

ISE 315: Engineering Statistics

Lecture 25: Two-Factor Factorial Experiments

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Based on Montgomery & Runger, Applied Statistics and Probability for Engineers, 6th Ed.

Lecture 25

Two-Factor Factorial Experiments (Chapter 9, §9.1–§9.7)

Lecture 25 Outline

- Why factorial? OFAT vs. factorial (§9.1)

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- Main effects, interactions, and interaction plots (§9.2)

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- Partitioning variability and the ANOVA table (§9.4–§9.5, Procedure 9.1)
- Complete worked example: perception-model failures (2×3 , $n = 2$)
- When the interaction is significant: warehouse picking (3×3 , $n = 4$)

Why Factorial Designs?

Section 9.1

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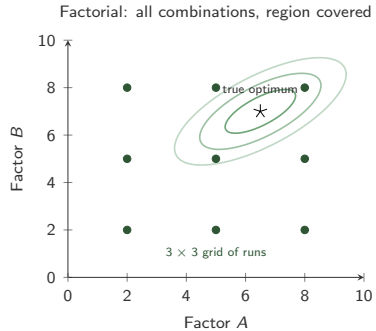
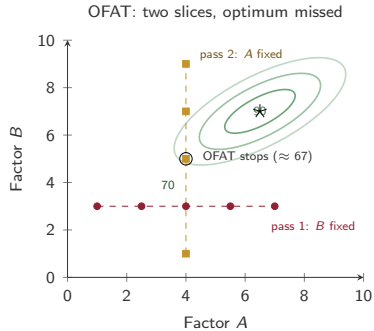
Factorial design: run *all combinations*. With A at a levels and B at b levels: ab cells, each replicated n times. Total runs $N = abn$.

Two advantages:

- Detects interactions, because every level of A is observed at every level of B .
- More efficient: every observation informs *both* main effects (hidden replication).

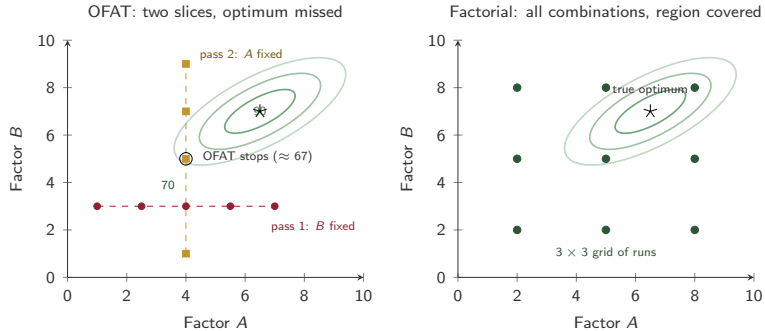
OFAT Misses the Optimum

Figure 9.1 in the textbook



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OFAT explores two perpendicular slices and settles near a response of 67, never seeing the peak near 90. The factorial grid covers the whole region and points straight at it (Figure 9.1).

Main Effects vs. Interactions

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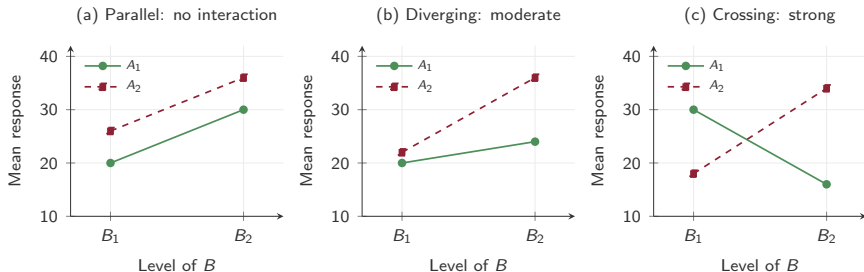
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Right: the same move adds +20 at B_1 but *subtracts* 18 at B_2 . No single sentence about A alone is honest — the effect of A depends entirely on B .

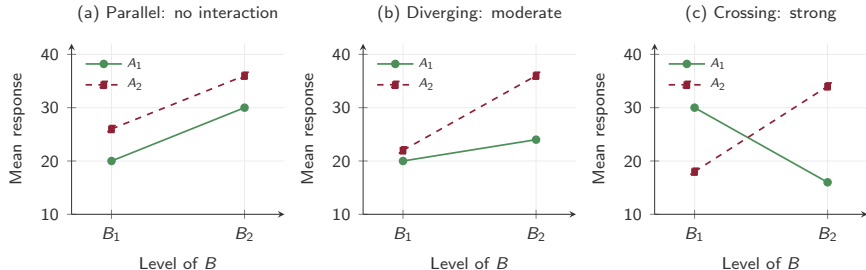
Reading an Interaction Plot: Three Patterns

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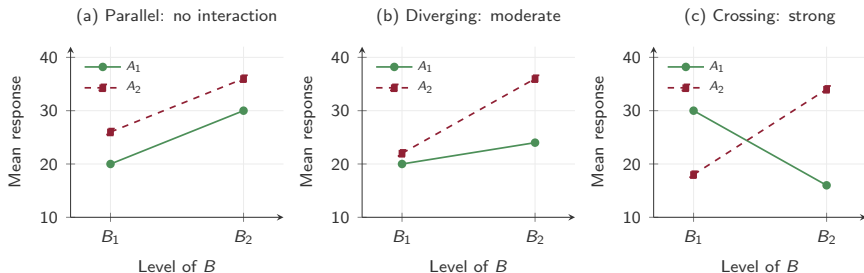
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Read in this order: (1) Are the lines parallel? If yes, no visible interaction. (2) If not parallel, do they cross? Crossing means even the *direction* of the A effect reverses. (3) Only then read the main effects (average slope, average separation).

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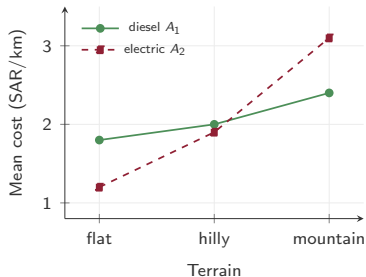


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Note. The plot shows sample means, which contain noise. Real lines are never perfectly parallel — the ANOVA is the formal test of whether the departure is larger than chance.

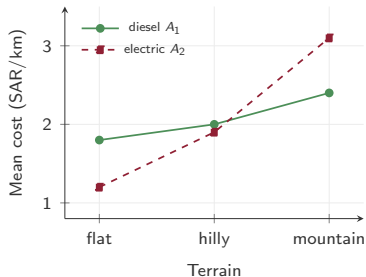
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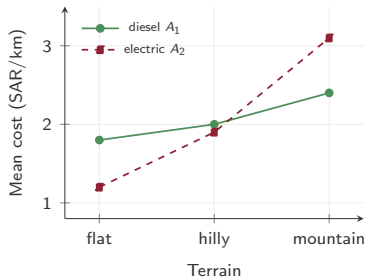
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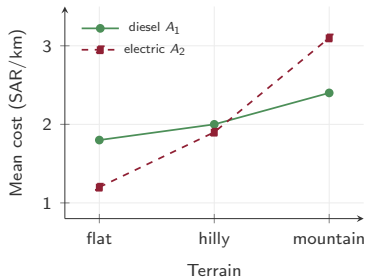


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Step 2 — Crossing? Yes, between hilly and mountain. Electric is cheaper on flat routes; diesel is cheaper on mountain routes.

Step 3 — Report. Both row means equal 2.067 SAR/km — yet “the types cost the same” is *false* on every terrain. Report terrain by terrain: electric on flat, diesel on mountain.

The Two-Factor Effects Model

Section 9.3

With A at a levels, B at b levels, n replicates per cell:

$$Y_{ijk} = \mu + \tau_i + \beta_j + (\tau\beta)_{ij} + \varepsilon_{ijk}, \quad i = 1, \dots, a, \quad j = 1, \dots, b, \quad k = 1, \dots, n \quad (9.1)$$

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Cell mean: $\mu_{ij} = \mu + \tau_i + \beta_j + (\tau\beta)_{ij}$. The first three terms are the additive prediction; $(\tau\beta)_{ij}$ is how far that cell beats or misses it. Parallel lines in the interaction plot = every $(\tau\beta)_{ij}$ is zero.

Three Hypotheses, and the Dot Notation

The experiment tests three null hypotheses at once:

$$H_0^{AB}: (\tau\beta)_{ij} = 0 \ \forall i, j, \quad H_0^A: \tau_i = 0 \ \forall i, \quad H_0^B: \beta_j = 0 \ \forall j \quad (9.2)$$

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Dot notation (a dot means “summed over that index”):

- $y_{i..}$: row total (bn observations) $y_{.j.}$: column total (an observations)
- $y_{ij.}$: cell total (n replicates) $y_{...}$: grand total ($N = abn$)
- Bars are means: $\bar{y}_{ij.} = y_{ij.}/n$ is a cell mean.

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The four pieces are the sample versions of τ_i , β_j , $(\tau\beta)_{ij}$, and ε_{ijk} from (9.1): each sum of squares grows when its set of effects is real and stays small when they are zero.

Hand-Computation Formulas

Equations 9.4–9.8

Work with *totals*, not means. Correction term: $C = y_{...}^2 / abn$.

$$SS_T = \sum_{i,j,k} y_{ijk}^2 - C \quad (9.4), \quad SS_A = \frac{\sum_i y_{i..}^2}{bn} - C \quad (9.5), \quad SS_B = \frac{\sum_j y_{.j.}^2}{an} - C \quad (9.6)$$

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$$SS_{AB} = \frac{1}{n} \sum_{i,j} y_{ij.}^2 - C - SS_A - SS_B \quad (9.7), \quad SS_E = SS_T - SS_A - SS_B - SS_{AB} \quad (9.8)$$

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In (9.7), subtracting SS_A and SS_B from the cell-total variability leaves pure interaction.

Degrees of Freedom

The degrees of freedom split the same way as the sums of squares:

$$\underbrace{(a-1)}_A + \underbrace{(b-1)}_B + \underbrace{(a-1)(b-1)}_{AB} + \underbrace{ab(n-1)}_{\text{Error}} = abn - 1 \quad (9.9)$$

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Check every time: the df column must add to $abn - 1$. If it does not, there is an arithmetic slip upstream. Note also $df_E = ab(n - 1)$ requires $n \geq 2$ — with $n = 1$ there are zero error df (Lecture 26).

The Two-Factor ANOVA Table

Section 9.5, Table 9.1

Source	SS	df	MS	F_0
A (rows)	SS_A	$a - 1$	MS_A	MS_A/MS_E
B (columns)	SS_B	$b - 1$	MS_B	MS_B/MS_E
AB (interaction)	SS_{AB}	$(a - 1)(b - 1)$	MS_{AB}	MS_{AB}/MS_E
Error	SS_E	$ab(n - 1)$	MS_E	
Total	SS_T	$abn - 1$		

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Divide each SS by its df to get the mean squares. MS_E is always an unbiased estimator of σ^2 ; each other mean square estimates σ^2 *plus* a positive term from its own effects.

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So each test is a ratio with MS_E in the denominator — large when its effects are real. Three tests. *one* shared error term.

The Three F Statistics

Interaction statistic (test this one first):

$$F_0^{AB} = \frac{MS_{AB}}{MS_E} = \frac{SS_{AB}/[(a-1)(b-1)]}{SS_E/[ab(n-1)]} \quad (9.10)$$

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Each hypothesis in (9.2) is rejected at level α when its statistic exceeds f_{α, ν_1, ν_2} with the matching df.

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So the interaction test decides how the other two tests may be read:

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AI-safety reading. A leaderboard that averages an eval score over scenario families reports only the main effect of model version — and hides every version-by-scenario interaction, which is often where the safety-relevant behavior lives.

Procedure 9.1: Building the Two-Factor ANOVA Table

1. Organize the data in an $a \times b$ table. Compute cell totals $y_{ij\cdot}$, row totals $y_{i\cdot\cdot}$, column totals $y_{\cdot j\cdot}$, grand total $y_{\cdot\cdot\cdot}$. *Check: all must add to the grand total.*
2. Compute $C = y_{\cdot\cdot\cdot}^2 / (abn)$ and $\sum y_{ijk}^2$; then SS_T by (9.4).
3. Compute SS_A from row totals (9.5) and SS_B from column totals (9.6).
4. Compute $\frac{1}{n} \sum y_{ij\cdot}^2 - C$, subtract SS_A and SS_B to get SS_{AB} (9.7).
5. Obtain SS_E by subtraction (9.8). *It must be nonnegative.*
6. Fill in df; verify they add to $abn - 1$ (9.9). Divide for the MS.
7. Compute F_0^{AB} (9.10); test against $f_{\alpha, (a-1)(b-1), ab(n-1)}$ **first**.
8. Compute F_0^A , F_0^B (9.11); state conclusions in problem language, respecting step 7.

Quick Check: Degrees of Freedom Before Running

Example 9.2 in the textbook

Q. A startup plans a factorial test of $a = 4$ landing-page designs against $b = 3$ traffic sources (search ads, social, email), with $n = 5$ replicate traffic batches per combination. The df for SS_{AB} and SS_E are, respectively:

- (A) 6 and 48
- (B) 7 and 59
- (C) 12 and 48
- (D) 6 and 59

Quick Check: Degrees of Freedom Before Running

Example 9.2 in the textbook

Q. A startup plans a factorial test of $a = 4$ landing-page designs against $b = 3$ traffic sources (search ads, social, email), with $n = 5$ replicate traffic batches per combination. The df for SS_{AB} and SS_E are, respectively:

- (A) 6 and 48
- (B) 7 and 59
- (C) 12 and 48
- (D) 6 and 59

Answer: (A). $df_{AB} = (a-1)(b-1) = 3 \times 2 = 6$; $df_E = ab(n-1) = 12 \times 4 = 48$. Check (9.9): $3 + 2 + 6 + 48 = 59 = abn - 1$. (B) and (D) confuse df_E with $df_T = 59$; (C) uses $ab = 12$ instead of $(a-1)(b-1)$.

Worked Example: Perception-Model Failures (2×3 , $n = 2$)

Example 9.3, Table 9.2

Setup. An AI safety team validates two versions of a perception model (A : V1, V2) across three scenario types (B : clear, rain, night). Each cell: $n = 2$ test batches of 1,000 frames; response = missed detections per batch. $\alpha = 0.05$.

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Model	Clear	Rain	Night	$y_{i..}$
V1	8, 10	14, 16	21, 23	92
V2	7, 9	9, 11	20, 22	78
$y_{.j.}$	34	50	86	$y_{...} = 170$

Worked Example: Perception-Model Failures (2×3 , $n = 2$)

Example 9.3, Table 9.2

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$y_{.j.}$	34	50	86	$y_{...} = 170$

Step 1 (Procedure 9.1) — Totals. $a = 2$, $b = 3$, $n = 2$, so $N = 12$. Cell totals: $y_{11.} = 18$, $y_{12.} = 30$, $y_{13.} = 44$, $y_{21.} = 16$, $y_{22.} = 20$, $y_{23.} = 42$. Check: rows $92 + 78 = 170$; columns $34 + 50 + 86 = 170$. ✓

Worked Example: Correction Term and SS_T

Step 2 of Procedure 9.1

Correction term:

$$C = \frac{y_{...}^2}{abn} = \frac{170^2}{12} = \frac{28900}{12} = 2408.33$$

Worked Example: Correction Term and SS_T

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Sum of squared observations:

$$\sum y_{ijk}^2 = 8^2 + 10^2 + 14^2 + \cdots + 20^2 + 22^2 = 2802$$

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Total sum of squares by (9.4):

$$SS_T = \sum y_{ijk}^2 - C = 2802 - 2408.33 = 393.67$$

Worked Example: Main-Effect Sums of Squares

Step 3 of Procedure 9.1

Each row total contains $bn = 3 \times 2 = 6$ observations; each column total $an = 2 \times 2 = 4$.

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Model version (A) by (9.5):

$$SS_A = \frac{92^2 + 78^2}{6} - C = \frac{14548}{6} - 2408.33$$

Worked Example: Main-Effect Sums of Squares

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Worked Example: Main-Effect Sums of Squares

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Scenario type (B) by (9.6):

$$SS_B = \frac{34^2 + 50^2 + 86^2}{4} - C = \frac{11052}{4} - 2408.33$$

Worked Example: Main-Effect Sums of Squares

Step 3 of Procedure 9.1

Each row total contains $bn = 3 \times 2 = 6$ observations; each column total $an = 2 \times 2 = 4$.

Model version (A) by (9.5):

$$SS_A = \frac{92^2 + 78^2}{6} - C = \frac{14548}{6} - 2408.33 = 2424.67 - 2408.33 = 16.33$$

Scenario type (B) by (9.6):

$$SS_B = \frac{34^2 + 50^2 + 86^2}{4} - C = \frac{11052}{4} - 2408.33 = 2763.00 - 2408.33 = 354.67$$

Worked Example: Interaction and Error

Steps 4–5 of Procedure 9.1

Step 4 — Interaction by (9.7). The six cell totals give

$$\frac{1}{n} \sum_{i,j} y_{ij}^2 - C = \frac{18^2 + 30^2 + 44^2 + 16^2 + 20^2 + 42^2}{2} - 2408.33 = 381.67$$

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Steps 4–5 of Procedure 9.1

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$$SS_{AB} = 381.67 - SS_A - SS_B = 381.67 - 16.33 - 354.67 = 10.67$$

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Steps 4–5 of Procedure 9.1

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$$SS_{AB} = 381.67 - SS_A - SS_B = 381.67 - 16.33 - 354.67 = 10.67$$

Step 5 — Error by (9.8) (nonnegative ✓ — a negative SS_E signals an arithmetic error):

$$SS_E = SS_T - SS_A - SS_B - SS_{AB} = 393.67 - 16.33 - 354.67 - 10.67 = 12.00$$

Worked Example: Degrees of Freedom and Mean Squares

Step 6 of Procedure 9.1

Degrees of freedom:

$$df_A = a - 1 = 1, \quad df_B = b - 1 = 2,$$

$$df_{AB} = (a - 1)(b - 1) = 2, \quad df_E = ab(n - 1) = 6$$

Worked Example: Degrees of Freedom and Mean Squares

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Check (9.9): $1 + 2 + 2 + 6 = 11 = abn - 1$. ✓

Worked Example: Degrees of Freedom and Mean Squares

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Check (9.9): $1 + 2 + 2 + 6 = 11 = abn - 1$. ✓

Mean squares (SS divided by df):

$$MS_A = \frac{16.33}{1} = 16.33, \quad MS_B = \frac{354.67}{2} = 177.33,$$

$$MS_{AB} = \frac{10.67}{2} = 5.333, \quad MS_E = \frac{12.00}{6} = 2.000$$

Worked Example: F Tests — Interaction First

Steps 7–8, Table 9.3

$f_{0.05, \nu_1, \nu_2}$ excerpt (Table 9.3); error df $\nu_2 = 6$:

ν_2	ν_1 (numerator df)				
	1	2	3	4	5
5	6.61	5.79	5.41	5.19	5.05
6	5.99	5.14	4.76	4.53	4.39
7	5.59	4.74	4.35	4.12	3.97

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Step 7 — Interaction first (9.10): $F_0^{AB} = 5.333/2.000 = 2.67 < f_{0.05, 2, 6} = 5.14$
 $\Rightarrow$ do **not** reject H_0^{AB} : no significant interaction; main effects may be read directly.

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Step 8 — Main effects (9.11): $F_0^A = 16.33/2.000 = 8.17 > f_{0.05, 1, 6} = 5.99 \Rightarrow$
reject H_0^A .

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reject H_0^A .

$$F_0^B = 177.33/2.000 = 88.67 > f_{0.05, 2, 6} = 5.14 \Rightarrow \text{reject } H_0^B.$$

Worked Example: ANOVA Table and Conclusion

Table 9.4

Source	SS	df	MS	F_0	$f_{0.05}$
Model version (A)	16.33	1	16.33	8.17	5.99
Scenario type (B)	354.67	2	177.33	88.67	5.14
Interaction (AB)	10.67	2	5.333	2.67	5.14
Error	12.00	6	2.000		
Total	393.67	11			

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In problem language. Scenario type dominates: night scenes produce far more missed detections than clear scenes for both versions ($\bar{y}_{.1.} = 8.5$ vs. $\bar{y}_{.3.} = 21.5$ misses per batch).

Worked Example: ANOVA Table and Conclusion

Table 9.4

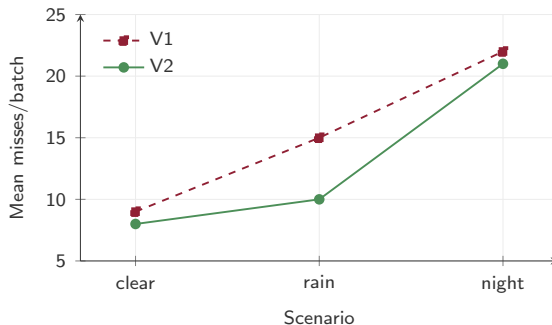
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In problem language. Scenario type dominates: night scenes produce far more missed detections than clear scenes for both versions ($\bar{y}_{1.} = 8.5$ vs. $\bar{y}_{3.} = 21.5$ misses per batch).

Averaged over scenarios, V2 misses significantly fewer detections than V1 ($\bar{y}_{2..} = 13.0$ vs. $\bar{y}_{1..} = 15.33$) — and since the interaction is *not* significant, that advantage is honestly quoted as a single number

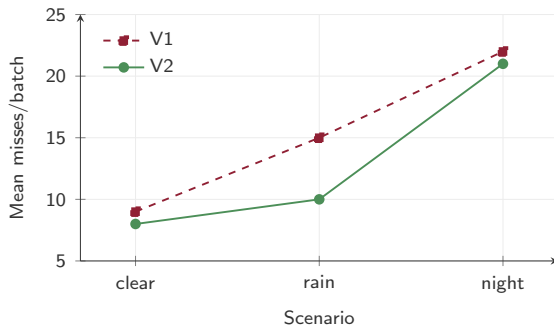
Worked Example: The Interaction Plot Agrees

Figure 9.4



Worked Example: The Interaction Plot Agrees

Figure 9.4



The lines are roughly parallel; the rain gap is within noise ($F_0^{AB} = 2.67$, not significant). Main effects summarize the study fairly: V2 is better everywhere, and night is hard for both.

When the Interaction IS Significant: Warehouse Picking

Section 9.7, Example 9.4

Setup. A fulfillment engineer studies picking time (s per order line) under three warehouse layouts (A) and three shifts (B), $n = 4$ picks per cell, $N = 36$ (data: Table 9.5). Row totals 998, 1300, 1501; column totals 1738, 1291, 770; grand 3799.

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Running Procedure 9.1 ($C = 3799^2/36 = 400900.03$) gives Table 9.6:

Source	SS	df	MS	F_0	$f_{0.05}$	Decision
Layout (A)	10683.72	2	5341.86	7.91	3.35	reject H_0^A
Shift (B)	39118.72	2	19559.36	28.97	3.35	reject H_0^B
Interaction (AB)	9613.78	4	2403.44	3.56	2.73	reject H_0^{AB}
Error	18230.75	27	675.21			
Total	77646.97	35				

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Error	18230.75	27	675.21			
Total	77646.97	35				

All three rejected: layout matters, shift matters strongly, and *the fastest layout depends on the shift.*

Picking Study: Read the Cell Means, Not the Row Means

Table 9.7, Figure 9.5

Cell means $\bar{y}_{ij.} = y_{ij.}/4$:

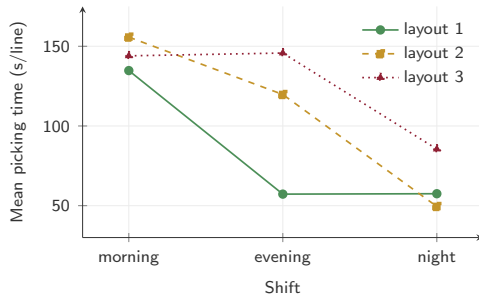
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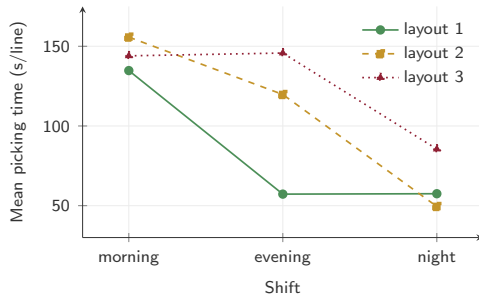


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The lines are far from parallel and the layout ranking changes across shifts — layout 1 leads in the evening, layout 2 at night. This is the picture behind $F_0^{AB} = 3.56$.

Picking Study: Recommendation and Follow-Up

Column by column: morning — all layouts congested and comparable; evening — layout 1 much faster (57.25 s vs. 145.75 s for layout 3); night — layout 2 fastest (49.50 s), layout 1 close (57.50 s).

Picking Study: Recommendation and Follow-Up

Column by column: morning — all layouts congested and comparable; evening — layout 1 much faster (57.25 s vs. 145.75 s for layout 3); night — layout 2 fastest (49.50 s), layout 1 close (57.50 s).

No layout wins every shift — exactly what the significant interaction means. If one must be chosen, the robust choice is **layout 1**: fastest or within about 8 s of fastest in every shift, lowest average (83.17 s vs. 108.33 and 125.08). Row means alone would hide that layout 2 beats it at night.

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Follow-up comparisons (Chapter 8 tools):

- Interaction *not* significant: LSD or Tukey on row/column means, with MS_E and $ab(n - 1)$ df.
- Interaction *significant*: compare within a fixed level of the other factor (layouts within the night shift) — averaged comparisons describe no real operating condition.

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Engineering note. “Choose the robust cell” is an engineering rule, not a statistical one. If night throughput is the bottleneck, layout 2 may be right — statistics shows the trade-off is real; context decides it.

Lecture 25 Summary

- Factorial designs vary all factors together: they catch interactions OFAT cannot see, and every run informs every effect.

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- Decomposition (9.3): $SS_T = SS_A + SS_B + SS_{AB} + SS_E$, computed from row, column, and cell totals ((9.4)–(9.8)); df add to $abn - 1$ (9.9).

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- Interaction not significant $\Rightarrow$ report main effects (perception-model example). Significant $\Rightarrow$ work from cell means, level by level (picking example).
- *Next lecture*: residual diagnostics (Procedure 9.2), one observation per cell, general factorials, and the 2^k designs.

Reminders

- Quiz on Chapter 9 basics (model, df counting, reading interaction plots) is due **before class**.
- Practice: redo the perception-model ANOVA on a blank sheet using Procedure 9.1 — every step, every book equation number.
- Read §9.8–§9.11 to prepare for Lecture 26.
- Office hours: Tuesdays 9–10, room 22-219, or on Zoom.