

## Randomized Experiments

STA 320  
Design and Analysis of Causal Studies  
Dr. Kari Lock Morgan and Dr. Fan Li  
Department of Statistical Science  
Duke University

## Review of Last Class

- Covariates (pre-treatment variables) are often important in causal inference
- Assignment probabilities:
  - $\Pr(\mathbf{W} \mid \mathbf{X}, \mathbf{Y}(1), \mathbf{Y}(0))$
  - $p_i(\mathbf{X}, \mathbf{Y}(1), \mathbf{Y}(0)) = \Pr(W_i \mid \mathbf{X}, \mathbf{Y}(1), \mathbf{Y}(0))$
- Properties of the assignment mechanism:
  - individualistic
  - probabilistic
  - unconfounded
  - known and controlled

## GOAL

- For estimating causal effects, we want treatment groups that are similar regarding covariates
- Main theme of the course: create covariate balance across treatment groups
- Easiest way to accomplish this: randomized experiments

## Randomized Experiment

- The assignment mechanism is random, known, and controlled by the researcher
- Because the treatments are randomly assigned, the treatment groups should all look similar regarding covariates (observed and unobserved)

## Classical Randomized Experiments

- For classical randomized experiments, the assignment mechanism is individualistic, probabilistic, and unconfounded **by design**
- For the next few weeks we'll talk only about classical randomized experiments

## A Look Ahead

- Today: Designing randomized experiments
- Next week: inference from classical randomized experiments
- Following week: doing more to ensure covariate balance in experiments
- After that: observational studies
- After spring break: more complicated scenarios

## Knee Surgery for Arthritis

- Researchers conducted a study on the effectiveness of a knee surgery to cure arthritis. It was randomly determined whether people got the knee surgery. Everyone who underwent the surgery reported feeling less pain.
- Is this evidence that the surgery causes a decrease in pain?

## Placebo Effect

- Often, people will experience the effect they think they should be experiencing, even if they aren't actually receiving the treatment
- Example: Eurotrip
- This is known as the **placebo effect**
- One study estimated that 75% of the effectiveness of anti-depressant medication is due to the placebo effect
- For more information on the placebo effect (it's amazing!) read [The Placebo Prescription](#)

## Study on Placebos

- Blue pills are better than yellow pills
- Red pills are better than blue pills
- 2 pills are better than 1 pill
- 4 pills are better than 2 pills
- And shots are the best of all!

## Placebo and Blinding

- Control groups should be given a **placebo**, a fake treatment that resembles the active treatment as much as possible
- Using a placebo is only helpful if participants do not know whether they are getting the placebo or the active treatment
- If possible, randomized experiments should be **double-blind**: neither the participants or the researchers involved should know which treatment the patients are actually getting

## Green Tea and Prostate Cancer

- A study involved 60 men with PIN lesions, some of which turn into prostate cancer
- Half were randomized to take 600 mg of green tea extract daily, the other half were given a placebo pill
- The study was double-blind
- After one year, 1 person taking green tea and 9 taking the placebo had gotten cancer
- This is statistically significant
- Can we conclude that green tea really does help prevent prostate cancer?

## Stats versus Substance

- Causal effects are **statistically** well-defined no matter what treatments are being compared (placebo, blinding, etc. irrelevant)
- Causal effects are **substantively** more relevant if experiment is well-designed with a placebo and blinding

## Propensity Score

- The **propensity score** at  $x$  is the average unit assignment probability for units with  $X_i = x$ :

$$e(x) \equiv \frac{1}{N_x} \sum_{i: X_i = x} p_i(\mathbf{X}, \mathbf{Y}(1), \mathbf{Y}(0))$$

- Assuming individualistic and unconfounded assignment, the propensity score is just the probability of units with  $X=x$  getting the active treatment

## Randomized Experiments

- We'll cover four types of classical randomized experiments:
  - Bernoulli randomized experiment
  - Completely randomized experiment
  - Stratified randomized experiment
  - Paired randomized experiment
- Increasingly restrictive regarding possible assignment vectors

## Bernoulli

- In a **Bernoulli experiment**, the treatment for each unit is determined by a coin flip
- Treatment assignments for units are **independent**
- Usually,  $e(x) = 1/2$ 
  - $e(x) = 1/2$  maximizes precision
  - why might  $e(x)$  differ from  $1/2$ ?
- $e(x)$  can depend on covariates (rare)
- Any assignment vector,  $\mathbf{W}$ , is possible

## Possible Assignment Vectors

- Bernoulli:  $2^N$

i=1	0	0	0	0	1	0	0	1	1	0	1	0	1	1	1	1
i=2	0	0	0	1	0	0	1	0	0	1	1	1	0	1	1	1
i=3	0	0	1	0	0	1	0	0	1	1	0	1	1	0	1	1
i=4	0	1	0	0	0	1	1	1	0	0	0	1	1	1	0	1

- Why might this not be a good design?

## Completely Randomized

- In a **completely randomized experiment**, sample sizes for each treatment group are fixed in advance
- $N_T$  = size of treatment group
- $N_C$  = size of control group
- Often  $N_T = N/2$ , but not always
- $e(x) = N_T/N$
- Group sizes are the only restriction

## Possible Assignment Vectors

- Bernoulli:  $2^N$

i=1	0	0	0	0	1	0	0	1	1	0	1	0	1	1	1	1
i=2	0	0	0	1	0	0	1	0	0	1	1	1	0	1	1	1
i=3	0	0	1	0	0	1	0	0	1	1	0	1	1	0	1	1
i=4	0	1	0	0	0	1	1	1	0	0	0	1	1	1	0	1

- Completely randomized experiment:  $\binom{N}{N_T}$

i=1	0	0	0	0	0	0	0	1	1	0	1					
i=2	0	0	0	0	0	0	0	1	0	0	1	1				
i=3	0	0	0	0	0	0	0	1	0	0	1	1	0			
i=4	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0

## Stratified

- In a **stratified randomized experiment**, units are partitioned into **blocks** or **strata** that are similar with respect to one or more covariates
- Units are completely randomized within each block/strata
- Ensures balance for important covariate(s)
- Also called blocking
- Advice: "block what you can, randomize what you cannot"

## Possible Assignment Vectors

- Bernoulli:  $2^N$

i=1	0	0	0	0	1	0	0	1	1	0	1	0	1	1	1
i=2	0	0	0	1	0	0	1	0	0	1	1	1	0	1	1
i=3	0	0	1	0	0	1	0	0	1	1	0	1	1	0	1
i=4	0	1	0	0	0	1	1	1	0	0	0	1	1	1	0

- Completely randomized experiment:  $\binom{N}{N_t}$

i=1						0	0	1	1	0	1				
i=2						0	1	0	0	1	1				
i=3						1	0	0	1	1	0				
i=4						1	1	1	0	0	0				

- Stratified randomized experiment:

female 1						0	1	1	0						
female 2						1	0	0	1						
male 1						0	0	1	1						
male 2						1	1	0	0						

## Paired

- In a **paired randomized experiment**, units are first matched into pairs of similar units
- Within each pair, randomize which unit is treated
- Special case of blocking
- Goal: improve covariate balance and increase precision
- Also called matched pairs experiments

## Paired Experiments

- Examples:
  - same person at different points in time
  - pairs with closest values of covariates
  - twin studies

## Example

- Does drinking a sports drink (e.g. Gatorade) make you run faster, as opposed to just drinking water?
- How would you design an experiment with each of the following designs?
  - Bernoulli?
  - Completely randomized?
  - Stratified?
  - Paired?

## To Do

- Read Ch 4
- Bring laptops to class on Monday (and make sure you have R)
- HW 2 due next Wednesday