Elementary statistics

BBM 101 - Introduction to Programming I

Hacettepe University
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Fuat Akal, Aykut Erdem, Erkut Erdem

Slides based on material prepared by Ruth Anderson, Michael Ernst and Bill Howe in the course CSE 140 at University of Washington and John Guttag in the course MIT 6.00.2X at MIT

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

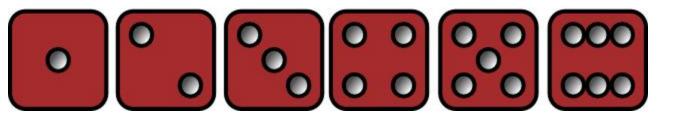
- How likely is luck?
- How do we decide?



Questions that statistics can answer

- I am flipping a coin. Is it fair?
 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?
- Which chemical process leads to the best-tasting beer?

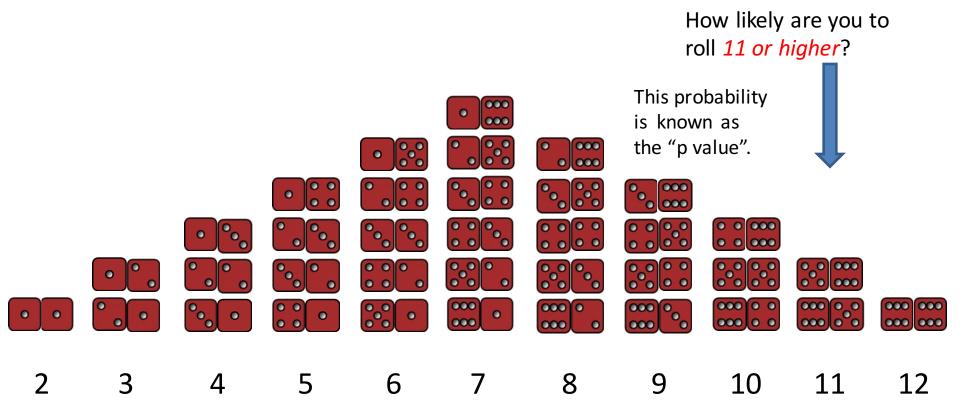
What can happen when you roll a die?



What is the likelihood of each?



What can happen when you roll two dice?



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

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

Interpreting p values

p value of 5% or less = statistically significant

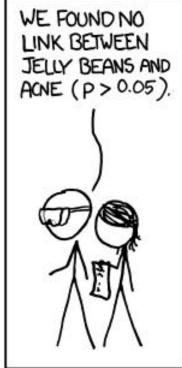
This is a convention; there is nothing magical about 5%

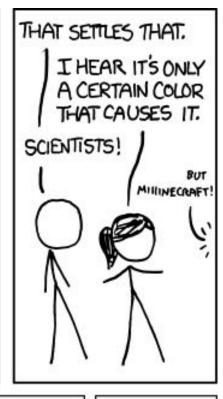
Two types of errors may occur in statistical tests:

- 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







A false positive











WE FOUND NO LINK BETWEEN SALMON JELLY BEANS AND ACNE

D>005)

WE FOUND NO LINK BETWEEN RED JELLY BEANS AND ACNE

(D>005)

WE FOUND NO LINK BETWEEN TURQUOISE JELLY

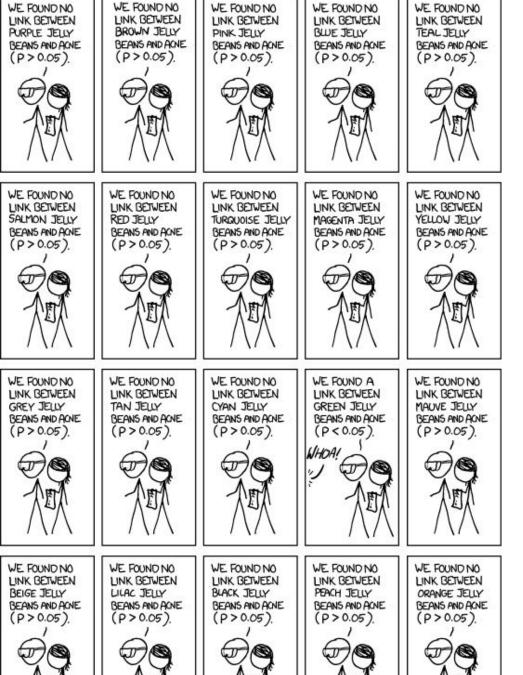
BEANS AND ACNE

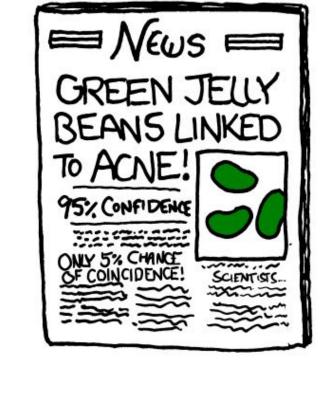
0>005)

WE FOUND NO (D>005)

LINK BETWEEN MAGENTA JELLY BEANS AND ACNE WE FOUND NO LINK BETWEEN YELLOW JELLY BEANS AND ACNE (D>005)

http://xkcd.com/882/





Summary of statistical methodology

- 1. Decide on a metric (bigger value = better)
- 2. Observe what you see in the real world
- 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

A common error

- 1. Observe what you see in the real world
- 2. Decide on a metric (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?

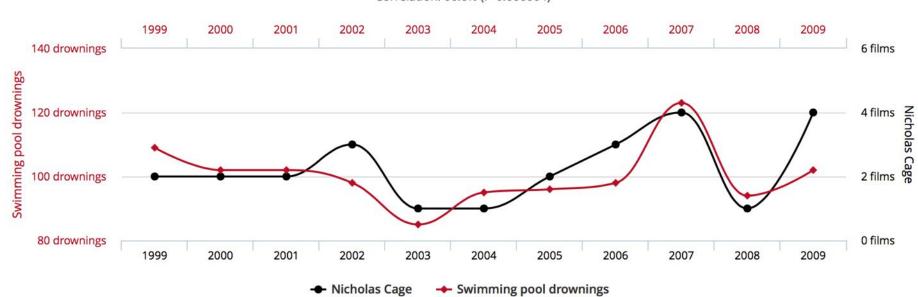
Correlation ≠ causation

Number of people who drowned by falling into a pool

correlates with

Films Nicolas Cage appeared in

Correlation: 66.6% (r=0.666004)



Statistical significance ≠ practical importance

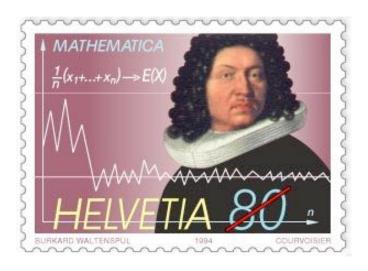
Don't trust your intuition

- People have very bad statistical intuition
- It's much better to follow the methodology and do the experiments

The Law of Large Numbers

The Law of Large Numbers

 In repeated independent tests with the same actual probability p of a particular outcome in each test, the chance that the fraction of times that outcome occurs differs from p converges to zero as the number of trials goes to infinity.



Gambler's Fallacy

 If deviations from expected behavior occur, these deviations are likely to be evened out by opposite deviations in the future.

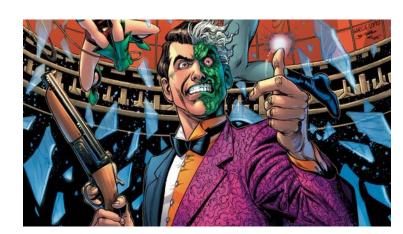


for exp in range (minExp, maxExp + 1):

xAxis.append(2**exp)

. . .

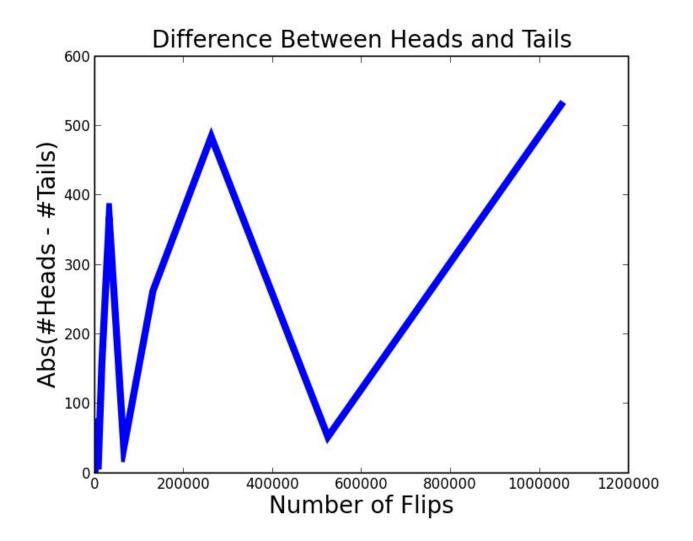
xAxis = []

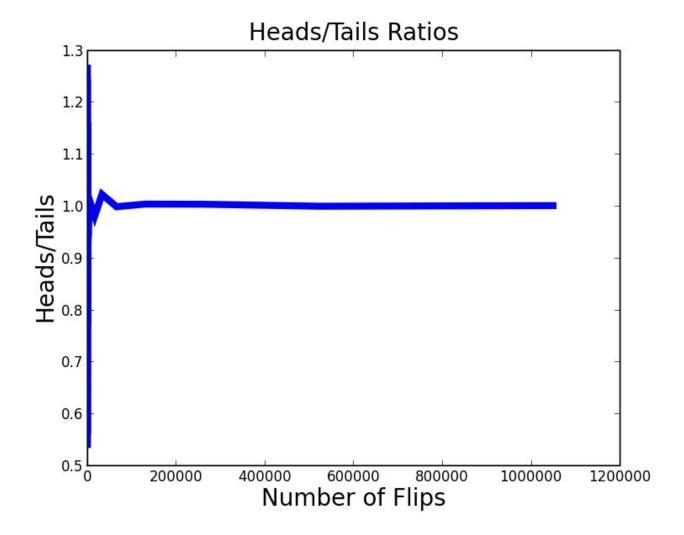


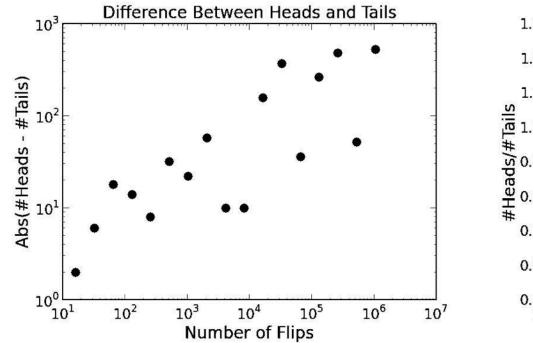
```
for numFlips in xAxis:
    numHeads = 0
    for n in range(numFlips):
        if random.random() < 0.5:
            numHeads += 1
    numTails = numFlips - numHeads
    ratios.append(numHeads/float(numTails))
    diffs.append(abs(numHeads - numTails))</pre>
```

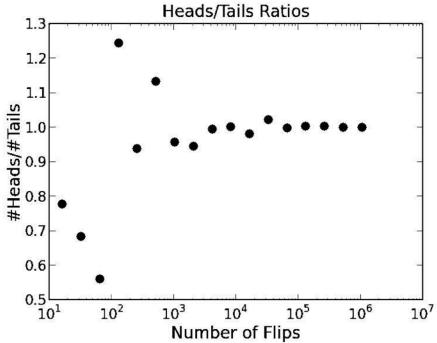
. . .

```
pylab.title('Difference Between Heads and Tails')
pylab.xlabel('Number of Flips')
pylab.ylabel('Abs(#Heads - #Tails)')
pylab.plot(xAxis, diffs)
pylab.figure()
pylab.title('Heads/Tails Ratios')
pylab.xlabel('Number of Flips')
pylab.ylabel('Heads/Tails')
pylab.plot(xAxis, ratios)
```









Plots in logarithmic scale pylab.semilogx() pylab.semilogy()

How Much is Enough?

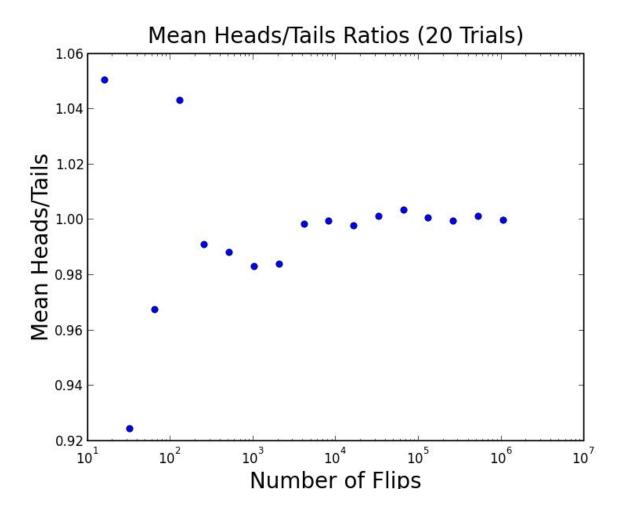
 How many samples do we need to look at in order to have a justified confidence that something that is true about the population of samples is also true about the population from which the samples were drawn?

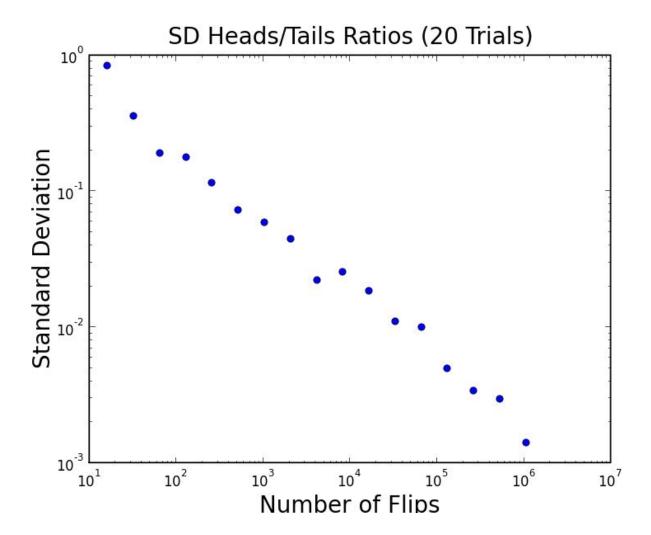
Depends upon the variance in the underlying distribution

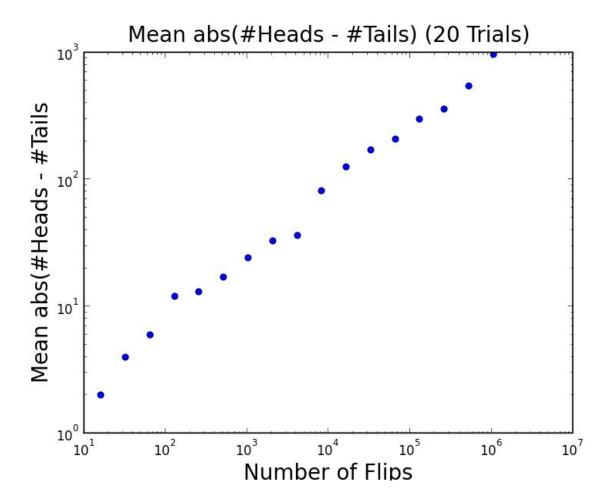
Variance

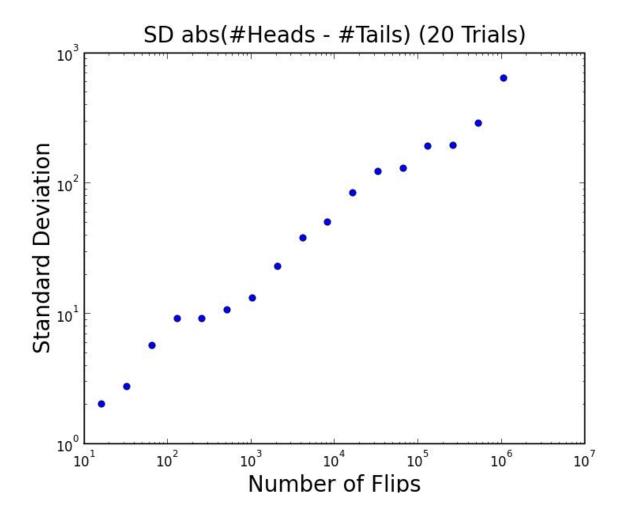
 We measure the amount of variance in the outcomes of multiple trials.

```
def stdDev(X):
    mean = sum(X)/float(len(X))
    tot = 0.0
    for x in X:
        tot += (x - mean)**2
    return (tot/len(X))**0.5
```









Coefficient of Variation

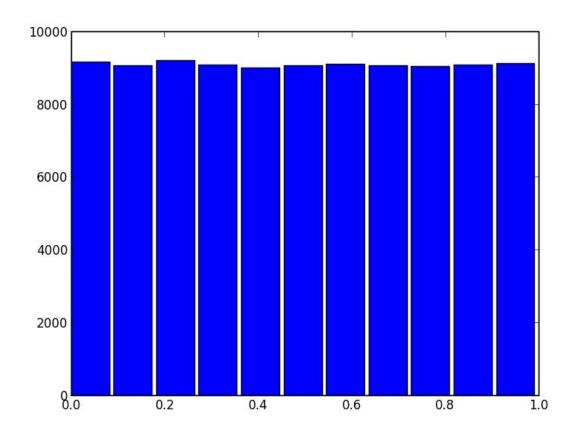
 The coefficient of variation is the standard deviation divided by the mean.

```
def CV(X):
    mean = sum(X)/float(len(X))
    try:
        return stdDev(X)/mean
    except ZeroDivisionError:
        return float('Nan')
```

makePlots

```
def makePlots(numFlips1, numFlips2, numTrials):
    val1, mean1, sd1 = flipSim(numFlips1, numTrials)
    pylab.hist(val1, bins = 20)
    xmin,xmax = pylab.xlim()
    ymin,ymax = pylab.ylim()
    labelPlot(numFlips1, numTrials, mean1, sd1)
    pylab.figure()
    val2, mean2, sd2 = flipSim(numFlips2, numTrials)
    pylab.hist(val2, bins = 20)
    pylab.xlim(xmin, xmax)
    ymin, ymax = pylab.ylim()
    labelPlot(numFlips2, numTrials, mean2, sd2)
```

```
vals = []
for i in range(100000):
    num = random.random()
    vals.append(num)
pylab.hist(vals, bins = 11)
```



```
vals = []
for i in range (100000):
    num = random.random()
    vals.append(num)
pylab.hist(vals, bins = 11)
xmin, xmax = pylab.xlim()
ymin, ymax = pylab.ylim()
print 'x-range =', xmin, '-', xmax
print 'y-range =', ymin, '-', ymax
pylab.figure
pylab.hist(vals, bins = 11)
\#pylab.xlim(-1.0, 2.0)
```

