Measures of Location

Grow sample data $\{x_1, x_2, \dots, x_n\}$

Waut: a "mumber" that best locates points in the dataset.

1) Sample Mean

$$\frac{1}{\sqrt{2}} = \underbrace{\sum_{i=1}^{n} x_i}_{N} = \underbrace{x_1 + x_2 + \dots + x_N}_{N}$$

$$= \text{"anttiutic mean/avoinge"}.$$

Hote: The free mean for the population is denoted by 4.

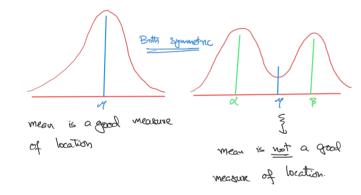
Y is fixed and usually unknown

want to use I to estimate 4.

Might not always be a good idea!!

Applicability of the Mean

1) mean (semple/population) is a good measure of location if data is symmetric and unimodal.



3 Sample mean is sensitive to individual data points and outliers.

mean is "pulled" in the direction of outlying points

Not a good measure of location when data has "outliers"

@ Percentiles

Let $\beta \in (0,1)$ $m \to th$ 100 β the percentile for the sample data $\{x_1, x_2, ..., x_n\}$ is a number satisfying $\{(100, \beta) \times 0\}$ data less than this number.

Important Percentiles

1) Median ~> 50th percentile.

Given a sample $\{x_1, x_2, x_3, ..., x_n\}$

to calculate sample median

a) order the dataset in increasing order

b) $\vec{x} = \begin{cases} \frac{(n+1)^{t_1}}{2} & \text{ordered value if } \underline{v_1 \times o} \\ \text{and of } \frac{(\underline{v_1})^{t_1}}{2} & \text{and } \frac{(\underline{v_1}+1)^{t_1}}{2} & \text{ordered} \end{cases}$ Values if $\underline{v_1} \times \underline{v_2} \times \underline{v_3} = 0$

3 Trimmed Means

Combines anithmetic properties of the mean and the robustness of percentiles

Let K & (0,50).

K: trimmed: = \(\tau_{k}:=\) and of data values between mean \(\text{km}\) and (100-K)th percentiles.

 $\underline{\underline{\text{Note:}}} \quad \overline{\chi}_0 = \overline{\chi} = \text{sample mean}$

The = FX = sample median.

The true population median is denoted as $\tilde{\gamma}$

2 Quartiles

Q1 ms 1st Quantile ms 25th percentile Q2 ms 2nd Quartile ms 3th percentile Q3 ms 3nd Quantile ms 75th percentile.

 $\frac{\text{Mote:}}{\text{a}}$ a) $\hat{\chi} = 0.3$

b) the quartiles are robust to monor changes in data values.

3 robust to outliers.

a) have poor anithmetic properties.