

A **block** refers to a collection of homogeneous units. Effective blocking : larger between-block variations than within-block variations.

(Examples: hours, batches, lots, street blocks, pairs of twins.)

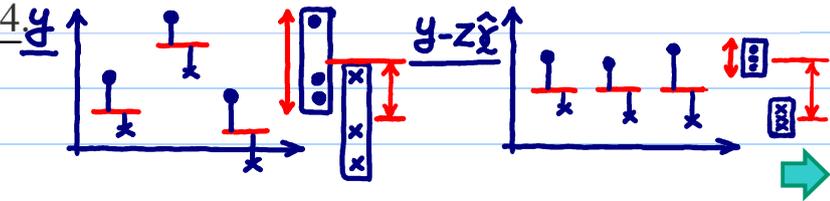
- ①  $Var(\epsilon') \geq Var(\epsilon)$
- ②  $\hat{\beta}$  not biased by  $Z\gamma$

→ can try to achieve  $X \perp Z$  by design  $\Rightarrow$  orthogonality

- Run and compare treatments within the same blocks. (Use randomization within blocks.) It can eliminate block-block variation and reduce variability of treatment effects estimates.

$\because Z\gamma$  is put in the systematic part of the fitted model.

- Block what you can and randomize what you cannot.
- Discuss typing experiment to demonstrate possible elaboration of the blocking idea. See LNp.1-24.



### Blocking

a known Z

homogeneous EUs or same Z value

**Q:** If operator effect is identified as significant before exp't, what can we do?

	A	B	C	operator	
①	low	low	low	Peter	EU11
2	low	low	high	John	EU21
3	low	high	low	John	EU22
④	low	high	high	Peter	EU12
5	high	low	low	John	EU23
⑥	high	low	high	Peter	EU13
⑦	high	high	low	Peter	EU14
8	high	high	high	John	EU24

Known Z or systematic structure in EUs

randomization result in LNp.1-21

cf. Orthogonality

**block factor** : factors that are controllable and may influence the response but in which we are not directly interested. (& usually no interaction with X)

Examples of blocking factors:

lot-to-lot, brand-to-brand, operator-to-operator, day-to-day, ...

**block what you can & randomize what you cannot**

# Illustration: Typing Experiment

- To compare two keyboards A and B in terms of typing efficiency. Six manuscripts 1-6 are given to the same typist.

- **factors**
  - ★ keyboard
    - 2 levels: A, B
  - treatment factor
  - ★ manuscript
    - 6 levels: 1~6
  - block factor
- **EUs**
  - a manuscript type once

- Several designs (i.e., orders of test sequence) are considered:

- ★ **extra variable (factor or unknown): typing order**  
2 levels: I, II, ↪ block factor.

1. A, B, 2. A, B, 3. A, B, 4. A, B, 5. A, B, 6. A, B.   
 I II I II I II I II I II I II   
 (A always followed by B, why bad?)

- Randomizing the order leads to a new sequence like this

treated as unknown

1. A, B, 2. B, A, 3. A, B, 4. B, A, 5. A, B, 6. A, B.   
 I II I II I I I I   
 6 x 2 = 12 EUs

treated as block factor

(an improvement, but there are four with A, B and two with B, A. Why is this not desirable? Impact of learning effect.)

- Balanced randomization: To mitigate the learning effect, randomly choose three with A, B and three with B, A. (Produce one such plan on your own).

orthogonality

- Other improved plans?   
 only one typist. What if several typists included?   
 representative of typist population

1.	2.	3.
known	known	known
unknown	unknown	known
known	known	known
KB	manu.	order
A	1	I
B	1	II
A	2	I
B	2	II
A	3	I
B	3	II
A	4	I
B	4	II
A	5	I
B	5	II
A	6	I
B	6	II

← confounded →

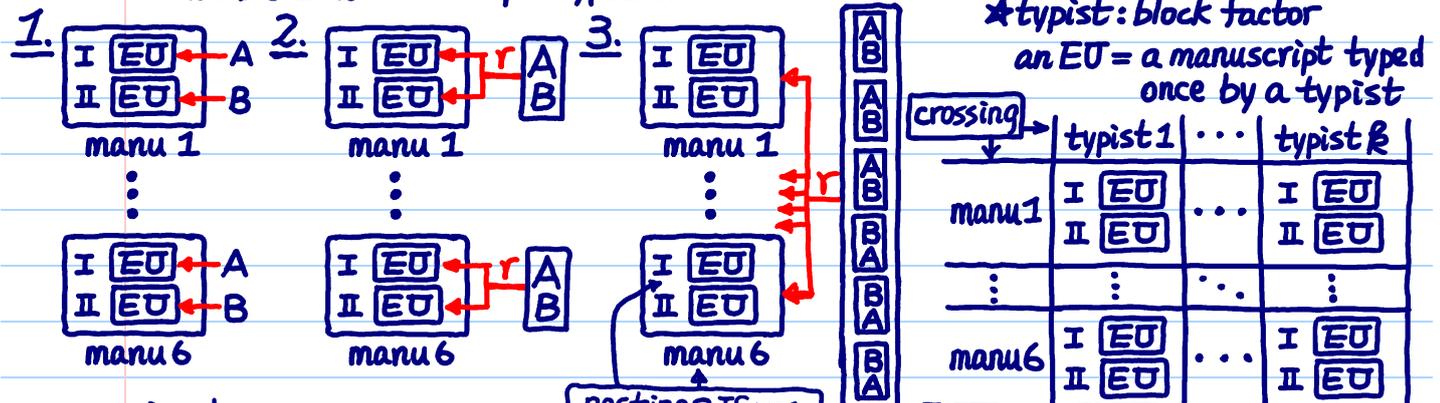
KB	manu.	order
A	1	I
B	1	II
B	2	I
A	2	II
A	3	I
B	3	II
B	4	I
A	4	II
A	5	I
B	5	II
A	6	I
B	6	II

↳ slightly confounded ↳

KB	manu.	order
A	1	I
B	1	II
B	2	I
A	2	II
B	3	I
A	3	II
A	4	I
B	4	II
B	5	I
A	5	II
A	6	I
B	6	II

randomly chosen

an EU = a manuscript typed once



⊗ required   
 Reading: textbook, 1.1, 1.2, 1.3

nesting? If yes, no d.f. left for KB

Q: How to assign A, B to EUs?