9th - November - 200

Unit - Summarizing Quartitative Data

Steuristics Descriptive Interential

mean median mode

· Choosing the best' measure of centar when there is author - median , else -> mean

· mean acts as a balancing point.

1) Inter Quoutile Range (IQR)

· Steps -

- i) Find the median
- ii) split the data along the median
- iii) Find medians of the two parts (Q1,Q3)
- iv) IQR = Q3 Q1

$$3,5,7,1,1,8,4,6 \Rightarrow 1,1,3,4,5,67,8$$

$$0,=\frac{2}{1}$$

$$1 \quad \boxed{3} \quad 4 \quad \boxed{5} \quad \boxed{6} \quad 78$$

- · Why prefer IOR when we already have range? Range. Is highly sensitive to action. a i. IOR is a better representative.
- > Variance and standard deviation of a population.
- · We had earlier correred about central tendency (mean, median & mode)
- · But lets day we have two distributions,
 -10, 0, 10, 20, 30 8 9 10 11 12
- . In both of them, mean/median is same, what's varying is the dispersion.
 - · 1100 to calculate it:
 - · Range
 - · Variance (02) = = = [(x;-x)2
 - · Std. deviation (8)

Note +

Std. dev. as same units as it were in the briginal abstribution.

· Standard deviation cannot be zero negative.

when all points are closer to mean, std dev is

close to 0.

Note:

$$S.D-60n Dample = \sqrt{\frac{1}{(n-1)^2}} = S_{n-1}$$

Faster way of calculating
$$50 - 2$$
.

$$6^2 = \sum_{i=1}^{N} (n_i - \mu)^2 = \sum_{i=1}^{N} x_i^i - \mu^2$$

Population and sample standard deviation

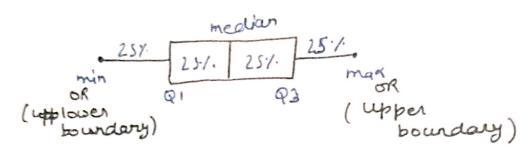
The formula we used for standard deviation depends on whether theo data is being considered a population or the data is a sample representing a large population.

to For pobulation: $\sigma = \int \frac{Z(x_i - \mu)^2}{N}$

 $\frac{\text{For sample } f}{S_{n-1}} = \sqrt{\frac{2(\mu_1 - \overline{\mu})}{n-1}}$

Note:
Sh., is a better estimate to of 8 than Sn.

3 Box plots displays a 5 number summary



=) Judging outlion

The numbers lying outside upper boundary & or below lower boundary are outliers.

upper boundary = Q3 + 1.5 x IQR lower boundary = Q1 - 1.5 x IQR

=) OTHER MEASURES OF SPREND =

Range = max - min

mid Range = max + min