

# Outline

- Why Easy DOE? – Key Features
- Why DOE?
- 1<sup>st</sup> example use of Guided Easy DOE
- Review important concepts about factors and models in the *Guided Easy DOE* process
- 2<sup>nd</sup> example use of Guided Easy DOE

# Why Easy DOE? - Key Features

JMP makes it easier for everyone to experiment

- End-to-end coverage of every step of experimentation.
- Streamlined experience through tailored elements in a new user interface.
- Guided mode for novice experimenters (default) and Flexible mode for more demanding situations.
- Comprehensive summary report is automatically written based on the current state of the experiment.
- Save your work at any time and return to the same point.
- Easily share experiments with others.

[Developer Tutorial: Easy DOE – Expertly Guiding Users Through Designing an Experiment](#)

# Why use DOE?

LOWER COSTS,  
QUICKER ANSWERS,  
SOLVE BIGGER PROBLEMS,  
*MAKE BETTER-INFORMED DECISIONS*

- More rapidly answer “*what if?*” questions
- *Identify important factors* when faced with many
- Do *sensitivity* and *trade-space* analysis
- *Optimize* across multiple responses
- By running efficient subsets of all possible combinations, one can – for the same resources and constraints – *solve bigger problems*
- By running sequences of designs one can be as *cost effective as possible* and *run no more trials than needed* to get a useful answer

# Use Easy DOE

Response Table

	Name	Goal	Lower Limit	Upper Limit	Importance
<input type="radio"/>	Speed	Maximize	5.3	.	1
<input type="radio"/>	Contrast	Maximize	0.7	.	1
<input checked="" type="radio"/>	Cost	Minimize	.	0.28	1

Maximize  
Match Target  
Minimize  
None

3-response, 4-factor,  
trade-space analysis and  
optimization example

Factor Table

	Name	Role	Lower:	Upper:	Unit
<input type="radio"/>	Sensitizer 1	Continuous	50	90	
<input type="radio"/>	Sensitizer 2	Continuous	50	90	
<input type="radio"/>	Dye	Continuous	200	300	
<input type="radio"/>	Reaction Time	Continuous	120	180	

● Response Surface Design

21

▶ Show Hint



### Design and Analysis Report

Tables 1a and 1b summarize the factors and responses studied.

Factor info

Response info

Factors	Role	Changes	Values
Sensitizer 1	Continuous	Easy to change	50, 90
Sensitizer 2	Continuous	Easy to change	50, 90
Dye	Continuous	Easy to change	200, 300
Reaction Time	Continuous	Easy to change	120, 180

Table 1a: Factors

Response(s)	Goal	Limits	Importance	Detection Limits
Speed	Maximize	5.3 ≤ Speed	NA	NA
Contrast	Maximize	0.7 ≤ Contrast	NA	NA
Cost	Minimize	Cost ≤ 0.28	NA	NA

Table 1b: Responses

The initial model used in designing the experiment included the following model terms:

Initial model

Sensitizer 1, Sensitizer 2, Dye, Reaction Time, Sensitizer 1\*Sensitizer 1, Sensitizer 1\*Sensitizer 2, Sensitizer 2\*Sensitizer 2, Sensitizer 1\*Dye, Sensitizer 2\*Dye, Dye\*Dye, Sensitizer 1\*Reaction Time, Sensitizer 2\*Reaction Time, Dye\*Reaction Time, Reaction Time\*Reaction Time

The experimental results are presented in Table 2.

	Speed	Contrast	Cost	Sensitizer 1	Sensitizer 2	Dye	Reaction Time
5.15713	0.60593	0.63069	90	50	250	120	
5.48609	0.66502	0.28351	70	90	250	150	
5.1418	0.55475	0.21768	50	50	250	180	
5.35109	0.62474	0.43136	90	70	300	150	
5.32482	0.61388	0.35897	70	70	300	150	
5.26233	0.4977	0.28658	50	50	300	120	
5.48096	0.57987	0.48687	70	50	250	150	
5.32276	0.55825	0.19443	50	70	250	150	
5.62716	0.65885	0.37984	70	70	200	150	
5.24128	0.65595	0.53621	90	70	239.5	150	
5.4453	0.64582	0.40168	90	90	250	180	
4.97074	0.42973	0.76926	90	50	200	180	
4.90489	0.40726	0.68841	90	50	300	180	
5.56164	0.69304	0.34158	70	70	250	120	
5.48392	0.66032	0.36881	70	70	250	180	
5.22102	0.70109	0.22896	90	90	300	120	
5.72394	0.57081	0.20437	50	50	200	120	
5.48135	0.73496	0.30199	90	90	200	120	
4.87735	0.44996	0.22075	50	90	300	180	
5.32221	0.49857	0.21115	50	90	200	180	
5.08427	0.47809	0.1952	50	90	250	120	

Table 2: Design

Final parameter estimates for the remaining terms after model selection are presented in Table 3.

Final model parameter estimates

Term	Response Speed		
	Estimate	Lower 95%	Upper 95%
Intercept	5.51806	5.45723	5.57889
Dye(200,300)	-0.1411	-0.1828	-0.0995
Reaction Time(120,180)	-0.0547	-0.0932	-0.0162
Sensitizer 1*Sensitizer 1	-0.2239	-0.2983	-0.1495
Sensitizer 1*Sensitizer 2	0.14504	0.10345	0.18663
Sensitizer 2*Sensitizer 2	-0.0719	-0.1435	-0.0003
Sensitizer 1*Dye	0.08798	0.04184	0.13412
Sensitizer 2*Reaction Time	0.08201	0.04245	0.12158

RSquare 0.9506  
Root Mean Square Error 0.0634

Term	Response Contrast		
	Estimate	Lower 95%	Upper 95%
Intercept	0.671	0.65776	0.68425
Sensitizer 1(50,90)	0.04489	0.03712	0.05265
Sensitizer 2(50,90)	0.02807	0.0201	0.03604
Dye(200,300)	-0.0213	-0.0299	-0.0126
Reaction Time(120,180)	-0.0282	-0.0361	-0.0202
Sensitizer 1*Sensitizer 1	-0.0568	-0.0725	-0.041
Sensitizer 1*Sensitizer 2	0.06024	0.05164	0.06885
Sensitizer 2*Sensitizer 2	-0.0456	-0.0605	-0.0306
Sensitizer 1*Dye	0.00946	-0.0001	0.01904
Dye*Dye	-0.032	-0.0449	-0.019
Sensitizer 1*Reaction Time	-0.0336	-0.0422	-0.025
Sensitizer 2*Reaction Time	0.01187	0.00329	0.02046

RSquare 0.9921  
Root Mean Square Error 0.0125

Term	Response Cost		
	Estimate	Lower 95%	Upper 95%
Intercept	0.36448	0.34659	0.38237
Sensitizer 1(50,90)	0.14615	0.13513	0.15717
Sensitizer 2(50,90)	-0.0944	-0.1057	-0.0831
Dye(200,300)	-0.0108	-0.023	0.0015
Reaction Time(120,180)	0.02608	0.01476	0.03739
Sensitizer 1*Sensitizer 1	-0.017	-0.039	0.00489
Sensitizer 1*Sensitizer 2	-0.0808	-0.093	-0.0686
Sensitizer 2*Sensitizer 2	0.01634	-0.0048	0.0375
Sensitizer 1*Dye	-0.0338	-0.0474	-0.0202
Sensitizer 2*Dye	-0.0081	-0.0223	0.00614
Sensitizer 1*Reaction Time	0.02972	0.0175	0.04194
Sensitizer 2*Reaction Time	0.01153	-0.0007	0.02372
Dye*Reaction Time	-0.0101	-0.0243	0.00418

RSquare 0.9958  
Root Mean Square Error 0.0175

Table 1: and 1 summarize the factors and responses

Factor	Rate	Change	Value
Sensitizer 1	Continuous	Easy to change	30, 60
Sensitizer 2	Continuous	Easy to change	30, 60
Dye	Continuous	Easy to change	200, 300
Reaction Time	Continuous	Easy to change	120, 180

Response	Goal	Units	Importance	Limits
Speed	Maximize	1/L	High	NA
Contrast	Maximize	1/Contrast	High	NA
Cost	Minimize	Cost	High	NA

Table 2: Design

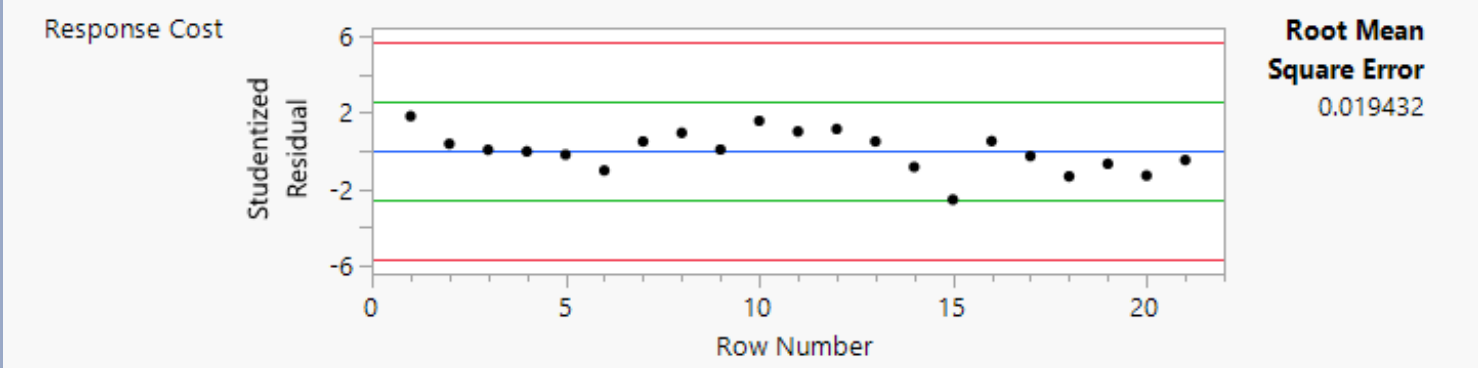
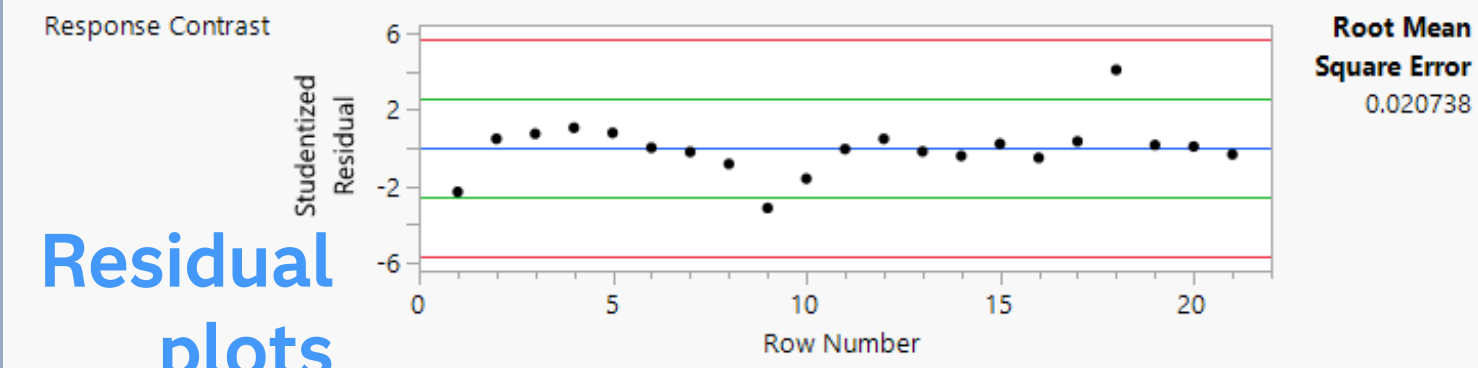
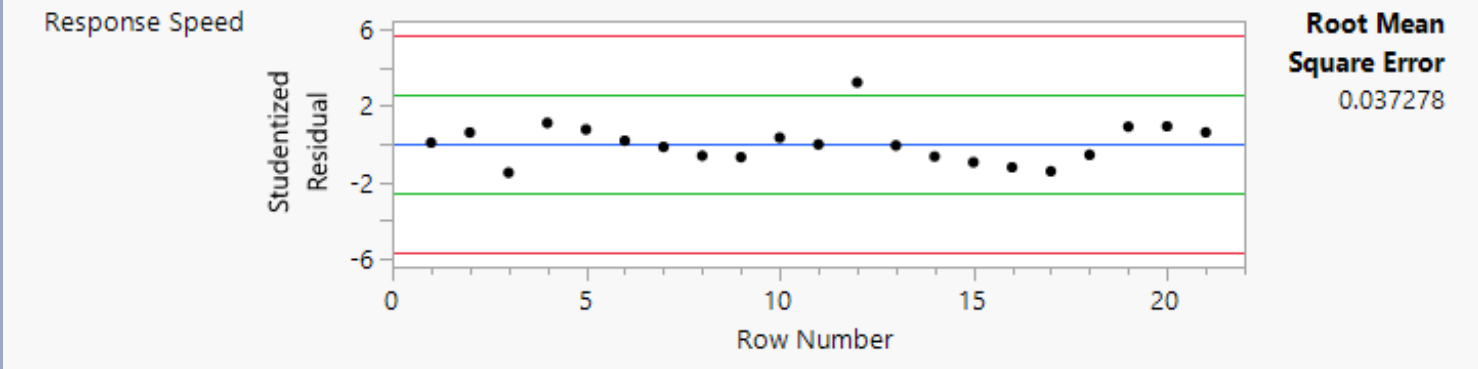
Run	Sensitizer 1	Sensitizer 2	Dye	Reaction Time
1	30	30	200	120
2	30	30	200	180
3	30	30	300	120
4	30	30	300	180
5	60	30	200	120
6	60	30	200	180
7	60	30	300	120
8	60	30	300	180
9	30	60	200	120
10	30	60	200	180
11	30	60	300	120
12	30	60	300	180
13	60	60	200	120
14	60	60	200	180
15	60	60	300	120
16	60	60	300	180

Table 3: Parameter Estimates

Response Speed: Sensitizer 1\*Reaction Time, Dye\*Reaction Time, Reaction Time\*Reaction Time;  
 Response Contrast: Sensitizer 1\*Dye, Sensitizer 2\*Dye, Dye\*Reaction Time, Reaction Time\*Reaction Time;  
 Response Cost: Sensitizer 2\*Dye, Dye\*Dye, Dye\*Reaction Time;

# Excluded terms

The residual plot from the final model, along with an estimate of residual standard error, is shown in Figure 1.



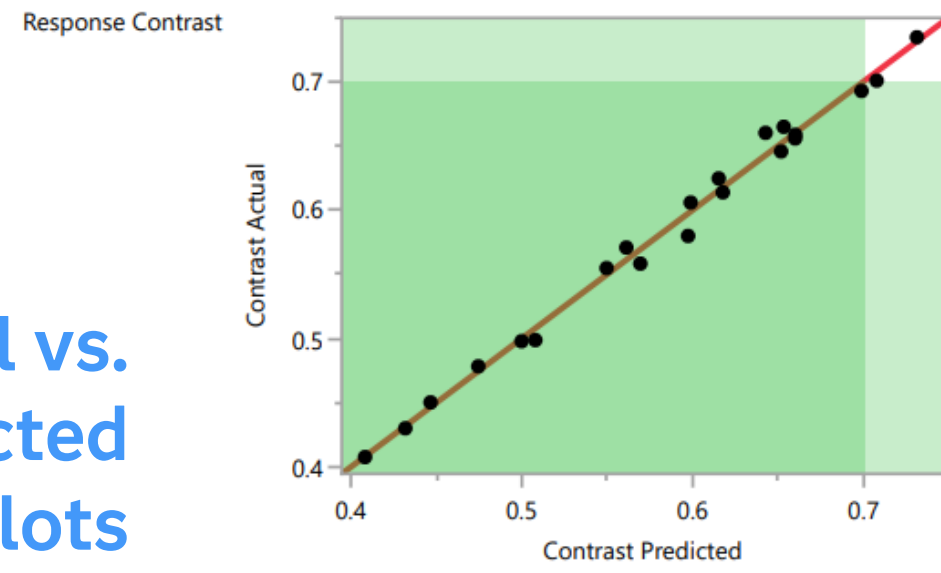
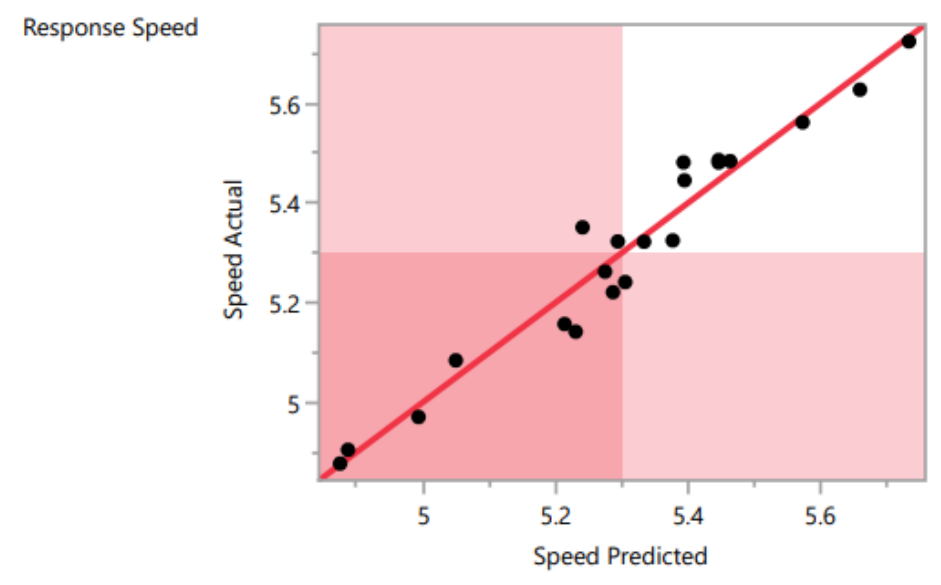
Externally studentized residuals with 95% simultaneous limits (Bonferroni) in red, individual limits in green.

Figure 1: Studentized Residual Plot and Root Mean Square Error for each response.

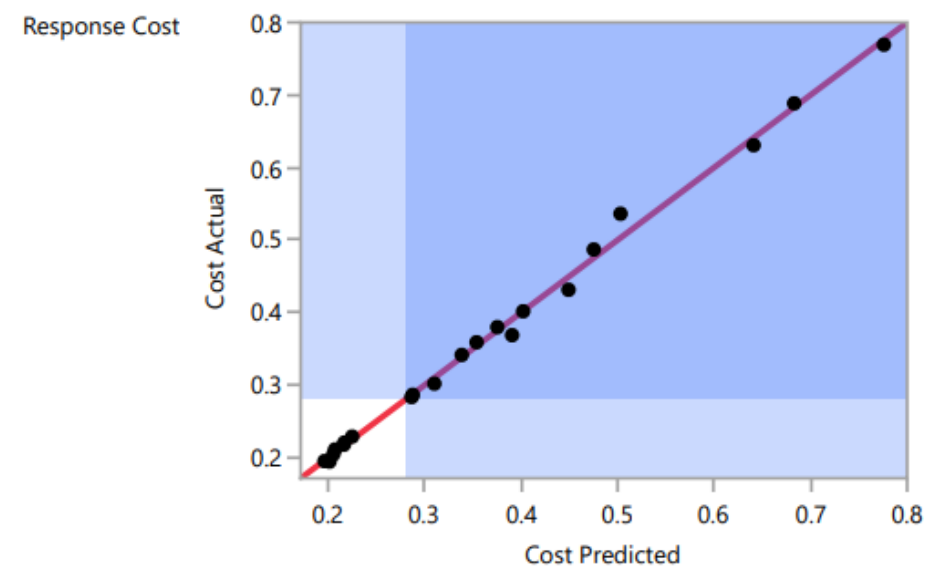
A plot of the actual responses against the predicted responses for the final model is shown in Figure

Figure 1: Studentized Residual Plot and Root Mean Square Error for each response.

A plot of the actual responses against the predicted responses for the final model is shown in Figure 2.



# Actual vs. Predicted plots



The following terms were excluded from the final model:

- Response Speed: Sensitizer 1\*Reaction Time, Dye\*Reaction Time, Reaction Time\*Reaction Time;
- Response Contrast: Sensitizer 1\*Dye, Sensitizer 2\*Dye, Dye\*Reaction Time, Reaction Time\*Reaction Time;
- Response Cost: Sensitizer 2\*Dye, Dye\*Dye, Dye\*Reaction Time;

The residual plot from the final model, along with an estimate of residual standard error, is shown in Figure 1.

Figure 1: Studentized Residual Plot and Root Mean Square Error for each response.

Figure 2: Actual vs. Predicted plot for each response.

Figure 3: Profiler Plot.

# Use Easy DOE

3-response, 4-factor,  
trade-space analysis and  
optimization example

Response Table					
	Name	Goal	Lower Limit	Upper Limit	Importance
<input type="radio"/>	Speed	Maximize	5.3	.	1
<input type="radio"/>	Contrast	Maximize	0.7	.	1
<input type="radio"/>	Cost	Minimize	.	0.28	1

Factor Table					
	Name	Role			Unit
<input type="radio"/>	Sensitizer 1	Continuous	Lower: 50	Upper: 90	
<input type="radio"/>	Sensitizer 2	Continuous	Lower: 50	Upper: 90	
<input type="radio"/>	Dye	Continuous	Lower: 200	Upper: 300	
<input checked="" type="radio"/>	Reaction Time	Continuous	Lower: 120	Upper: 180	

Continuous  
Discrete Numeric  
Categorical

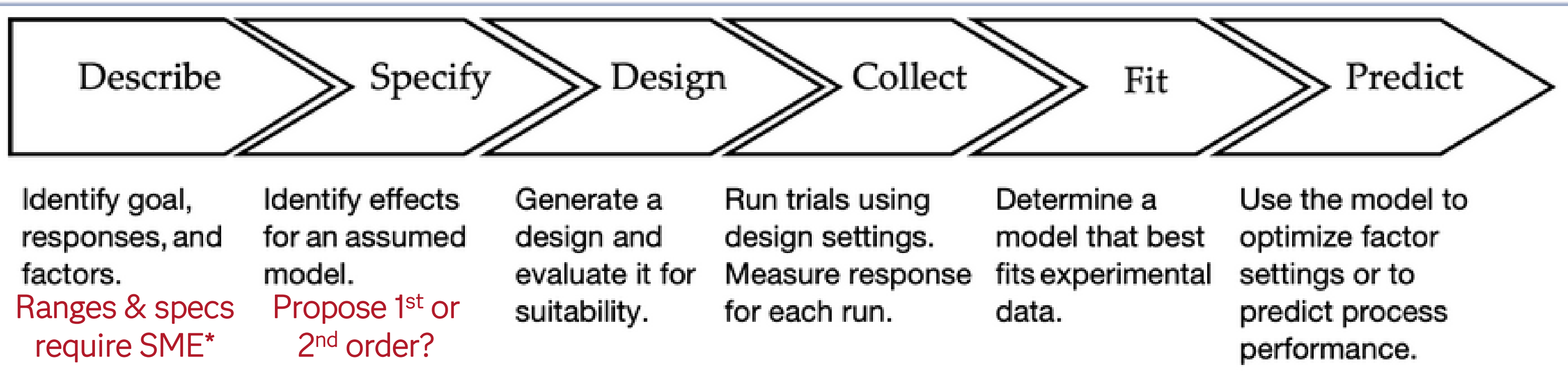


# Go to JMP 18...

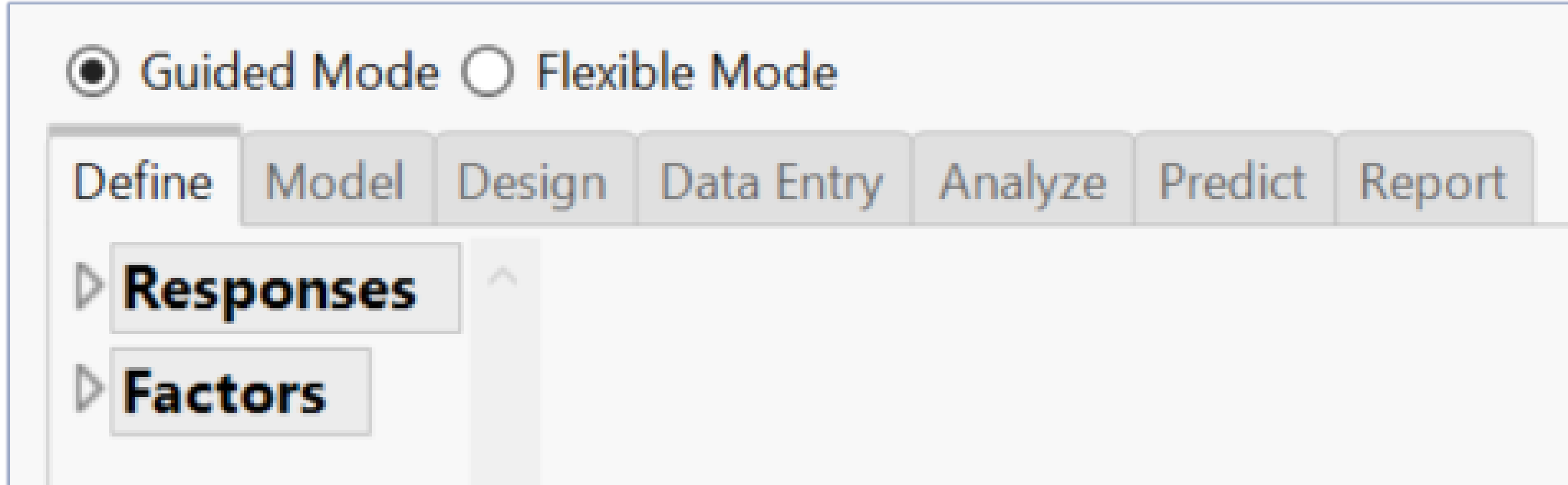
# Easy DOE Demo

- ✓ Start with the end...presenting DOE results *interactively* to decision makers
- ✓ Recreate the “Why DOE?” example using Easy DOE platform
- Introduce the 6-step DOE Process implemented in the Easy DOE interface
- Review factor types supported and model choices
- Again, use Guided Easy DOE process for slightly more complex 3-response, 4-factor, trade-space/optimization example using new *.jmpdoe* file.
  1. Define
  2. Specify
  3. Design
  4. Data Entry
  5. Analyze
  6. Predict  
Report

# 6-Step DOE Process



## Two Modes

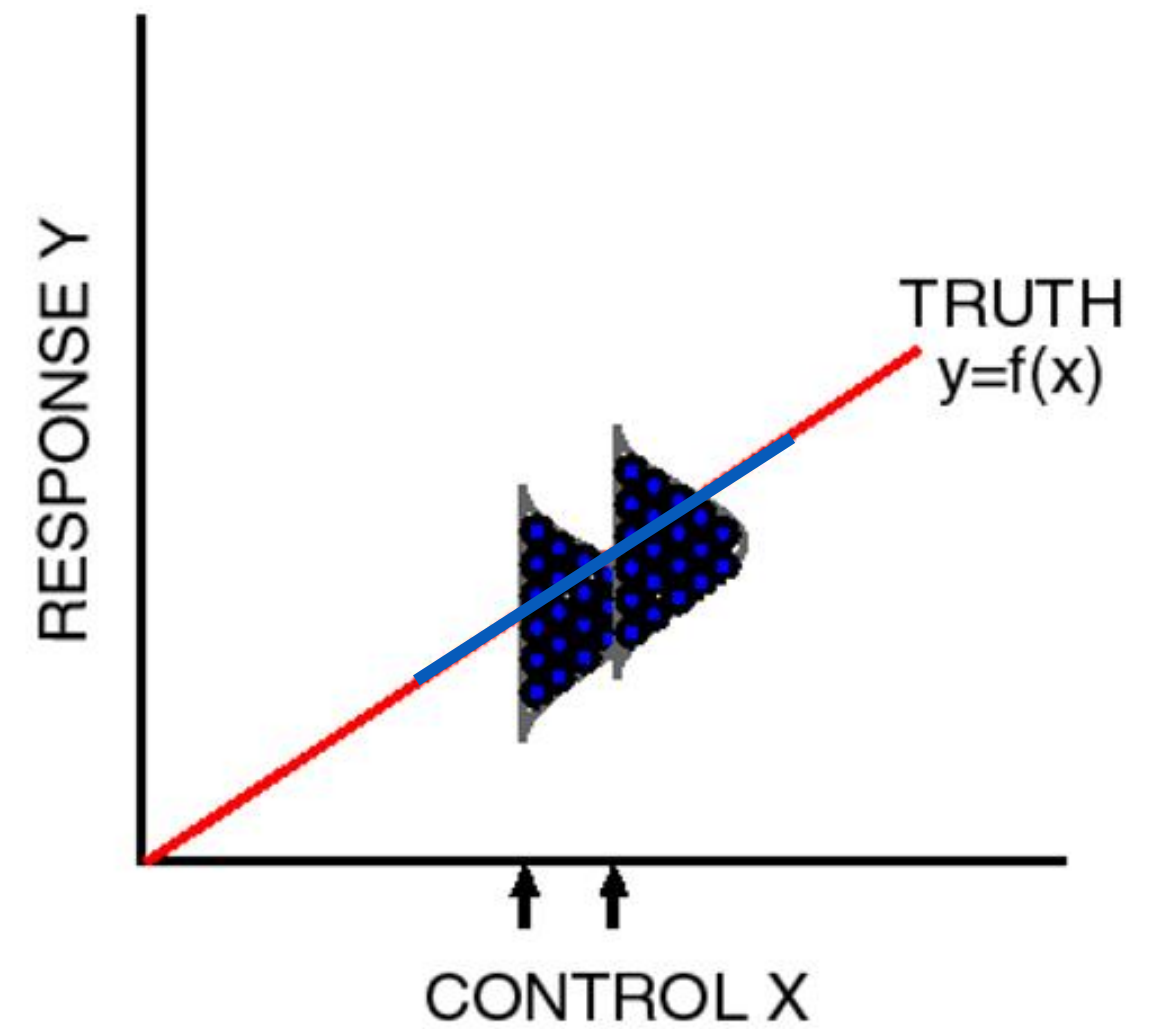
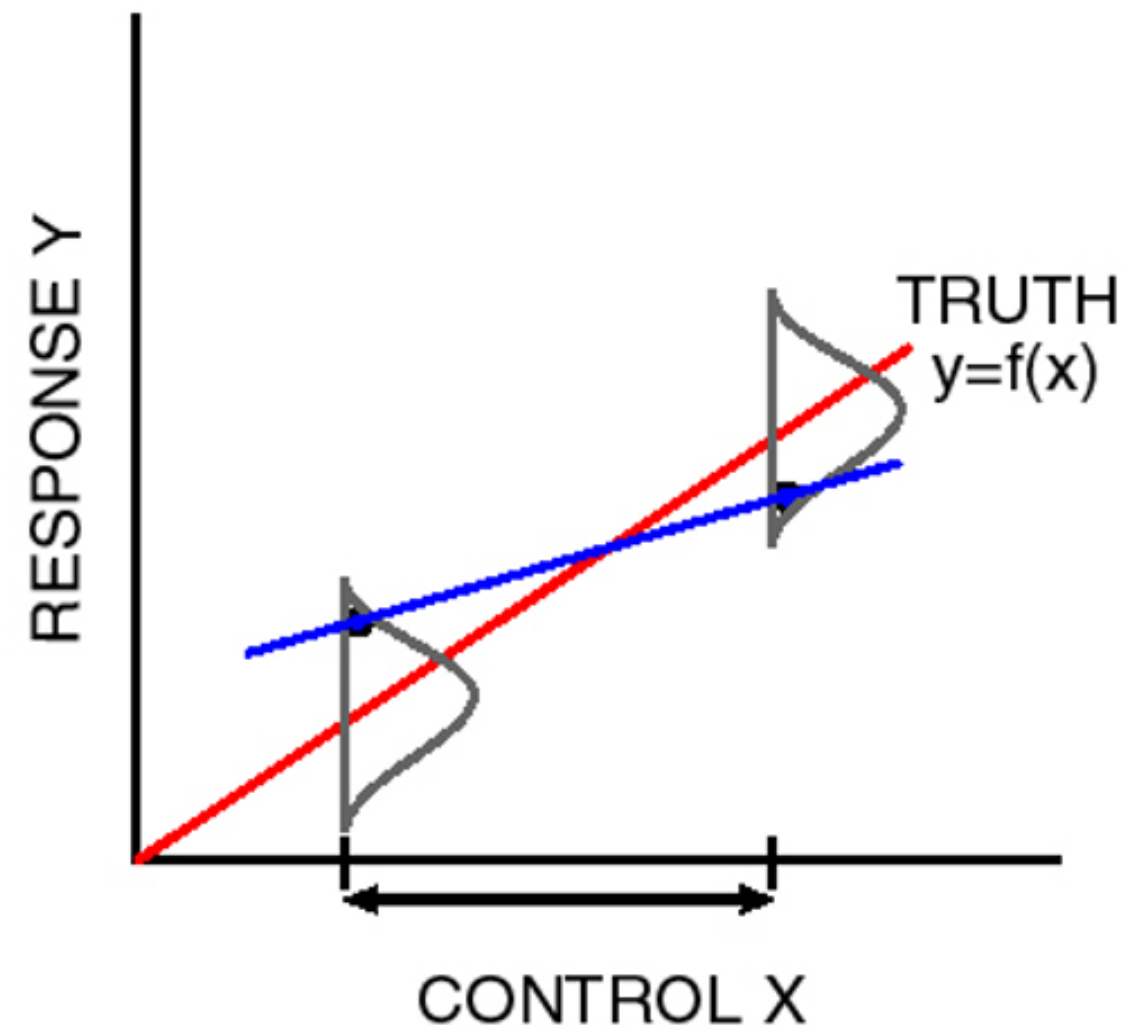
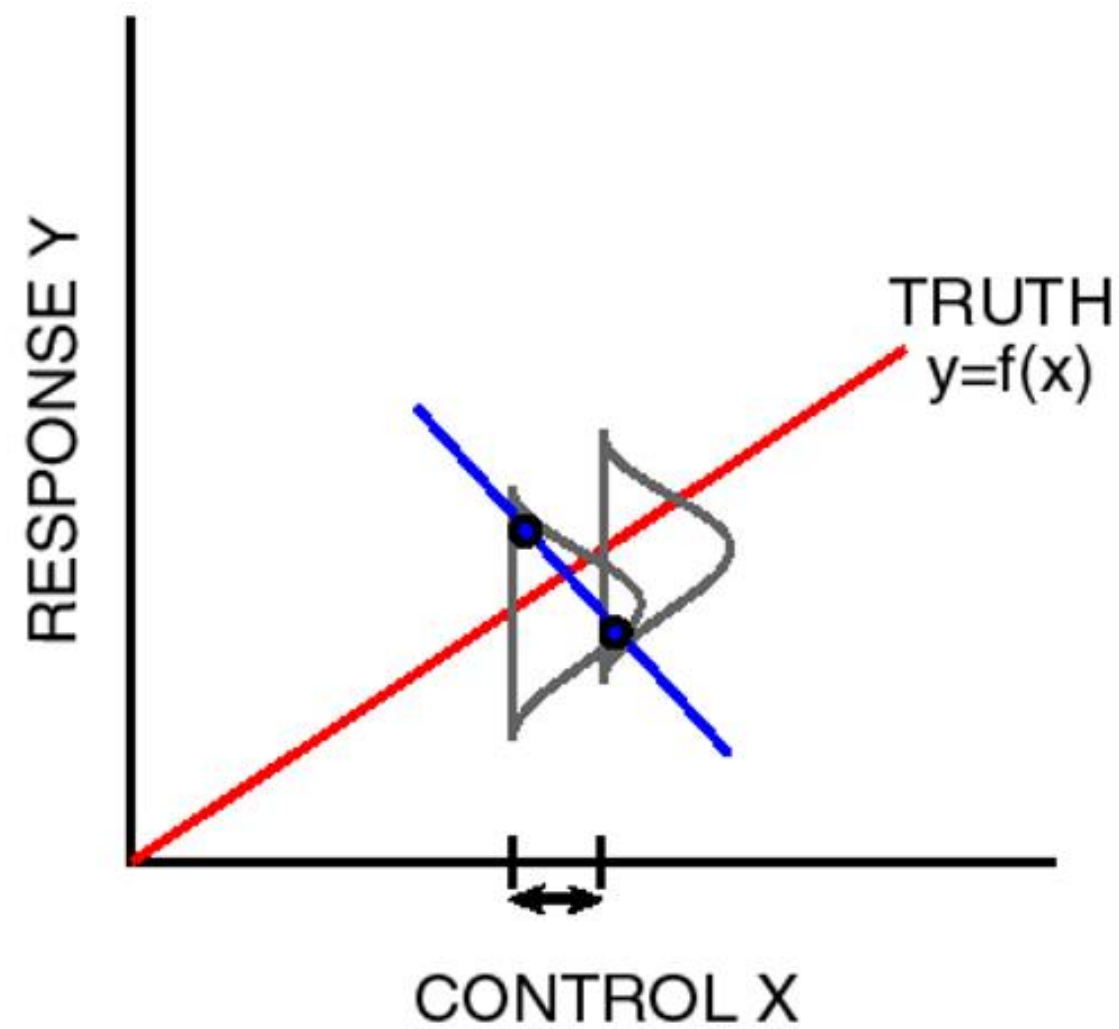


## Same 6 Steps plus a Report

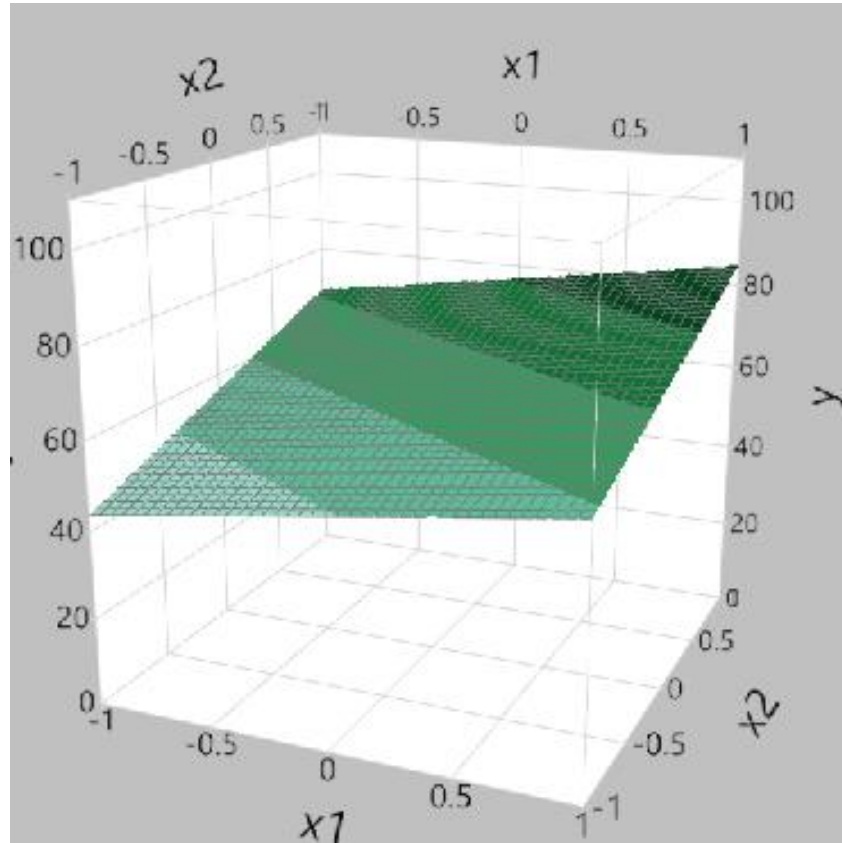
*\*Subject Matter Expert*

# Timid vs. Bold Range Settings

Boldness overcomes the need for large sample size



# Quadratic model is not much bigger than *Interaction* model. If you have continuous factors, choose full 2<sup>nd</sup> order, *Quadratic*.

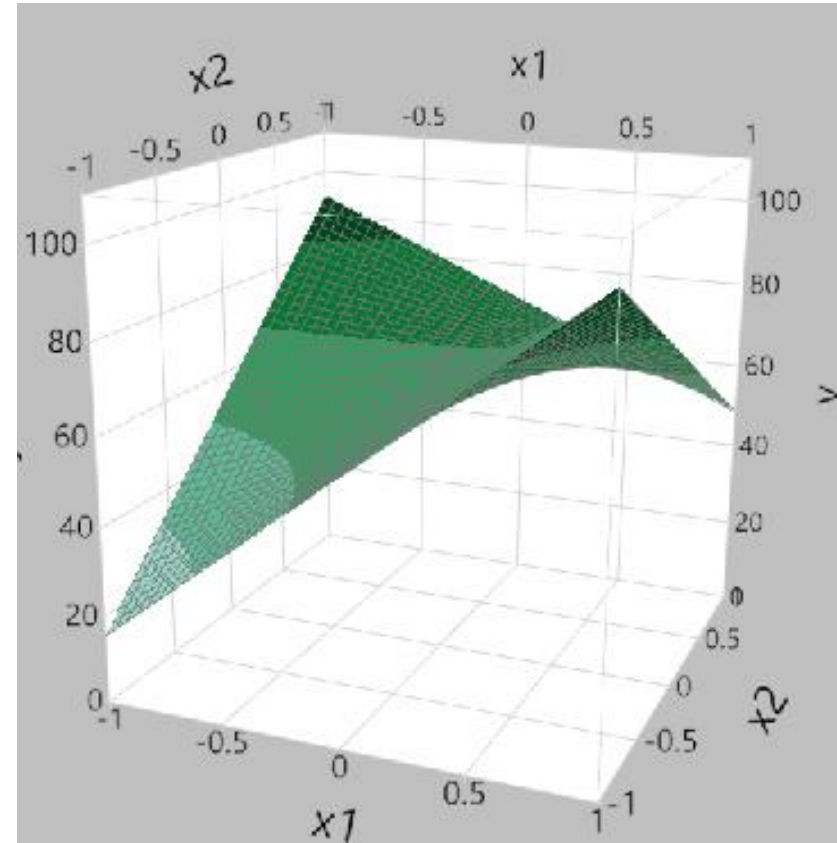


1<sup>st</sup> Order

$$y = a_0 + a_1x_1 + a_2x_2$$

For k factors there are k main effects

- 3-factor Linear Model has 4 terms (8 corners)
- 6-factor Linear Model has 7 terms (64 corners)
- 10-factor Linear Model has 11 terms (1K corners)
- 20-factor Linear Model has 21 terms (1M corners)



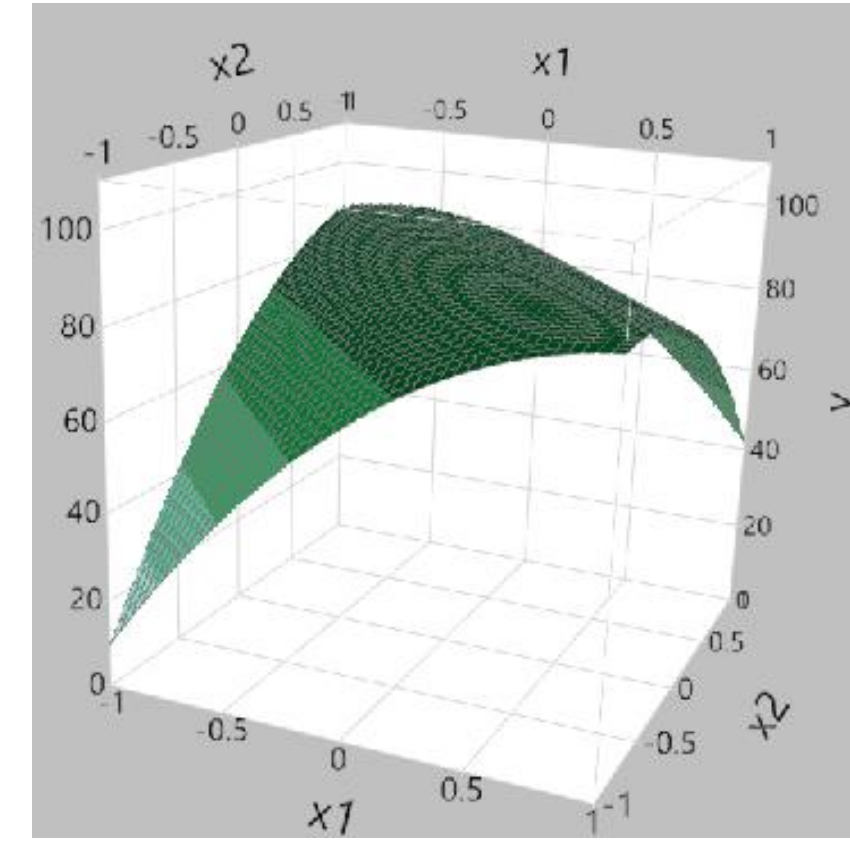
2<sup>nd</sup> Order

$$y = a_0 + a_1x_1 + a_2x_2$$

$$+ a_{12}x_1x_2$$

For k factors there are  $k(k-1)/2$  interaction effects

- 3-f Interaction Model has 7 terms (2X ME)
- 6-f Interaction Model has 22 terms (3X ME)
- 10-f Interaction Model has 56 terms (5X ME)
- 20-f Interaction Model has 211 terms (10X ME)



Full 2<sup>nd</sup> Order

$$y = a_0 + a_1x_1 + a_2x_2$$

$$+ a_{12}x_1x_2$$

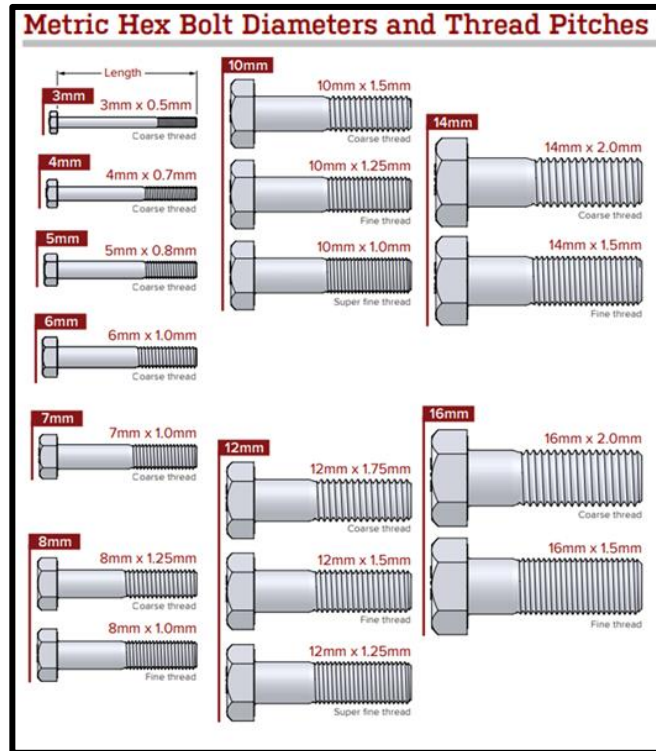
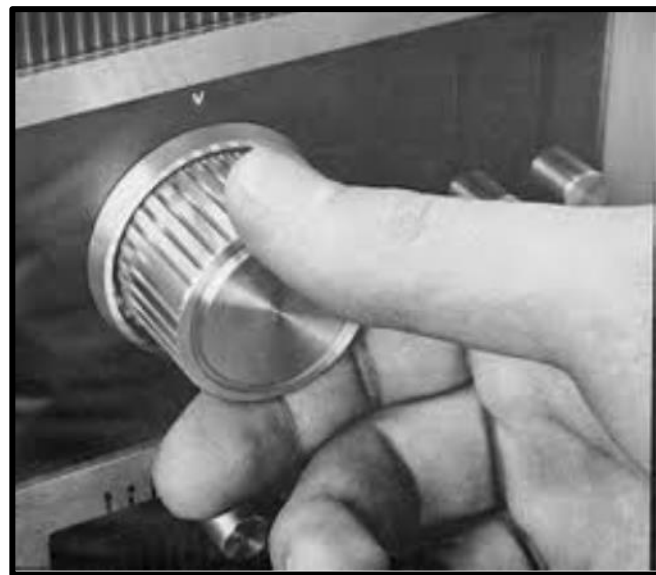
$$+ a_{11}x_1^2 + a_{22}x_2^2$$

For k factors there are k squared effects

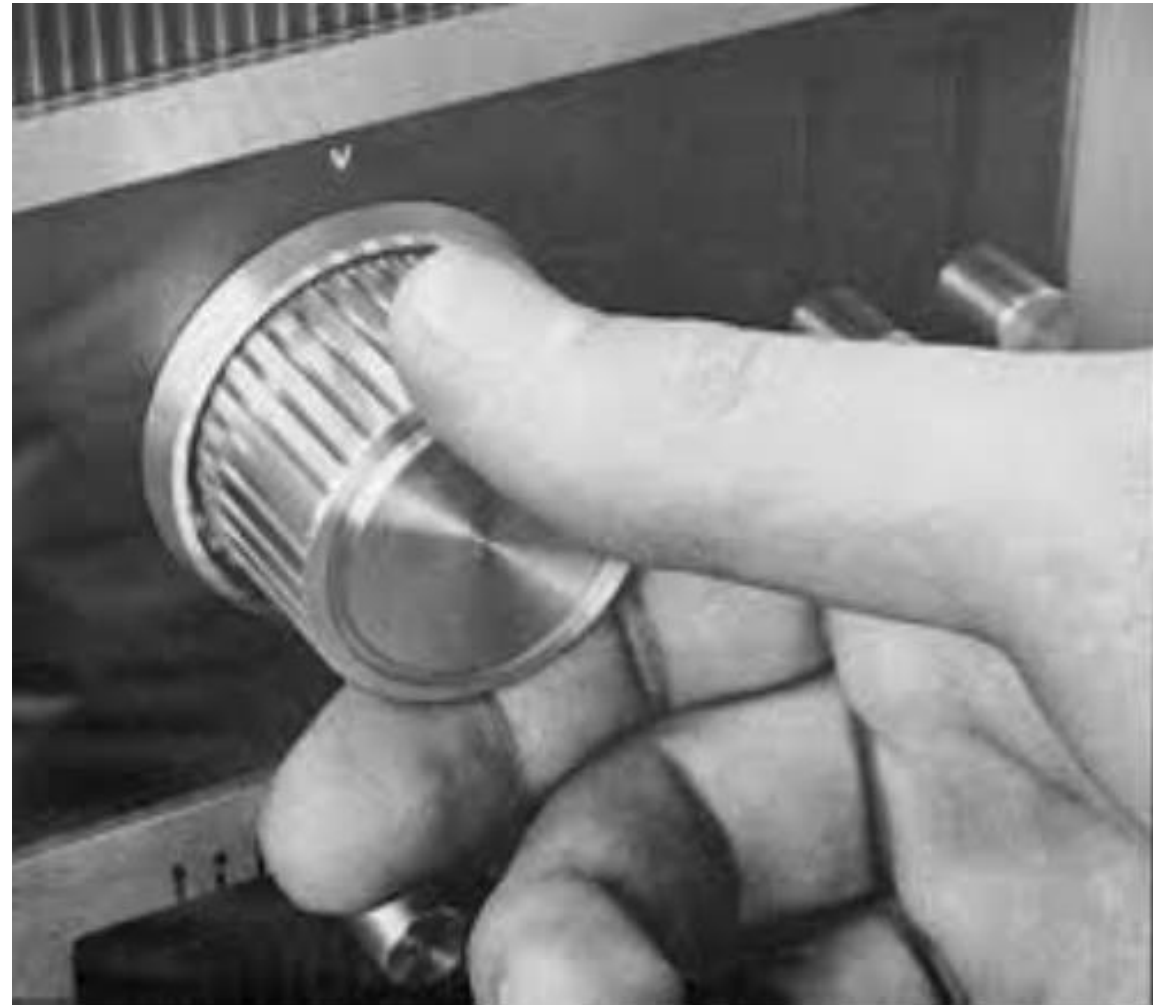
- 3-f Quadratic Model has 10 terms (2.5X ME)
- 6-f Quadratic Model has 28 terms (4X ME)
- 10-f Quadratic Model has 66 terms (6X ME)
- 20-f Quadratic Model has 231 terms (11X ME)

**If no squared terms, then optimum can ONLY be a corner!**

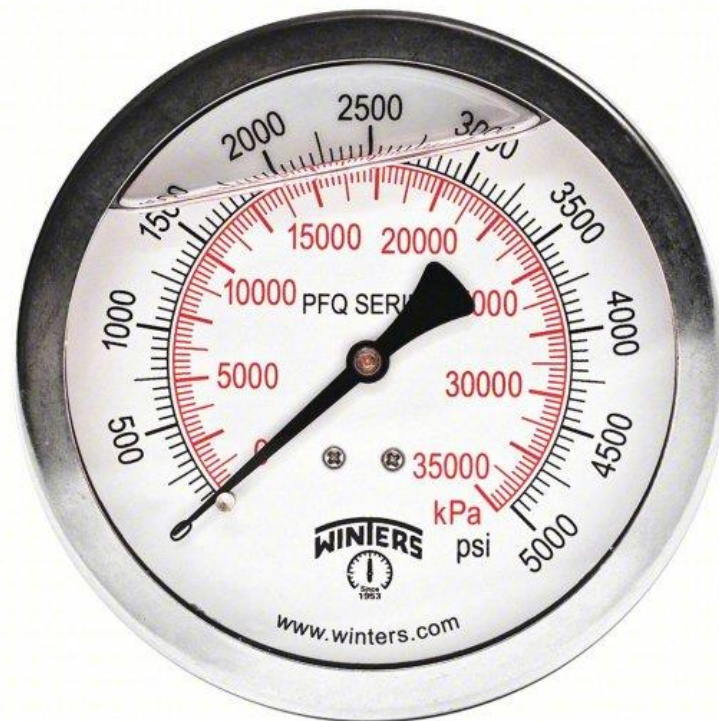
# Three Types of Factors Supported



Factors	
	Choices
<p>Role</p> <p><b>Add a Continuous Factor</b></p>	<p>A continuous factor can take any numeric value between a low and a high level.</p> <p>► Show Hint</p>
<p><b>Add a Discrete Numeric Factor</b></p>	<p>A discrete numeric factor lies between a low and a high numeric value, but it can be set to user-specified values.</p> <p>How many levels do you have? <input type="text" value="2"/></p> <p>► Show Hint</p>
<p><b>Add a Categorical Factor</b></p>	<p>A categorical factor can take on a specified number of categories, groups, or types.</p> <p>How many levels do you have? <input type="text" value="2"/></p> <p>► Show Hint</p>



**Continuous Factors are finely adjustable over a range.**  
*Think, can I turn a control knob to adjust to any setting?*  
**Examples (Clockwise) are Time, Temperature, Speed, RPM, and Pressure**



Categorical Factor: *Vendor*  
Order doesn't matter.  
Interpolation makes no sense.

L1



L2



L3





Categorical Factor: *Vendor*  
Order doesn't matter.  
Interpolation makes no sense.

L1



L2



L3



**Categorical Factor: *Vendor***  
**Order doesn't matter.**  
**Interpolation makes no sense.**

L1



L2



L3



**Categorical Factor: *Grade of Stainless Steel***  
**Order potentially matters.**  
**Ordinal Ranking may make sense.**

### L1 **304 Stainless Steel Pros and Cons**

The main benefit is that 304 stainless steel is usually considered to be one of the strongest of the mild steels available on the market. It boasts a **respectable level of corrosion resistance** and is **much easier to mold** than its 316 stainless steel alternative. However, like 18-8 grade stainless steel it is vulnerable to corrosion when exposed to salt water. 304 stainless steel **costs more than 18-8 but less than 316 stainless steel**.

### L2 **18-8 Stainless Steel Pros and Cons**

As already mentioned, 18-8 grade stainless steel is celebrated for its **superior level of corrosion resistance**. However, it is known to show signs of corrosion when exposed to chlorides, such as salt. Therefore, it is not the ideal stainless steel to use for marine applications. On the upside, 18-8 grade stainless steel properties include the fact that **it can be bent and molded** without it having an effect on its overall strength and durability. This type of stainless steel is also not only **extremely budget-friendly**, but it also requires little to no maintenance. 18-8 stainless steel yield strength is also impressive.

### L3 **316 Stainless Steel Pros and Cons**

316 stainless steel boasts a higher strength and durability than 304 stainless steel. It also has a **higher level of corrosion resistance**, including when exposed to salt water. It performs well against pitting and is also resistant to caustic chemicals. As mentioned above, however, 316 stainless steel is **less malleable** than 304 stainless steel. It is also **substantially more expensive**.

Categorical Factor: *Vendor*  
 Order doesn't matter.  
 Interpolation makes no sense.

Discrete Numeric Factor: *Diameter*  
 Order does matter.  
 Interpolation makes sense.

Designs like a *categorical* factor, but models as *continuous*

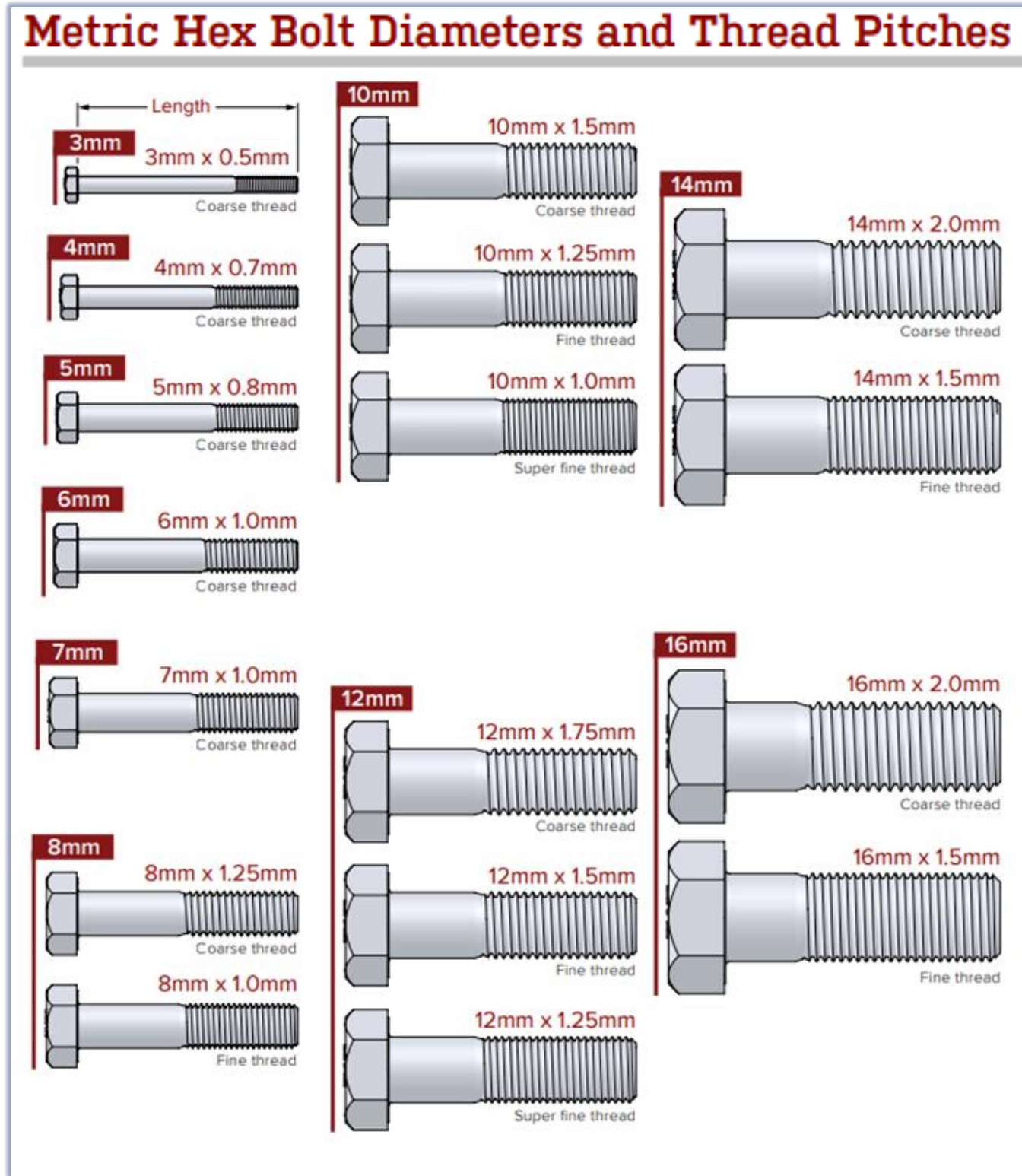
L1



L2



L3



Bolt diameters are only available in whole millimeters between 3 & 16, with no choice of 9, 11, 13, & 15 mm.

For range of 7 to 10, mid point is 8.5. Only "mid" level is 8 mm which is unevenly spaced between ends.

For range of 10 to 16, mid point is 13. Only "mid" levels are evenly spaced, 12 & 14 mm.

# Model Choices in Easy DOE

As complexity supported increases, so do the number of runs

Guided Mode  Flexible Mode

Define Model Design Data Entry Analyze Predict Report

Model type	Number of Runs
<input type="radio"/> Main Effects ▶ Show Hint	12
<input type="radio"/> Main Effects (Uncorrelated with Two-Factor Interactions) ▶ Show Hint	12
<input type="radio"/> Main Effects (Including All Two-Factor Interactions) ▶ Show Hint	16
<input checked="" type="radio"/> Response Surface Design ▶ Show Hint	21

## Screening

- Less complex (fewer runs)
- More robust (usually  $\approx 1.5X$  runs)
  - *When conditions are appropriate* – designs for this choice include mid-levels for continuous factors

## Prediction

- Less complex (fewer runs)
- More robust (usually  $\approx 1.2X$  runs)
  - Design will have mid-levels for continuous factors supporting *optima NOT forced into corners!*

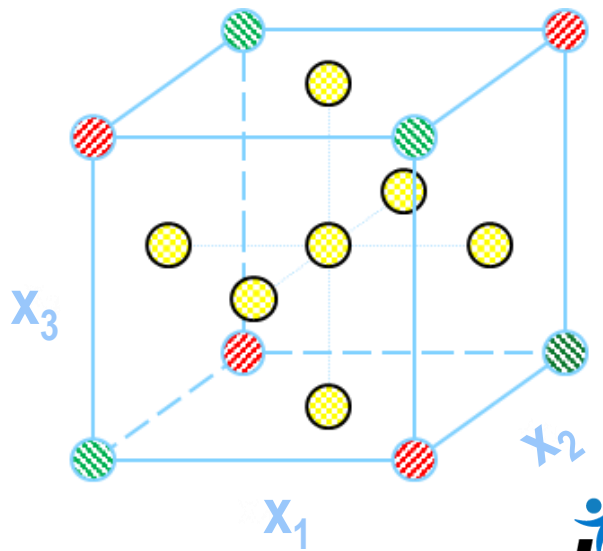
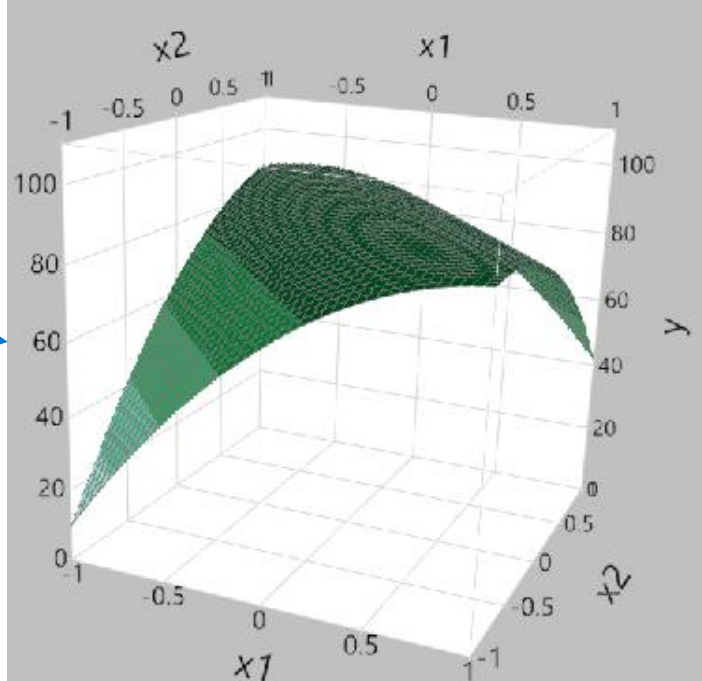
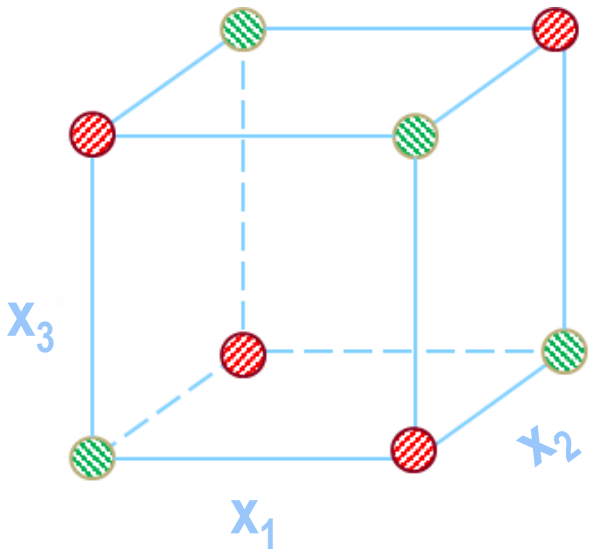
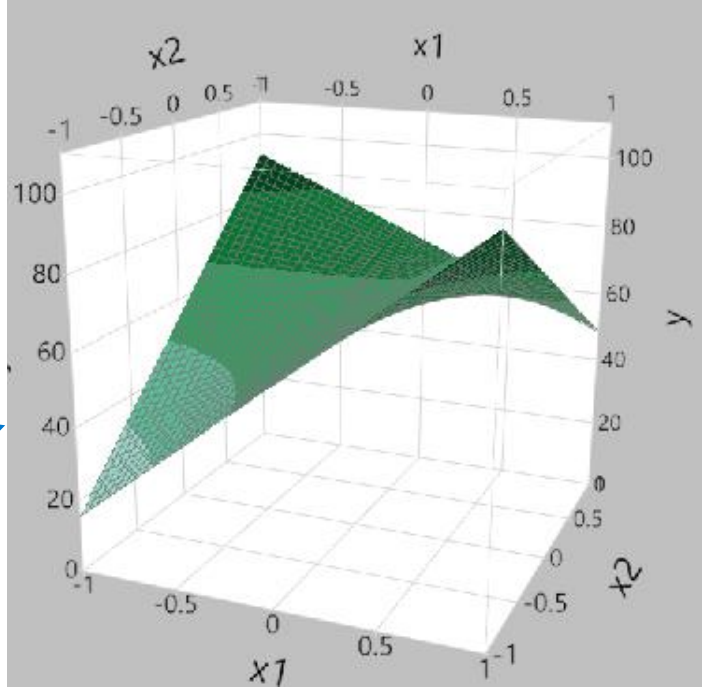
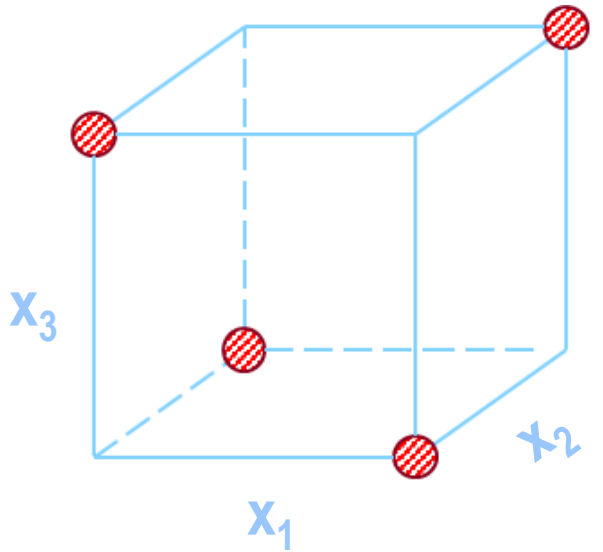
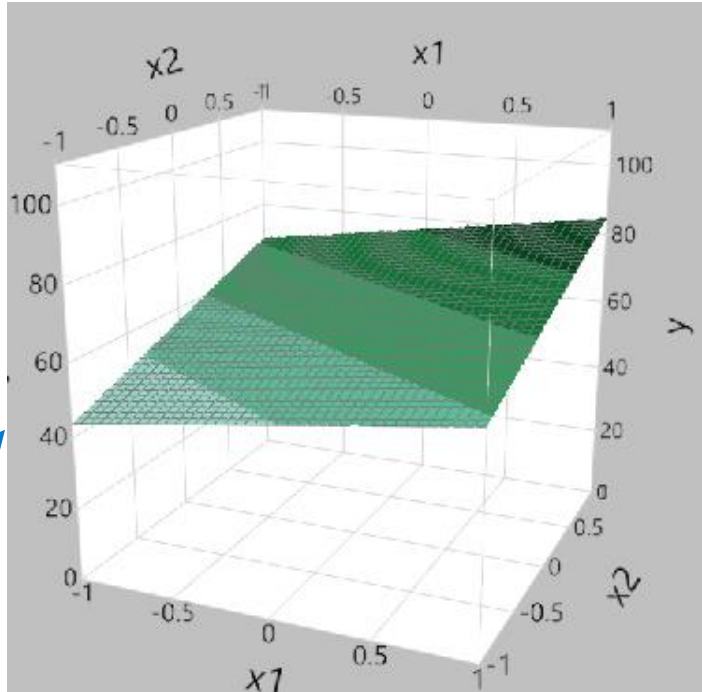
# Model Choices in Easy DOE

● Guided Mode ○ Flexible Mode

Define Model Design Data Entry Analyze Predict Report

**Model type**

Model type	Number of Runs
<input type="radio"/> Main Effects ▶ Show Hint	12
<input type="radio"/> Main Effects (Uncorrelated with Two-Factor Interactions) ▶ Show Hint	12
<input type="radio"/> Main Effects (Including All Two-Factor Interactions) ▶ Show Hint	16
<input checked="" type="radio"/> Response Surface Design ▶ Show Hint	21



As complexity to be supported increases, so do the number of runs

# Model Choices in Easy DOE

## Number of runs for increasing numbers of continuous factors

Guided Mode  Flexible Mode

Define Model Design Data Entry Analyze Predict Report

16

4f

**Model type**

Main Effects  
 ▶ Show Hint

Main Effects (Uncorrelated with Two-Factor Interactions)  
 ▶ Show Hint

Main Effects (Including All Two-Factor Interactions)  
 ▶ Show Hint

Response Surface Design  
 ▶ Show Hint

Number of Runs

12

12

16

21

Number of corners in design space

64 256 1024 ... 1M+

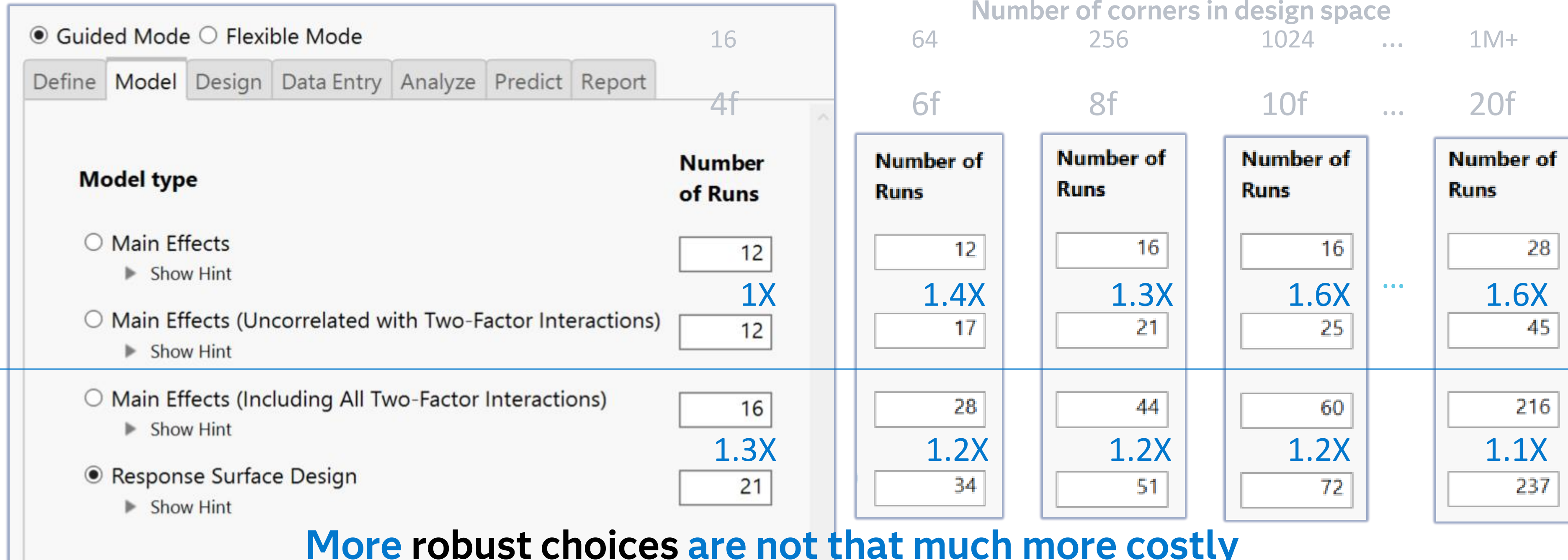
6f 8f 10f ... 20f

Number of Runs	Number of Runs	Number of Runs	...	Number of Runs
12	16	16	...	28
17	21	25	...	45
28	44	60	...	216
34	51	72	...	237

NOTE: Number of factors need not be even

# Model Choices in Easy DOE

## Number of runs for increasing numbers of continuous factors



**More robust choices are not that much more costly and can actually save development time by reducing the number of rounds of experimentation.**

# Use Easy DOE Second Time with a few Changes

3-response, 4-factor, trade-space analysis and optimization example

New type  
of goal,  
Match Target

Response Table								
	Name	Goal	Lower Limit	Upper Limit	Importance	Lower Detection Limit	Upper Detection Limit	Units
<input type="radio"/>	MoP 1	Maximize	3700	.	1	.	.	
<input type="radio"/>	MoP 2	Match Target	700	900	1	.	.	
<input type="radio"/>	MoP 3	Minimize	.	0.28	1	.	.	

New types of factors,  
Discrete Numeric  
& Categorical

Factor Table							
	Name	Role				Unit	
<input type="radio"/>	Load	Continuous	Lower: 200	Upper: 800			
<input type="radio"/>	Temperature	Continuous	Lower: -40	Upper: 150			
<input type="radio"/>	Bolt Diameter	Discrete Numeric	-	+	7	8	10
<input type="radio"/>	Grade of Stainless Steel	Categorical	-	+	18-8	304	316

Response Surface Design   
▶ Show Hint

MoP = Measure of Performance



# Go to JMP 18...

# Why Easy DOE? - Key Features

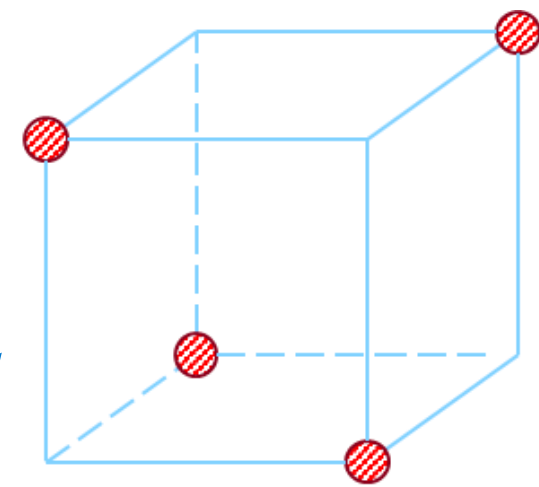
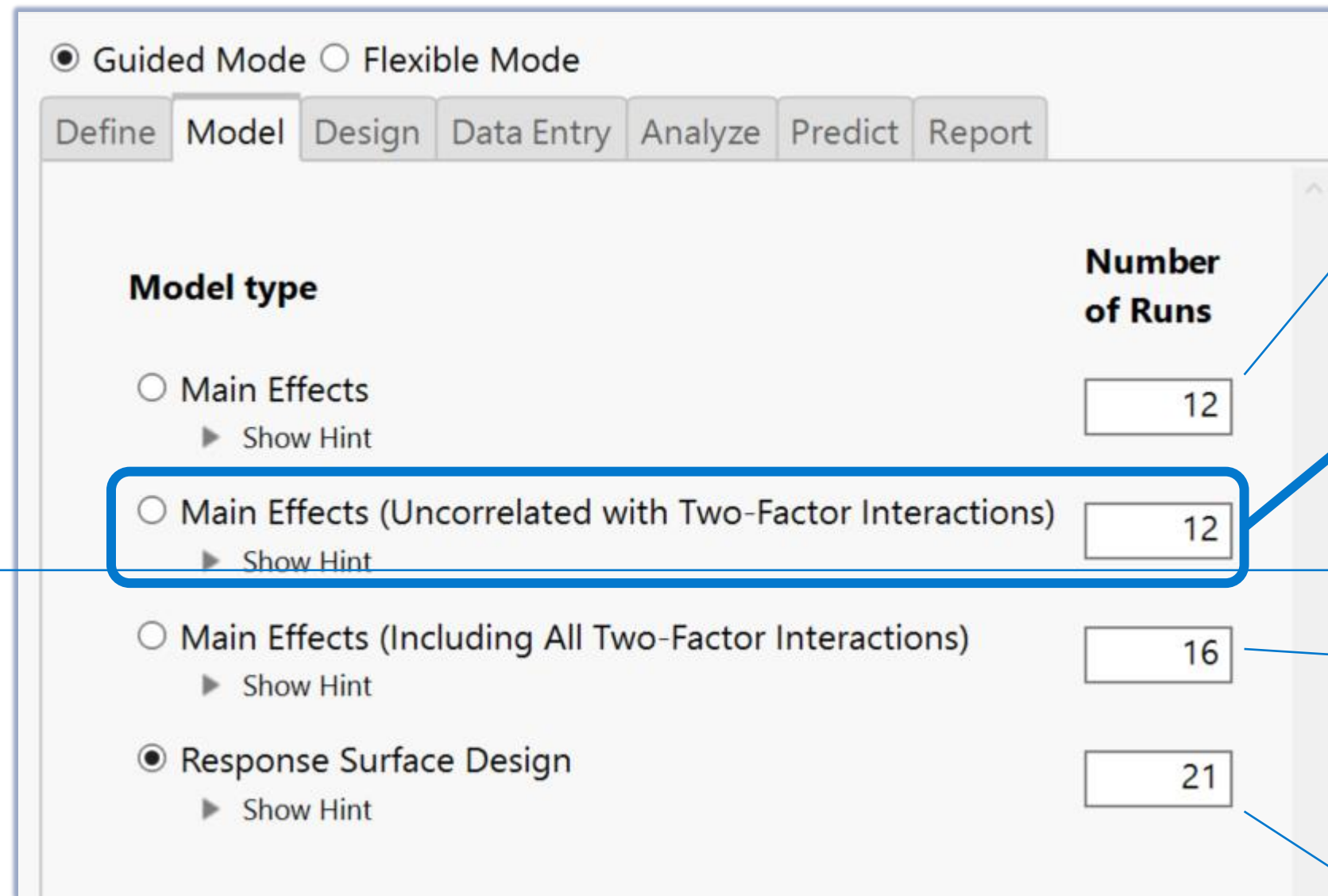
JMP makes it easier for everyone to experiment

- End-to-end coverage of every step of experimentation.
- Streamlined experience through tailored elements in a new user interface.
- Guided mode for novice experimenters (default) and Flexible mode for more demanding situations.
- Comprehensive summary report is automatically written based on the current state of the experiment.
- Save your work at any time and return to the same point.
- Easily share experiments with others.

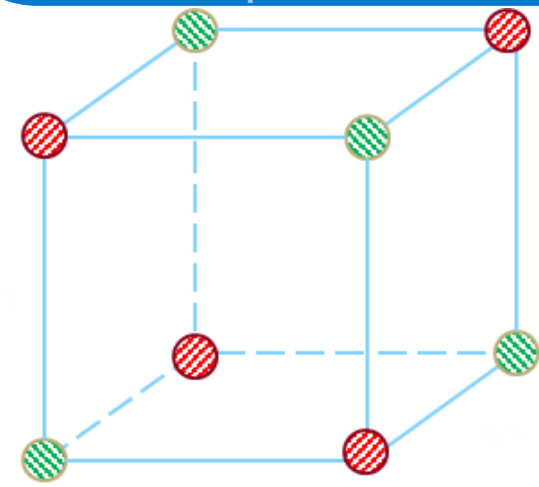
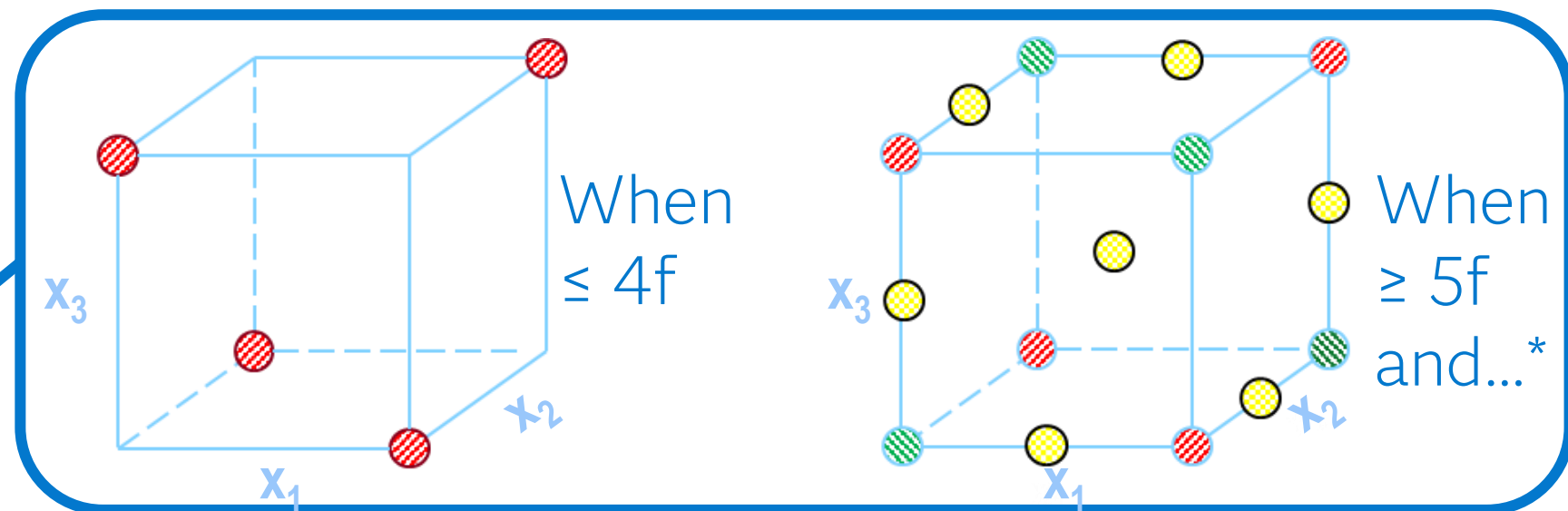
[Developer Tutorial: Easy DOE – Expertly Guiding Users Through Designing an Experiment](#)

# 2<sup>nd</sup> Model Choice in Easy DOE

applies an algorithm to factor choices & generates a *DSD when appropriate*\*



Projection of 5 or more factor DSD into 3 factors



**DSD has *potential* to support a response surface model if only a few factors are important.**

\*Definitive Screening Design (DSD) is created for as few as 5 factors, provided that at least 3 are continuous, and no more than 3 factors are categorical at 2-levels.

If a categorical factor at ≥ 3-levels, or a discrete numeric factor is used, then design will NOT be a DSD.

