

# CI Homework Hints

1/3

Data represents particle size.

Trying to filter out the small particles

P1 + 2

use "average" function

use "stdev" function

get  $t$  value for a 95% CI

If CI is not given, engineers often start by using 95%

Find tolerance on true mean

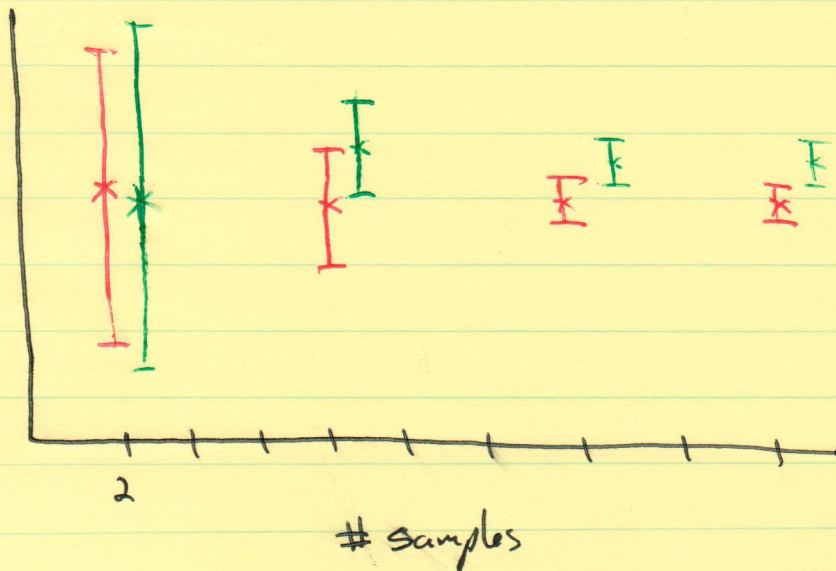
$$\Pr \left\{ \bar{y} - t_{(\alpha, n)} \frac{S}{\sqrt{N}} < \mu < \bar{y} + t_{(\alpha, n)} \frac{S}{\sqrt{N}} \right\} = 0.95$$

where  $S \equiv \Delta$  sample standard deviation

$$\text{tolerance} = \pm t_{(\alpha, n)} \frac{S}{\sqrt{N}}$$

Excel plots (x-y scatter)

y error bars  $\rightarrow$  custom (use the  $\pm$  tolerance values)





P3

a) come up with a quantitative way to answer this question.


b) too close to tell from plot alone. Look at the upper + lower bounds between two methods to see if there is any overlap.

P4

$$\Pr\left\{\bar{y}_1 - \bar{y}_2 - t(\alpha, \nu) S_p \sqrt{\frac{1}{n_1} + \frac{1}{n_2}} < \mu_1 - \mu_2 < \bar{y}_1 - \bar{y}_2 + \dots\right\} = 0.95$$

The data, mean, stdev are the same

D.O.F is different

$t(\alpha, \nu)$  D.O.F.  


What about bad data?

Point 6 from Method A

would be an outlier. How do you know to keep or not?

- Look @ data vs. true mean tolerance
- Look @ data vs. 95% CI

P6

You need to define "better", and quantify it



P7

- use random # generator.

$$\text{rand}() \cdot (b-a) + a$$

a = lower limit

b = upper limit

How to choose?

- If stdev is your final bound, choose 2 for 95%, 3 for 99%, etc.

- If using t values, use 1 stdev.

ex equipment =  $\pm 0.1$  volt @ 95%

s =  $\pm 0.05$  @ 68%

a =  $12 - 0.05 - 0.03$

b =  $12 + 0.05 + 0.03$

single stdev.

- Find mean  $\rightarrow$  should eventually be  $\sim 12$  V
- Find stdev  $\rightarrow$  " "  $\sim 0.05$
- Find how much data before you get to a tolerance of 0.03 or less  $\leftarrow (\alpha, \nu) \frac{s}{\sqrt{N}} < 0.03$

Note

- Fake data isn't reliable data.
- In Excel, rand() updates every time you hit Enter
- May want to create fake data, then use the "paste values" to keep consistent