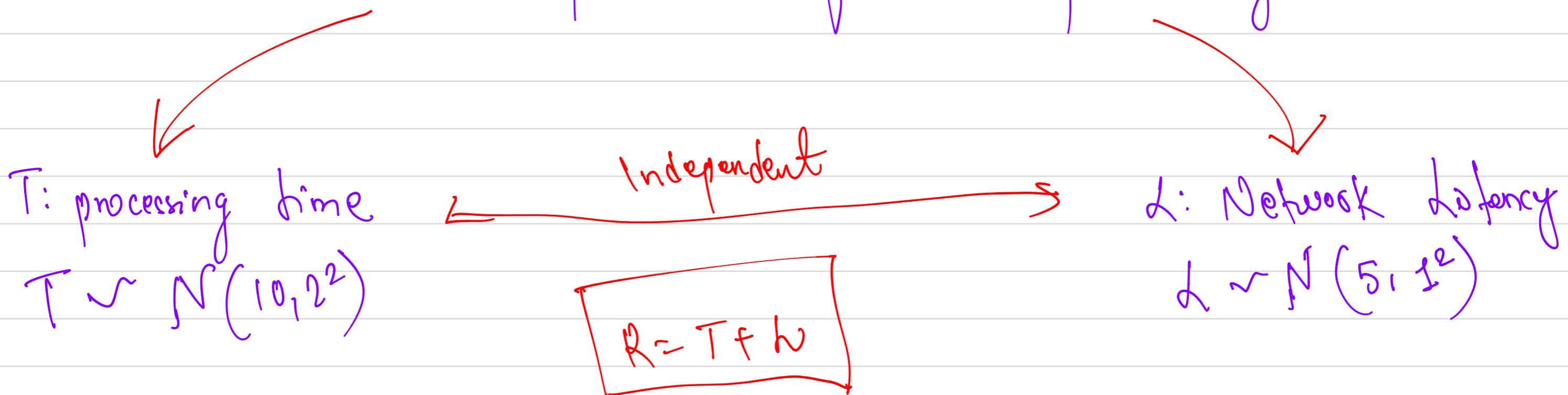


~~Doy-59, Jan 28, 2025 (Mogh is, 2082 Bis.)~~ [Jan 28]

Sum of Gaussians: an Example:

R: Total Response time of a Computer System

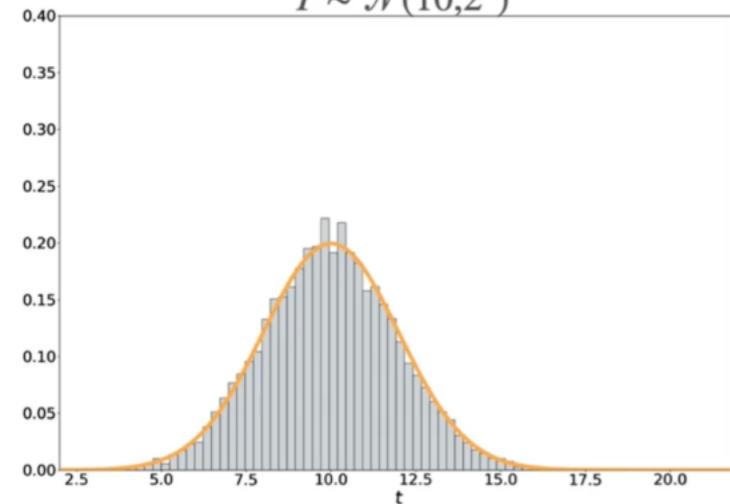


Parameters of these Gaussian = ? They are $\mu_R = E[R] = E[T] + E[L]$

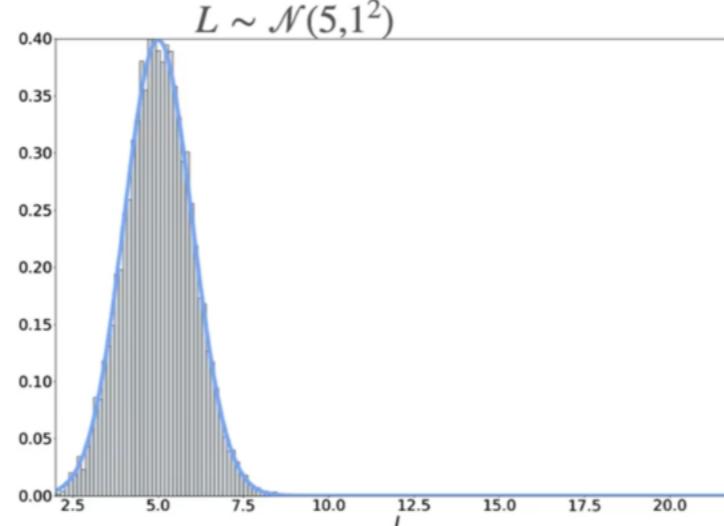
Sum of Gaussians

Sample each variable 10000 times

$$T \sim \mathcal{N}(10, 2^2)$$

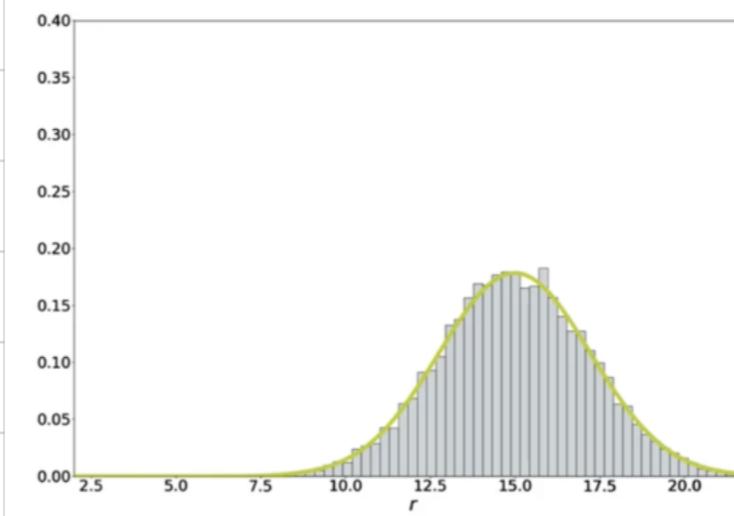


$$L \sim \mathcal{N}(5, 1^2)$$



Sum of Gaussians

$$R = T + L$$



R is still Gaussian!

The histogram of $R = T + L$ is Gaussian.

R is still Gaussian!
Expectation is linear

$$\mu_R = E[R]$$

$$\Rightarrow E[T + L]$$

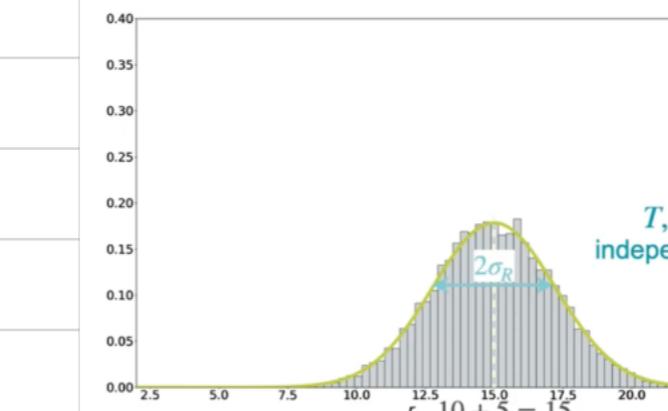
$$\Rightarrow E[T] + E[L]$$

$$\sigma_R^2 = \text{Var}(R)$$

$$\mu_R = E[R] = E[T + L] = E[T] + E[L]$$

Sum of Gaussians

$$R = T + L$$



R is still Gaussian!

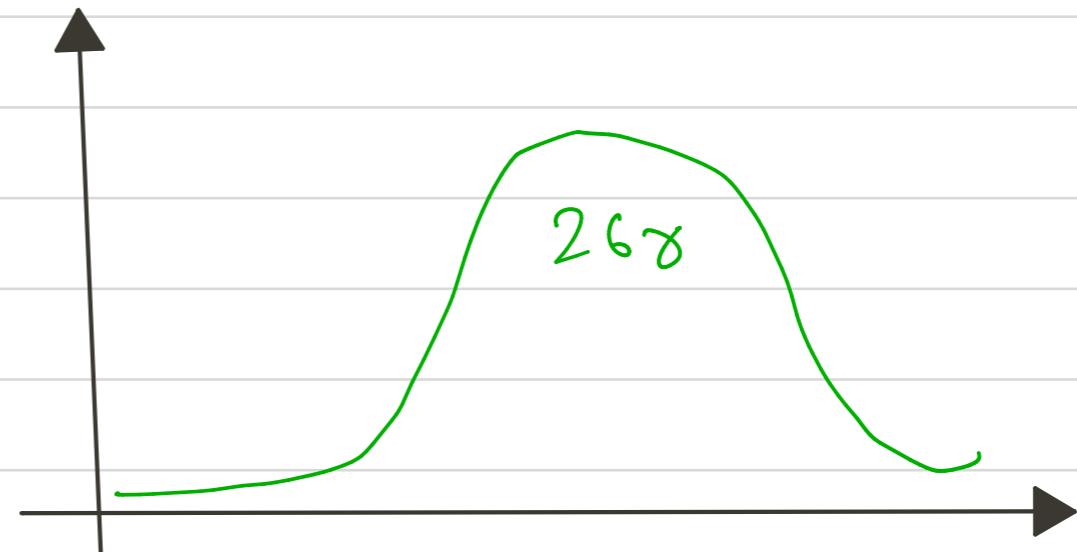
Expectation is linear

$$\begin{aligned} \mu_R &= E[R] = E[T + L] = E[T] + E[L] \\ &= \mu_T + \mu_L = 10 + 5 = 15 \end{aligned}$$

$$\begin{aligned} \sigma_R^2 &= \text{Var}(R) = \text{Var}(T + L) \\ &= \text{Var}(T) + \text{Var}(L) = \sigma_T^2 + \sigma_L^2 \\ &= 4 + 1 = 5 \end{aligned}$$

$$S_1, R = (T+L) \sim N(10+5, 4+1)$$

So, In general: $W = aX + bY$



Independent

$$\left\{ \begin{array}{l} X \sim N(\mu_X, \sigma_X^2) \\ Y \sim N(\mu_Y, \sigma_Y^2) \end{array} \right.$$

$$\rightarrow W \sim N(a\mu_X + b\mu_Y, a^2 \sigma_X^2 + b^2 \sigma_Y^2)$$

Next is Standardizing a Distribution!

Everything is Nicer when the Mean is 0. $X \rightarrow X - \mu$



μ = Mean with some $|x|$ we $X \rightarrow X - \mu$
 $Y = \mu$

so | $E[X + Y] = E[X] + E[Y]$

$$\Rightarrow E[X] - E[\mu]$$

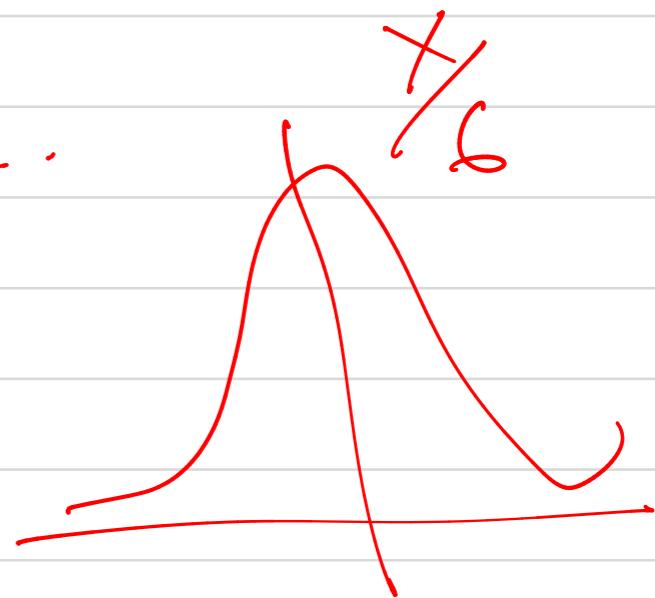
$$\Rightarrow E[X] - \mu$$

so, $E[X + Y] = \Rightarrow 0$

Everything is nicer where the $\sigma = 1$.

Mean = 0
SD deviation = 1

$$X \rightarrow \frac{X}{\sigma}$$



Why we use standardizing a distribution?

- Comparability between different datasets
- Simplification of Statistical Analysis
- Improved performance of Machine Learning Models.
- ~~All of the above.~~

Firstly it transformation datasets into a Standard Scale, making it easier to compare between different datasets.

Secondly, it simplifies Statistical analysis, particularly when using techniques that assumes a Standard Normal Distribution.

Finally, the standardizing features in machine learning can improve the convergence rate of optimization algorithms and prevent some features from dominating others, leading to improved model performance.

Proof: in everything is nicer when the c is 1.

$$\begin{aligned}\text{Var}(cX) &= E[(c\cancel{x})^2] - E[cX]^2 \\ &\Rightarrow E[c^2\cancel{x}^2] - (cE[\cancel{x}])^2 \\ &\Rightarrow c^2E[\cancel{x}^2] - c^2E[\cancel{x}]^2 \\ &\Rightarrow c^2(E[\cancel{x}^2] - E[\cancel{x}]^2) \\ &\Rightarrow c^2 \text{Var}(\cancel{x})\end{aligned}$$

We have,

$$\text{Var}\left(\frac{X}{\sigma}\right) = \frac{1}{\sigma^2} \text{Var}(X)$$

Squaring both sides we get,

$$\text{Std}\left(\frac{X}{\sigma}\right) = \frac{1}{\sigma} \text{Std}(X)$$

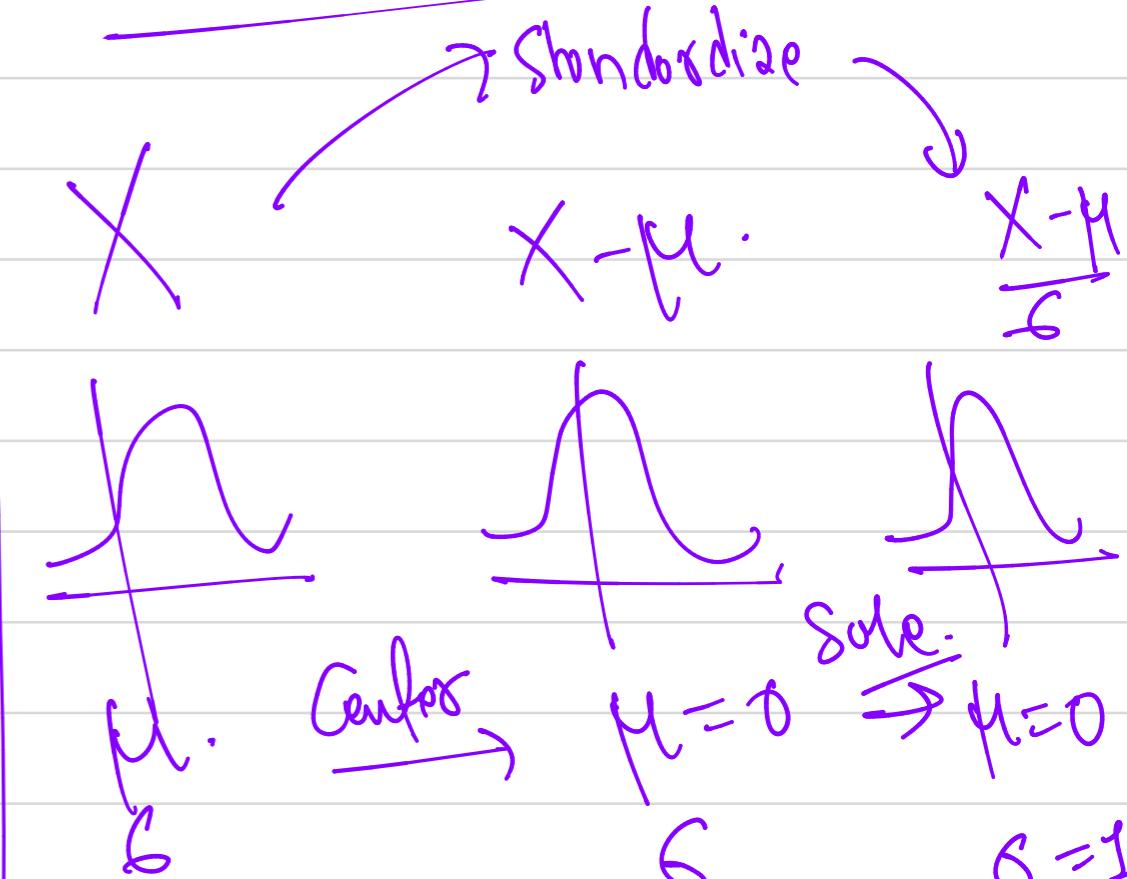
$$\Rightarrow \frac{\sigma}{\sigma}$$

$$\Rightarrow 1.$$

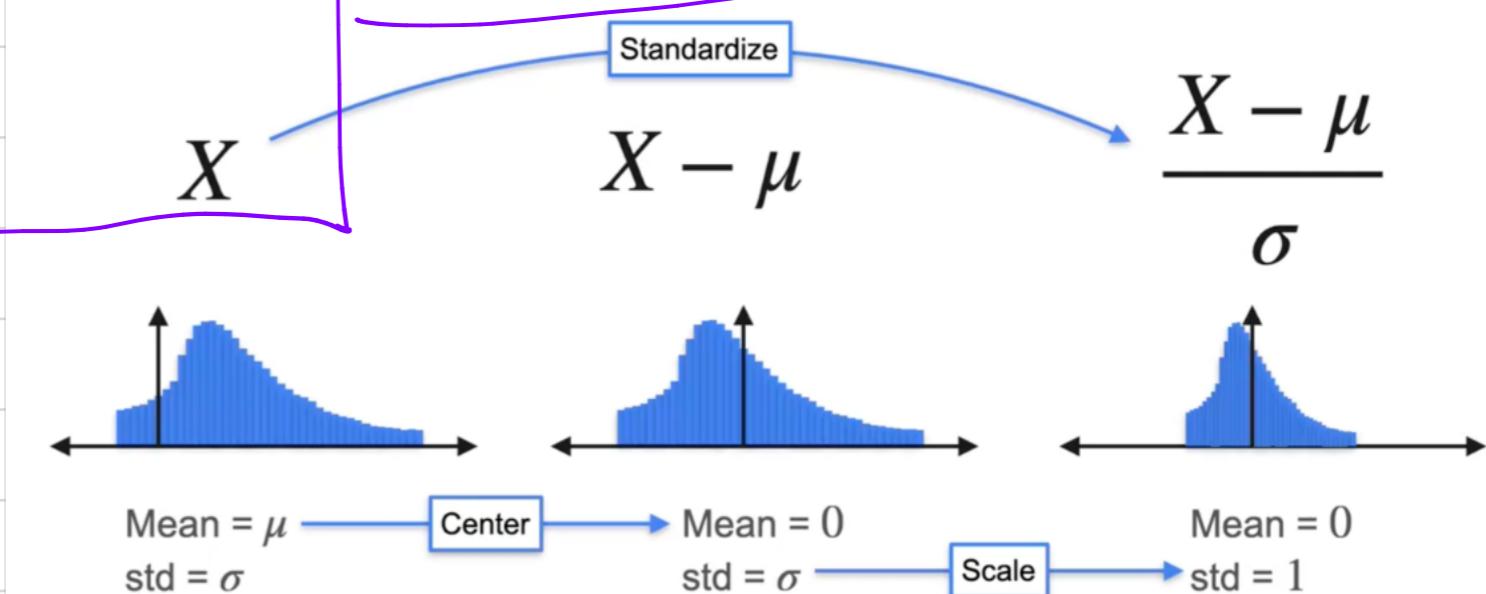
If $\mu = -2$ and $\sigma = 4$ then

$$X = \frac{X - (-2)}{4} \Rightarrow \frac{X + 2}{4}$$

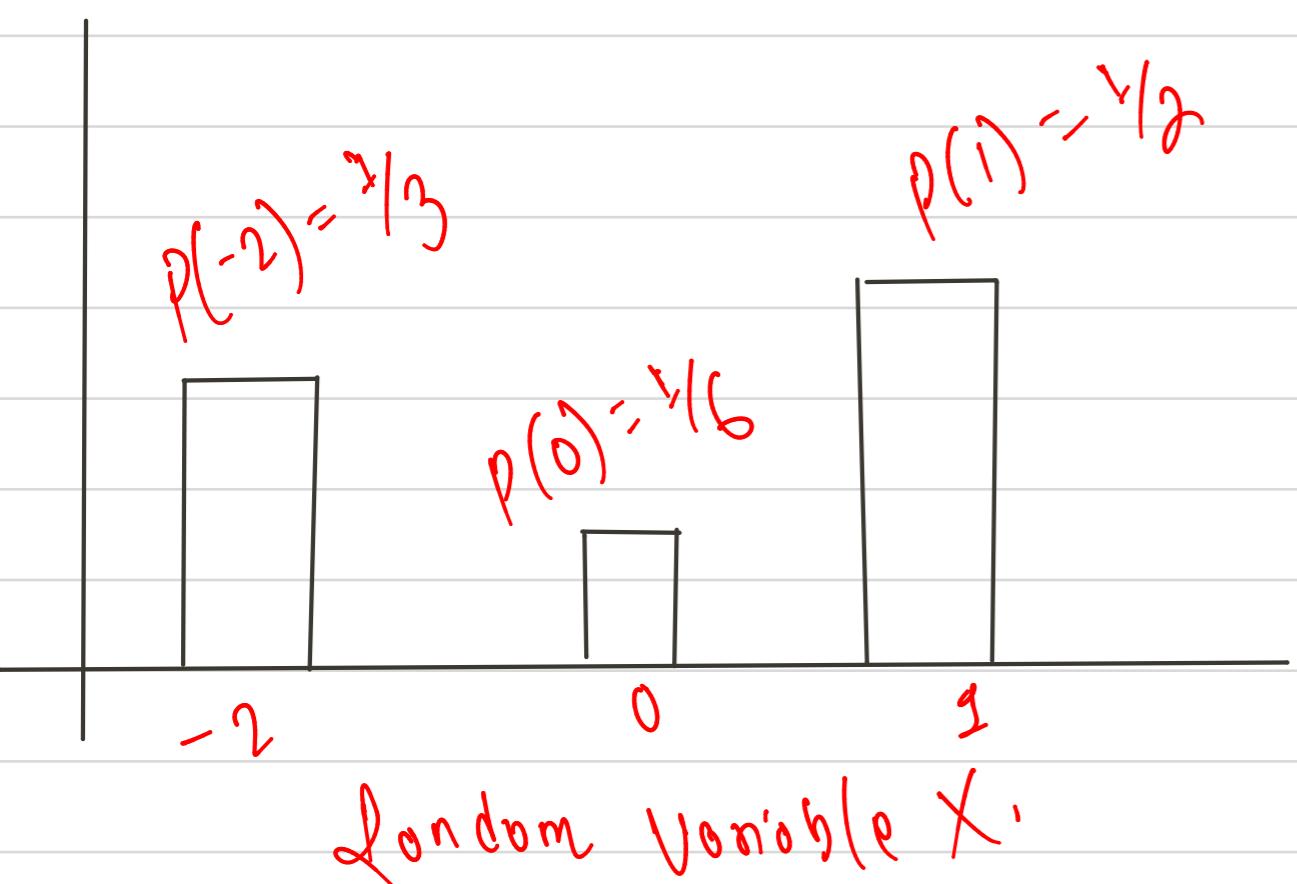
Standardize?



Standardize a Distribution



Skewness and Kurtosis: Moments of Distribution:



histogram are Probability

Moments of Distribution:

Expectation -

$$E[X] = \frac{1}{3}(-2) + \frac{1}{6}(0) + \frac{1}{2}(1)$$

then:

$$E[X^2] = \frac{1}{3}(-2)^2 + \frac{1}{6}(0)^2 + \frac{1}{2}(1)^2$$

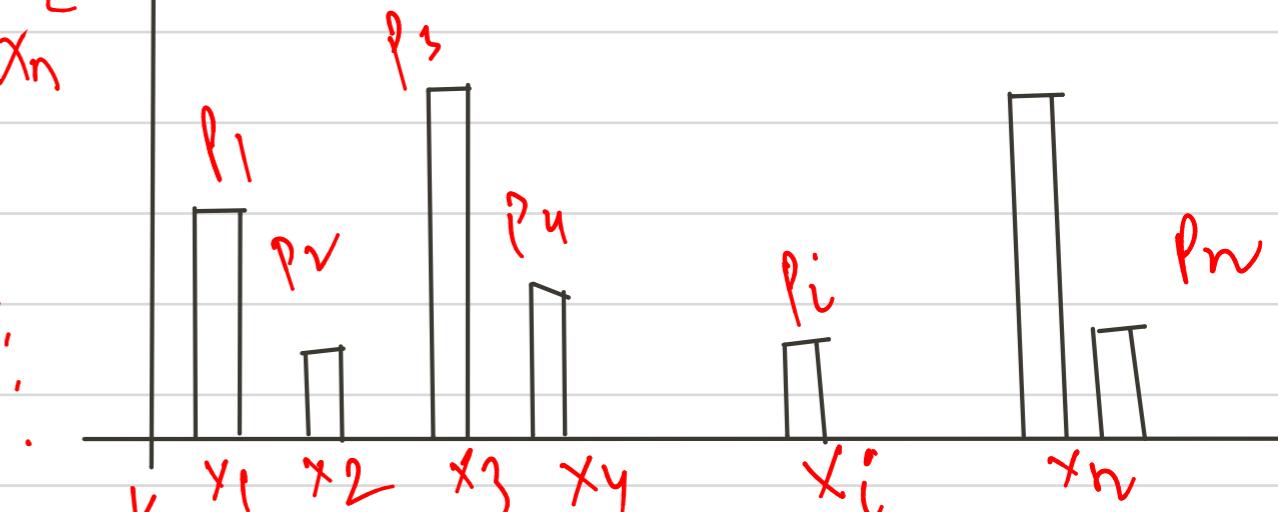
$$E[X^3] = \frac{1}{3}(-2)^3 + \frac{1}{6}(0)^3 + \frac{1}{2}(1)^3$$

$$E[X^K] = \frac{1}{3}(-2)^K + \frac{1}{6}(0)^K + \frac{1}{2}(1)^K$$

$$E[x] = p_1 x_1 + p_2 x_2 + p_3 x_3 + \dots + p_n x_n$$

$$E[x^2] = p_1 x_1^2 + p_2 x_2^2 + \dots + p_n x_n^2$$

$$E[x^K] = p_1 x_1^K + p_2 x_2^K + \dots + p_n x_n^K$$



Lottery vs Insurance



Ticket: \$1
Jackpot: \$100

You win \$99 with 1% probability
You lose \$1 with 99% probability



Car insurance

Cost: \$1
Crash Reparation: \$100

You win \$1 with 99% probability
You lose \$99 with 1% probability

So the lottery and insurance
are just opposite to each other

flipping some variance of L.

Let's see if it is deflected by $E[x]$
and $Vox(x)$.

Lottery vs Insurance

X_1



Ticket: \$1
Jackpot: \$100

Lottery



X_2



Cost: \$1
Crash Reparation: \$100

Car insurance



-99 \$



1 \$

0

Expectation:

Expectation = $E[X]$.

$$E[X_1] = -1 \cdot 0.99 + 99 \cdot 0.01 \Rightarrow 0$$

$$E[X_2] \Rightarrow -99 \cdot 0.01 + 1 \cdot 0.99 \Rightarrow 0$$

Variance = ?

$$\text{Var}(X_1) = (-1)^2 \cdot 0.99 + (99)^2 \cdot 0.01 \Rightarrow 99$$

$$\text{Var}(X_2) = (-99)^2 \cdot 0.01 + (1)^2 \cdot 0.99 \Rightarrow 99$$



Ticket: \$1
Jackpot: \$100

Lottery

$$E[X_1] = -1 \cdot 0.99 + 99 \cdot 0.01 = 0$$

$$\text{Var}(X_1) = (-1)^2 \cdot 0.99 + (99)^2 \cdot 0.01 = 99$$



And the variance of the other one is

the same calculation, which is 99.



Cost: \$1
Crash Reparation: \$100

Car insurance

$$E[X_2] = -99 \cdot 0.01 + 1 \cdot 0.99 = 0$$

$$\text{Var}(X_2) = (-99)^2 \cdot 0.01 + (1)^2 \cdot 0.99 = 99$$



#. But, How to tell them Apart?.

We saw two moments X_1 and X_2

So why don't we use third moment?



Ticket: \$1
Jackpot: \$99

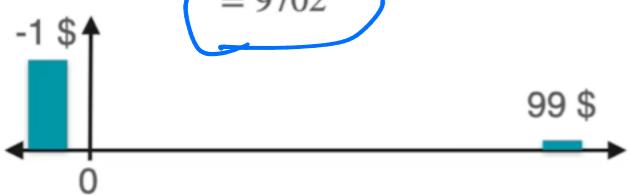
Lottery

$$\mathbb{E}[X_1] = 0$$

$$\mathbb{E}[X_1^2] = 99$$

$$\mathbb{E}[X_1^3] = (-1)^3 \cdot 0.99 + (99)^3 \cdot 0.01$$

$$= 9702$$



Cost: \$1
Crash Reparation: \$99

Car insurance

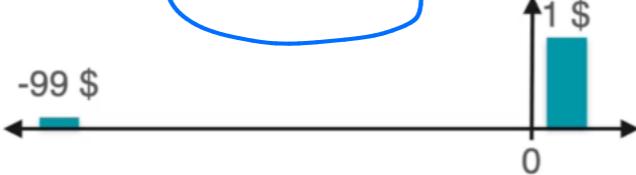
Same expectation
Same variance
How to tell them apart?

$$\mathbb{E}[X_2] = 0$$

$$\mathbb{E}[X_2^2] = 99$$

$$\mathbb{E}[X_2^3] = (1)^3 \cdot 0.99 + (-99)^3 \cdot 0.01$$

$$= -9702$$



with negatives on the wrong places.

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Ticket: \$1
Jackpot: \$99



Cost: \$1
Crash Reparation: \$99

Car insurance

Same expectation
Same variance
How to tell them apart?

$$\mathbb{E}[X_1] = 0$$

$$\mathbb{E}[X_1^2] = 99$$

$$\mathbb{E}[X_1^3] = \text{Large positive value}$$

Positively Skewed

$$\mathbb{E}[X_2^3] = \text{Large negative value}$$

Negatively Skewed

And that one has a large negative value for E of X cubed.

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grossly skewed very grossly skewed -ve .

$$-\mathbb{E}[X_1^3] \text{ and } +\mathbb{E}[X_2^3]$$



Ticket: \$1
Jackpot: \$99

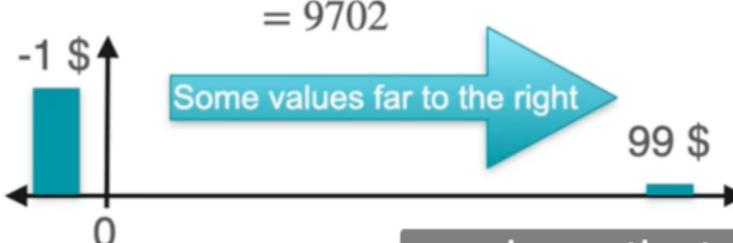
Lottery

$$\mathbb{E}[X_1] = 0$$

$$\mathbb{E}[X_1^2] = 99$$

$$\mathbb{E}[X_1^3] = (-1)^3 \cdot 0.99 + (99)^3 \cdot 0.01$$

$$= 9702$$



Cost: \$1
Crash Reparation: \$99

Car insurance

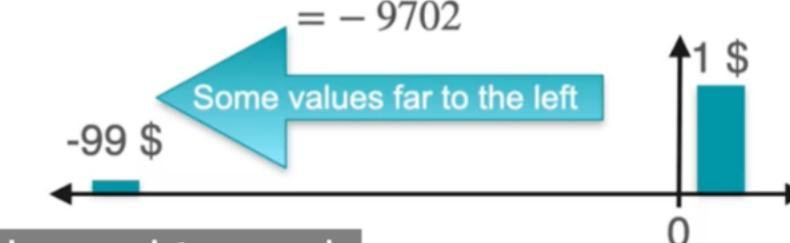
Same expectation
Same variance
How to tell them apart?

$$\mathbb{E}[X_2] = 0$$

$$\mathbb{E}[X_2^2] = 99$$

$$\mathbb{E}[X_2^3] = (1)^3 \cdot 0.99 + (-99)^3 \cdot 0.01$$

$$= -9702$$



numbers that are skewed towards the right or skewed towards the left.

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So, the cube of the variable reflects the numbers that are skewed towards the right or skewed towards the left.



Ticket: \$1
Jackpot: \$99

Lottery

$$\mathbb{E}[X_1] = 0$$

$$\mathbb{E}[X_1^2] = 99$$

$$\mathbb{E}[X_1^3] = \text{Large positive value}$$

Positively Skewed



Cost: \$1
Crash Reparation: \$99

Car insurance

$$\mathbb{E}[X_2] = 0$$

$$\mathbb{E}[X_2^2] = 99$$

$$\mathbb{E}[X_2^3] = \text{Large negative value}$$

Negatively Skewed

So the magic value here that's helping us is the expectation of X cubed.



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$E[X]^3$ so the skewness is the expected value of the centered and standardized distribution.

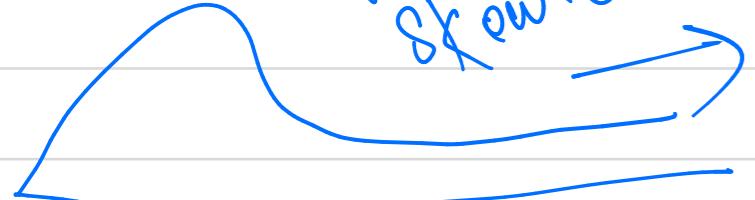
$$E[X^3]$$

Almost
symmetric

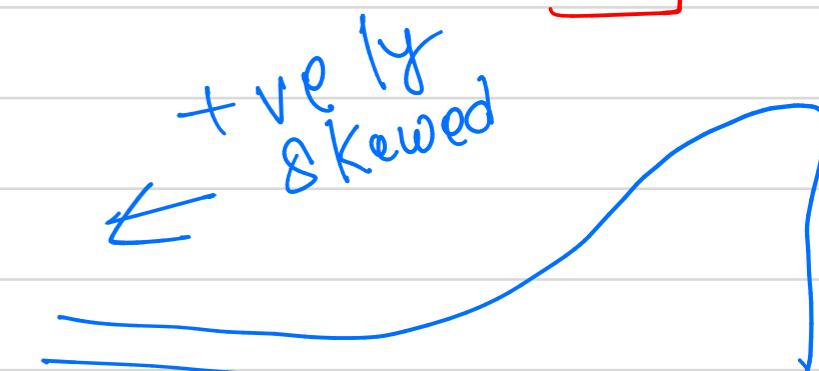
Need to standardize.

$$\text{Skewness} = E\left[\left(\frac{X-\mu}{\sigma}\right)^3\right]$$

Not skewed



$$E\left[\left(\frac{X-\mu}{\sigma}\right)^3\right] > 0$$



$$E\left[\left(\frac{X-\mu}{\sigma}\right)^3\right] = 0$$

$$E\left[\left(\frac{X-\mu}{\sigma}\right)^3\right] < 0$$

Skewness and Kurtosis: Kurtosis

Example:

Game 1

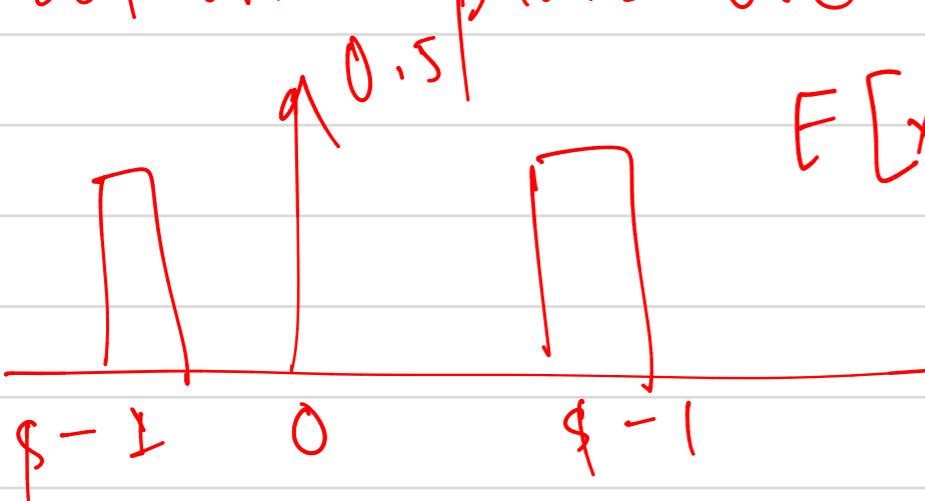
Probability $\frac{1}{2}$: you win 1 dollar

(1) $\frac{1}{2}$: you lose 1 dollar

$$E[X] = ?$$

$$Var(X) = ?$$

So, the plots are



$$E[X_1] = 0$$

Both has some variance

Game 2

probability $\frac{100}{202}$: you win 10 cents

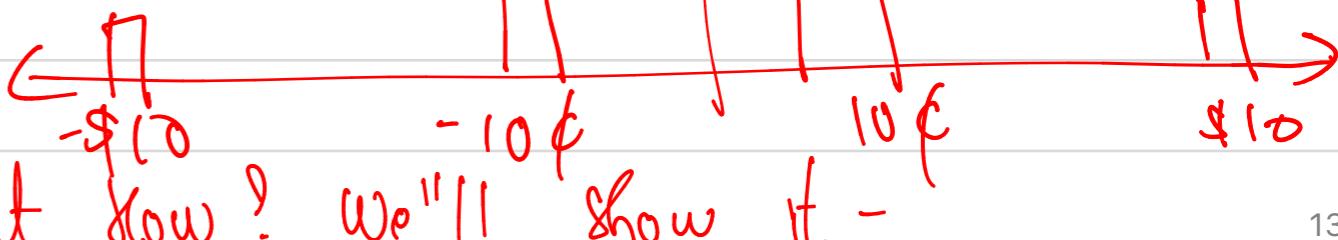
(1) $\frac{100}{202}$: you lose 10 cents

(1) $\frac{1}{202}$: you win 10 dollars

(1) $\frac{1}{202}$: you lose 10 dollars

Game 2

$$E[X_2] = 0$$



But how? We'll show it -

$$\mathbb{E}[x_1^2] = \frac{1}{2}(-1)^2 + \frac{1}{2}(1)^2$$

$$\mathbb{E}[x_1^2] = 1$$

$$\text{Var}(x_1) = 1$$

$$\text{Std}(x_1) = 1$$

$$\text{Skew}(x_1) = 0$$

$$\mathbb{E}[x_2^2] = \frac{100}{202}(-0.1)^2 + \frac{100}{202}(0.1)^2 + \frac{1}{202}(-10)^2$$

$$\Rightarrow \frac{100}{202} \cdot \frac{1}{100} + \frac{100}{202} \cdot \frac{1}{100} + \frac{1}{202} \cdot 100$$

$$\mathbb{E}[x_2^2] = 1$$

$$\text{Var}(x_2) = 1$$

$$\text{Std}(x_2) = 1$$

Q: How do we tell them $\text{Skew}(x_2) = 0$

Since there apart?

$$\mathbb{E}[x_1] = 0$$

$$\text{Var}(x_1) = 1$$

$$\text{Skew}(x_1) = 0$$

Moments are

$$\mathbb{E}[x_1] = 0$$

$$\mathbb{E}[x_1^2] = 1$$

$$\mathbb{E}[x_1^3] = 0$$

Moment

1st

2nd

3rd

$$\mathbb{E}[x_2] = 0$$

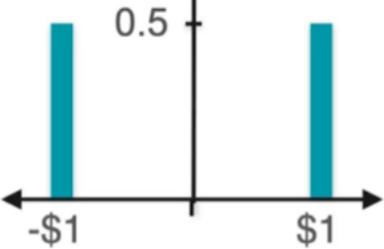
$$\mathbb{E}[x_2^2] = 1$$

$$\mathbb{E}[x_2^3] = 0$$

Q: Who'll help
to know
difference?

Kurtosis

Game 1



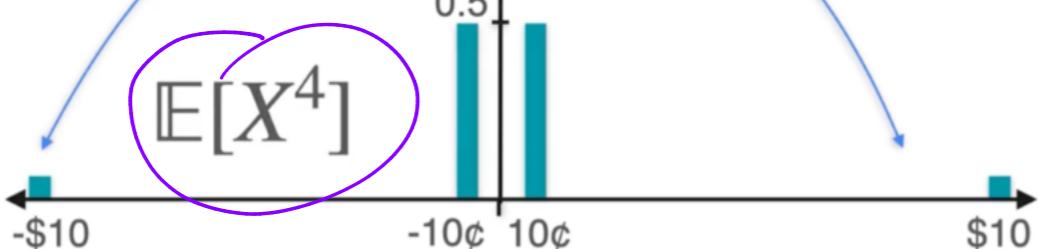
$$\begin{aligned} E[X_1] &= 0 & E[X_1] &= 0 \\ Var(X_1) &= 1 & E[X_1^2] &= 1 \\ Skew(X_1) &= 0 & E[X_1^3] &= 0 \end{aligned}$$

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What about the fourth moment?

Has values way farther from 0

Game 2



$$\begin{aligned} E[X_2] &= 0 & E[X_2] &= 0 \\ Var(X_2) &= 1 & E[X_2^2] &= 1 \\ Skew(X_2) &= 0 & E[X_2^3] &= 0 \end{aligned}$$

Fourth Moment $E[X^4]$

$$E[X_1^4] = \frac{1}{2}(-1)^4 + \frac{1}{2}(1)^4$$

$$\therefore E[X_1^4] = 1.$$

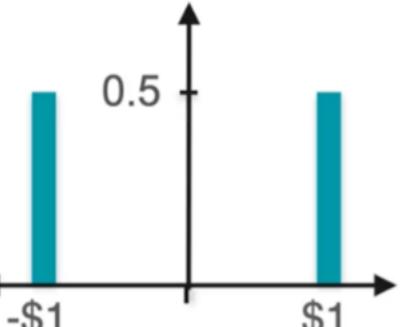
$$E[X_2^4] \Rightarrow \frac{100}{202}(-0.1)^4 + \frac{100}{202}(0.1)^4 +$$

$$\frac{1}{202}(-10)^4 + \frac{1}{202}(10)^4$$

$$\therefore E[X_2^4] \Rightarrow 99.01$$

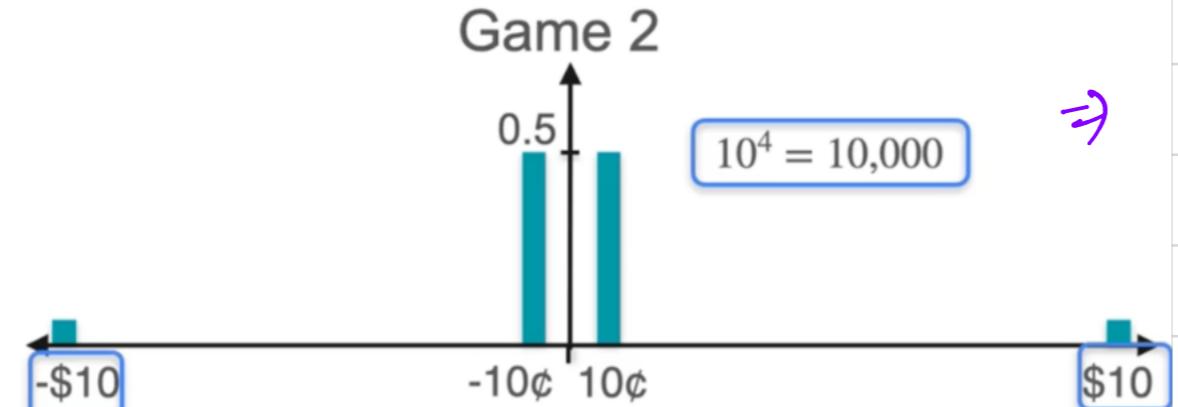
Kurtosis

Game 1



$$\begin{aligned} E[X_1^4] &= \frac{1}{2}(-1)^4 + \frac{1}{2}(1)^4 \\ &= 1 \end{aligned}$$

Game 2



$$\begin{aligned} E[X_2^4] &= \frac{100}{202}(-0.1)^4 + \frac{100}{202}(0.1)^4 + \frac{1}{202}(-10)^4 + \frac{1}{202}(10)^4 \\ &= 99.01 \end{aligned}$$

Now, let's standardize this fourth moment $E[X_n^4]$ (Kurtosis).

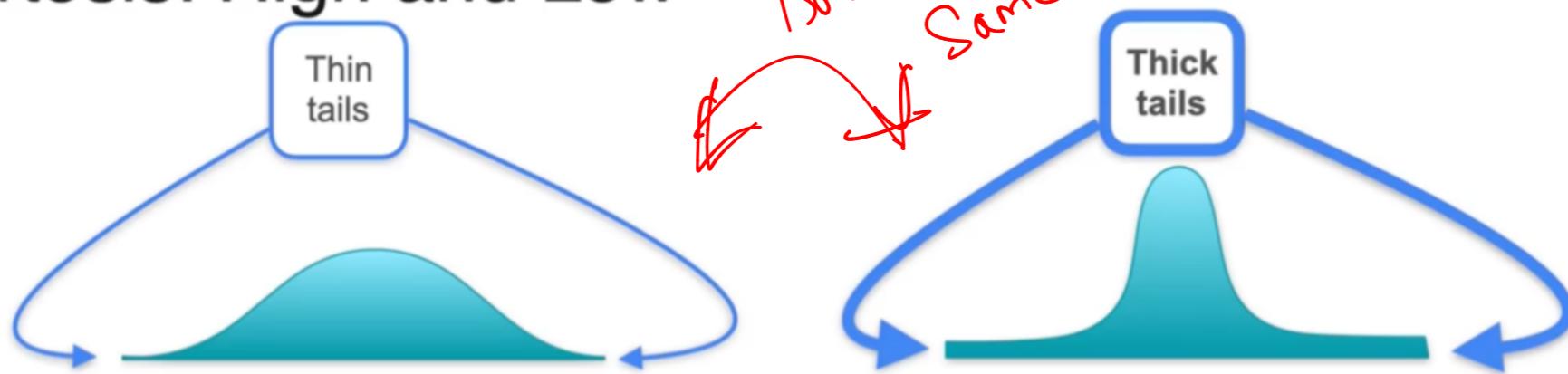
So, that is called kurtosis.

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100DaysOfMaths_@dilli_hangrae

Kurtosis (Fourth Moment) $\Rightarrow E \left[\frac{(X-\mu)^4}{\sigma^4} \right]$

Kurtosis: High and Low



$$E \left[\left(\frac{X-\mu}{\sigma} \right)^4 \right] = \text{small}$$

$$E \left[\left(\frac{X-\mu}{\sigma} \right)^4 \right] = \text{large}$$

Even if they have the same variance!
But kurtosis is a much
more sensitive measure for

So, Kurtosis is much more sensitive measure for the thickness of the tails of the distribution.

So, the methods to tell distributions apart expect value

- ① Variance for Std. Deviation
- ② Skewness

- ③ Kurtosis

$$\begin{cases} E[X_1] \\ E[X_1^2] \\ E[X_1^3] \\ E[X_1^4] \end{cases}$$

#Several ways to visualize the Data

Quantiles: Example



Newspaper advertisement

For simplicity, let's consider only twelve samples from the newspaper ad budget.

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Newspaper Advertisement (X)			
18.3	18.4	23.2	51.2
35.2	29.7	75	8.7
65.9	14.2	54.7	25.9

1

Quantiles: Example

What is the median here?

2

The point that splits your data in half

$$\text{Median} = \frac{25.9 + 29.7}{2} = 27.8$$

50% quantile

Second quartile

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That is 27.8.

Newspaper Advertisement (X)			
8.7	14.2	18.3	18.4
23.2	25.9	29.7	35.2
51.2	54.7	65.9	75

Quantiles: Example

What about the point that leaves 1/4 of your data to the left and 3/4 to the right?

$$q_{0.25} = Q_1 = \frac{18.3 + 18.4}{2} = 18.35$$

25% quantile

First quartile

Newspaper Advertisement (X)			
8.7	14.2	18.3	18.4
23.2	25.9	29.7	35.2
51.2	54.7	65.9	75

3

Median divides data into two parts.

Q_1 Q_2 Q_3

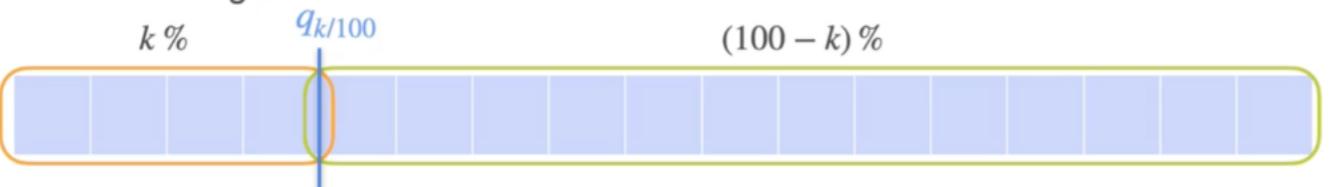
Q_1 = Median · 50%

·

Quantiles

In general:

The **k%** quantile ($q_{k/100}$) is the value that leaves k% of your data to the left and (100-k)% of your data to the right



And some common quantiles are the 25% one,
the 50% one, and the 75% one.

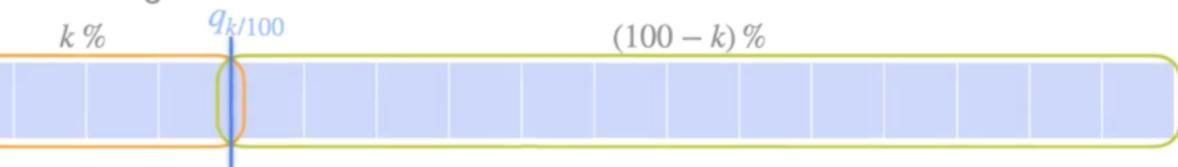
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1

Quantiles

In general:

The **k%** quantile ($q_{k/100}$) is the value that leaves k% of your data to the left and (100-k)% of your data to the right



the 75% quantile is the third quartile,
which is Q3.

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2

Quantiles



$$\frac{20}{100} = \frac{n_{20}}{n} \approx \mathbf{P}(X \leq q_{0.2})$$

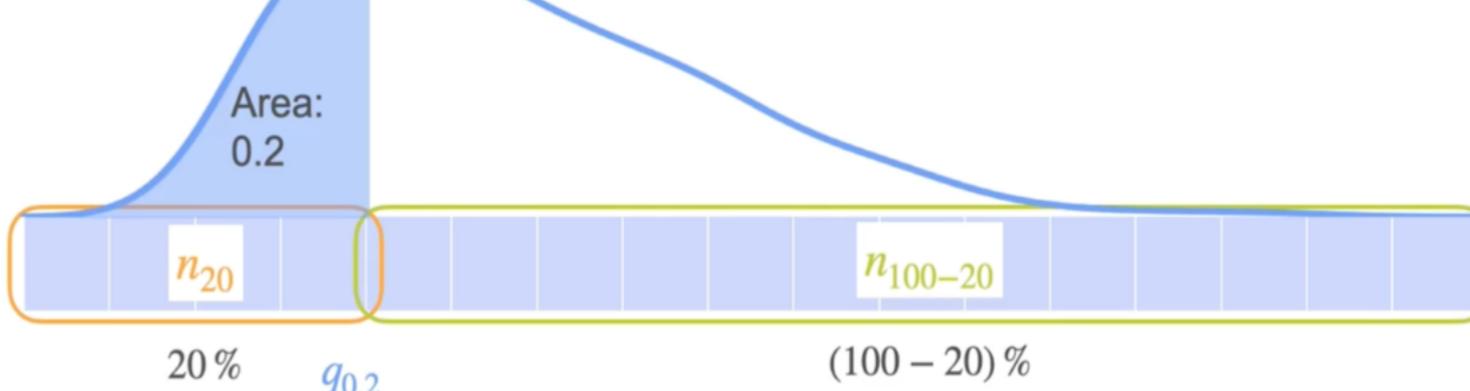
you're measuring x is below
the k percent quantile.

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3

Quantiles

Area:
0.2



k% quantile ($q_{k/100}$) is the value such that $\mathbf{P}(X \leq q_{k/100}) = \frac{k}{100}$
such that the probability of the variable
being below Q is simply k over 100.

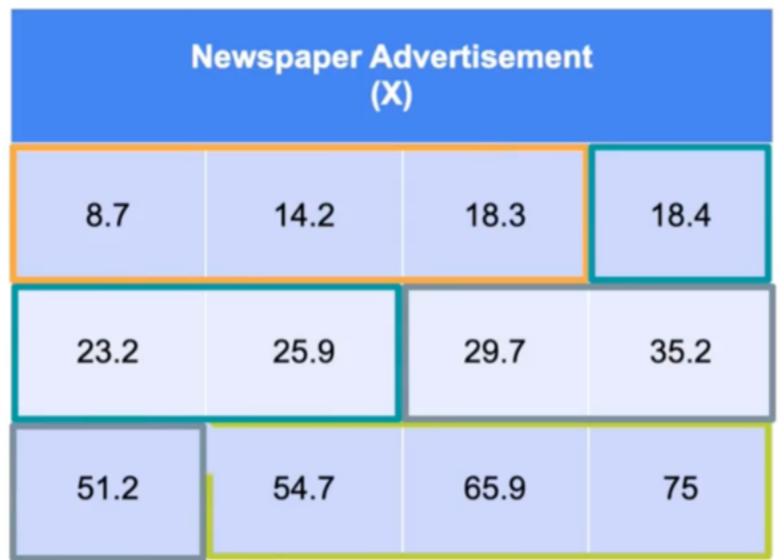
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4

Visualizing Data: Box-Plots

Box-Plots

1



That means, the 25% one,
the 50% one, and the 75% one.

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Box-Plots

$$Q1 = q_{0.25} = \frac{18.3 + 18.4}{2} = 18.35$$

$$Q2 = q_{0.5} = \frac{25.9 + 29.7}{2} = 27.8$$

$$Q3 = q_{0.75} = \frac{51.2 + 54.7}{2} = 52.95$$

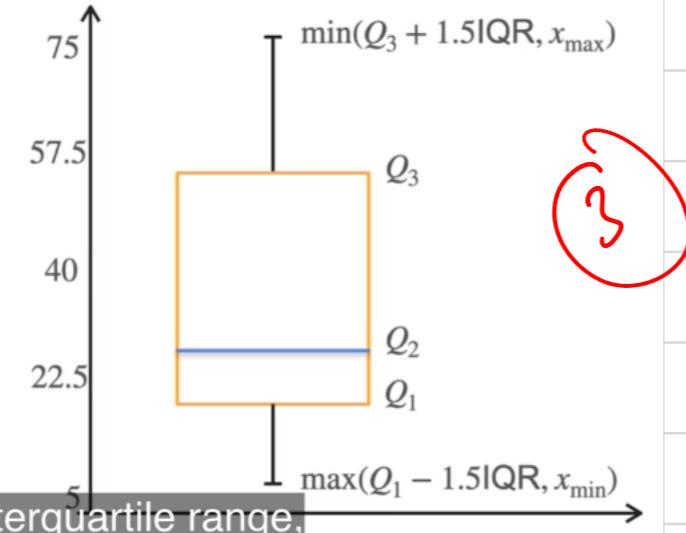
Interquartile range (IQR)

$$IQR = Q3 - Q1 = 52.95 - 18.35 = 34.6$$

$$x_{\min} = 8.7$$

$$x_{\max} = 75$$

1.5 times the interquartile range,
which is Q3-Q1.



3

Box-Plots
gives
insights
and
dispersions.

Box-Plots

$$Q1 = q_{0.25} = \frac{18.3 + 18.4}{2} = 18.35$$

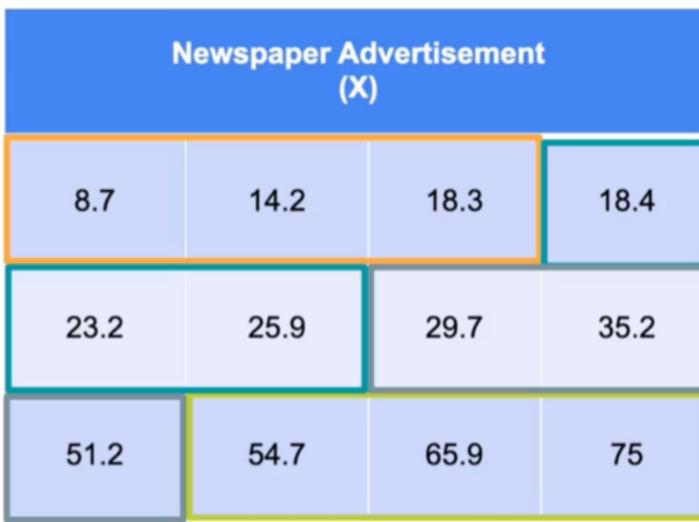
$$Q2 = q_{0.5} = \frac{25.9 + 29.7}{2} = 27.8$$

$$Q3 = q_{0.75} = \frac{51.2 + 54.7}{2} = 52.95$$

Interquartile range (IQR)

$$IQR = Q3 - Q1 = 52.95 - 18.35 = 34.6$$

2



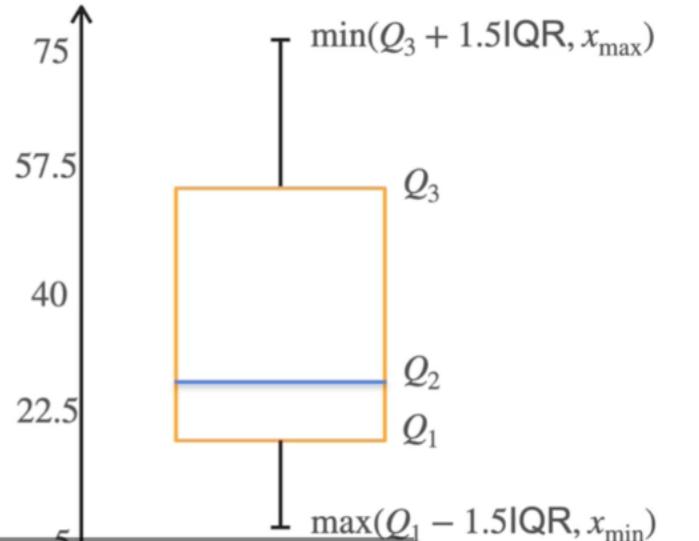
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Box-Plots

M

What can you tell from this plot?

- Data is skewed
- No outliers (whiskers were cut at max and min value)
- Analyze dispersion



you can easily see that the data is skewed because Q3-Q2 is way bigger than Q2-Q1.

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Box plots.

Box-Plots

Let's see how the box-plot looks for the whole dataset

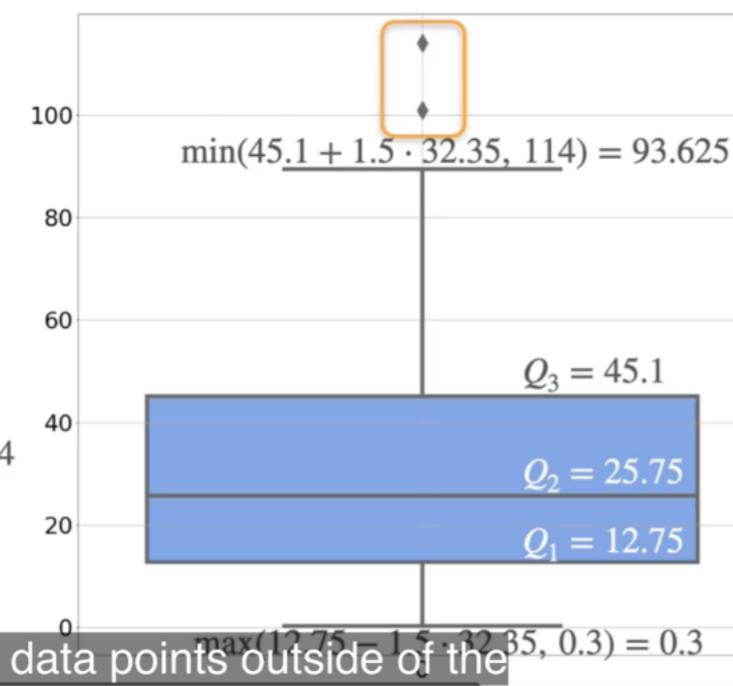
$$Q_1 = 12.75 \quad Q_2 = 25.75 \quad Q_3 = 45.1$$

$$\text{IQR} = 32.35 \quad x_{\min} = 0.3 \quad x_{\max} = 114$$

Now you can see two outliers

This leaves two data points outside of the whisker, which are considered outliers.

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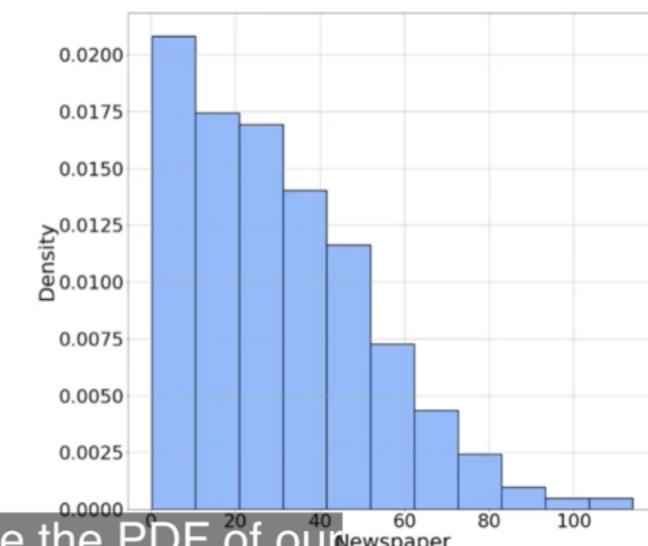
Histograms

It represents a density function

- It is positive
- Area under the curve is 1

But...

- PDFs are usually smooth function
- The discontinuities come from the method and not the data



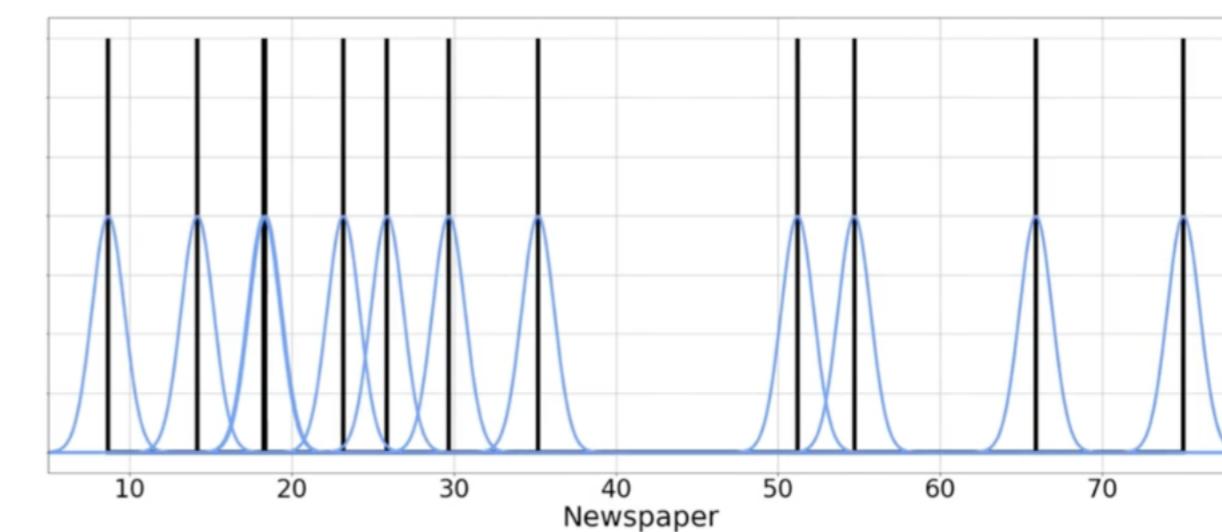
approximate the PDF of our data from this histogram?

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Kernel Density Estimation

We can use KDE to visualize
itself without assuming
any underlying.
Non-parametric way to estimate
PDF of a random-variable.

Second: draw a gaussian centered at each observation



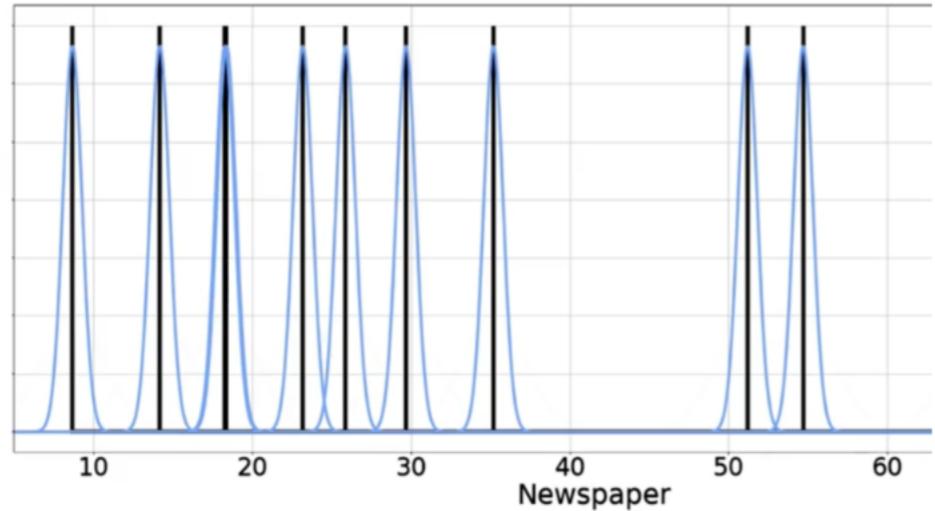
on top of each data point.

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Kernel Density Estimation

1

Second: draw a gaussian centered at each observation



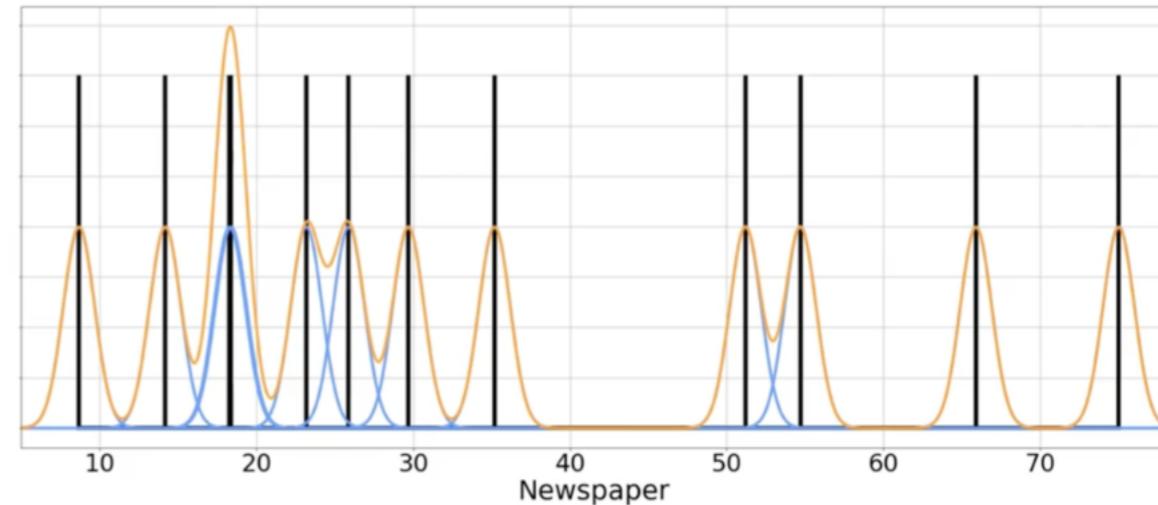
It could be thin or
it could be wide.

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Kernel Density Estimation

2

Third: multiply everything by $1/n$ and sum the curves



This is what estimation

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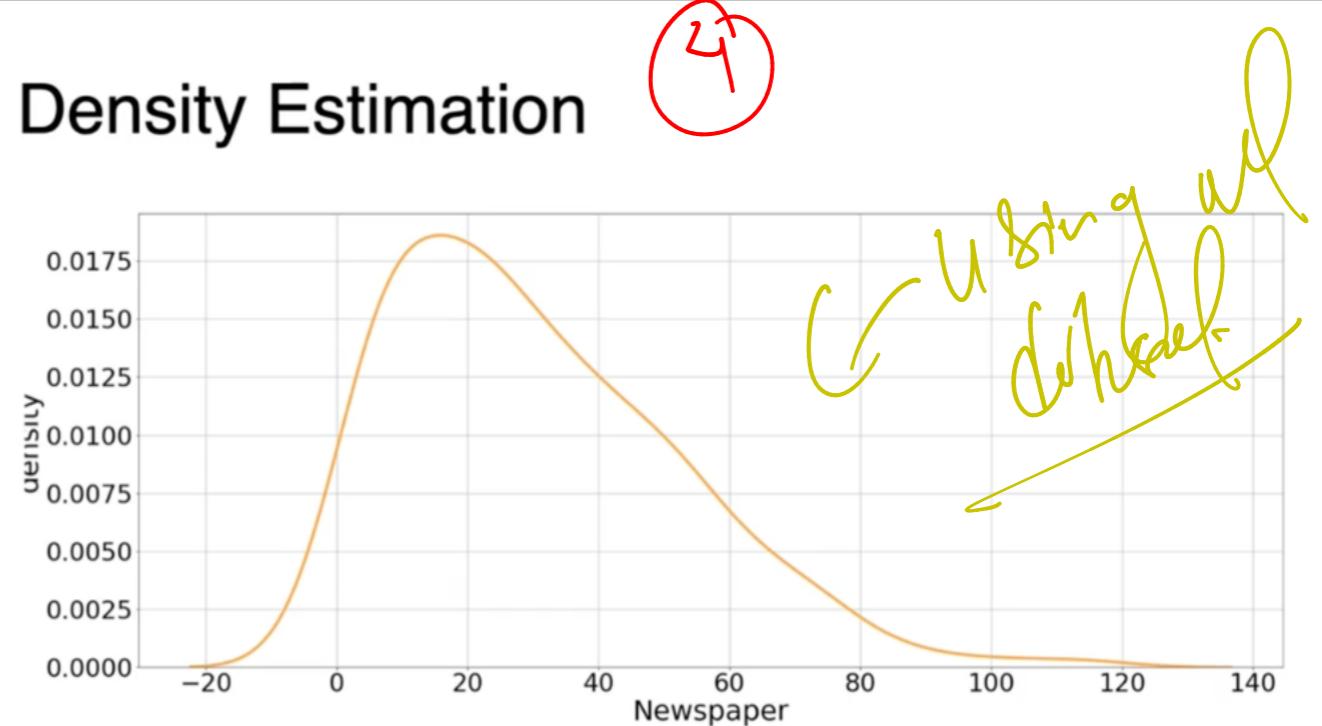
Now we if draw my Orange Post



Kernel Density Estimation

4

What if you used all the dataset?

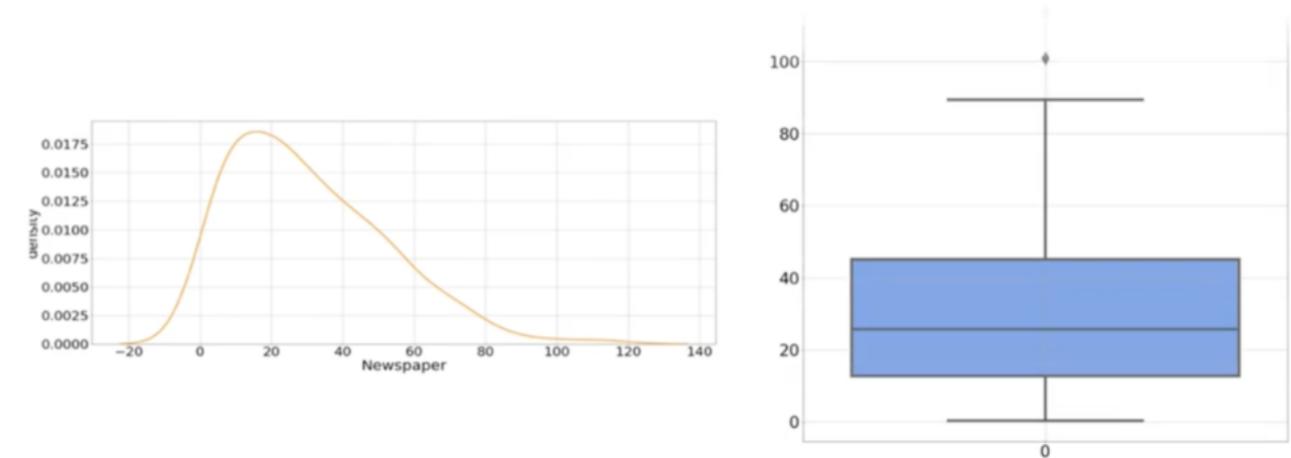


This is a way to approximate the PDF based on the data.

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Violin plots contains information about box plots and KDE.

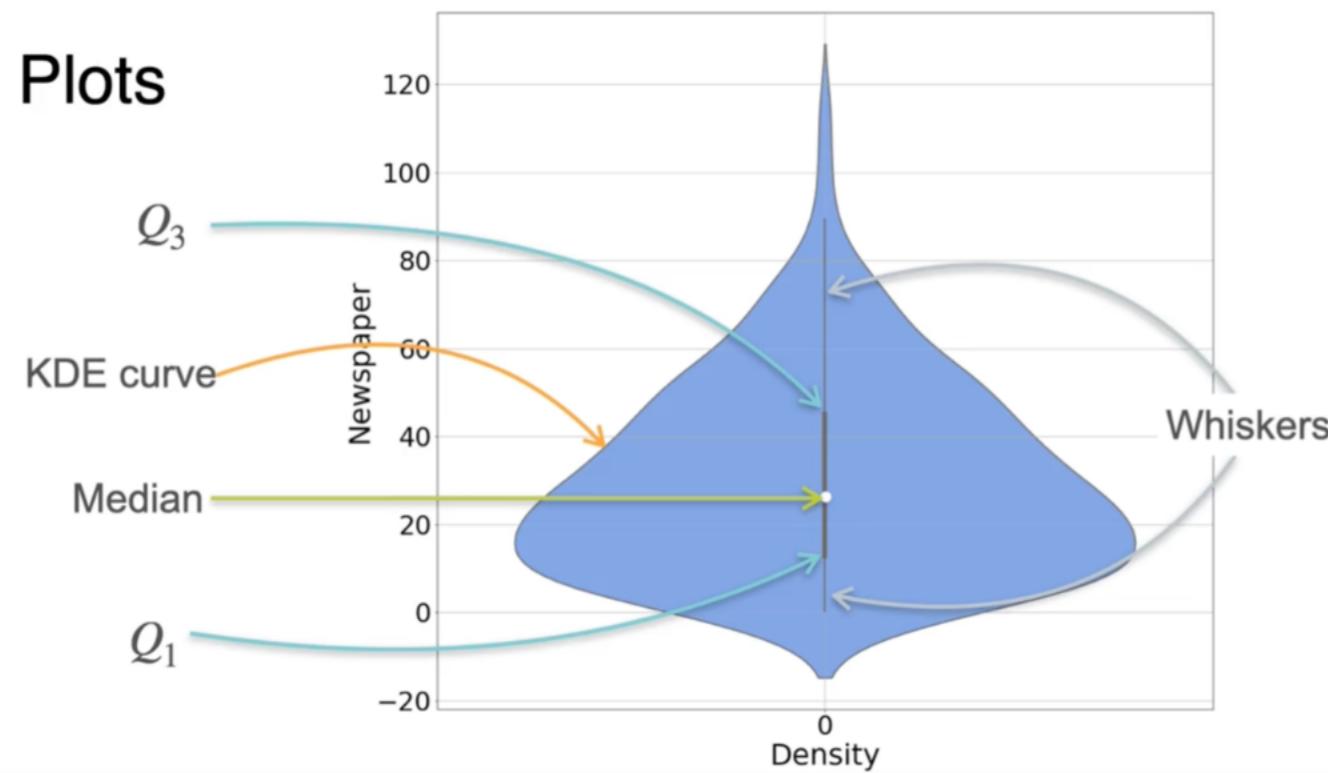
Violin Plots



These are called Violin Plots and are widely used in Data Science.

g.AI

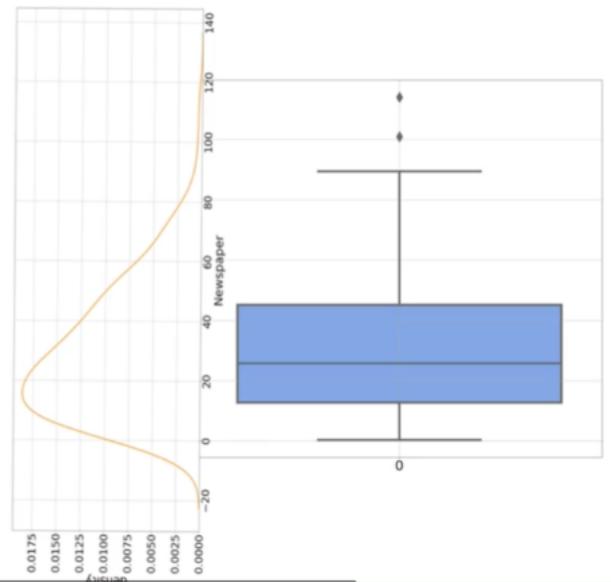
Violin Plots



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Violin Plots



the side of the box plot.

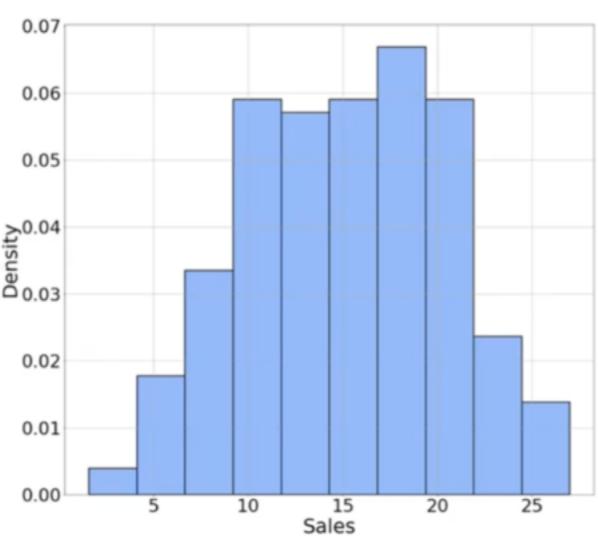
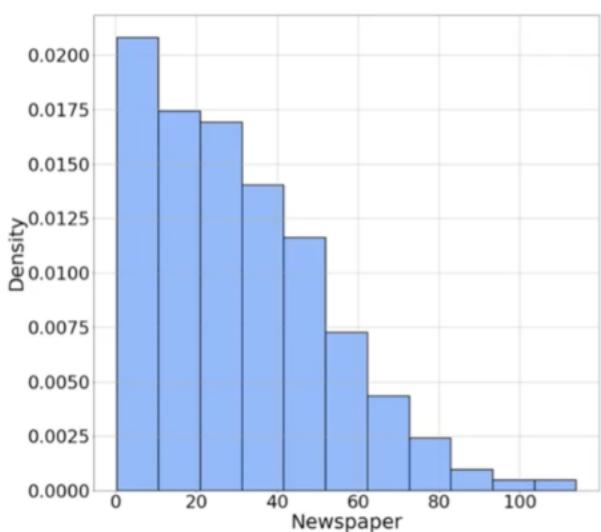
Models often assumes the variable follows gaussian distribution.

- Linear Regression
- Logistic Regression
- Gaussian Naive Bayes
- Others

Some DS assume Dobs Normality

How do we check if the dobs distribution is Gaussian or not?

Assessing Normality of Data



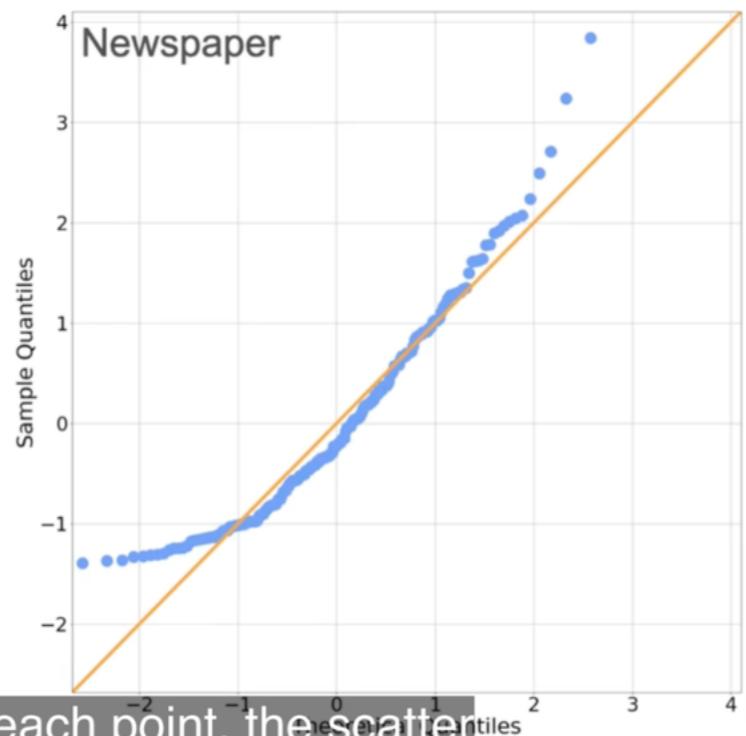
$\frac{(x - \mu)}{\sigma}$
standardize the
data.

the right one looks a little gaussian.

QQ Plots

Quantile-Quantile plots (QQ Plots) compare quantiles

- Standardize your data:
$$\left(\frac{x - \mu}{\sigma} \right)$$
- Compute quantiles
- Compare to gaussian quantiles



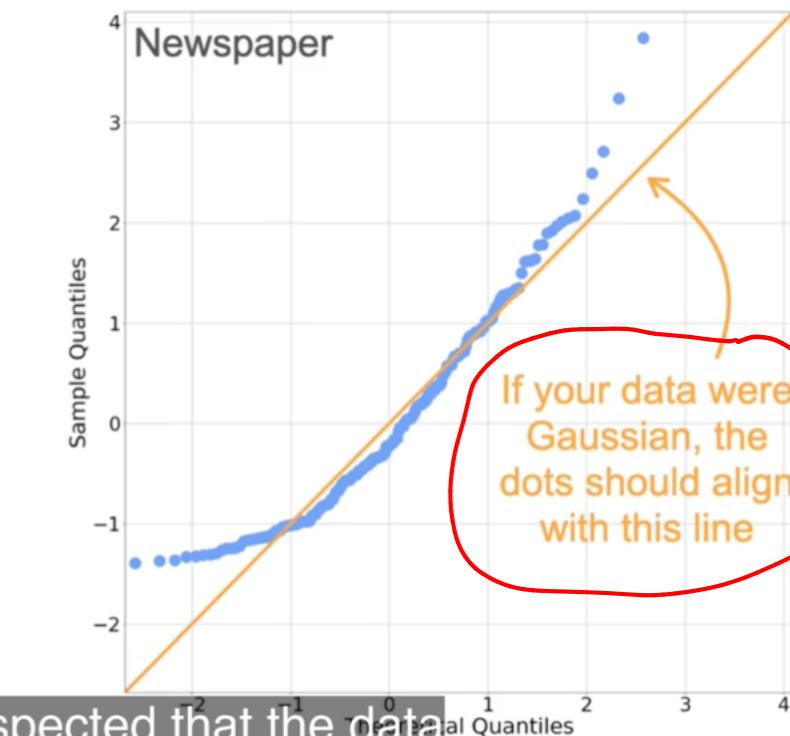
Note that in each point, the scatter plots correspond to one of the quantiles.

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QQ Plots

Quantile-Quantile plots (QQ Plots) compare quantiles

- Standardize your data:
$$\left(\frac{x - \mu}{\sigma} \right)$$
 ✓
- Compute quantiles
- Compare to gaussian quantiles



it's suspected that the data wasn't going to be Gaussian.

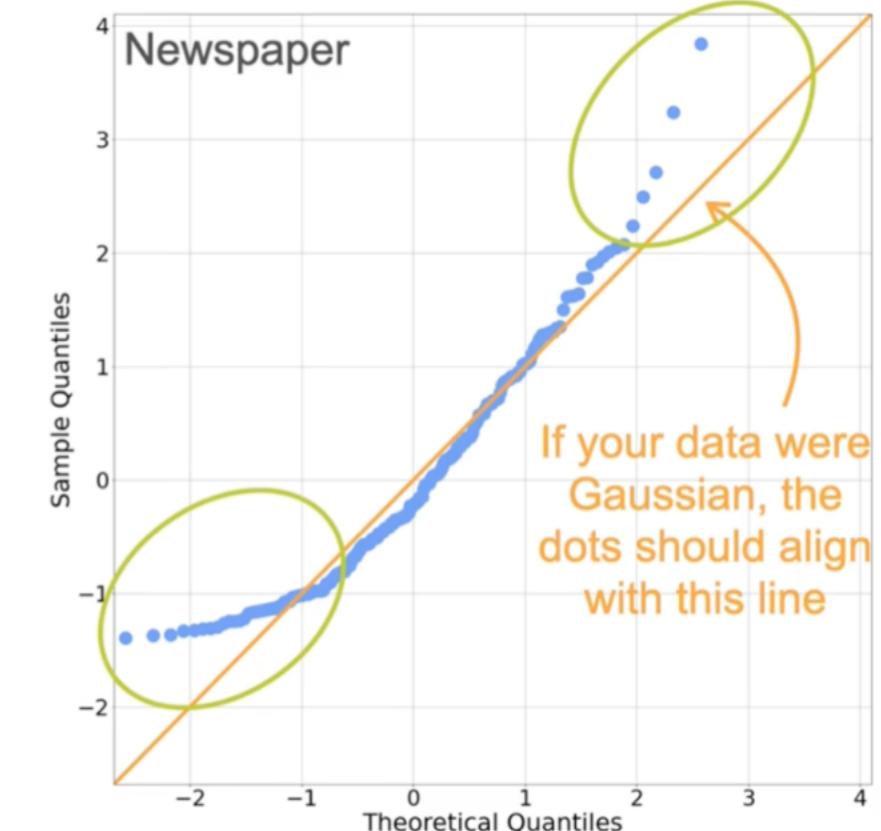
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plot must have orange line
with dots nearing it. The
two circles shows doo doesn't
align smigh with line the
plot suspected to be not
Gaussian
and Doo is skewed.

QQ Plots

Quantile-Quantile plots (QQ Plots) compare quantiles

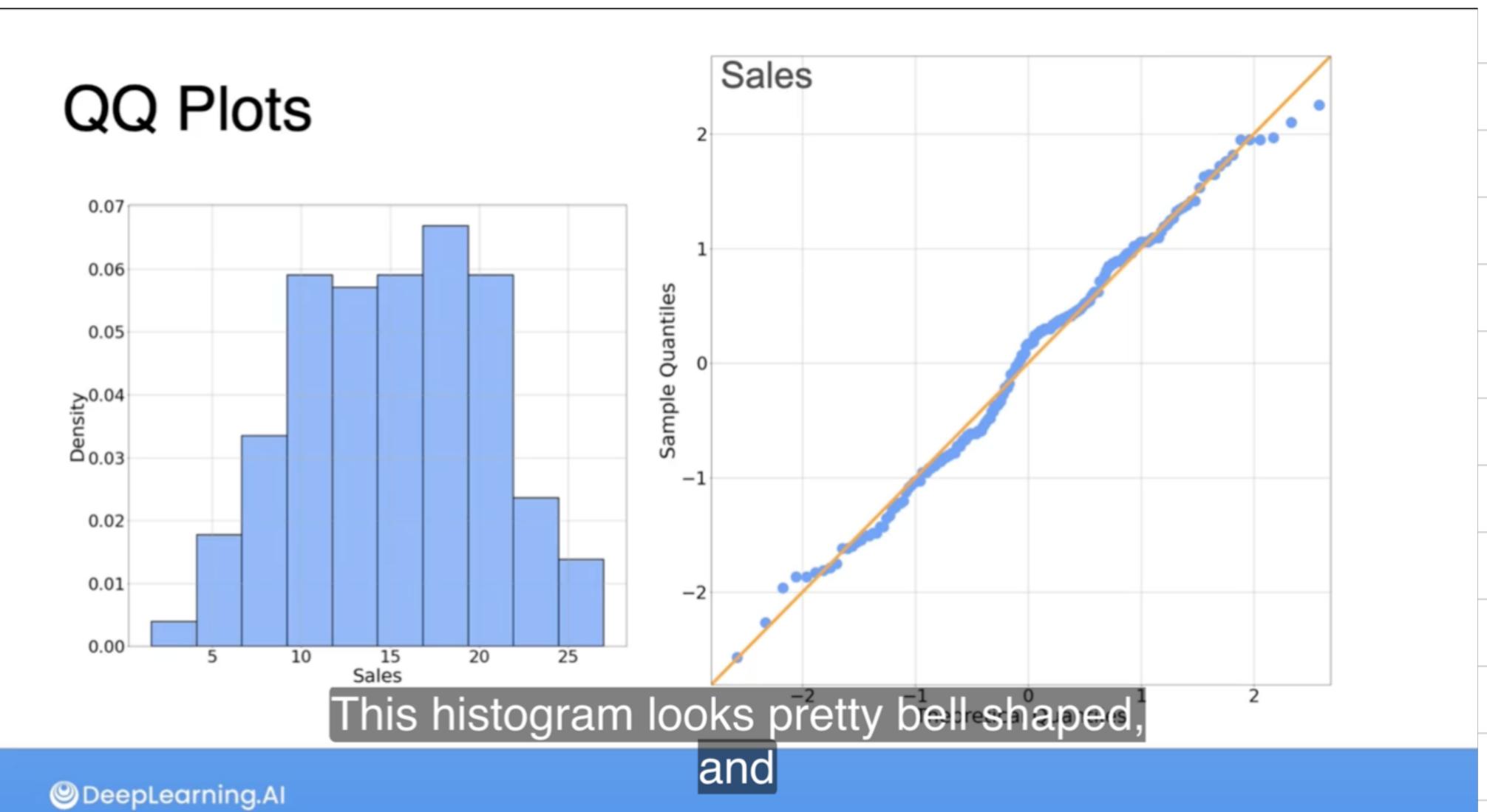
- Standardize your data:
$$\left(\frac{x - \mu}{\sigma} \right)$$
- Compute quantiles
- Compare to gaussian quantiles



plot really splits from the orange line.

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This is the
perfect example of
Gaussian Distribution.
Since the line
is also surrounding dots



Source: Coursera Probability & Statistics for Data Science