













															7
				E	xn	eri	me	nt ]	Des	sigi	n: 1	I-F	AT		
					<u> </u>			110 1		18				k = 13	n = 1 + 13 = 14
	I	X1	X2	X3	X4	X5	X6	X7	X8	X9 X	X10 X	X11 X	12 X	3	
- Development	1	-	_	_	_	_	_	_	_	_	_	_	_	_	
Basenne	1	+	-	-	-	-	-	-	-	-	-	-	-	-	
	3	-	+	-	-	-	-	-	-	-	-	-	-	-	
	4	-	-	+	-	-	-	-	-	-	-	-	-	-	
	5	-	-	-	+	-	-	-	-	-	-	-	-	-	
	6	-	-	-	-	+	-	-	-	-	-	-	-	-	
	7	-	-	-	-	-	+	-	-	-	-	-	-	-	
	8	-	-	-	-	-	-	+	-	-	-	-	-	-	
	9	-	-	-	-	-	-	-	+	-	-	-	-	-	
	10	-	-	-	-	-	-	-	-	+	-	-	-	-	
	11	-	-	-	-	-	-	-	-	-	+	-	-	-	
	12	-	-	-	-	-	-	-	-	-	-	+	-	-	
	13	-	-	-	-	-	-	-	-	-	-	-	+	-	
		-	-	-	-	-	-	-	-	-	-	-	-	+	
NIST															

#### **Example 2: Bullet Casing Forensics**

Q. If a casing is collected at a crime scene, is it possible (by comparing the markings on the casing to national image data bases of such casing markings) to identify the type of gun that was used in the crime? <u>Is it possible to identify the individual gun</u> that was used?

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Q1. Is a national casing image database feasible? Q2. Is a casing traceable to an individual gun?







#### **Example 6: Bobcat PRD Testing**

Q. Personal Radiation Detectors (PRDs) are devices that can be worn by law enforcement and other public safety personnel to alert them to the presence of radioactive material and are fast becoming standard equipment. The primary issue associated with the use of PRDs by law enforcement and public safety personnel is the performance of a PRD in detecting radioactive sources in certain operationally relevant environments. <u>Given a group of PRD</u> models, evaluate their performance over a range of conditions and uses.



Q. Are all PRD models equivalent?

NIST



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# <u> 1. Experiment Design</u>

Experimental design is a systematic, rigorous, data-based approach to scientific/engineering problem-solving.

The goal of experimental design is to generate valid, crisp, unambiguous, and reproducible conclusions about the scientific/engineering process of interest--and to do so in a **time- and cost-efficient fashion**.

NIST

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<u>10</u> .	. 0	<b>)</b> rt	ho	g	onal	ity	( <b>k</b> =	5,	n	=	<u>6 o</u>	49 <b>r 8)</b>
	1	!-FA	TD.	esig	<u>gn</u>		2 <sup>5-2</sup> 0	rtho	gon	al D	esign	
	<b>X1</b>	<i>X2</i>	<i>X3</i>	<i>X4</i>	X5		<i>X1</i>	<i>X2</i>	<i>X3</i>	<b>X4</b>	<i>X5</i>	
	-	-	-	-	-		-	-	-	+	+	
	+	-	-	-	-		+	-	-	-	-	
	-	+	-	-	-		-	+	-	-	+	
	-	-	+	-	-		+	+	-	+	-	
	-	-	-	+	-		-	-	+	+	-	
	-	-	-	-	+		+	-	+	-	+	
							-	+	+	-	-	
							+	+	+	+	+	
NIST												



<u>10</u>	). (	Drt	t <b>h</b> a	)g(	<u>on</u>	ality	, (k	_	7,	n :	= 8	<u>8)</u>		
	1-	FAT	T De	sign	S		2 <sup>7-4</sup> Orthogonal Design							
<b>X1</b>	<i>X2</i>	<i>X3</i>	<i>X4</i>	X5	<b>X6</b>	<i>X</i> 7	<b>X1</b>	<i>X2</i>	<i>X3</i>	<b>X4</b>	<i>X</i> 5	<b>X6</b>	<i>X</i> 7	
-	-	-	-	-	-	-	-	-	-	+	+	+	-	
+	-	-	-	-	-	-	+	-	-	-	-	+	+	
-	+	-	-	-	-	-	-	+	-	-	+	-	+	
-	-	+	-	-	-	-	+	+	-	+	-	-	-	
-	-	-	+	-	-	-	-	-	+	+	-	-	+	
-	-	-	-	+	-	-	+	-	+	-	+	-	-	
-	-	-	-	-	+	-	-	+	+	-	-	+	-	
-	-	-	-	-	-	+	+	+	+	+	+	+	+	
NIST														





	1			<u> </u>						-			
Index	X1	X2	X3	X4	X5	X6	X7	X8	X9	X10	X11	X12	X13
2	- 1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
2	-1		-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
4	-1	-1	1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
5	-1	-1	-1	1	-1	-1	-1	-1	-1	-1	-1	-1	-1
6	-1	-1	-1	-1	+1	-1	-1	-1	-1	-1	-1	-1	-1
7	-1	-1	-1	-1	-1	+1	-1	-1	-1	-1	-1	-1	-1
8	-1	-1	-1	-1	-1	-1	+1	-1	-1	-1	-1	-1	-1
9	-1	-1	-1	-1	-1	-1	-1	+1	-1	-1	-1	-1	-1
10	-1	-1	-1	-1	-1	-1	-1	-1	+1	-1	-1	-1	-1
11	-1	-1	-1	-1	-1	-1	-1	-1	-1	+1	-1	-1	-1
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	+1	-1	-1
13	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	+1	-1
14	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	+1
Index	X1	X2	X3	X4	X5	X6	X7	X8	X9	X10	X11	X12	X13
Index 1	<b>X1</b> -1	<b>X2</b> -1	<b>X3</b> -1	<b>X4</b> -1	<b>X5</b> -1	<b>X6</b> -1	<b>X7</b> -1	<b>X8</b> -1	<b>X9</b> +1	<b>X10</b> +1	<b>X11</b> +1	<b>X12</b> +1	<b>X13</b> +1
Index 1 2	<b>X1</b> -1 +1	<b>X2</b> -1 -1	<b>X3</b> -1 -1	<b>X4</b> -1 -1	<b>X5</b> -1 +1	<b>X6</b> -1 -1	<b>X7</b> -1 +1	<b>X8</b> -1 +1	<b>X9</b> +1 -1	<b>X10</b> +1 -1	<b>X11</b> +1 -1	<b>X12</b> +1 -1	<b>X13</b> +1 +1
1 2 3	<i>X1</i> -1 +1 -1	<b>X2</b> -1 -1 +1	<b>X3</b> -1 -1 -1	<b>X4</b> -1 -1 -1	<b>X5</b> -1 +1 +1	<b>X6</b> -1 -1 +1	<b>X7</b> -1 +1 -1	<b>X8</b> -1 +1 +1	<b>X9</b> +1 -1 -1	<b>X10</b> +1 -1 -1	<b>X11</b> +1 -1 +1	<b>X12</b> +1 -1 +1	<b>X13</b> +1 +1 -1
1 2 3 4	X1 -1 +1 -1 +1	<b>X2</b> -1 -1 +1 +1	<b>X3</b> -1 -1 -1 -1	<b>X4</b> -1 -1 -1 -1	<b>X5</b> -1 +1 +1 -1	<b>X6</b> -1 +1 +1	<b>X7</b> -1 +1 -1 +1	<b>X8</b> -1 +1 +1 -1	<b>X9</b> +1 -1 -1 +1	<b>X10</b> +1 -1 -1 +1	X11 +1 -1 +1 -1	<b>X12</b> +1 -1 +1 -1	<b>X13</b> +1 +1 -1 -1
1 2 3 4 5	<b>X1</b> -1 +1 -1 +1 -1	<b>X2</b> -1 -1 +1 +1 -1	<b>X3</b> -1 -1 -1 -1 +1	<b>X4</b> -1 -1 -1 -1 -1 -1	<b>X5</b> -1 +1 +1 -1 +1 +1	<b>X6</b> -1 +1 +1 +1 +1	<b>X7</b> -1 +1 -1 +1 +1 +1	<b>X8</b> -1 +1 +1 -1 -1	<b>X9</b> +1 -1 -1 +1 -1	<i>X10</i> +1 -1 +1 +1 +1	<b>X11</b> +1 -1 +1 -1 -1	X12 +1 -1 +1 -1 +1 +1	<i>X13</i> +1 +1 -1 -1 -1
1 2 3 4 5 6 7	<b>X1</b> -1 +1 -1 +1 -1 +1 -1	X2 -1 +1 +1 -1 -1 +1	<b>X3</b> -1 -1 -1 +1 +1 +1 +1	<b>X4</b> -1 -1 -1 -1 -1 -1 -1	<b>X5</b> -1 +1 +1 -1 +1 -1 -1	<b>X6</b> -1 +1 +1 +1 +1 +1 -1	<b>X7</b> -1 +1 -1 +1 +1 -1 +1	<b>X8</b> -1 +1 +1 -1 -1 +1 +1	<b>X9</b> +1 -1 +1 -1 +1 +1 +1	<b>X10</b> +1 -1 +1 +1 -1 -1	X11 +1 -1 +1 -1 -1 +1 -1	X12 +1 -1 +1 -1 +1 -1 +1 +1	<i>X13</i> +1 +1 -1 -1 -1 -1 +1
1 2 3 4 5 6 7 8	<b>X1</b> -1 +1 -1 +1 -1 +1 +1 +1	X2 -1 +1 +1 -1 -1 +1 +1 +1	<b>X3</b> -1 -1 -1 +1 +1 +1 +1 +1	<b>X4</b> -1 -1 -1 -1 -1 -1 -1 -1	<b>X5</b> -1 +1 -1 +1 -1 -1 -1 +1	<b>X6</b> -1 +1 +1 +1 +1 -1 -1	<b>X7</b> -1 +1 -1 +1 +1 -1 +1 -1	<i>X8</i> -1 +1 -1 -1 +1 +1 +1 -1	<b>X9</b> +1 -1 +1 +1 +1 +1 +1 -1	<i>X10</i> +1 -1 +1 +1 -1 -1 +1	<i>X11</i> +1 -1 -1 -1 +1 -1 +1 +1	<i>X12</i> +1 -1 +1 -1 +1 -1 +1 -1	X13 +1 +1 -1 -1 -1 -1 +1 +1
1 2 3 4 5 6 7 8 9	<b>X1</b> -1 +1 +1 +1 +1 +1 +1 +1 +1 -1	X2 -1 +1 +1 -1 +1 +1 +1 +1 +1 -1	<b>X3</b> -1 -1 -1 +1 +1 +1 +1 +1 -1	X4 -1 -1 -1 -1 -1 -1 -1 +1	<b>X5</b> -1 +1 -1 +1 -1 -1 +1 -1 +1 -1	X6 -1 +1 +1 +1 +1 -1 -1 +1	<b>X7</b> -1 +1 +1 +1 +1 +1 +1 +1 +1	X8 -1 +1 -1 -1 +1 +1 +1 +1 +1	<b>X9</b> +1 -1 +1 -1 +1 +1 -1 -1	<i>X10</i> +1 -1 +1 +1 -1 -1 +1 +1 +1	X11 +1 +1 -1 -1 +1 +1 +1 +1	<b>X12</b> +1 -1 +1 -1 +1 -1 +1 -1 -1	X13 +1 +1 -1 -1 -1 +1 +1 +1
<i>Index</i> 1 2 3 4 5 6 7 8 9 10	X1 -1 +1 -1 +1 -1 +1 +1 -1 +1 +1	X2 -1 +1 +1 -1 +1 +1 +1 +1 -1 -1	X3 -1 -1 -1 +1 +1 +1 +1 -1 -1 -1	X4 -1 -1 -1 -1 -1 -1 -1 +1 +1	<b>X5</b> -1 +1 -1 +1 -1 -1 +1 -1 +1 +1 +1	<i>X</i> 6 -1 +1 +1 +1 +1 -1 -1 +1 +1 +1	<b>X7</b> -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 -1	<b>X8</b> -1 +1 -1 -1 +1 +1 +1 +1 -1 +1 -1	<b>X9</b> +1 -1 +1 +1 +1 +1 -1 -1 +1	X10 +1 -1 +1 +1 -1 -1 +1 +1 -1	X11 +1 -1 -1 +1 +1 +1 +1 +1 -1	X12 +1 -1 +1 -1 +1 +1 -1 -1 +1	X13 +1 -1 -1 -1 -1 +1 +1 +1 +1
1 2 3 4 5 6 7 8 9 10 11	X1 -1 +1 -1 +1 -1 +1 -1 +1 -1 +1 -1	X2 -1 +1 +1 -1 -1 +1 +1 +1 -1 +1 +1	X3 -1 -1 -1 +1 +1 +1 +1 -1 -1 -1 -1	X4 -1 -1 -1 -1 -1 -1 -1 +1 +1 +1 +1	X5 -1 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1	X6 -1 +1 +1 +1 +1 -1 -1 +1 +1 +1 -1	<b>X7</b> -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X8</b> -1 +1 -1 -1 +1 +1 +1 +1 -1 -1 -1	<b>X9</b> +1 -1 +1 +1 +1 +1 -1 +1 +1 +1	<b>X10</b> +1 -1 +1 +1 -1 +1 +1 +1 +1 -1 -1	X11 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1	X12 +1 -1 +1 -1 +1 -1 +1 -1 +1 -1	X13 +1 +1 -1 -1 -1 +1 +1 +1 +1 -1
<i>Index</i> 1 2 3 4 5 6 7 8 9 10 11 12	X1 -1 +1 -1 +1 -1 +1 -1 +1 -1 +1 +1	X2 -1 +1 +1 -1 +1 +1 +1 -1 +1 +1 +1	<b>X3</b> -1 -1 -1 +1 +1 +1 +1 -1 -1 -1 -1	<b>X4</b> -1 -1 -1 -1 -1 -1 +1 +1 +1 +1	X5 -1 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 -1	<b>X6</b> -1 +1 +1 +1 +1 -1 +1 +1 +1 -1 -1	<b>X7</b> -1 +1 +1 +1 +1 +1 -1 +1 +1 -1 +1 -1	<b>X8</b> -1 +1 -1 -1 +1 +1 +1 -1 +1 -1 +1 +1	<b>X9</b> +1 -1 +1 -1 +1 +1 -1 +1 +1 +1 +1 -1	<b>X10</b> +1 -1 +1 +1 -1 -1 +1 +1 -1 -1 +1	X11 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 -1	<b>X12</b> +1 -1 +1 -1 +1 -1 +1 -1 +1 +1 +1	X13 +1 +1 -1 -1 -1 +1 +1 +1 +1 -1 -1
Index 1 2 3 4 5 6 7 8 9 10 11 12 13 1	X1 -1 +1 -1 +1 -1 +1 -1 +1 -1 +1 -1	X2 -1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1	<b>X3</b> -1 -1 -1 +1 +1 +1 +1 -1 -1 -1 +1 +1	X4 -1 -1 -1 -1 -1 -1 +1 +1 +1 +1	<b>X5</b> -1 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1	<b>X6</b> -1 +1 +1 +1 +1 -1 +1 +1 +1 -1 -1	<b>X7</b> -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 -1	<b>X8</b> -1 +1 +1 -1 -1 +1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X9</b> +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1	X10 +1 -1 +1 +1 -1 -1 +1 +1 -1 +1 +1 +1	<b>X11</b> +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 +1 -1 +1	<b>X12</b> +1 -1 +1 -1 +1 -1 +1 -1 +1 -1 +1 -1 +1 -1	X13 +1 +1 -1 -1 -1 +1 +1 +1 +1 -1 -1
<i>Index</i> 1 2 3 4 5 6 7 8 9 10 11 12 13 14	X1 -1 +1 -1 +1 -1 +1 -1 +1 +1 +1 +1 +1	<b>X2</b> -1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	X3 -1 -1 -1 +1 +1 +1 +1 -1 -1 -1 +1 +1 +1	X4 -1 -1 -1 -1 -1 -1 +1 +1 +1 +1 +1 +1	<b>X5</b> -1 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X6</b> -1 +1 +1 +1 +1 -1 +1 +1 +1 -1 -1 -1 -1	<b>X7</b> -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X8</b> -1 +1 +1 -1 -1 +1 +1 -1 +1 +1 -1 +1 +1 -1 +1 -1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X9</b> +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X10</b> +1 -1 +1 +1 -1 +1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1	<b>X11</b> +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	X12 +1 -1 +1 +1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1	X13 +1 +1 -1 -1 -1 +1 +1 +1 +1 -1 -1 -1 -1
Index 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	X1 -1 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X2</b> -1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1	X3 -1 -1 -1 +1 +1 +1 +1 -1 -1 +1 +1 +1 +1	X4 -1 -1 -1 -1 -1 -1 +1 +1 +1 +1 +1 +1 +1	<b>X5</b> -1 +1 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X6</b> -1 +1 +1 +1 +1 -1 +1 +1 -1 -1 -1 +1 +1	<b>X7</b> -1 +1 +1 +1 +1 -1 +1 -1 +1 -1 +1 +1 +1	<b>X8</b> -1 +1 +1 -1 -1 +1 +1 +1 -1 +1 +1 -1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X9</b> +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	<b>X10</b> +1 -1 +1 +1 -1 -1 +1 +1 +1 +1 +1 +1 +1	<b>X11</b> +1 +1 +1 -1 +1 +1 +1 +1 +1 +1 +1 +1 +1	X12 +1 -1 +1 -1 +1 -1 +1 -1 +1 +1 +1 +1 +1 +1	X13 +1 +1 -1 -1 -1 +1 +1 +1 +1 -1 -1 -1 +1 +1







# <u>(k,n)</u>

Every design has a k and an n. k = number of factors being varied n = number or runs

k dictates the scope n dictates the affordability

necessary:  $n \ge 1 + k$ better :  $n \ge 1 + k + C(k,2)$ 









Comparative	Screening/Sensitivity
Focus: 1 primary factor Q1. Does that factor have an effect (Y/N)? Q2. If yes, then best setting for that that factor = ? (vector) Constraint: Want conclusions to be robust over all other factors Designs: CRD, RBD, LSqD,TPD BHH, Ch. 4	Focus: all factors Q1. <u>Most important factors (ranked list)</u> Q2. Best settings (vector) Q3. Good model (function) Designs: 2 <sup>k</sup> D, 2 <sup>k</sup> *D,TD BHH, Ch. 5-6
<b>Regression</b> Focus: all factors Q1. Good model (function) Continuous factors Designs: BBD,XOD BHH, Ch. 10-11	<b>Optimization</b> Focus: all factors Q1. Best settings (vector) Continuous factors Designs: RSD, CD, BBD BHH, Ch. 12

## **Problem Classification**

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Critical: The choice of design is dictated by the problem classification

Comparative/Robust:CRD, RBD, LSD, TPDScreening/Sensitivity: $2^kD$ ,  $2^{k-p}D$ , TDRegression:BBD, XODOptimization:RSD, CD, BBD





Comparative Focus: 1 primary factor Q1. Does that factor have an effect (Y/N)? Q2. If yes, then best setting for that that factor = ? (vector) Constraint: Want conclusions to be robust over all other factors Designs: CRD, RBD, LSqD,TPD	Screening/Sensitivity Focus: all factors Q1. Most important factors (ranked list) Q2. Best settings (vector) Q3. Good model (function) Designs: 2 <sup>k</sup> D, 2 <sup>k</sup> PD, TD
<b>Regression</b> Focus: all factors Q1. Good model (function) Continuous factors Designs: BBD,XOD	Optimization         Focus: all factors         Q1. Best settings (vector)         Continuous factors         Designs: RSD, CD, BBD
Acceptance Focus: all population points => all t-tuples of settings Q1. Accept the product/system as safe? Q2. Points → failure Q3. t-tuples of settings → failure Q4. Factors affecting safety? Designs: 2 <sup>k</sup> +D,CD	Many real-world problems should be done in 2 stages: 1. exploratory (= sensitivity analysis) 2. ultimate objective







2.2 Translation: DEX Worksheet	71
Date:	
Experiment Design Worksheet:	
1. Project/Problem Title:	
2. Researcher:	
3. Project Background & Importance:	
4. General Project Question:	
5. Specific Project Question (This Experiment Only):	
6. (Generic) Stat Goal(s):	
7. Scope of Conclusions:	
DEX Essentials:     Generic Stat Model: $Y = f(X_1, X_2,, X_k) + e$ 8. Response Variable Y     :       9. Current Typical Value for Y     :       10. Project Target Value for Y     :       11. Project Min. Eng. Significant D for Y     :       12. Project Min. Eng. Residual SD for     :	
13. Run Time & Cost per Observation       :         14. Total Available Experiment Time & Budget:       :         15. Constraint: Max Affordable Number of Runs $n <=$ 16. Number of Factors to Vary/Investigate $n <=$ 17. Factors & Factor Levels: $n <=$ 17. Factors & Factor Levels: $n <=$ 18. General DEX Category (Pred&Unc, Comp, Sctr/Sens., Regr., Optim., Robust/V&V):	
19. Specific DEX:	
dexworksheet.doc	

### 2.3 Construction

 Construction is (relatively) easy
 Having multiple designs "on the table" is useful
 2-level designs (especially 2-level fractional factorial designs are very powerful for doing sensitivity problems.
 Many tabulated designs (e.g, Box, Hunter & Hunter, p. 410/272) 72











2.4	Execution	78
	Randomization	
	Blocking	
NIST		







				82
Stat	Analysis Drin	ainlas 9 Tachr	iguac	
Slat	Analysis Prin	cipies & rechn	iques	
	Principles	Techniques		
	Client Knows/Understands	Graphics		
	the Conclusions			
	Conclusions Not	Data-Based Analysis		
	Approach-Dependent	Simple Statistics		
		Multiple Approaches		
		Graphics + Quantitative		
	General Conclusions (Robust)	Subsetting		
	"True in General"	Robustness Plot		
	Analysis => Comparison =>	Multiplotting		
	Juxtaposition	Robustness Plot		
	Conclusion Validity <=	Test Underlying Assumptions		
	Assumption Validity			
	Insight Maximization	EDA		
	(Know the Data)			
	Conclusions Validity <=	Minimize Modeling		
	Model Validity	Data-Based Graphics		
		Let Data Speak for Self		
	Questions More Important	Every Plot Should Have		
	than Methodology	Lead Question		
		Question-Driven Graphics		
	Conclusions More Important	Every Plot Should Have		
	than Methodology	Trailing Conclusions		
		Conclusions-Driven Graphics		
	Analysis Graphics =>	Every Conclusion Should Have a		
	Presentation Graphics	Best Presentation Graphic		
NIST		statprintech.dp		



### 

























Analysis	96
6. Conclusions	
X1021 (-120%) (Perimeter Column Strain Rate Effects)	
X310 (-57%) (Impact Location: Horizontal)	
X908 (-46%) (Perimeter Column Failure Strain)	
X5 +.07 (+40%) (Engine Strength)	
X204 (-23%) (Impact Location: Vertical)	
with least important factors being	
X13 .00 (0%) (FEA Friction Coefficient)	
X11 .00 (0%) (FEA Erosion Parameter)	
X8 .00 (0%) (Perimeter Column Strength)	
Additional ARA Runs: LHC	=> f
FEA for <i>plane</i> : 1.4 million el	ements
NIST	









