

2^k Factorial Designs

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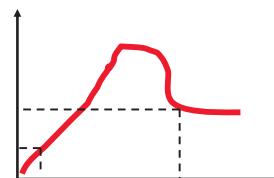
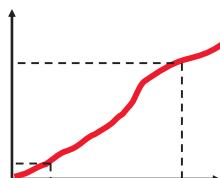
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2^k Factorial Designs

- ❑ k factors, each at two levels.
- ❑ Easy to analyze.
- ❑ Helps in sorting out impact of factors.
- ❑ Good at the beginning of a study.
- ❑ Valid only if the effect is unidirectional.

E.g., memory size, the number of disk drives



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- ❑ 2² Factorial Designs
- ❑ Model
- ❑ Computation of Effects
- ❑ Sign Table Method
- ❑ Allocation of Variation
- ❑ General 2^k Factorial Designs

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2² Factorial Designs

- ❑ Two factors, each at two levels.

| Cache Size | Performance in MIPS | |
|------------|---------------------|-----------|
| | 4M Bytes | 16M Bytes |
| 1K | 15 | 45 |
| 2K | 25 | 75 |

$$\begin{aligned}x_A &= \begin{cases} -1 & \text{if 4M bytes memory} \\ 1 & \text{if 16M bytes memory} \end{cases} \\x_B &= \begin{cases} -1 & \text{if 1K bytes cache} \\ 1 & \text{if 2K bytes cache} \end{cases}\end{aligned}$$

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Model

$$y = q_0 + q_A x_A + q_B x_B + q_{AB} x_A x_B$$

Observations:

$$15 = q_0 - q_A - q_B + q_{AB}$$

$$45 = q_0 + q_A - q_B - q_{AB}$$

$$25 = q_0 - q_A + q_B - q_{AB}$$

$$75 = q_0 + q_A + q_B + q_{AB}$$

Solution:

$$y = 40 + 20x_A + 10x_B + 5x_A x_B$$

Interpretation: Mean performance = 40 MIPS

Effect of memory = 20 MIPS; Effect of cache = 10 MIPS

Interaction between memory and cache = 5 MIPS.

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Computation of Effects

| Experiment | A | B | y |
|------------|----|----|-------|
| 1 | -1 | -1 | y_1 |
| 2 | 1 | -1 | y_2 |
| 3 | -1 | 1 | y_3 |
| 4 | 1 | 1 | y_4 |

$$y = q_0 + q_A x_A + q_B x_B + q_{AB} x_A x_B$$

$$y_1 = q_0 - q_A - q_B + q_{AB}$$

$$y_2 = q_0 + q_A - q_B - q_{AB}$$

$$y_3 = q_0 - q_A + q_B - q_{AB}$$

$$y_4 = q_0 + q_A + q_B + q_{AB}$$

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Computation of Effects (Cont)

Solution:

$$q_0 = \frac{1}{4}(y_1 + y_2 + y_3 + y_4)$$

$$q_A = \frac{1}{4}(-y_1 + y_2 - y_3 + y_4)$$

$$q_B = \frac{1}{4}(-y_1 - y_2 + y_3 + y_4)$$

$$q_{AB} = \frac{1}{4}(y_1 - y_2 - y_3 + y_4)$$

Notice that effects are linear combinations of responses.

Sum of the coefficients is zero \Rightarrow **contrasts**.

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Computation of Effects (Cont)

| Experiment | A | B | y |
|------------|----|----|-------|
| 1 | -1 | -1 | y_1 |
| 2 | 1 | -1 | y_2 |
| 3 | -1 | 1 | y_3 |
| 4 | 1 | 1 | y_4 |

$$q_A = \frac{1}{4}(-y_1 + y_2 - y_3 + y_4)$$

$$q_B = \frac{1}{4}(-y_1 - y_2 + y_3 + y_4)$$

Notice:

q_A = Column A $\pmb{\ell}$ Column y

q_B = Column B $\pmb{\ell}$ Column y

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Sign Table Method

| I | A | B | AB | y |
|-----|----|----|----|---------|
| 1 | -1 | -1 | 1 | 15 |
| 1 | 1 | -1 | -1 | 45 |
| 1 | -1 | 1 | -1 | 25 |
| 1 | 1 | 1 | 1 | 75 |
| 160 | 80 | 40 | 20 | Total |
| 40 | 20 | 10 | 5 | Total/4 |

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Allocation of Variation

- Importance of a factor = proportion of the *variation* explained

$$\text{Sample Variance of } y = s_y^2 = \frac{\sum_{i=1}^{2^2} (y_i - \bar{y})^2}{2^2 - 1}$$

$$\text{Total Variation of } y = \text{SST} = \sum_{i=1}^{2^2} (y_i - \bar{y})^2$$

- For a 2^2 design:

$$\text{SST} = 2^2 q_A^2 + 2^2 q_B^2 + 2^2 q_{AB}^2 = \text{SSA} + \text{SSB} + \text{SSAB}$$

- Variation due to A = SSA = $2^2 q_A^2$
- Variation due to B = SSB = $2^2 q_B^2$
- Variation due to interaction = SSAB = $2^2 q_{AB}^2$
- Fraction explained by A = $\frac{\text{SSA}}{\text{SST}}$ Variation \neq Variance

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Derivation

- Model:

$$y_i = q_0 + q_A x_{Ai} + q_B x_{Bi} + q_{AB} x_{Ai} x_{Bi}$$

Notice

- The sum of entries in each column is zero:
 $\sum_{i=1}^4 x_{Ai} = 0; \sum_{i=1}^4 x_{Bi} = 0; \sum_{i=1}^4 x_{Ai} x_{Bi} = 0;$
- The sum of the squares of entries in each column is 4:

$$\sum_{i=1}^4 x_{Ai}^2 = 4$$

$$\sum_{i=1}^4 x_{Bi}^2 = 4$$

$$\sum_{i=1}^4 (x_{Ai} x_{Bi})^2 = 4$$

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Derivation (Cont)

- The columns are orthogonal (inner product of any two columns is zero):

$$\sum_{i=1}^4 x_{Ai} x_{Bi} = 0$$

$$\sum_{i=1}^4 x_{Ai} (x_{Ai} x_{Bi}) = 0$$

$$\sum_{i=1}^4 x_{Bi} (x_{Ai} x_{Bi}) = 0$$

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Derivation (Cont)

- Sample mean \bar{y}

$$\begin{aligned}
 &= \frac{1}{4} \sum_{i=1}^4 y_i \\
 &= \frac{1}{4} \sum_{i=1}^4 (q_0 + q_A x_{Ai} + q_B x_{Bi} + q_{AB} x_{Ai} x_{Bi}) \\
 &= \frac{1}{4} \sum_{i=1}^4 q_0 + \frac{1}{4} q_A \sum_{i=1}^4 x_{Ai} \\
 &\quad + q_B \frac{1}{4} \sum_{i=1}^4 x_{Bi} + q_{AB} \frac{1}{4} \sum_{i=1}^4 x_{Ai} x_{Bi} \\
 &= q_0
 \end{aligned}$$

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Derivation (Cont)

- Variation of y

$$\begin{aligned}
 &= \sum_{i=1}^4 (y_i - \bar{y})^2 \\
 &= \sum_{i=1}^4 (q_A x_{Ai} + q_B x_{Bi} + q_{AB} x_{Ai} x_{Bi})^2 \\
 &= \sum_{i=1}^4 (q_A x_{Ai})^2 + \sum_{i=1}^4 (q_B x_{Bi})^2 \\
 &\quad + \sum_{i=1}^4 (q_{AB} x_{Ai} x_{Bi})^2 + \text{Product terms} \\
 &= q_A^2 \sum_{i=1}^4 (x_{Ai})^2 + q_B^2 \sum_{i=1}^4 (x_{Bi})^2 \\
 &\quad + q_{AB}^2 \sum_{i=1}^4 (x_{Ai} x_{Bi})^2 + 0 \\
 &= 4q_A^2 + 4q_B^2 + 4q_{AB}^2
 \end{aligned}$$

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Example 17.2

- Memory-cache study:

$$\bar{y} = \frac{1}{4}(15 + 45 + 25 + 75) = 40$$

$$\begin{aligned}
 \text{Total Variation} &= \sum_{i=1}^4 (y_i - \bar{y})^2 \\
 &= (25^2 + 5^2 + 15^2 + 35^2) \\
 &= 2100 \\
 &= 4 \times 20^2 + 4 \times 10^2 + 4 \times 5^2
 \end{aligned}$$

- Total variation = 2100

Variation due to Memory = 1600 (76%)

Variation due to cache = 400 (19%)

Variation due to interaction = 100 (5%)

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Case Study 17.1: Interconnection Nets

- Memory interconnection networks: Omega and Crossbar.
- Memory reference patterns: *Random* and *Matrix*
- Fixed factors:
 - Number of processors was fixed at 16.
 - Queued requests were not buffered but blocked.
 - Circuit switching instead of packet switching.
 - Random arbitration instead of round robin.
 - Infinite interleaving of memory \Rightarrow no memory bank contention.

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2² Design for Interconnection Networks

Factors Used in the Interconnection Network Study

| Symbol | Factor | Level | |
|--------|----------------------|----------|--------|
| | | -1 | 1 |
| A | Type of the network | Crossbar | Omega |
| B | Address Pattern Used | Random | Matrix |

| A | B | Response | | | |
|----|----|--------------|---------------|------------|--|
| | | Throughput T | 90% Transit N | Response R | |
| -1 | -1 | 0.6041 | 3 | 1.655 | |
| 1 | -1 | 0.7922 | 2 | 1.262 | |
| -1 | 1 | 0.4220 | 5 | 2.378 | |
| 1 | 1 | 0.4717 | 4 | 2.190 | |

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Interconnection Networks Results

| Parameter | Mean Estimate | | | Variation Explained | | |
|-----------|---------------|------|--------|---------------------|-----|-------|
| | T | N | R | T | N | R |
| q_0 | 0.5725 | 3.5 | 1.871 | | | |
| q_A | 0.0595 | -0.5 | -0.145 | 17.2% | 20% | 10.9% |
| q_B | -0.1257 | 1.0 | 0.413 | 77.0% | 80% | 87.8% |
| q_{AB} | -0.0346 | 0.0 | 0.051 | 5.8% | 0% | 1.3% |

- Average throughput = 0.5725
- Most effective factor = B = Reference pattern
The address patterns chosen are very different.
- Reference pattern explains ∓ 0.1257 (77%) of variation.
- Effect of network type = 0.0595
Omega networks = Average + 0.0595
Crossbar networks = Average - 0.0595
- Slight interaction (0.0346) between reference pattern and network type.

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General 2^k Factorial Designs

- k factors at two levels each.

2^k experiments.

2^k effects:

k main effects

$\binom{k}{2}$ two factor interactions

$\binom{k}{3}$ three factor interactions...

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2^k Design Example

- Three factors in designing a machine:

- Cache size
- Memory size
- Number of processors

| | Factor | Level -1 | Level 1 |
|---|----------------------|----------|---------|
| A | Memory Size | 4MB | 16MB |
| B | Cache Size | 1kB | 2kB |
| C | Number of Processors | 1 | 2 |

$$y = q_0 + q_A x_A + q_B x_B + q_C x_C + q_{AB} x_A x_B + q_{AC} x_A x_C + q_{BC} x_B x_C + q_{ABC} x_A x_B x_C$$

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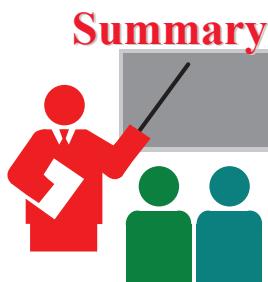
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2^k Design Example (cont)

| Cache Size | 4M Bytes | | 16M Bytes | |
|---------------|----------|--------|-----------|--------|
| | 1 Proc | 2 Proc | 1 Proc | 2 Proc |
| 1K Byte | 14 | 46 | 22 | 58 |
| 2K Byte | 10 | 50 | 34 | 86 |

| I | A | B | C | AB | AC | BC | ABC | y |
|-----|----|----|-----|----|----|----|-----|---------|
| 1 | -1 | -1 | -1 | 1 | 1 | 1 | -1 | 14 |
| 1 | 1 | -1 | -1 | -1 | -1 | 1 | 1 | 22 |
| 1 | -1 | 1 | -1 | -1 | 1 | -1 | 1 | 10 |
| 1 | 1 | 1 | -1 | 1 | -1 | -1 | -1 | 34 |
| 1 | -1 | -1 | 1 | 1 | -1 | -1 | 1 | 46 |
| 1 | 1 | -1 | 1 | -1 | 1 | -1 | -1 | 58 |
| 1 | -1 | 1 | 1 | -1 | 1 | 1 | -1 | 50 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 86 |
| 320 | 80 | 40 | 160 | 40 | 16 | 24 | 8 | Total |
| 40 | 10 | 5 | 20 | 5 | 2 | 3 | 1 | Total/8 |



- ❑ 2^k design allows k factors to be studied at two levels each
- ❑ Can compute main effects and all multi-factors interactions
- ❑ Easy computation using sign table method
- ❑ Easy allocation of variation using squares of effects

Analysis of 2^k Design

$$\begin{aligned}
 SST &= 2^3(q_A^2 + q_B^2 + q_C^2 + q_{AB}^2 + q_{AC}^2 + q_{BC}^2 + q_{ABC}^2) \\
 &= 8(10^2 + 5^2 + 20^2 + 5^2 + 2^2 + 3^2 + 1^2) \\
 &= 800 + 200 + 3200 + 200 + 32 + 72 + 8 = 4512 \\
 &= 18\% + 4\% + 71\% + 4\% + 1\% + 2\% + 0\% \\
 &= 100\%
 \end{aligned}$$

- ❑ Number of Processors (C) is the most important factor.

Exercise 17.1

Analyze the 2³ design:

| A_1 | | A_2 | |
|-------|-------|-------|-------|
| C_1 | C_2 | C_1 | C_2 |
| B_1 | 100 | 15 | 120 |
| B_2 | 40 | 30 | 20 |

- Quantify main effects and all interactions.
- Quantify percentages of variation explained.
- Sort the variables in the order of decreasing importance.

Homework 17

Modified Exercise 17.1 Analyze the 2^3 design:

| | A ₁ | | A ₂ | |
|----------------|----------------|----------------|----------------|----------------|
| | C ₁ | C ₂ | C ₁ | C ₂ |
| B ₁ | 110 | 15 | 120 | 10 |
| B ₂ | 60 | 30 | 40 | 50 |

- Quantify main effects and all interactions.
- Quantify percentages of variation explained.
- Sort the variables in the order of decreasing importance.

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CSE473S: Introduction to Computer Networks (Fall 2011),
https://www.youtube.com/playlist?list=PLjGG94etKypJWOSPMh8Azcg5e_10TiDw

Wireless and Mobile Networking (Spring 2016),
https://www.youtube.com/playlist?list=PLjGG94etKypKeb0nzyN9tSs_HCd5c4wXF

CSE571S: Network Security (Fall 2011),
<https://www.youtube.com/playlist?list=PLjGG94etKypKvzfVtutHcPFJXumyyg93u>

Video Podcasts of Prof. Raj Jain's Lectures,
<https://www.youtube.com/channel/UCN4-5wzNP9-ruOzQMs-8NUw>