



# BASIC STATISTICS (Cheat Sheet)

codybaldwin.com

## THE FUNDAMENTALS

### Data Types:

- **Attribute Data – Qualitative:**
  - \* Text Data – e.g. yes/no, pass/fail, approve/reject...
- **Variable Data – Quantitative:**
  - \* Discrete – counted numbers – e.g. # of defects (74), # of customer returns (13)
  - \* Continuous – decimal numbers – e.g. time (12:24:59), money (\$17.4354), pressure (25.44534 lbs.)

### Types of Statistics:

- Descriptive Stats – Used to describe and summarize data.
- Inferential Stats – Drawing conclusions about a population, when sample data is used.
  - \* As we gather data, we work with samples.
  - \* We need confidence that our sample represents the population.

### Measures of Central Tendency:

- Mean – The average.
- Median – The middle value.
- Mode – The most frequently occurring value.
- Trimmed Mean – A compromise between the mean and median, removes some outliers then averages.

### Measures of Variation:

- Range – Difference between the largest and smallest value.
- Interquartile Range – Difference between the 75th and 25th percentile.
- Standard Deviation – Average deviation of values from the mean.
- Variance – Average squared deviation of values from the mean.

### Basic Graphs:

- Histogram – shows central tendency and variation within a *single* distribution.
- Dotplot – similar to a histogram, but shows each value as an individual point.
- Boxplot – shows central tendency and a variation within *several* distributions, not just one.
- Time-Series Plot – shows critical quality measurements over time.
- Scatterplot – shows the relationship between two variables.

### Data Measurement Scales:

- Nominal – Cannot be ordered; no arithmetic can be performed. e.g. city (Detroit, Cleveland, Seattle).
- Ordinal – Can be ordered; differences between values meaningless. e.g. taste (bad, okay, good).
- Interval – Can be ordered; differences between values meaningful (not ratios). e.g. temp (0°, 10°, 20°).
- Ratio – Can be ordered; ratios meaningful; zero indicates an absence. e.g. weight (0kg, 25kg, 50kg).

### Types of Sampling & Measurement Errors:

- Sampling Error – Differences among samples drawn at random (“luck of the draw”).
- Sampling Bias – A lack of random samples (e.g. height of basketball players only).
- Measurement Error – Issues with our measurement systems.
- Measurement Invalidity – Not measuring what it is intended (e.g. temperature near a furnace).

## HYPOTHESIS TESTING

Helps answer: “Is the sample a fair representation of the population?”

### Hypotheses:

- Null Hypothesis (Ho) – assumes NO differences (the same),  $p\text{-value} > 0.05$
- Alternative Hypothesis (Ha) – states there is a difference,  $p\text{-value} < 0.05$

### Tests for Normal Data (“t-tests”):

- 1-Sample t-Test – study one sample's mean against a target.
- 2-Sample t-Test – study means from two different samples.
- ANOVA Test – study means from more than two samples.
- Paired t-Test – study paired data (e.g. same part before/after improvement).

### Normal vs Non-Normal Data

- Hypothesis tests with NORMAL data use the mean for central tendency
- Hypothesis tests with NON-NORMAL data use the median for central tendency

## DESIGN OF EXPERIMENTS

- Shows the cause and effect relationship between X and Y.
- Helps determine the proper settings (levels) for our inputs (X) in order to optimize our output (Y).

### Key Terminology:

- Factors (x) – The independent variables being used (e.g. temperature).
- Levels – The various settings for the factors (e.g. 300°, 500°).
- Run – A set of experimental conditions. (Experiments have multiple.)
- Response (y) – The result from an experimental run (e.g. material strength).
- Replication – The repetition of experimental runs. (Challenges the result.)

### Common Types of Experiments:

- Full Factorials – use 2-5 input variables with all combinations of levels (or settings).
- Fractional Factorials – use 4-15 input variables and a fraction of combinations.

### General Notation for Full Factorial Design (2k):

- k = # of input variables
- 2 = # of levels used for each factor

### Principles of Good Experimental Design:

- Randomization of runs to remove bias and spread noise
- Replication of the experiment to challenge or strengthen the validity of results.
- Monitoring of noise.
- Holding other factors constant. (Those that are not a focus on the experiment.)