**Intro** page distributed including Assignment 1 (already posted as well) Note Assignments handed in at Stat Workshop.

Nature of Course: discussion of applications with techniques introduced as needed. Role of text: background information for applications and assignments. Role of Freeware R: Optional for students, but will be used by instructor for demonstrations. Google "R statistics" for download if desired.

## **Discussed Sports Leagues Example and Simulation Procedure**

Internet – view real soccer league. Illusion of quality? Use coin tossing to simulate equal-team-quality hypothesis Compare with real league data Note role of tie rate in league points (W=3, T=1, L=0)

## **Random Walk and the Stock Market**

After many tosses (done on computer) tendency for proportion of heads to converge to  $\frac{1}{2}$  even though number of heads does no converge to number of tails.

Random walk (cumulation of +1 and -1 outcomes) has apparent trends that cannot persist because the coin is fair. An illusion of randomness.

### **Models and Real Life**

Treating a game as a fair coin toss is a "model". Models can be useful even when they are wrong. They provide a useful approximation in some cases. They provide a benchmark for comparison.

# Stigler's big ideas of stats

Averaging Rootn rule Hypothesis test Normal curve Regression toward the mean Random Sampling Statistical Study Design Graphical Display of Data Chi-squared distribution Modern Computation and Simulation

But you could know all these and still not be able to extract valid information from a given data set, nor design a sensible data collection protocol. You need some practical experience to learn the process of data analysis.

#### **Introduction of Cobb-Gehlbach article** (p3 in text)

The idea of hypothesis testing with data is a common strategy in statistics The data in this article is observational (not an experiment). Nevertheless, the causal implication is quite strong, which is unusual for an observational study.

Pros fallacy – it was just mentioned that the issue would be discussed further next lecture.

# Reminder Plots:



Toss Number