



- 1) Mean
- 2) Median [ Eba and Feature Engineering
- 3) Mode



Population (N)

Population mean 
$$\left(\mu\right) = \frac{1}{1} \frac{\chi_i}{N}$$

$$M = \frac{1+1+2+2+3+3+4+5+5+4}{10}$$

$$= \frac{32}{10} = 3.2$$

## Sample (n)

$$\frac{1}{2} = 2.5$$

Median = 3

Median = 2.5

Why Median?

$$S = \frac{1+2+3+4+5}{5} = \frac{15}{5} = \frac{3}{7}$$

EDA And Feature Engineering

 $\Psi$ 

Type of Flower

Age

Litty

10

Rosc

3

5

Sunflower

Mean or Medien

OUTINS

Rosc

8

- 1 Measure of Dispersion
  - 1) Variance
  - 2 Standard deviation
- 1 Vaniance

$$\nabla^2 = \sum_{i=1}^{N} \left( \chi_i - \mu \right)^2$$

## Sample Variance

$$S^{2} = \underbrace{\frac{1}{5}}_{i=1}^{n} \frac{\left(\eta_{i} - \overline{\lambda}\right)^{2}}{n-1} \quad \text{Bessels}$$
Correction

WHY DOES THE SAMPLE VARIANCE HAVE N-1 IN THE DENOMINATOR? The reason we use n-1 rather than n is so that the sample variance will be what is called an unbiased estimator of the population variance

 $\bar{\lambda} = \frac{1}{1} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2} = 3$ 

$$S^{2} = \sum_{i=1}^{N} \frac{(\chi_{i} - \overline{\chi})^{2}}{\gamma_{i-1}}$$

$$x_{i} \quad \overline{x} \quad (x_{i} - \overline{x})^{2}$$

$$1 \quad 3 \quad 4$$

$$1 \quad 3 \quad 4$$

$$1 \quad 3 \quad 4$$

$$7i$$
  $7i$   $(7i-x)$ 

1 3 4

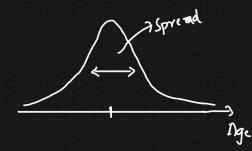
2 3 1

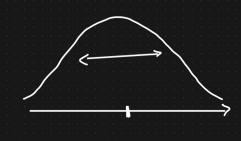
3 3 0

4 3 1

5 3 4

Variance: Spread of the data.





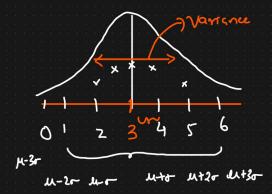
(2) Standard deviation

Population Std

Sample Std

Consider

5



$$\begin{cases} x+s=7 \\ y+x=10 \end{cases} x=2 \\ y+2=10 \\ y=8_{1/2}.$$

Random Variable is a process of mapping the output of a random process or experiment to a number

Eg : Tossing a Coin

Rolling a dice

Messure the Temperature for the next day

X = 0 if M Quantifying a Random
1 if T Process

 $y = \begin{cases} Sum of the rolling of dice 7 times \\ 4,5,6,1,2,2 \end{cases} = 20$ 

P(y>15) P(H)

