



# Select a Statistical Model

## Planning and designing of experiments

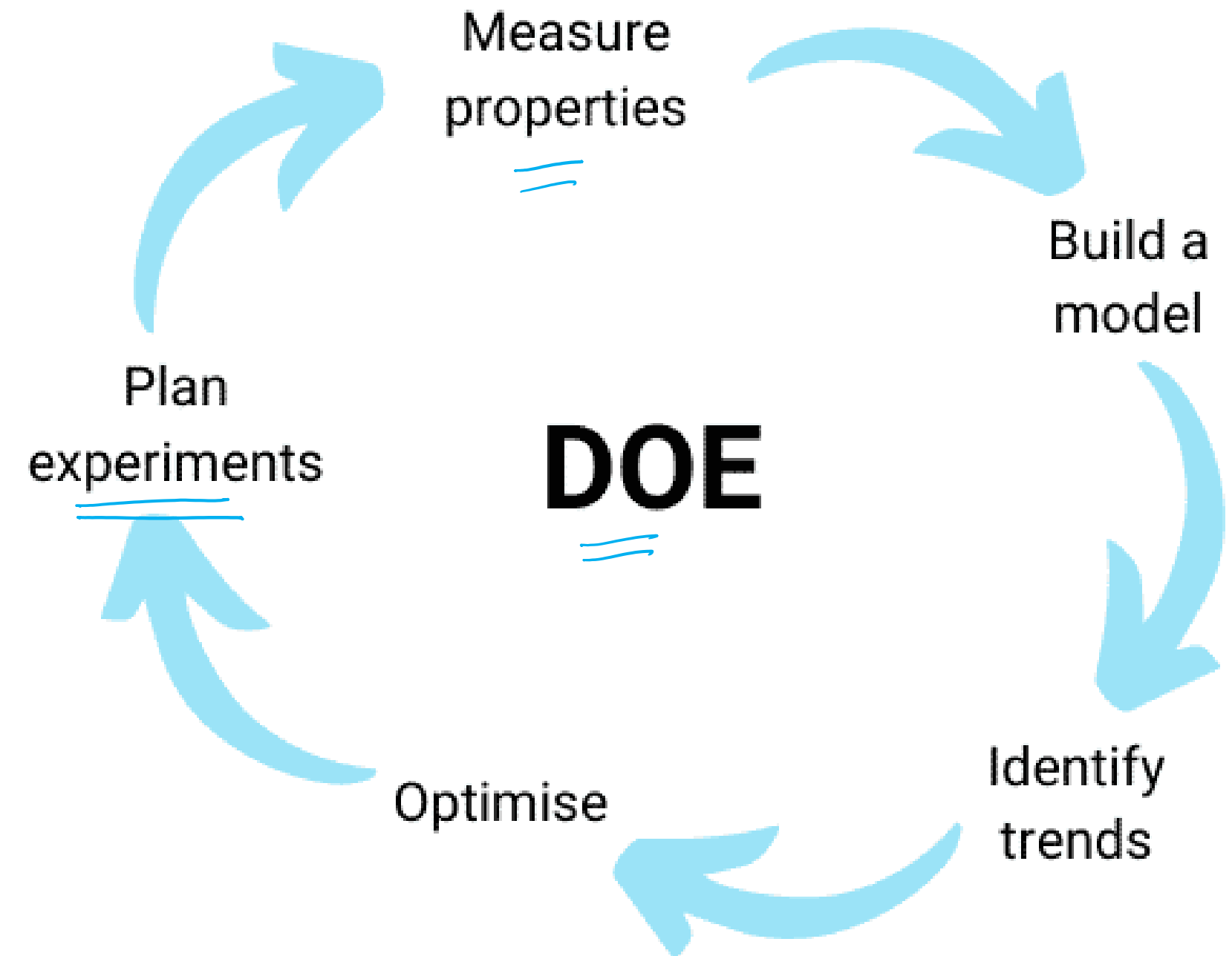
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# Planning of Experiments



- Planning and designing of experiments
- Size and Shape of Design
- Probability & Distributions
- Interpretation using regression analysis
- Types of Models & Uses
- Select the right model

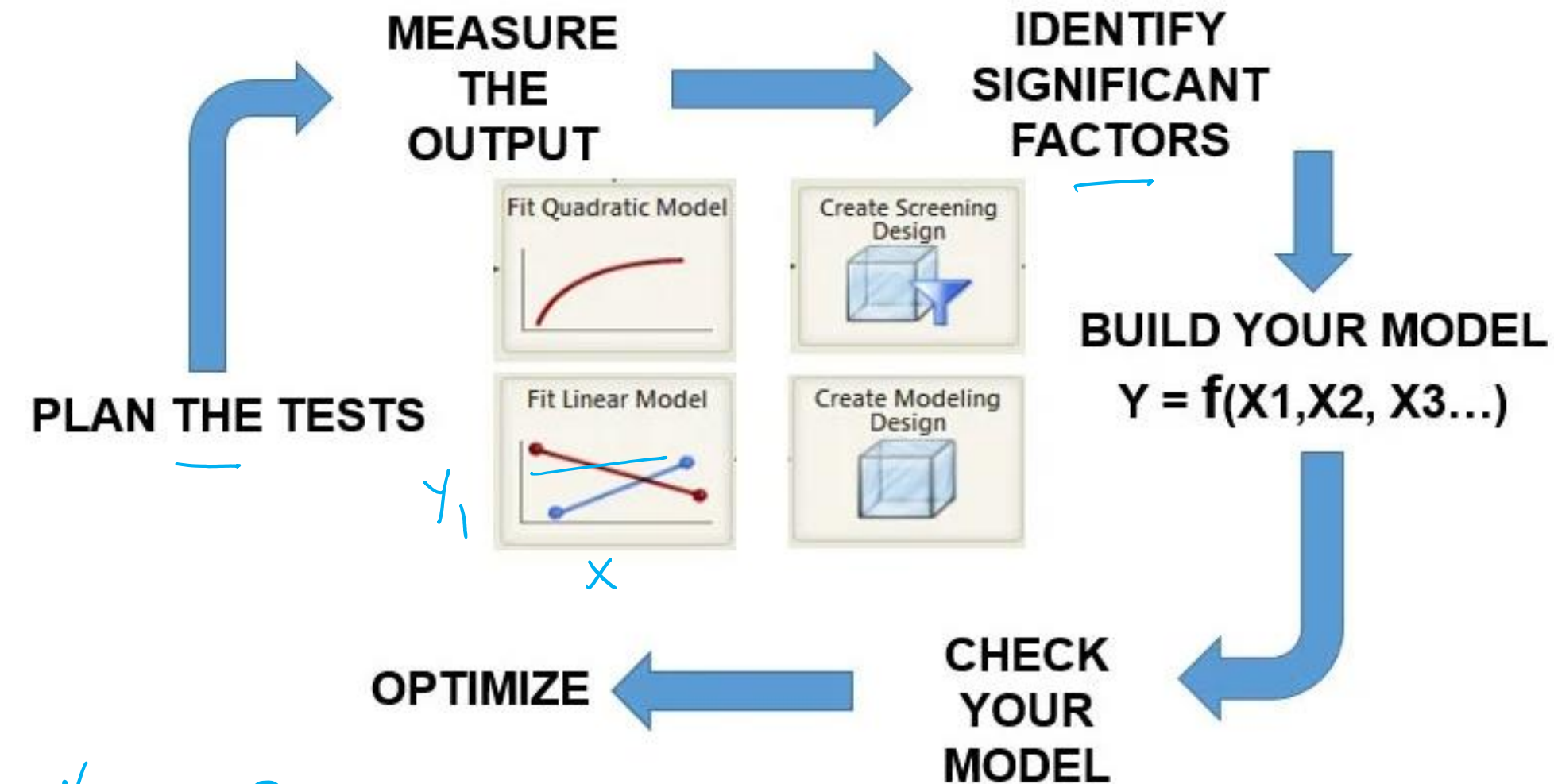




# Design of Experiment (DoE)



- It is a plan of layout of an experiment
- The treatments are allocated for the plots based on the theory of probability.
- Follow certain set of rules and procedure to obtain appropriate observations.



~~X~~ |-----| 100% → Fresh  
|-----| 100% → water  
|-----| 100% → moisture

= Productivity

# Terms Associated

1 1  $x_1$   $x_2$   $x_3$   
1 2  
2 3  
3 4  
4 5



## Randomization:

- The process of assigning individuals at random to groups or to different groups in an experiment, so that each individual of the population has the same chance of becoming a participant in the study.

## Statistical replication: 3

- Repetition and replication of full experiments to help identify the sources of variation.

## Blocking:

- Non-random arrangement of experimental units into groups (blocks) consisting of units that are similar to one another.

## Orthogonality:

- It concerns the forms of comparison (contrasts) that can be legitimately and efficiently carried out.

1-|+|+|+| → Fix  
1-|+|+| → Fix  
1-|+|+|

## Factorial experiments:

- Use of factorial experiments instead of the one-factor-at-a-time method.

# Types of DoE



1. Pre-experimental research design: A group, or various groups, are kept under observation after implementing factors of cause and effect.
2. True experimental research design: True experimental research relies on statistical analysis to prove or disprove a hypothesis, making it the most accurate form of research.
3. Quasi-experimental research design: The word 'Quasi' indicates similarity. A quasi-experimental design is similar to experimental, but it is not the same.



# Benefits



## 1. Effect estimates precision (primarily):

One can calculate an average from the tests that have been performed (an average for the low setting of a factor and an average for the high setting).

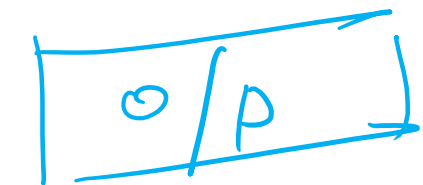
## 2. Factor interactions:

The effect of factor A, for example, may be much larger when factor B is set at a specific level, leading to an interaction.

## 3. Balance within the design (or design orthogonality):

Each level of each factor is associated as many times with 'each level of each one of the other factors', leading to a design with balanced combinations of levels.

$x_1$  —  
 $x_2$  —  
 $x_3$  —





# Thank you

