# Math 243

Day 10 Inv. 1.7 – Power, cont'd

#### Announcements

- HW 3 Due Monday, Oct. 15.
- Fill out survey on Blackboard by 5pm on Thursday, Oct. 11
- Take-home portion of midterm exam due Monday, Oct. 15
- In-class portion of midterm exam on Monday, Oct. 15
  - Know definitions of statistical terms
  - Read two handouts
  - Make a single sided, handwritten 8.5 by 11 inch page of notes
  - Bring questions to class on Friday, Oct. 12
  - Need more examples? Solved problems from chapter 1 in Blackboard and previous exam.

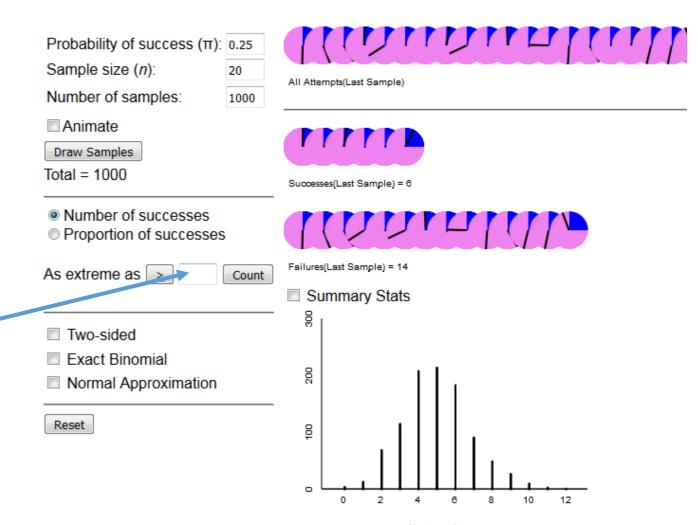
### Inv. 1.7 part c

Suppose the manager decides to give the player 20 at-bats in which to prove his improvement.

How many hits would the player need to make out of 20 at-bats in order to convince the manager that he has improved to the point of being in the top 5% of 0.250 hitters?

In statistics jargon, what is the *rejection region* for the null hypothesis that corresponds to a *level of significance* of 0.05?

**Inv. 1.7 part (e):** How many hits would the player need to make out of 20 at-bats in order to convince the manager that he has improved to the point of being in the top 5% of 0.250 hitters?

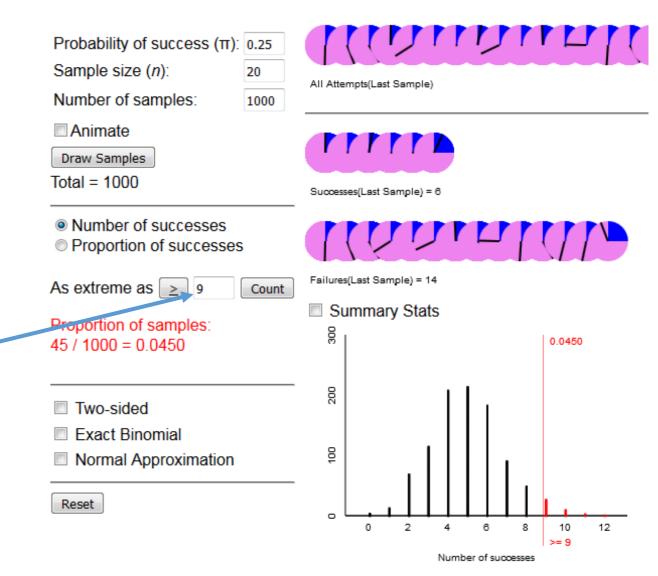


How many hits should we put in the box so that the probability is no more than 0.05?

#### Number of successes

#### **Simulation-Based and Exact One Proportion Inference**

**Inv. 1.7 part (e):** How many hits would the player need to make out of 20 at-bats in order to convince the manager that he has improved to the point of being in the top 5% of 0.250 hitters?



#### 9 hits

*If we put 9 in the box so then the probability is no more than 0.05* 

## Terminology

**Rejection Region:** the values of the statistic that correspond to rejecting the null hypothesis.

**Example:** the rejection region is **hits** ≥ **9** 

If the manager observes **more than 9** hits he will reject the idea that the player is a typical 0.250 hitter and in fact is in the top 5%.

### More terminology

**Level of significance** (notation  $\alpha$ ) is the value such that

- If p-value  $\leq \alpha$  we "reject"  $H_0$
- If p-value >  $\alpha$  we "fail to reject"  $H_0$

Example:  $\alpha = 0.05$ 

the manager rejected  $H_0$ : $\pi$  = 0.250 if the player appeared to be in the top 5%

### Back to the types of errors

Recall that the player really did improve and is now a 0.333 hitter. Which type of error is the player worried about the manager making?

		Reality	
		H <sub>0</sub> :π = 0.250 is true	H <sub>a</sub> :π > 0.250 is true
Decision of the Jury	H <sub>a</sub> : π > 0.250 is true	Type I Error	Correct
	H <sub>0</sub> : <i>π</i> = 0.250 is true	Correct	Type II Error

#### Inv. 1.7: Power

#### **Probability of a Type II error:**

the probability of incorrectly rejecting  $H_0$ **Notation:**  $\beta$ 

**Power**: probability of correctly rejecting  $H_0$  when  $H_a$  is true **Notation:** 1- $\beta$ 

The player wants to minimize the manager's probability of a type II error and therefore maximize power.

#### How can we compute the **Power** of a test?

**Power**: probability of correctly rejecting  $H_0$  when a specific  $H_a$  is true

- 1. Find the rejection region for a given level of significance.
- 2. Simulate the distribution assuming the *alternative* hypothesis is true.
- 3. Compute the probability of the rejection region assuming  $H_a$  is true.

Sound hard? It's easy when you use an applet!

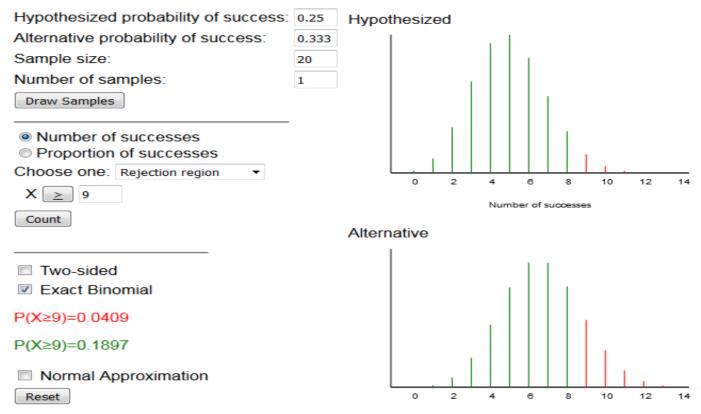
## Power Simulation Applet (batting averages)

Power is given in green

The probability that the manager correctly decides the 0.333 player improved is 0.19...

...not very likely.

#### **Power Simulation**



Number of successes

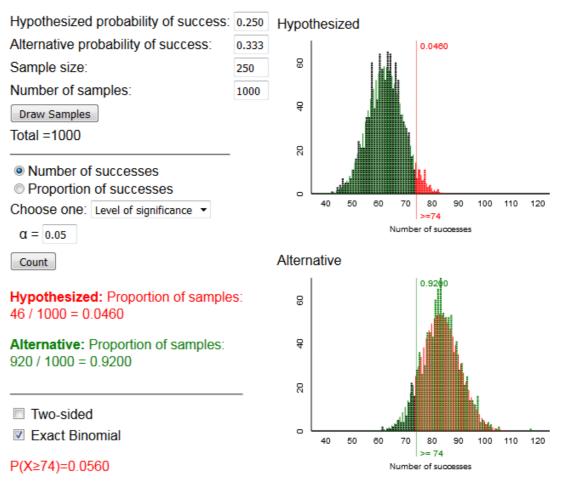
### How can **power** be improved?

#### **Power Simulation**

Try increasing number of atbats the manager observes.

*If the manager watches 250 atbats then the probability he will decide the 0.333 hitter has improved is about 0.91...* 

... much better from the player's perspective



P(X≥74)=0.9056

## What is the probability of a **Type I error**?

The manager is worried about making a **Type I error**, that is, deciding the player improved when really he hasn't.

The probability Type I error is set by choosing a cutoff value so that if the p-value is below this value then the null hypothesis will be rejected.

This value is called the **level of significance** and is notated  $\alpha$ .

The manager could decrease the probability of a type I error by using  $\alpha$  = 0.01 instead of  $\alpha$  = 0.05.

#### Controlling Type I & II error

Control the probability of Type I error by fixing the level of significance  $\alpha$ : If you only reject H<sub>0</sub> when the p-value is less than  $\alpha$  then the probability of making a type I error is at most  $\alpha$ 

Control the probability of Type II error ( $\beta$ ) by adjusting your study design:

Design your study so that power =  $1-\beta$  is high (close to 1).

Try increasing sample size or decreasing  $\alpha$ 

## Try practice problem 1.7D on page 61

#### **Practice Problem 1.7D**

Suppose you want to test a person's ability to discriminate between two types of soda. You fill one cup with Soda A and two cups with Soda B. The subject tastes all 3 cups and is asked to identify the odd soda. You record the number of correct identifications in 10 attempts. Assume a one-sided alternative. (a) If the subject's actual probability of a correct identification is 0.50, what is the power of this test for a level of significance of  $\alpha = 0.50$ ? [*Hint*: What is the null hypothesis?] (b) Write a one-sentence interpretation of the power you calculated in (a) in context.

(c) What is the power if you give the subject 20 attempts?

#### Next Time: Performing a test of significance by hand

We'll develop some tools that will allow us to test  $H_0: \pi = (\text{some number})$  Vs.  $H_a: \pi \neq (\text{some number})$ by hand, without a calculator or computer