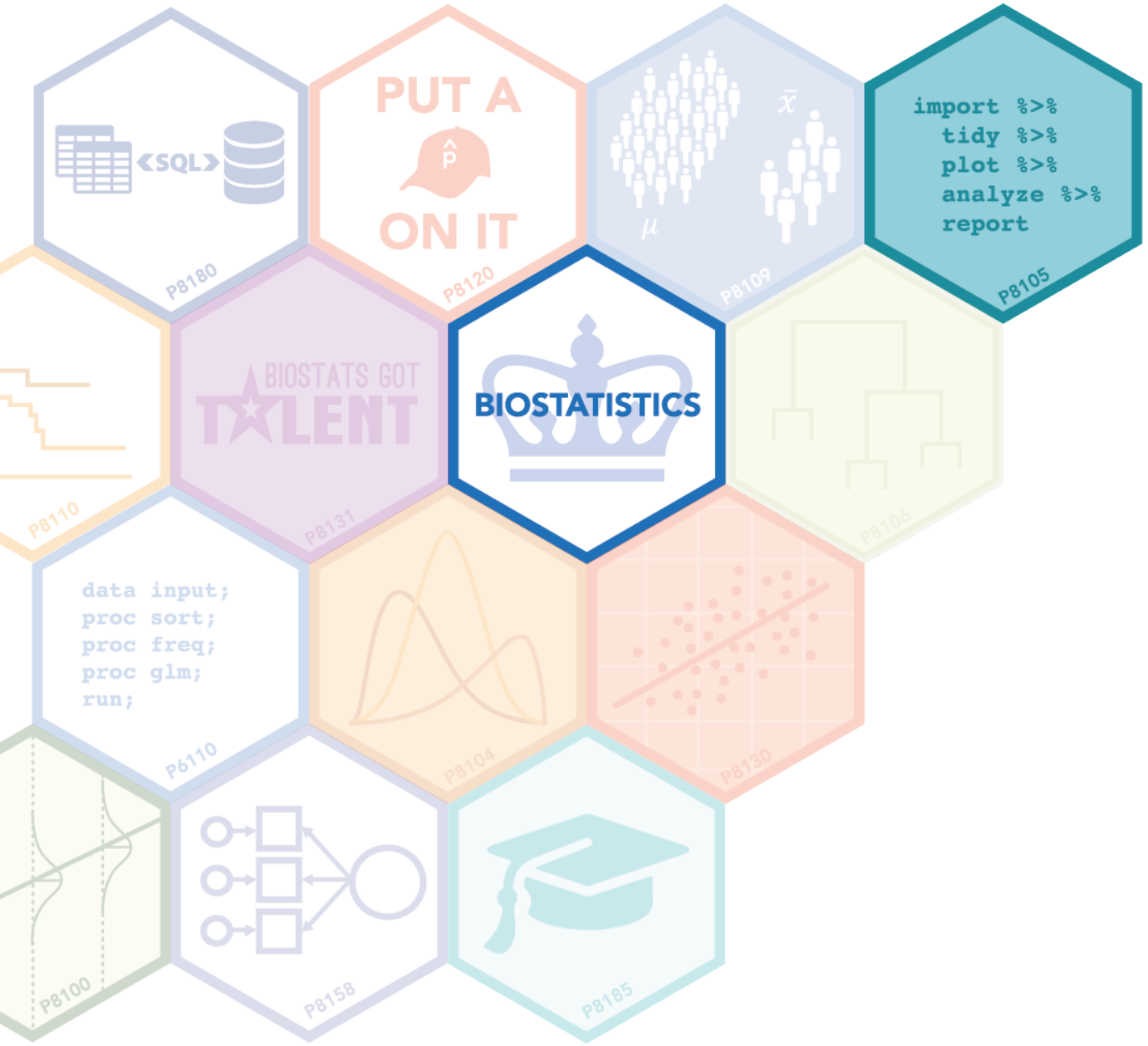

SIMULATIONS

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Repeated sampling

- "Repeated sampling" is a conceptual framework that underlies almost all of statistics
  - Repeatedly draw random samples of the same size from a population
  - For each sample, compute the mean
  - The distribution of the sample mean converges to a Normal distribution

- Repeated sampling doesn't happen in reality
  - Data are difficult and expensive to collect
  - You get your data, and that's pretty much it

- Repeated sampling can happen on a computer

Simulation

- Hard to overstate how important and useful simulations are in statistics

- Basic idea is to generate repeated samples under a process you design
  - Define a data generating mechanism (e.g. a Normal distribution)
  - Draw a random sample from that data generating mechanism
  - Analyze the sample (e.g. compute the sample mean)
  - Repeat
  - **Understand the analysis approach under repeated sampling**

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- Might vary the underlying process to inspect changes
  - Different sample size
  - Different covariate effect

Coding a simulation

- Simulations are natural in the context of iteration

- Write a function (or functions) to:
  - Define data generating mechanism
  - Draw a sample
  - Analyze the sample
  - Return object of interest
- Use a loop / loop function to repeat many times

- Inspect the properties of your analysis …

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