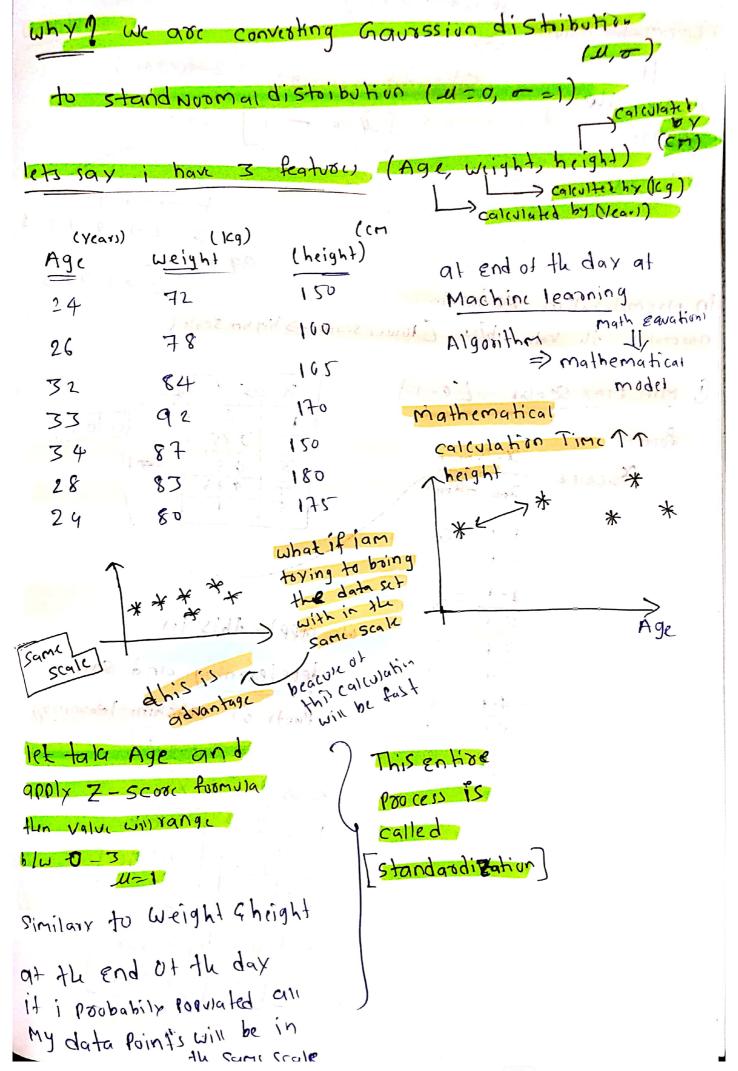


Standard Mormal distribution; X = Gaurssion distribution (M,) 1 Z-SCORE = 21-4 y = Stand Normal distribution (x=0,0=1) The season why we take Ex: X = < 1, 2, 3, 4, 53 Formula Z-Scook = Xi-u for each u=3

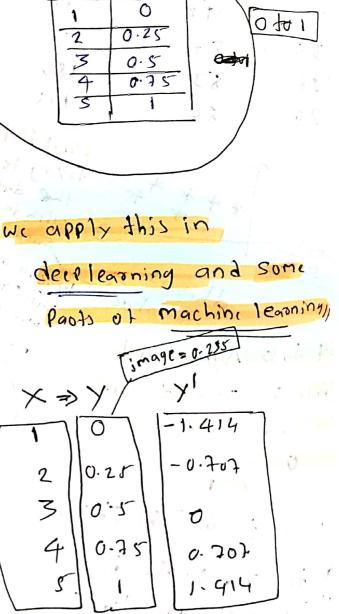
- = 1.41

and every water 50 that my n=1 the Note: n Value can change by Using Z-Score = Xi-1 infoadensial Statistics when we are implimented Standard EDDOD/ =) inferential stats Why we are applying n =1. mean's our aim is to convert x (M, or) to Y (M20), here x=1,2,3,4,5 Y = <-1.414, -0.70701 1 is converted to = -1.414 2 is converted to = -0.707 1-e-7 con=1.414 4 is



Noomalization we give the Dange [0,1] in Noomalization we tox. to (1) Min Max Scalar: [0-1] formulas 2 1-1 = 0 = 9-1 = 4 $\frac{3-1}{5-1} = \frac{2}{4}$ = 4-1 = 3 = 5-1 = 4

feaction Scaling Standardization (2-scorez M=0, -=1 99.7.1. [-36)3] normalize the value blw [lower scale () higher scale] 0.25



Decelearning: -Pixels Bange = 0-255 Converting these pixers vang to 0-1 this Process is called Normalization Pixell Pixel-Bange

Noomalization mean scaling down the value to [0-1] NOOMalization by (Min Max scales) -> technique.

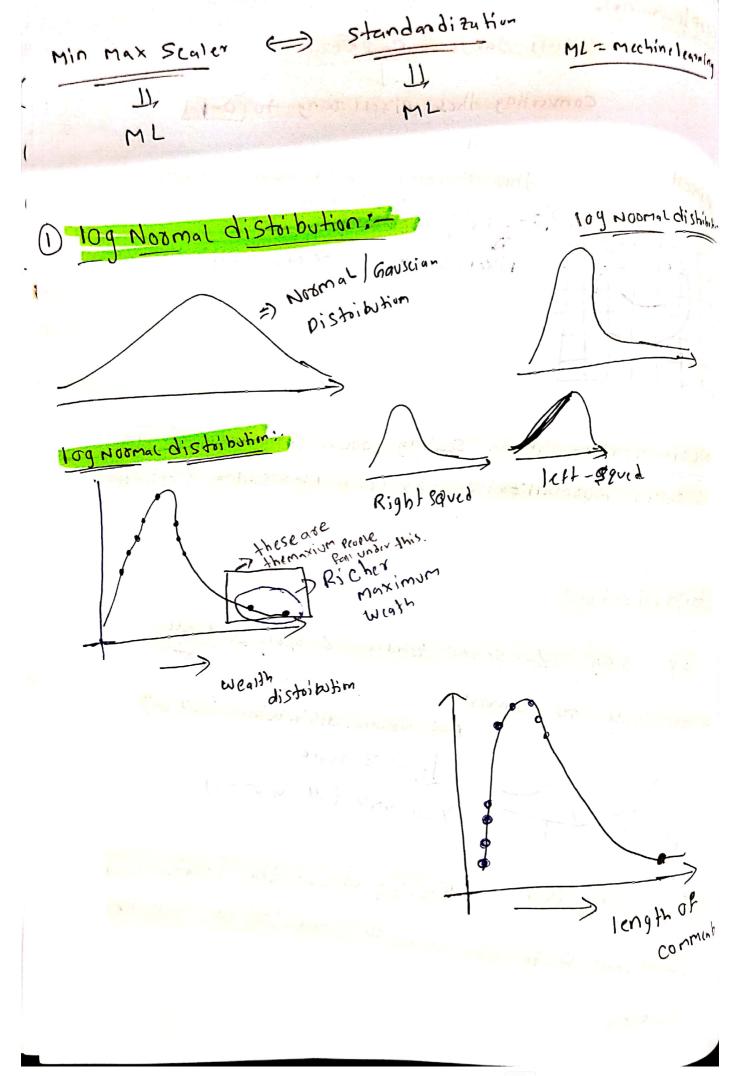
Standatization!

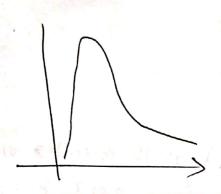
we are able to convert.

$$\frac{1}{100} \Rightarrow \frac{1}{200} \Rightarrow \frac{1}$$

the same scale so that the calculation will be

Easy

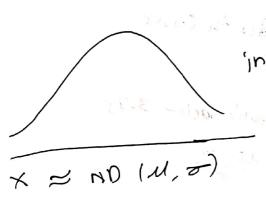


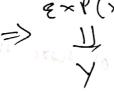


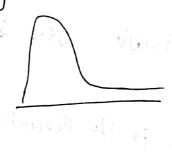


X = log Noomal distribution.

if the bandom Variable X is long- 109-normally distributed, then y = In(x) has a normal distribution







$$\Rightarrow y = e \times \rho(x) \Rightarrow$$