The book provides an introduction to causal reasoning that is heavy on symbols and a bit light on examples. This handout is intended to supply a few examples of the concepts that are developed in detail in Chapter 10.

1. **Example of NCT/SCT:**
   - *NCT:* I remember trying to figure out what a professor wanted from me on my papers. At first, I thought that I had to make sure I kept my sentences under 20 words long in order to pass – that for her, it was a necessary condition for passing that the sentences were short. But then I got a passing grade on a paper that contained a couple of 30+-word sentences …
   - *SCT:* I used to think that one way to guarantee that the Jayhawks would win was to wear my lucky, tie-dyed tank top when they played – that it was a sufficient condition for a KU victory that I be decked out in that shirt. Until they lost to Kentucky, that is…

2. **Coincidence:** this involves two conditions that arise in a way that might make you think they are causally related when in fact they are not
   - The guy in the office next to mine and I get hungry for lunch every day at the same time
   - Three problem sets in a row, I’ve run out of ink in my pen on the same guy’s paper
   - *Think conspiracy theories*

3. **Common Cause:** here you have two conditions, A and B, that arise in a way that might make you think they are cause and effect, but in fact they are both effects of a common cause
   - Two people get irritated at almost exactly the same time in a class – it might seem that when one gets irritated, this causes the other one to get irritated, but they are always irritated by the professor’s quiz
   - Two sprinklers always come on one after the other, but here they are caused by the water coming through them from the same source in sequence
4. **Concomitant Variation**: much causation in the world is not of the “on/off” variety, but is rather more *analogue*, with variation in the cause being correlated with variation in the effect

- Strength of the wind and the degree to which a tree moves
- Extent to which you depress the accelerator pedal and the velocity of your car