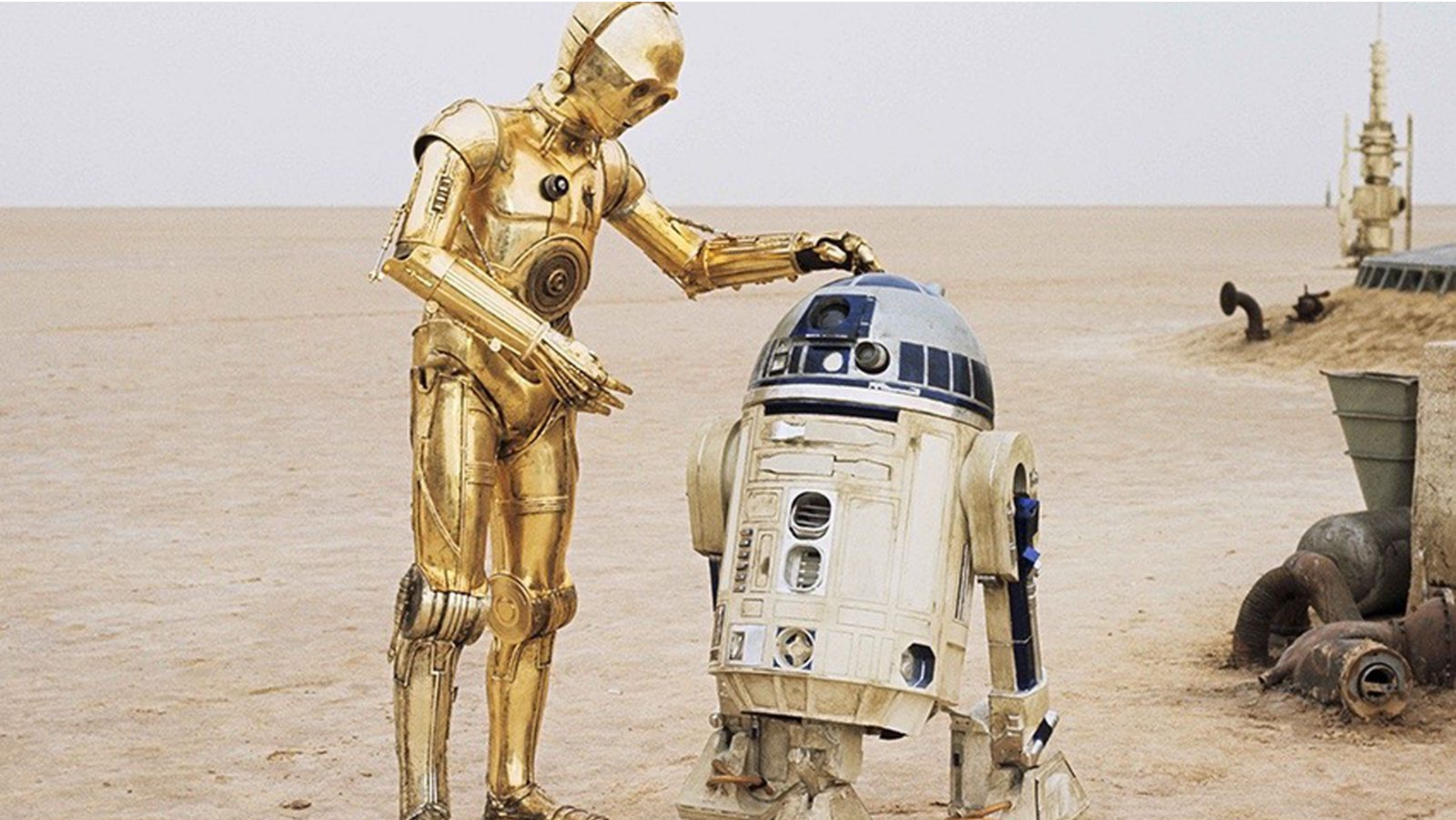


experiment sandbox



resource: experimental design 4 the life sciences 4e

@cjlortie

variation, replication, and designations

goal is to minimize **variation**
(or at least comprehend to some extent)



response = dependent variable

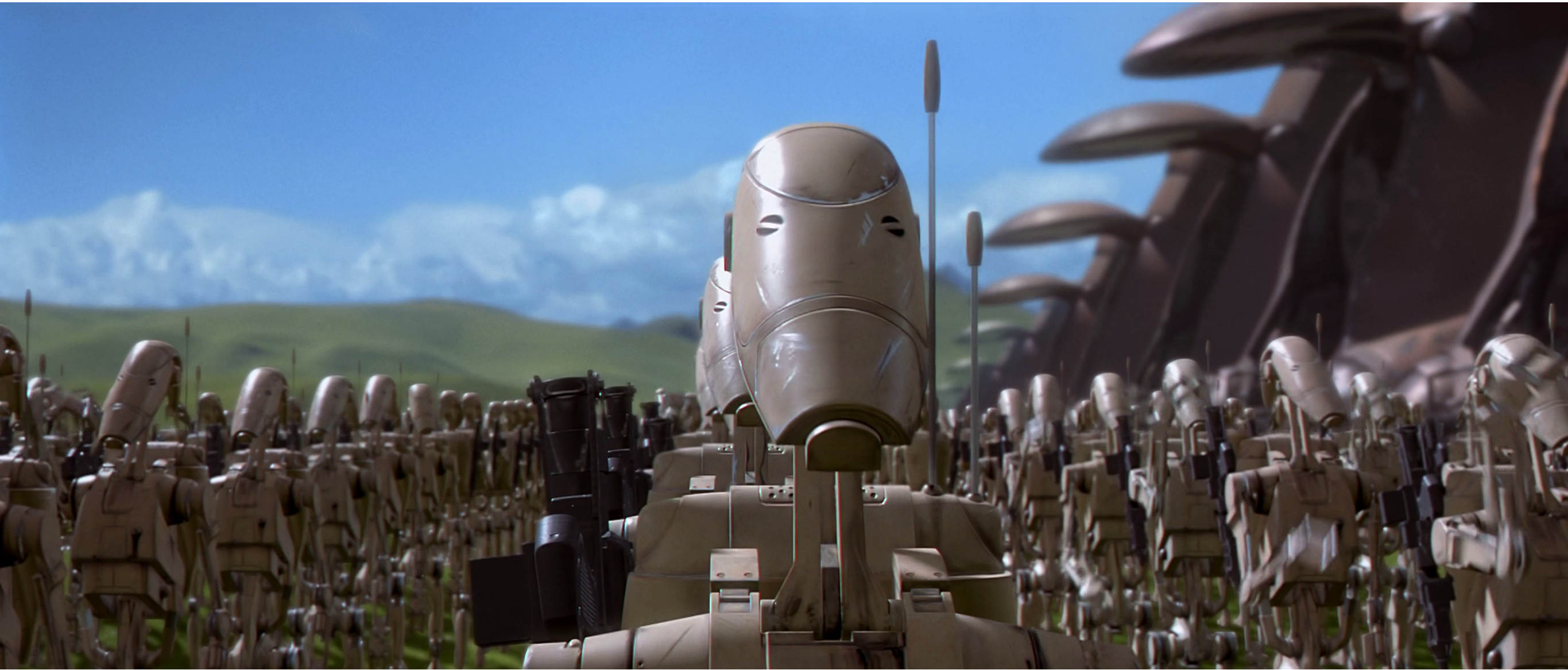
factor = independent variable

random variation is inherent variation
in a system that cannot be explained
by the independent variables or factors



between versus within variation patterns

one solution is **replication**



replication is repeated
sampling typically on different
subjects

replication can be wide
or narrow

(defined as extent
that the goal of replication
is to sample
inherent variation)

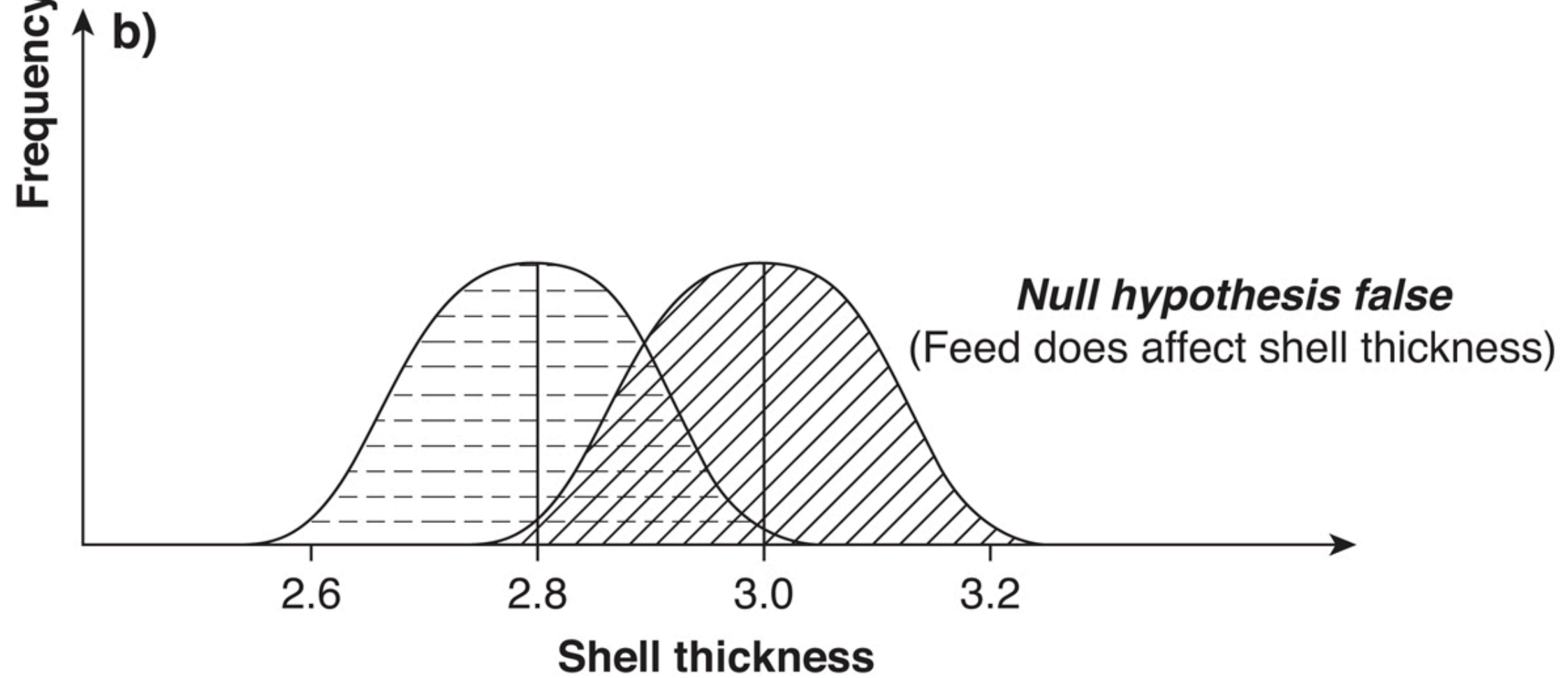
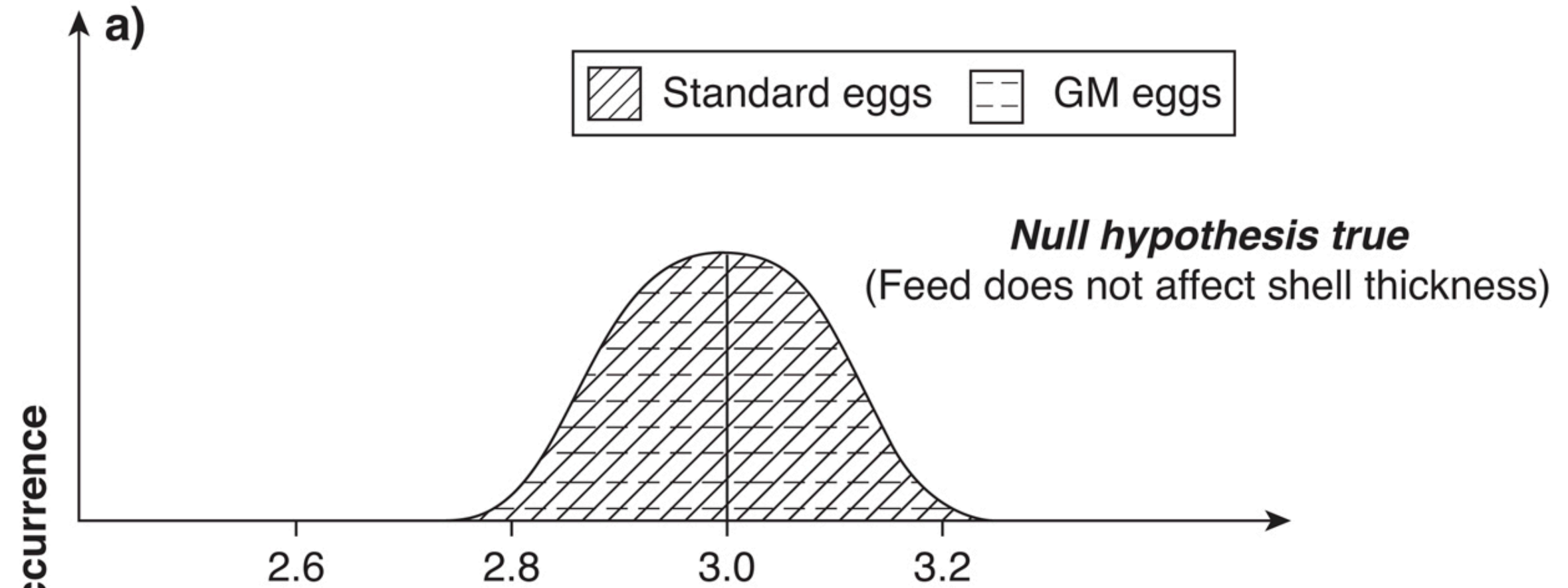


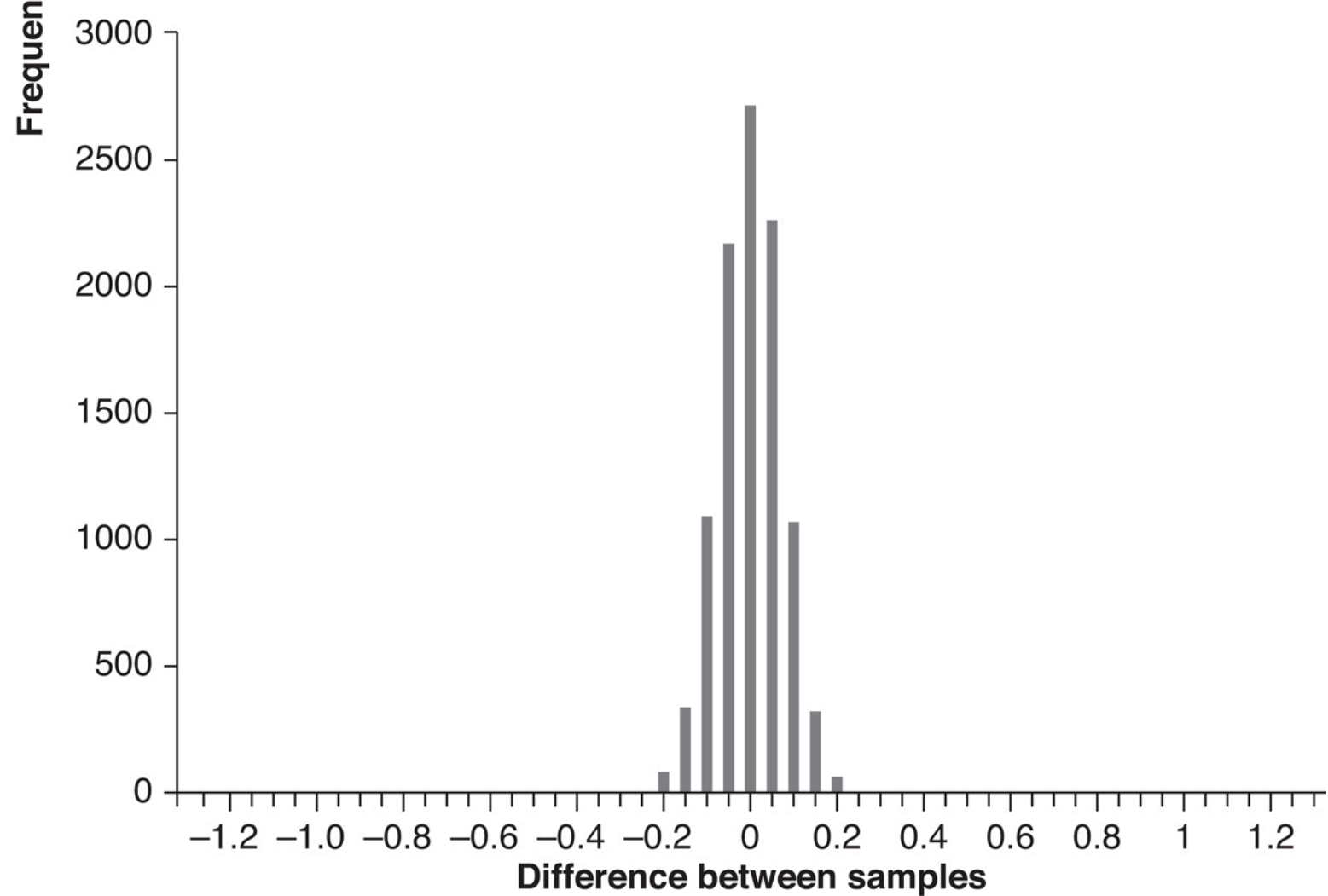
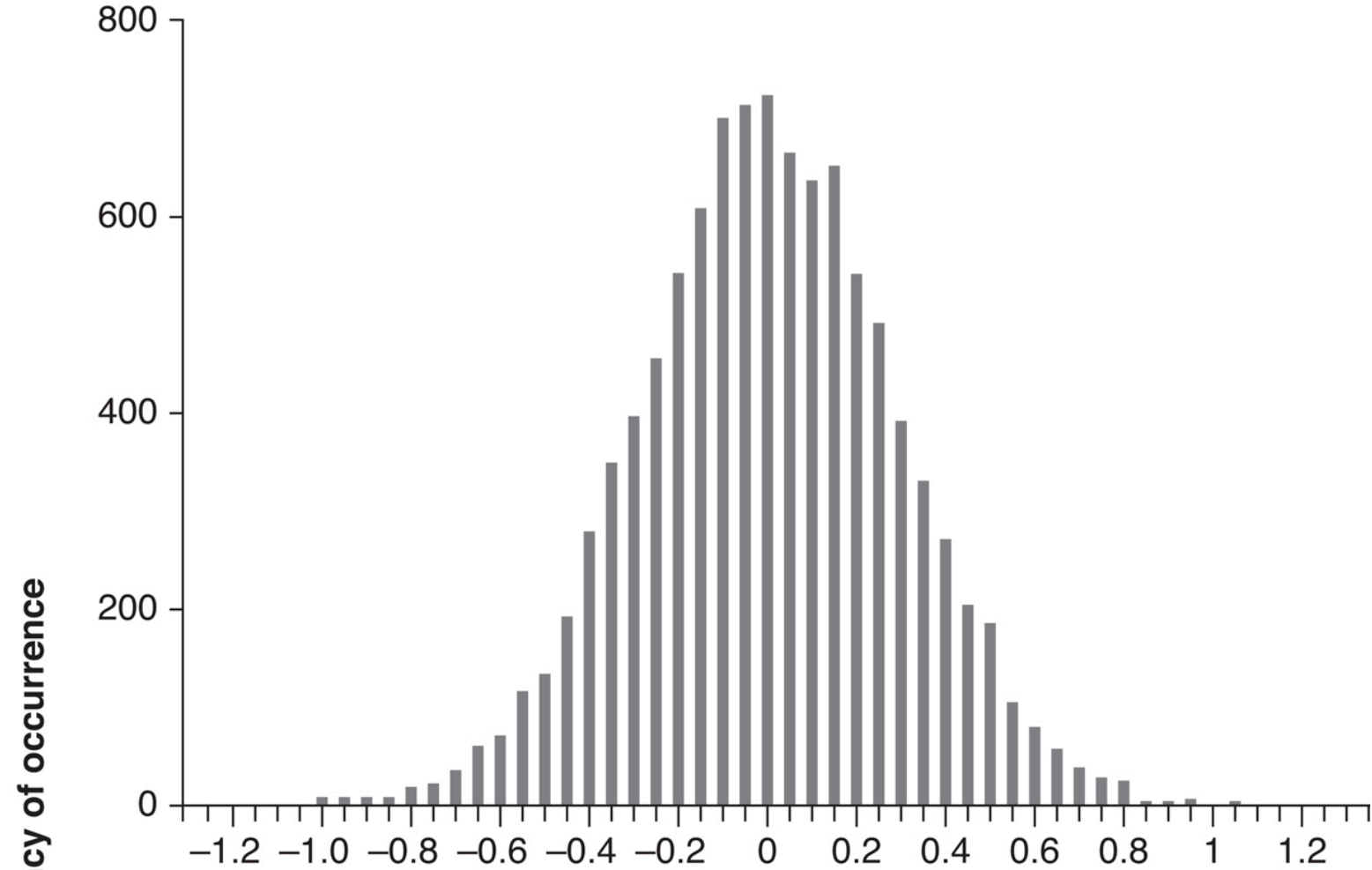
what is a p-value?

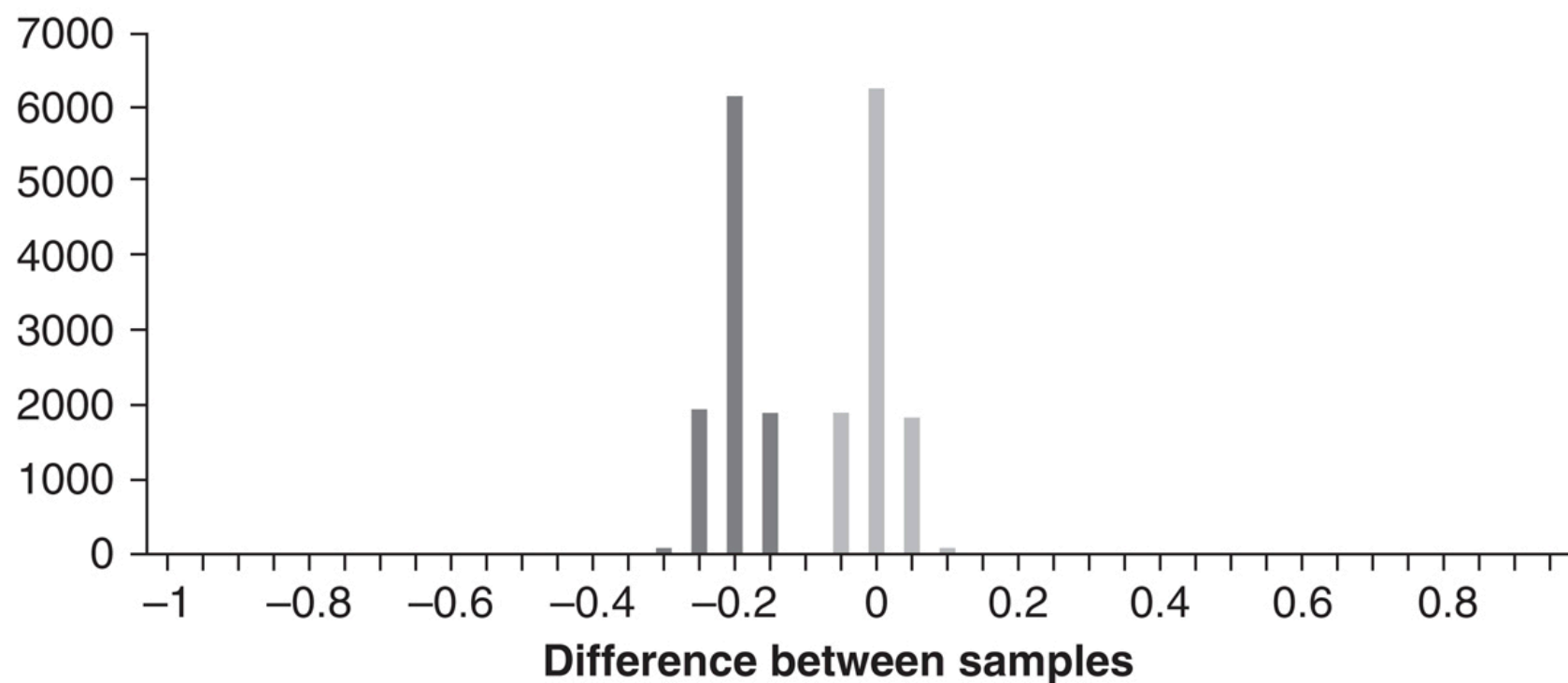
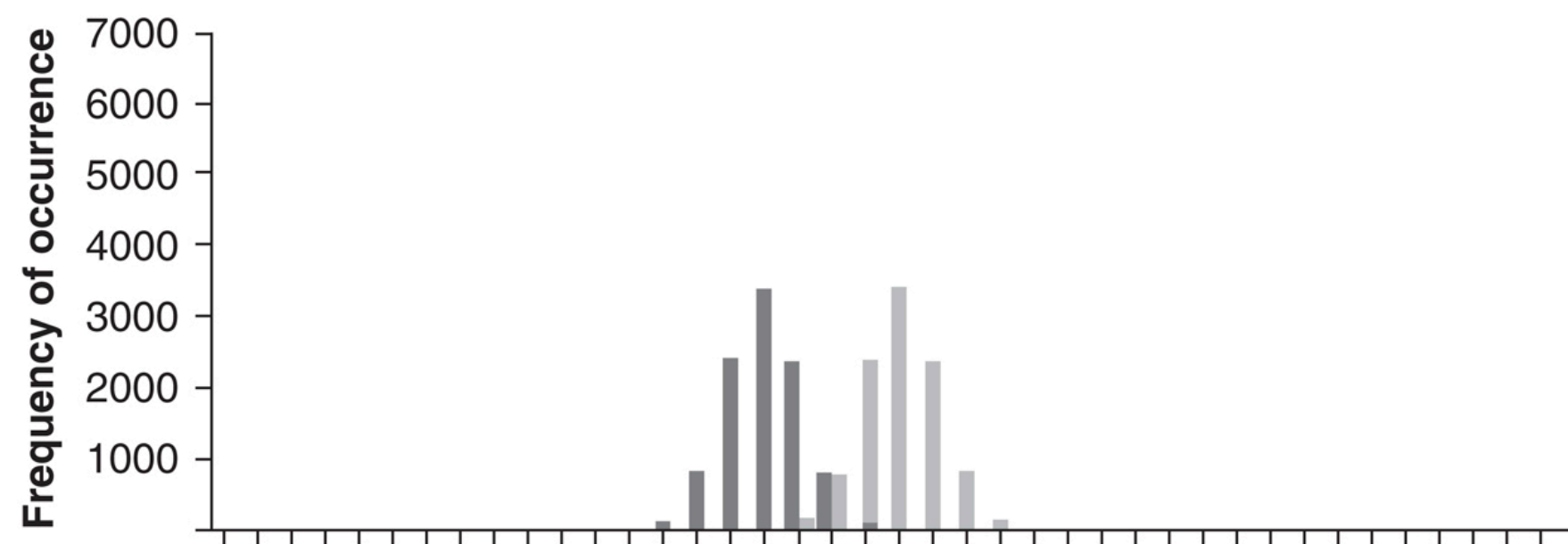
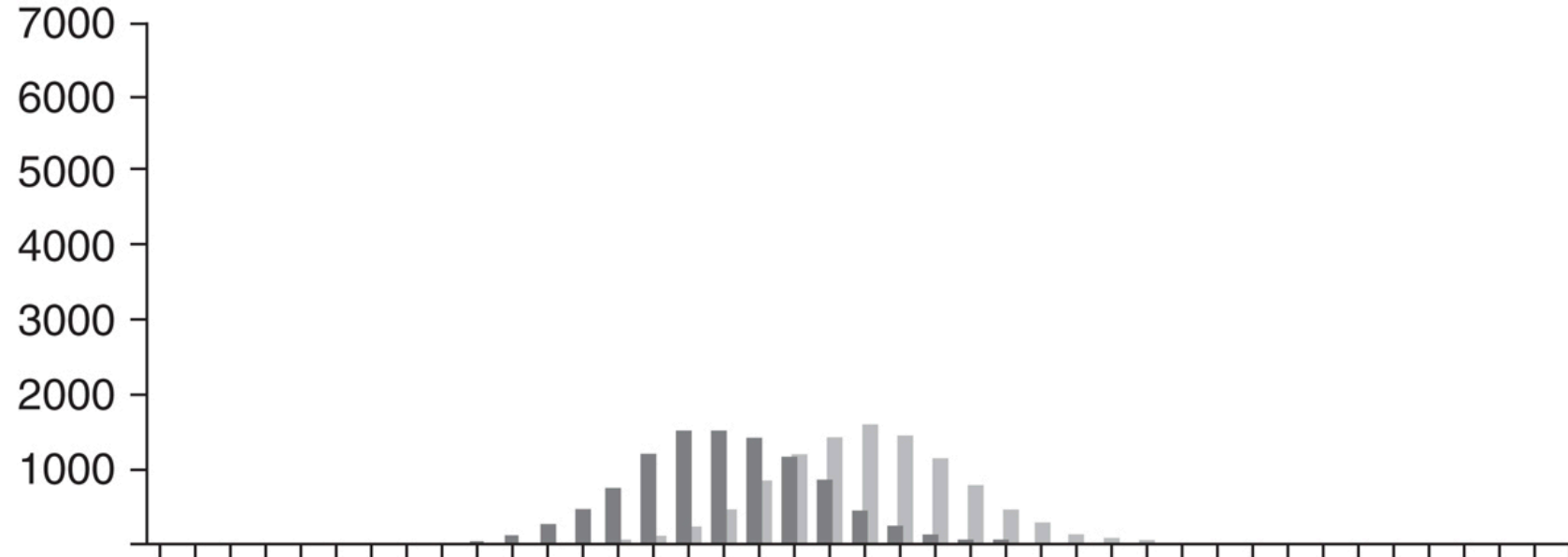
The p-value is the level of **marginal significance** within a statistical hypothesis test representing **the probability of the occurrence of a given event.**

The p-value is used as an alternative to rejection points to provide the smallest level of significance at which the **null hypothesis would be rejected.**

distributional (versus point) **design thinking**







distributional design thinking

seeks to use replication to
facilitate detection of
'true' differences between
groups of subjects/samples

design options

- a. simple random
- b. random stratified
- c. cluster
- d. convenience



random versus haphazard
&
selection bias with external validity
are key criteria to consider
for better design thinking



never neglect independence
i.e. a measure on one subject
should not predict/influence the
measurement of another individual