

CS 147:
Computer Systems Performance Analysis
Fractional Factorial Designs

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Computer Systems Performance Analysis
Fractional Factorial Designs

2^{k-p} Designs

Example

Preparing the Sign Table

Confounding

Algebra of Confounding

Design Resolution

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└ Overview

Overview

2^{k-p} Designs

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Introductory Example of a 2^{k-p} Design

Exploring 7 factors in only 8 experiments:

Run	A	B	C	D	E	F	G
1	-1	-1	-1	1	1	1	-1
2	1	-1	-1	-1	-1	1	1
3	-1	1	-1	-1	1	-1	1
4	1	1	-1	1	-1	-1	-1
5	-1	-1	1	1	-1	-1	1
6	1	-1	1	-1	1	-1	-1
7	-1	1	1	-1	-1	1	-1
8	1	1	1	1	1	1	1

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└ 2^{k-p} Designs

└ Example

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8	1	1	1	1	1	1	1

Analysis of 2⁷⁻⁴ Design

- ▶ Column sums are zero: $\sum_i x_{ij} = 0 \quad \forall j$
- ▶ Sum of 2-column product is zero:

$$\sum_i x_{ij} x_{il} = 0 \quad \forall j \neq l$$

- ▶ Sum of column squares is $2^{7-4} = 8$
- ▶ Orthogonality allows easy calculation of effects:

$$q_A = \frac{-Y_1 + Y_2 - Y_3 + Y_4 - Y_5 + Y_6 - Y_7 + Y_8}{8}$$

etc.

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 etc.

Effects and Confidence Intervals for 2^{k-p} Designs

- ▶ Effects are as in 2^k designs:

$$q_{\alpha} = \frac{1}{2^{k-p}} \sum_i y_i x_{\alpha i}$$

- ▶ % variation proportional to squared effects
- ▶ For standard deviations & confidence intervals:
 - ▶ Use formulas from full-factorial designs
 - ▶ Replace 2^k with 2^{k-p}

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└ 2^{k-p} Designs

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└ Effects and Confidence Intervals for 2^{k-p} DesignsEffects and Confidence Intervals for 2^{k-p} Designs

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Preparing the Sign Table for a 2^{k-p} Design

- ▶ Prepare sign table for $k - p$ factors
- ▶ Assign remaining factors

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└ 2^{k-p} Designs

└ Preparing the Sign Table

└ Preparing the Sign Table for a 2^{k-p} DesignPreparing the Sign Table for a 2^{k-p} Design

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Sign Table for $k - p$ Factors

- ▶ Same as table for experiment with $k - p$ factors
 - ▶ I.e., $2^{(k-p)}$ table
 - ▶ 2^{k-p} rows and 2^{k-p} columns
 - ▶ First $k - p$ columns get $k - p$ chosen factors
 - ▶ Rest are interactions (products of previous columns)
 - ▶ "I" column can be included or omitted as desired

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Assigning Remaining Factors

- ▶ $2^{k-p} - (k - p) - 1$ interaction (product) columns will remain
- ▶ Choose any p columns
 - ▶ Assign remaining p factors to them
 - ▶ Any others stay as-is, measuring interactions

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Assigning Remaining Factors

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Example of Preparing a Sign Table

A 2⁴⁻¹ design:

Run	A	B	C
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3	-1	1	-1
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Example of Preparing a Sign Table

A 2⁴⁻¹ design:

Run	A	B	C	AB	AC	BC	ABC
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8	1	1	1	1	1	1	1

Example of Preparing a Sign Table

A 2⁴⁻¹ design:

Run	A	B	C	AB	AC	BC	D
1	-1	-1	-1	1	1	1	-1
2	1	-1	-1	-1	-1	1	1
3	-1	1	-1	-1	1	-1	1
4	1	1	-1	1	-1	-1	-1
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Why did we choose the ABC column to rename as D? In one sense, the choice is completely arbitrary. But in reality, this leads to a discussion of confounding.

Confounding

- ▶ The confounding problem
- ▶ An example of confounding
- ▶ Confounding notation
- ▶ Choices in fractional factorial design

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└─ 2^{k-p} Designs
 └─ Confounding
 └─ Confounding

Confounding

- The confounding problem
- An example of confounding
- Confounding notation
- Choices in fractional factorial design

The Confounding Problem

- ▶ Fundamental to fractional factorial designs
- ▶ Some effects produce combined influences
 - ▶ Limited experiments means only combination can be counted
- ▶ Problem of combined influence is **confounding**
 - ▶ Inseparable effects called **confounded**

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└─ 2^{k-p} Designs
 └─ Confounding
 └─ The Confounding Problem

The Confounding Problem

- Fundamental to fractional factorial designs
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 - Limited experiments means only combination can be counted
- Problem of combined influence is **confounding**
 - Inseparable effects called **confounded**

An Example of Confounding

- Consider this 2³⁻¹ table:

I	A	B	C
1	-1	-1	1
1	1	-1	-1
1	-1	1	-1
1	1	1	1

- Extend it with an AB column:

I	A	B	C	AB
1	-1	-1	1	1
1	1	-1	-1	-1
1	-1	1	-1	-1
1	1	1	1	1

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An Example of Confounding

- Consider this 2³⁻¹ table:
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|---|----|----|----|
| 1 | -1 | -1 | 1 |
| 1 | 1 | -1 | -1 |
| 1 | -1 | 1 | -1 |
| 1 | 1 | 1 | 1 |
- Extend it with an AB column:
- | I | A | B | C | AB |
|---|----|----|----|----|
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There is an animation on this slide

An Example of Confounding

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There is an animation on this slide

Analyzing the Confounding Example

- ▶ Effect of C is same as that of AB:

$$q_C = (y_1 - y_2 - y_3 + y_4)/4$$

$$q_{AB} = (y_1 - y_2 - y_3 + y_4)/4$$

- ▶ Formula for q_C really gives combined effect:

$$q_C + q_{AB} = (y_1 - y_2 - y_3 + y_4)/4$$

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- ▶ Formula for q_C really gives combined effect:

$$q_C + q_{AB} = (y_1 - y_2 - y_3 + y_4)/4$$

- ▶ No way to separate q_C from q_{AB}
 - ▶ Not problem if q_{AB} is known to be small

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Confounding Notation

- ▶ Previous confounding is denoted by equating confounded effects: $C = AB$
- ▶ Other effects are also confounded in this design: $A = BC$, $B = AC$, $C = AB$, $I = ABC$
 - ▶ Last entry indicates ABC is confounded with overall mean, or q_0

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└ 2^{k-p} Designs
└ Algebra of Confounding
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Choices in Fractional Factorial Design

- ▶ Many fractional factorial designs possible
 - ▶ Chosen when assigning remaining p signs
 - ▶ 2^p different designs exist for 2^{k-p} experiments
- ▶ Some designs better than others
 - ▶ Desirable to confound significant effects with insignificant ones
 - ▶ Usually means low-order with high-order

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└ 2^{k-p} Designs
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Rules of Confounding Algebra

- ▶ Particular design can be characterized by single confounding
 - ▶ Traditionally, use $I = wxyz \dots$ confounding
- ▶ Others can be found by multiplying by various terms
 - ▶ I acts as unity (e.g., $I \times A = A$)
 - ▶ Squared terms disappear (AB^2C becomes AC)

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Example: 2^{3-1} Confoundings

- ▶ Design is characterized by $I = ABC$
- ▶ Multiplying by A gives $A = A^2BC = BC$
- ▶ Multiplying by $B, C, AB, AC, BC,$ and ABC :

B	$=$	AB^2C	$=$	AC
C	$=$	ABC^2	$=$	AB
AB	$=$	A^2B^2C	$=$	C
AC	$=$	A^2BC^2	$=$	B
BC	$=$	AB^2C^2	$=$	A
ABC	$=$	$A^2B^2C^2$	$=$	I
- ▶ Note that only first two lines are unique in this case

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BC	$=$	AB^2C^2	$=$	A
ABC	$=$	$A^2B^2C^2$	$=$	I
- Note that only first two lines are unique in this case

Generator Polynomials

- ▶ Polynomial $I = wxyz \dots$ is called **generator polynomial** for the confounding
- ▶ A 2^{k-p} design confounds 2^p effects together
 - ▶ So generator polynomial has 2^p terms
 - ▶ Can be found by considering interactions replaced in sign table

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└ 2^{k-p} Designs
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Example of Finding Generator Polynomial

- ▶ Consider 2^{7-4} design
- ▶ Sign table has $2^3 = 8$ rows and columns
- ▶ First 3 columns represent A , B , and C
- ▶ Columns for D , E , F , and G replace AB , AC , BC , and ABC columns respectively
 - ▶ So confoundings are necessarily: $D = AB$, $E = AC$, $F = BC$, and $G = ABC$

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Turning Basic Terms into Generator Polynomial

- ▶ Basic confoundings are $D = AB$, $E = AC$, $F = BC$, and $G = ABC$
- ▶ Multiply each equation by left side: $I = ABD$, $I = ACE$, $I = BCF$, and $I = ABCG$
or
 $I = ABD = ACE = BCF = ABCG$

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Turning Basic Terms into Generator Polynomial

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Finishing Generator Polynomial

- ▶ Any subset of above terms also multiplies out to 1
 - ▶ E.g., $ABD \times ACE = A^2BCDE = BCDE$
- ▶ Expanding all possible combinations gives 16-term generator (book may be wrong): $I = ABD = ACE = BCF = ABCG = BCDE = ACDF = CDG = ABEF = BEG = AFG = DEF = ADEG = BDFG = CEFG = ABCDEFG$

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Design Resolution

- ▶ Definitions leading to resolution
- ▶ Definition of resolution
- ▶ Finding resolution
- ▶ Choosing a resolution

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└─ 2^{k-p} Designs
 └─ Design Resolution
 └─ Design Resolution

Design Resolution

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- Finding resolution
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Definitions Leading to Resolution

- ▶ Design is characterized by its **resolution**
- ▶ Resolution measured by **order** of confounded effects
- ▶ Order of effect is number of factors in it
 - ▶ E.g., I is order 0, $ABCD$ is order 4
- ▶ Order of a confounding is sum of effect orders
 - ▶ E.g., $AB = CDE$ would be of order 5

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Definition of Resolution

- ▶ Resolution is minimum order of any confounding in design
- ▶ Denoted by uppercase Roman numerals
 - ▶ E.g, 2^{5-1} with resolution of 3 is called R_{III}
 - ▶ Or more compactly, 2_{III}

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Finding Resolution

- ▶ Find minimum order of effects confounded with mean
 - ▶ I.e., search generator polynomial
- ▶ Consider earlier example: $I = ABD = ACE = BCF = ABCG = BCDE = ACDF = CDG = ABEF = BEG = AFG = DEF = ADEG = BDFG = ABDG = CEFG = ABCDEFG$
- ▶ So it's an R_{III} design

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- So it's an R_{III} design

Choosing a Resolution

- ▶ Generally, higher resolution is better
- ▶ Because usually higher-order interactions are smaller
- ▶ Exception: when low-order interactions are known to be small
 - ▶ Then choose design that confounds those with important interactions
 - ▶ Even if resolution is lower

2015-06-15 CS147
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