



Elementary statistics

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A dice-rolling game

- Two players each roll a die
- The higher roll wins
 Goal: roll as high as you can!
- Repeat the game 6 times

Hypotheses regarding the outcome

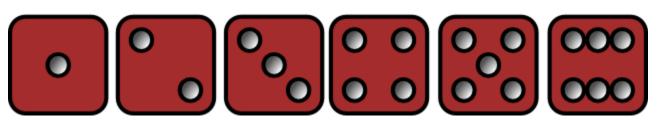
- Luck
- Fraud
 - loaded die
 - inaccurate reporting
- How likely is luck?
- How do we decide?



Questions that statistics can answer

- I am flipping a coin. Is it a fair coin? How confident am I in my answer?
- I have two bags of beans, each containing some black and some white beans. I have a handful of beans. Which bag did the handful come from?
- I have a handful of beans, and a single bag. Did the handful come from that bag?
- Does this drug improve patient outcomes?
- Which website design yields greater revenue?
- Which baseball player should my team draft?
- What premium should an insurer charge?

What can happen when you roll a die?



What is the likelihood of each?



What can happen when you roll two dice?

roll *11 or higher*? This probability is known as the "p value". °00 0 0 °•• • • 0 0 0 0 • °•• $\circ \circ \circ \circ$ 0 0 000 \circ 0 0 $\left[\bigcirc \bigcirc \right] \bigcirc$ 0 0 °00 000 0 0 000 000 000 0 • 000 0 0 000 000

How likely are you to

How to compute p values

- Via a statistical formula
 - Requires you to make assumptions and know which formula to use
- Computationally (simulation)
 - Run many experiments
 - Count the fraction with a better result
 - Requires a metric/measurement for "better"
 - Requires you to be able to run the experiments
 - We will use this approach exclusively

Aside: Analogy between hypothesis testing and mathematical proofs

"The underlying logic [of hypothesis testing] is similar to a proof by contradiction. To prove a mathematical statement, A, you assume temporarily that A is false. If that assumption leads to a contradiction, you conclude that A must actually be true."

From the book *Think Statistics* by Allen Downey

Summary of statistical methodology

- 1. Decide on a metric (e.g. bigger value = better)
- 2. Observe what you see in the real world
- 3. Hypothesize that what you saw is normal/typical This is the "null hypothesis"
- 4. Simulate the real world many times
- 5. How different is what you observed from the simulations?

What percent of the simulation values are the real world values bigger than?

6. If the percentage is 95% or more, reject the null hypothesis

Null Hypothesis

Null Hypothesis: The common wisdom, "nothing unusual is happening here"

- Rob was using a fair die
- The accused is innocent
- This new drug does NOT cure disease
- The Iranian election results are accurate

Interpreting p values

p value of 5% or less = statistically significant

- This is a *convention*; there is nothing magical about 5%

Two types of errors may occur in statistical tests:

- false positive (or false alarm or Type I error): no real effect, but report an effect (through good/bad luck or coincidence)
 If no real effect, a false positive occurs about 1 time in 20
- false negative (or miss or Type II error): real effect, but report no effect (through good/bad luck or coincidence)

The *larger* the sample, the *less the likelihood* of a false positive or negative

Errors

Type 1: False Positive (false alarm) Type 2: False negative (miss)

- Rob was using a fair die
 - Type 1: Die is actually fair, accuse me of lying!
 - Type 2: Die is actually biased, you don't notice
- The accused is innocent
- This new drug does NOT cure disease
- The Iranian election results are accurate

Error Examples

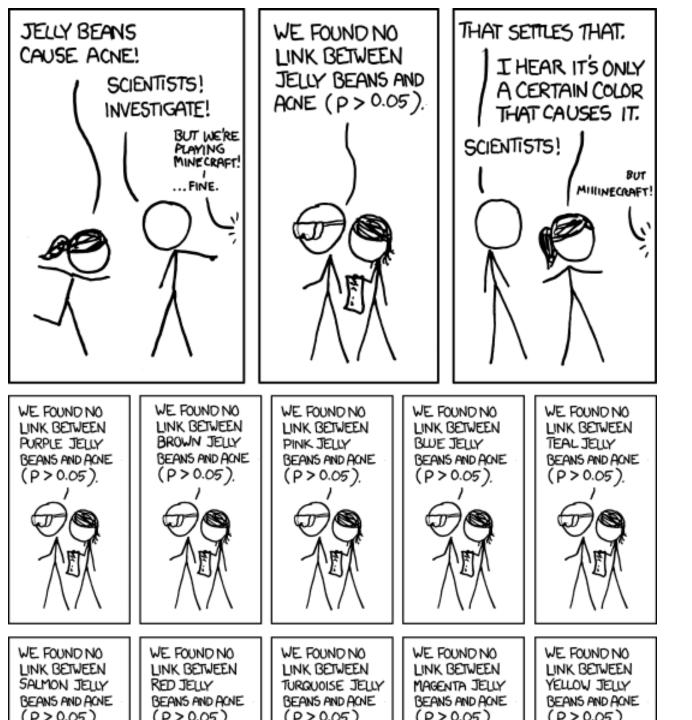
Type 1: False Positive (false alarm) Type 2: False negative (miss)

- Rob was using a fair die
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 - Type 2: Die is actually biased, you don't notice
- The accused is innocent
 - Type 1:
 - Type 2:
- This new drug does NOT cure disease
 - Type 1:
 - Type 2:
- The Iranian election results are fair/accurate
 - Type 1:
 - Type 2:

Answer: Error Examples

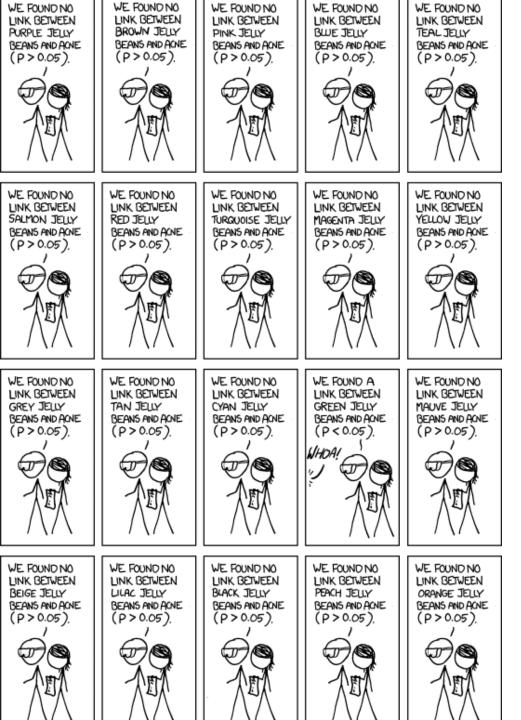
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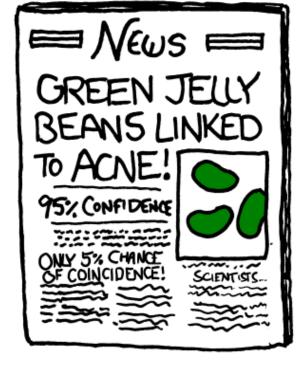
- Rob was using a fair die
 - Type 1: Die is actually fair, accuse me of lying!
 - Type 2: Die is actually biased, you don't notice
- The accused is innocent
 - Type 1: Actually innocent, court finds guilty
 - Type 2: Actually guilty, court sets them free
- This new drug does NOT cure disease
 - Type 1: Drug actually does nothing, study claims it does
 - Type 2: Drug actually does help, study claims it does not
- The Iranian election results are fair/accurate
 - Type 1: Results are actually fair, we claim they are fraudulent
 - Type 2: Results are actually fraudulent, we claim they are fair



A false positive







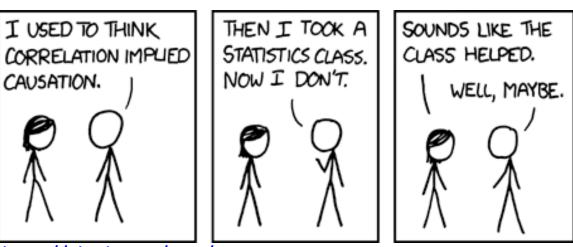


A common error

- 1. Observe what you see in the real world
- Decide on a metric (e.g. bigger value = better)
 This is *backwards*
- For any observation, there is something unique about it.
- Example: Roll dice, then be amazed because what are the odds you would get exactly that combination of rolls?

Correlation ≠ **causation**

Ice cream sales and rate of drowning deaths are correlated



http://xkcd.com/552/

Statistical significance ≠ practical importance