# Power Calculation

Ryan Henning

galvanıze

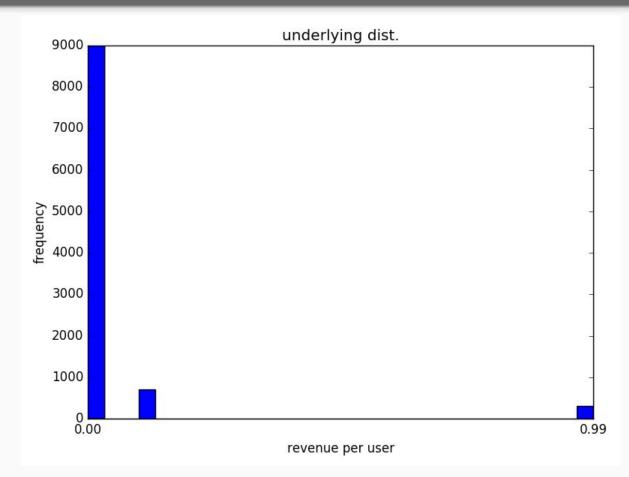
- 1. Review:
  - a. Central LimitTheorem
  - b. Hypothesis Testing
- 2. Type I vs Type II errors
- 3. What is "Power"?
- 4. Calculating Power / Sample Size
- 5. A/B Testing w/ Power

## Distribution of website revenue per visitor



# **Underlying Distribution:**

Random variable: X = revenue per visitor	P(X):
X = \$0.00 (no revenue)	90%
X = \$0.10 (ad-click)	7%
X = \$0.99 (app purchase)	3%



#### Distribution of sample means

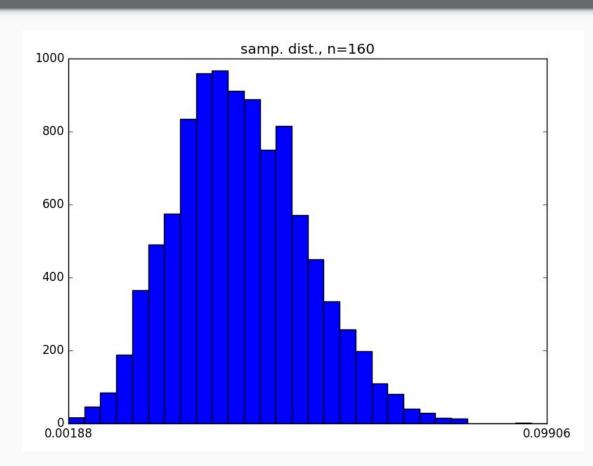


Collect n samples from the website revenue distribution, calculate the sample mean  $\overline{\mathcal{X}}$ 

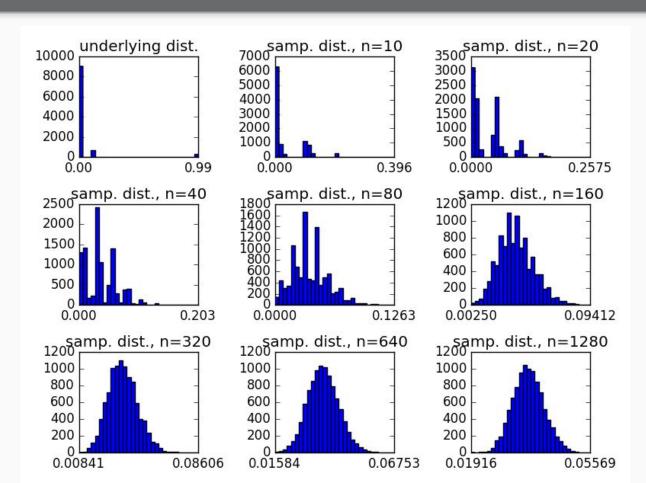
Repeat 10,000 times, we get:

$$\bar{x}_0, \bar{x}_1, \ldots, \bar{x}_{9999}$$

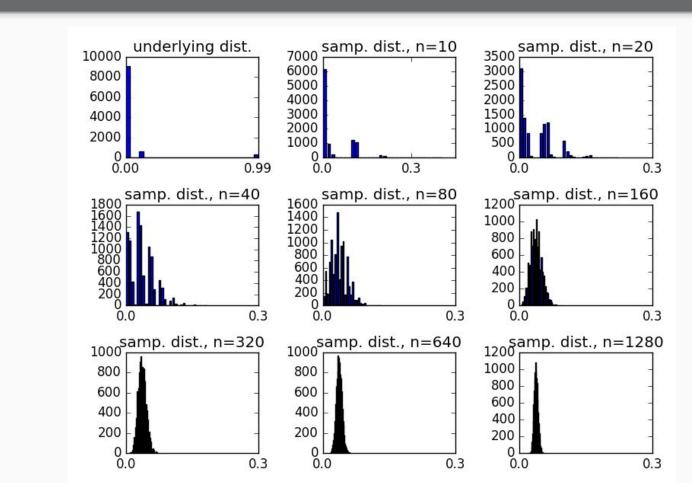
Plot all 10,000 sample means.











## Central Limit Theorem: Std. Dev precise relationship to sample mean



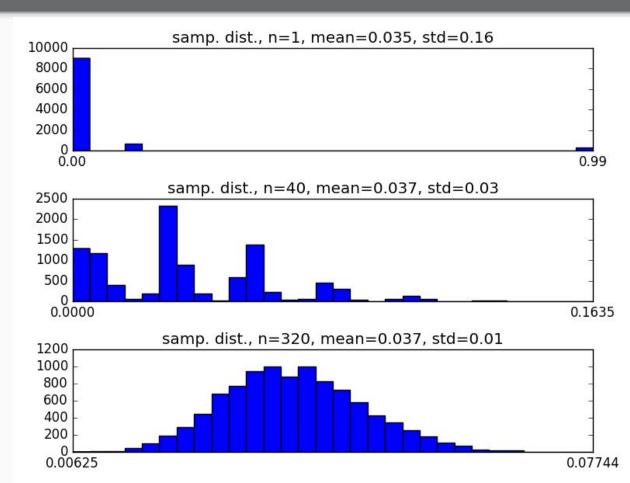
Let the underlying distribution have mean and std. dev.

$$\mu$$
 and  $\sigma$ 

The sampling distribution's mean and std. dev. will equal:

$$\mu' = \mu$$

$$\sigma' = \sigma / \sqrt{n}$$

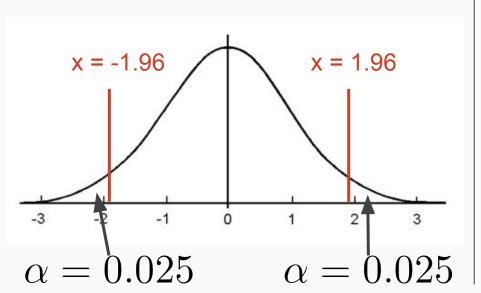




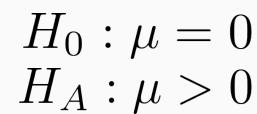
# Two-sided test:

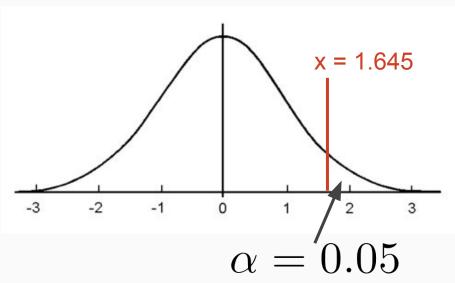
$$H_0: \mu = 0$$

$$H_A: \mu \neq 0$$

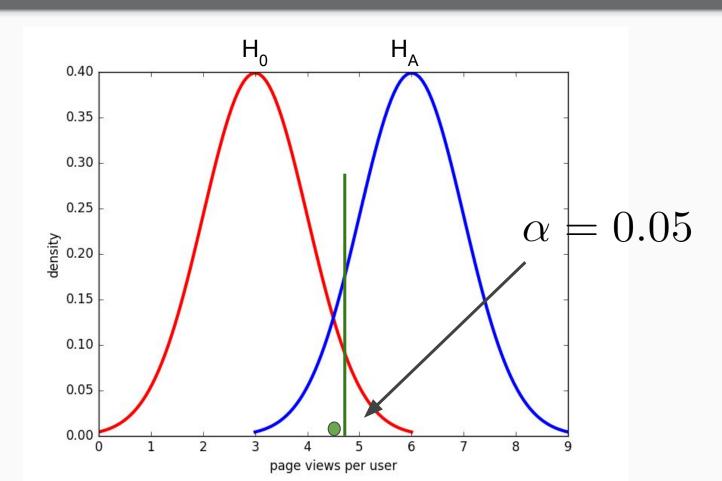


# One-sided test:







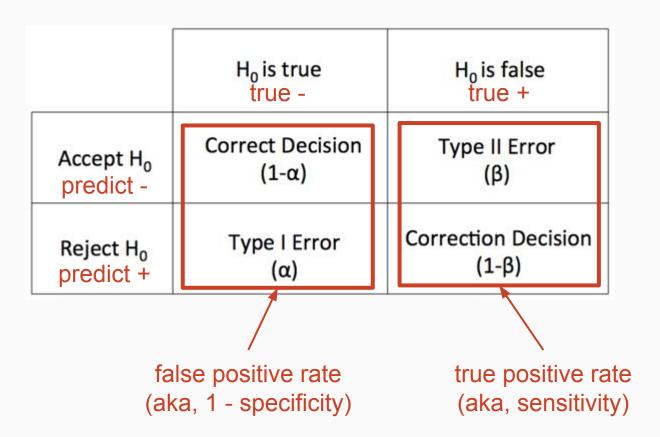




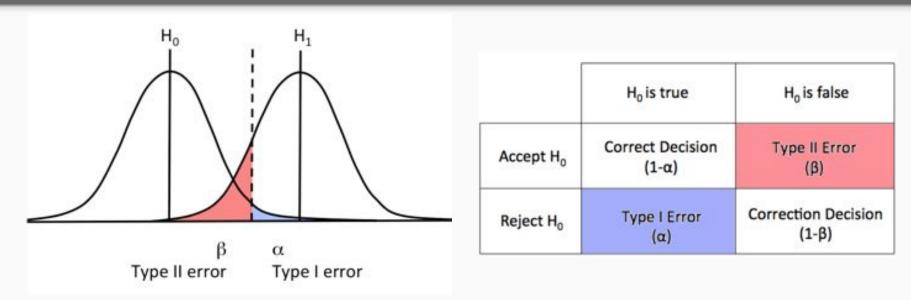
	H <sub>o</sub> is true	H <sub>o</sub> is false
Accept H <sub>0</sub>	Correct Decision (1-α)	Type II Error (β)
Reject H <sub>0</sub>	Type I Error (α)	Correction Decision (1-β)

We call this the experiment's "Power". It is the probability that we **correctly reject H** $_{0}$  when the null hypothesis is false.



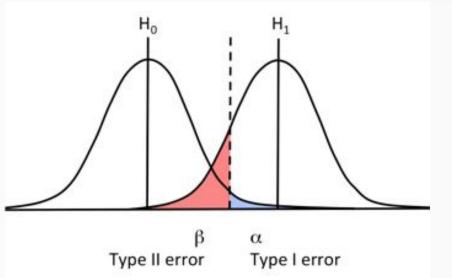






The *power* measurement is in relationship to a <u>specific</u> alternative hypothesis. Think of it as the *power* to detect a particular "effect size".

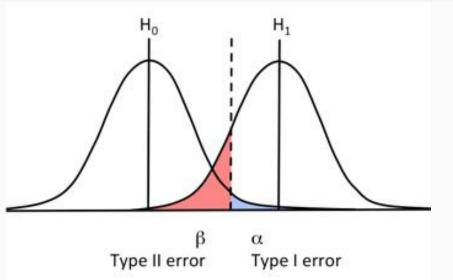




	H <sub>0</sub> is true	H <sub>0</sub> is false
Accept H <sub>0</sub>	Correct Decision (1-α)	Type II Error (β)
Reject H <sub>0</sub>	Type I Error (α)	Correction Decision (1-β)

What happens to *power* when we increase alpha?

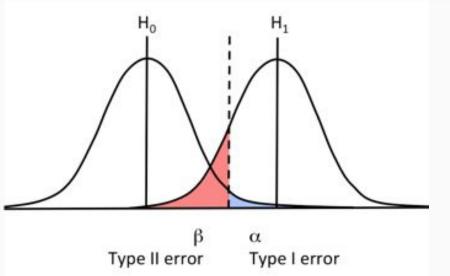




	H <sub>o</sub> is true	H <sub>0</sub> is false
Accept H <sub>0</sub>	Correct Decision (1-α)	Type II Error (β)
Reject H <sub>0</sub>	Type I Error (α)	Correction Decision (1-β)

What happens to *power* when we increase the effect size?

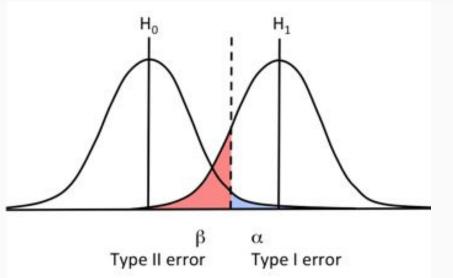




	H <sub>o</sub> is true	H <sub>0</sub> is false
Accept H <sub>0</sub>	Correct Decision (1-α)	Type II Error (β)
Reject H <sub>0</sub>	Type I Error (α)	Correction Decision (1-β)

What happens to *power* when we increase the sample std. deviation?

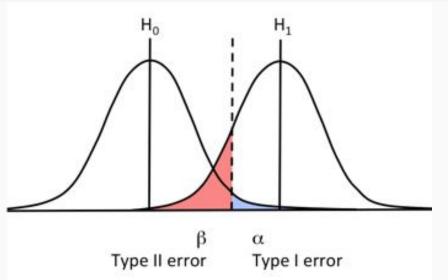




	H <sub>0</sub> is true	H <sub>0</sub> is false
Accept H <sub>0</sub>	Correct Decision (1-α)	Type II Error (β)
Reject H <sub>0</sub>	Type I Error (α)	Correction Decision (1-β)

What happens to *power* when we increase the sample size?





	H <sub>o</sub> is true	H <sub>0</sub> is false
Accept H <sub>0</sub>	Correct Decision (1-α)	Type II Error (β)
Reject H <sub>0</sub>	Type I Error (α)	Correction Decision (1-β)

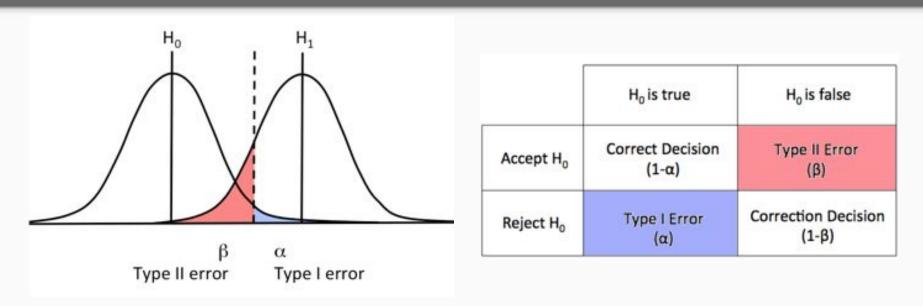
#### Often, we know:

- 1. The "effect size" that we want to detect, and
- 2. The *power* that we want to achieve.

We then calculate the sample size needed to get what we want!

# Hypothesis testing (revised with power calculation)



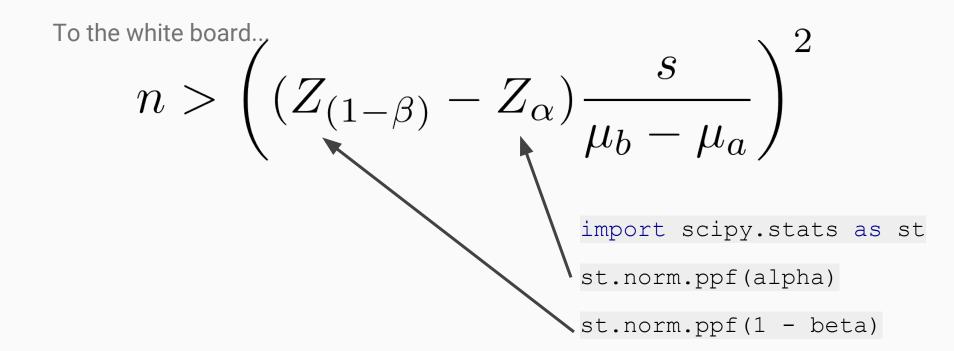


- 1. Decide to run an experiment, choose  $\alpha$  and  $(1-\beta)$
- 2. Calculate required sample size n
- 3. Take sample, obtain  $ar{x}$  and s
  - Reject or "fail to reject" H<sub>0</sub>

(new steps)

# galvanize

# Calculating the required sample size





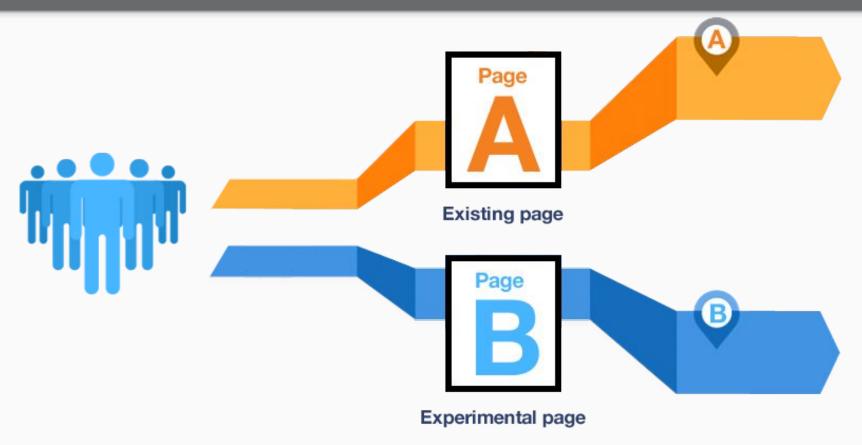


Image from: http://techcrunch.com/2014/06/29/ethics-in-a-data-driven-world/



**Setup:** A/B Test our website's homepage.

Our current homepage has a signup conversion rate of 6%. (The standard deviation would be 0.24.)

We want to test a new homepage design to see if we can get a <u>7% signup rate</u>. We'll want an experiment where <u>alpha is 1%</u> and <u>power is 95%</u>.

How many visitors must visit the new homepage in order to fulfill the requirements of this experiment?

$$n \ge 9,084$$



**Setup:** A/B Test our website's homepage.

Our current homepage has a signup conversion rate of 1%. (The standard deviation would be 0.099.)

We want to test a new homepage design to see if we can get a <u>1.2% signup</u> rate. We'll want an experiment where <u>alpha is 1%</u> and <u>power is 95%</u>.

How many visitors must visit the new homepage in order to fulfill the requirements of this experiment?

$$n \ge 39,427$$



**Setup:** A/B Test our website's homepage.

Our current homepage has a signup conversion rate of 20%. (The standard deviation would be 0.4.)

We want to test a new homepage design to see if we can get a 30% signup rate. We'll want an experiment where alpha is 1% and power is 95%.

How many visitors must visit the new homepage in order to fulfill the requirements of this experiment?

$$n \ge 253$$

# Bayesian Inference

Ryan Henning

- Frequentists vs.
   Bayesian
- 2. Bayes' Rule
- 3. Prior, likelihood, posterior distributions





What is the probability that it rained in my city last night?

(No info is given about which city I'm currently in.)

$$P(\text{rain}) = 0.1$$

What is the probability that it rained in my city last night given that I'm in Seattle?

$$P(\text{rain}|\text{Seattle}) = 0.65$$



What is the probability that it rained in my city last night?

(No info is given about which city I'm currently in.)

$$P(\text{rain}) = 0.1$$

What is the probability that it rained in my city last night given that I live in Seattle and I see that the road is wet?

$$P(\text{rain}|\text{Seattle}, \text{wet roads}) = 0.97$$



# Frequentist vs. Bayesian

Frequentist Probability
"Long Run" frequency of an outcome

Subjective Probability

A measure of degree of belief

Bayesians consider both types



#### **Experiment 1:**

A fine classical musician says he's able to distinguish Haydn from Mozart. Small excerpts are selected at random and played for the musician. Musician makes 10 correct guesses in exactly 10 trials.



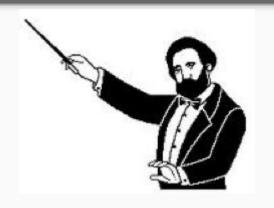
#### **Experiment 2:**

Drunken man says he can correctly guess what face of the coin will fall down, mid air. Coins are tossed and the drunken man shouts out guesses while the coins are mid air. Drunken man correctly guesses the outcomes of the 10 throws.



Adapted example from Jim Berger's book, <u>The Likelihood Principle</u>. Also adapted from Tammy Lee's slides.



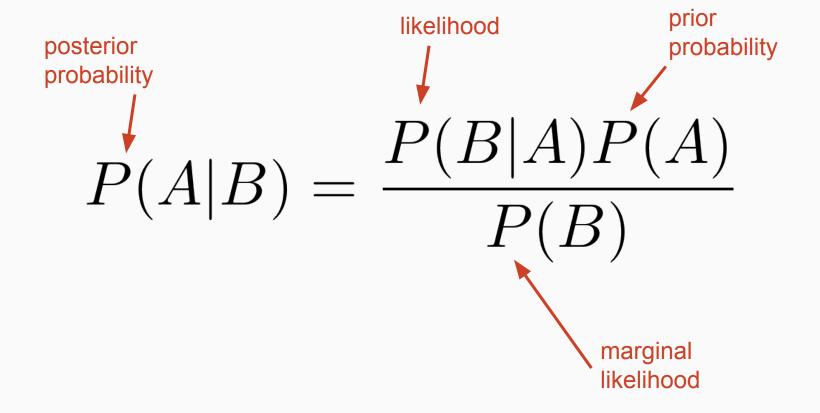




Frequentist: "They're both so skilled! I have **as much confidence** in musician's ability to distinguish Haydn and Mozart as I do the drunk's to predict coin tosses"

Bayesian: "I'm not convinced by the drunken man..."

The Bayesian approach is to incorporate prior knowledge into the experimental results.



$$P(\text{psychic}|\text{correct}) = \frac{P(\text{correct}|\text{psychic})P(\text{psychic})}{P(\text{correct})}$$

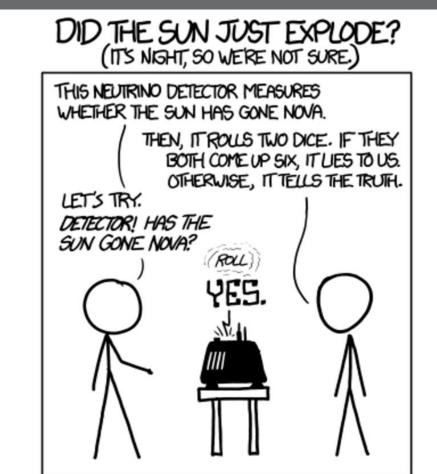
$$=\frac{1.0*0.0001}{0.5^{10}}$$

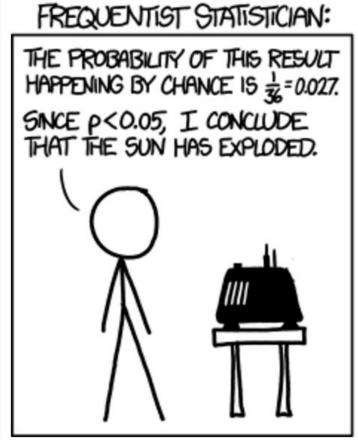
= 10.2%

Very subjective!









## BAYESIAN STATISTICIAN:



## Bayesian Updates

