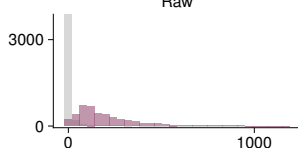


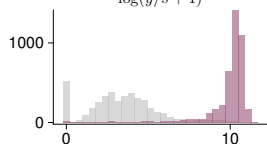
Raw

Raw

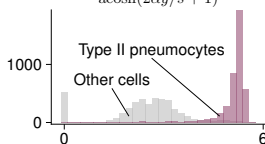


Delta Method

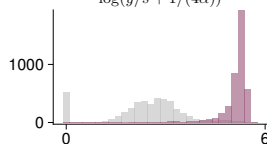
$\log(y/s + 1)$



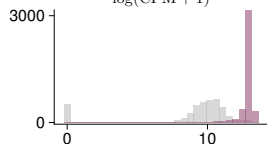
$\text{acosh}(2\alpha y/s + 1)$



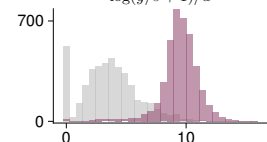
$\log(y/s + 1/(4\alpha))$



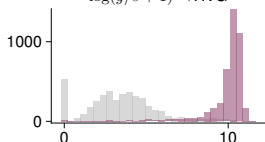
$\log(\text{CPM} + 1)$



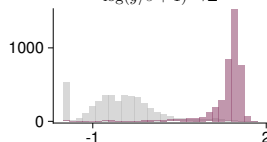
$\log(y/s + 1)/u$



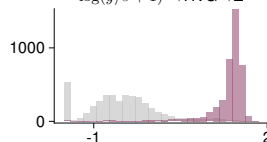
$\log(y/s + 1) \rightarrow \text{HVG}$



$\log(y/s + 1) \rightarrow Z$

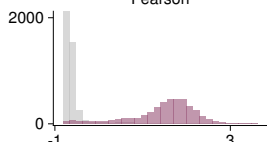


$\log(y/s + 1) \rightarrow \text{HVG} \rightarrow Z$

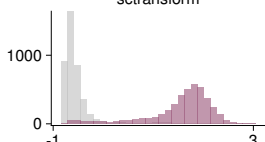


GLM Residuals

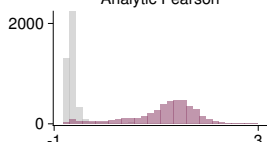
Pearson



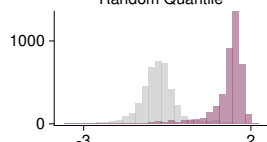
sctransform



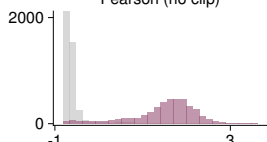
Analytic Pearson



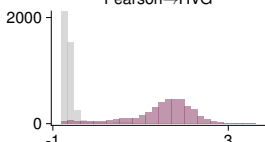
Random Quantile



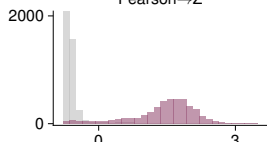
Pearson (no clip)



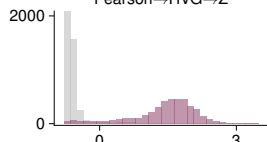
Pearson → HVG



Pearson → Z

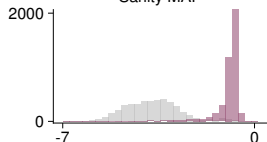


Pearson → HVG → Z

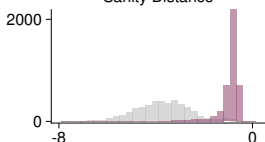


Lat. Expr.

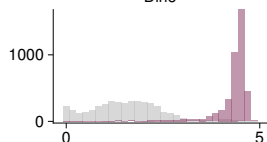
Sanity MAP



Sanity Distance



Dino



Normaliser

