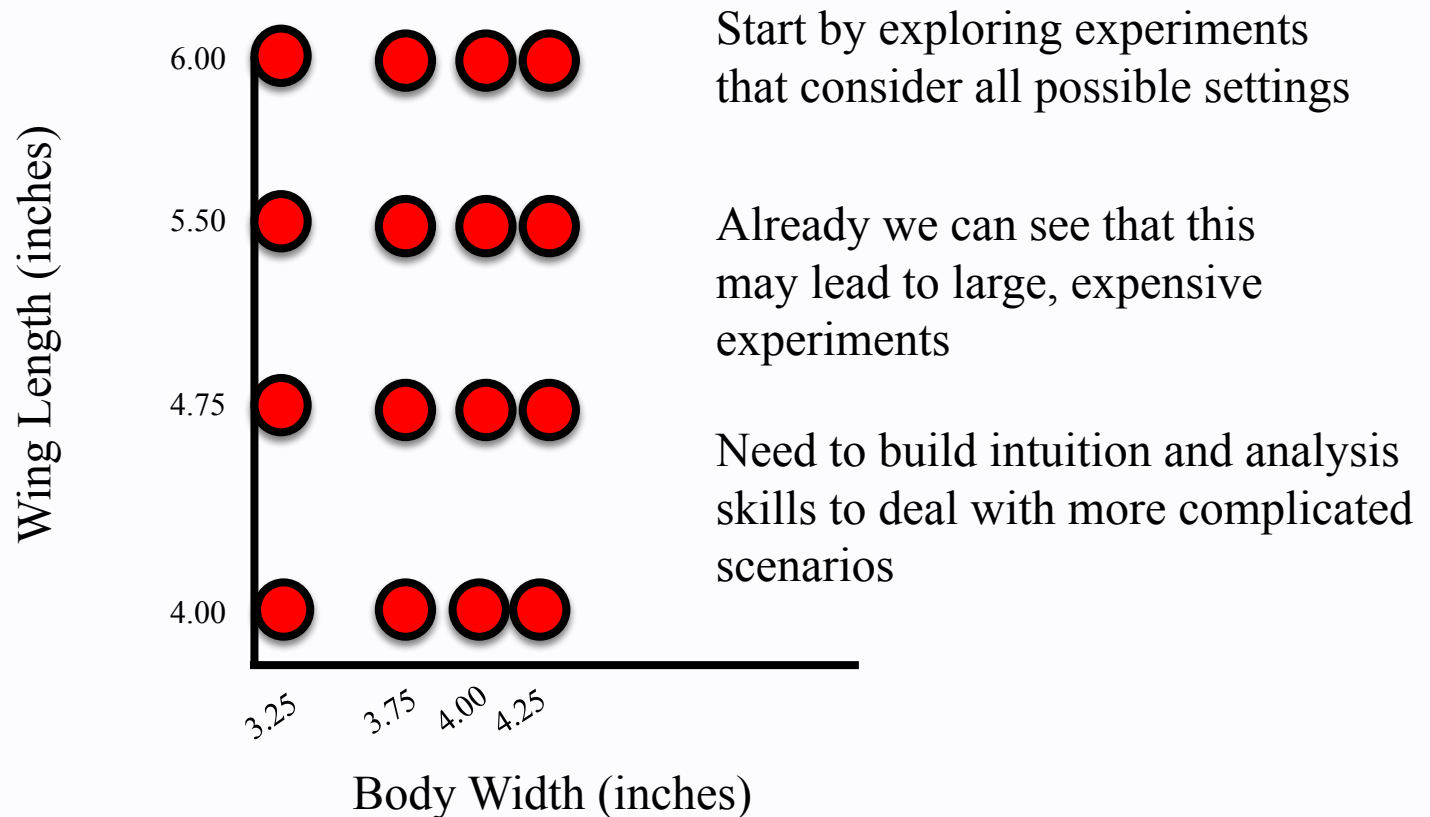
- An OFAT experiment (in red) does a terrible job of exploring the design space



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FULL FACTORIAL EXPERIMENT

- Factorial experiments try to fill as much as the design space as they can



REPLICATED FULL FACTORIAL DESIGN PLAN

- Focus on two-factor experiments for now
- Denote factors as **A** and **B**
 - Levels of A are 1, 2, ..., a (similar for B)
- Each treatment combination replicated **at least twice**
- Denote replications by r_{ij} , arrange in **replication table**

		B			
		1	2	...	b
A	1	r_{11}	r_{12}	...	r_{1b}
	2	r_{21}	r_{22}	...	r_{2b}

	a	r_{a1}	r_{a2}	...	r_{ab}

RANDOMIZATION AND MODEL

- Factorial designs are randomized just like CRDs
- Assume you have $t=ab$ treatments
- Difference comes from how you analyze the design
- Later look at an analysis using cell-means and factorial effects model
- Model similar to ANCOVA with a categorical covariate except you can't control levels of covariate

LEARNING OBJECTIVES REVIEW

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