

Extract from:  
Bradley Efron and Trevor Hastie  
*Computer Age Statistical Inference: Algorithms, Evidence, and Data Science*  
Cambridge University Press, 2016  
[https://web.stanford.edu/~hastie/CASI\\_files/PDF/casi.pdf](https://web.stanford.edu/~hastie/CASI_files/PDF/casi.pdf)

Modern Bayesian practice uses various strategies to construct an appropriate “prior”  $g(\mu)$  in the absence of prior experience, leaving many statisticians unconvinced by the resulting Bayesian inferences. Our second example illustrates the difficulty.

Table 3.1 *Scores from two tests taken by 22 students, mechanics and vectors.*

```
mechanics1 <- c(7,44,49,59,34,46,0,32,49,52,44)
mechanics2 <- c(36,42,5,22,18,41,48,31,42,46,63)
vectors1 <- c(51,69,41,70,42,40,40,45,57,64,61)
vectors2 <- c(59,60,30,58,51,63,38,2,69,49,63)
table1 <- data.frame("mechanics"=mechanics1,"vectors"=vectors1)
rownames(table1) <- 1:11

table2 <- data.frame("mechanics"=mechanics2,"vectors"=vectors2)
rownames(table2) <- 12:22

kable(t(table1))
```

	1	2	3	4	5	6	7	8	9	10	11
mechanics	7	44	49	59	34	46	0	32	49	52	44
vectors	51	69	41	70	42	40	40	45	57	64	61

```
kable(t(table2))
```

	12	13	14	15	16	17	18	19	20	21	22
mechanics	36	42	5	22	18	41	48	31	42	46	63
vectors	59	60	30	58	51	63	38	2	69	49	63

Table 3.1 shows the scores on two tests, mechanics and vectors, achieved by  $n = 22$  students. The sample correlation coefficient between the two scores is  $\hat{\theta} = 0.498$ ,

$$\hat{\theta} = \frac{\sum_{i=1}^{22} (m_i - \bar{m})(v_i - \bar{v})}{\left[ \sum_{i=1}^{22} (m_i - \bar{m})^2 \sum_{i=1}^{22} (v_i - \bar{v})^2 \right]^{\frac{1}{2}}}$$

with  $m$  and  $v$  short for mechanics and vectors,  $\bar{m}$  and  $\bar{v}$  their averages.