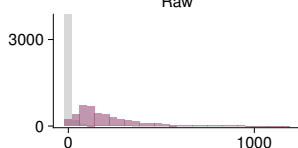


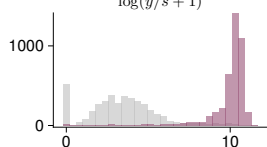
## Raw

Raw

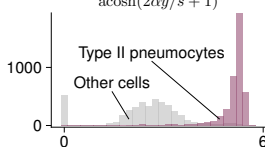


## Delta Method

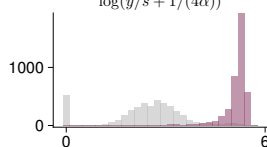
$\log(y/s + 1)$



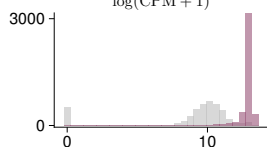
$\text{acosh}(2\alpha y/s + 1)$



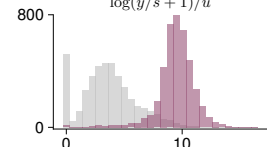
$\log(y/s + 1/(4\alpha))$



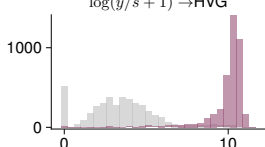
$\log(\text{CPM} + 1)$



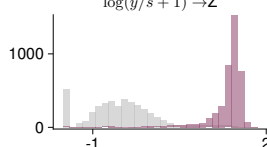
$\log(y/s + 1)/u$



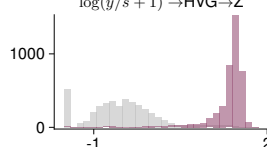
$\log(y/s + 1) \rightarrow \text{HVG}$



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

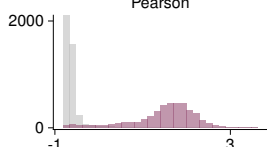


$\log(y/s + 1) \rightarrow \text{HVG} \rightarrow Z$

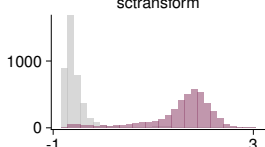


## GLM Residuals

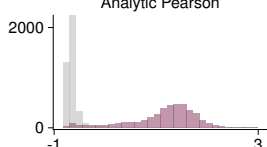
Pearson



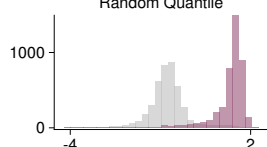
sctransform



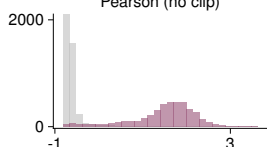
Analytic Pearson



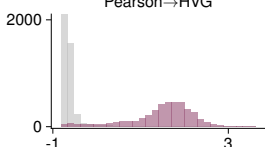
Random Quantile



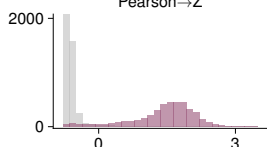
Pearson (no clip)



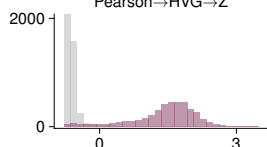
Pearson  $\rightarrow$  HVG



Pearson  $\rightarrow$  Z

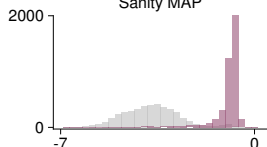


Pearson  $\rightarrow$  HVG  $\rightarrow$  Z

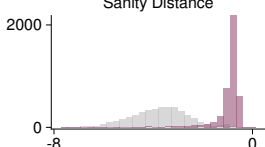


## Latent Expr.

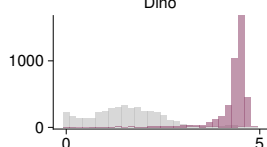
Sanity MAP



Sanity Distance



Dino



Normaliser

