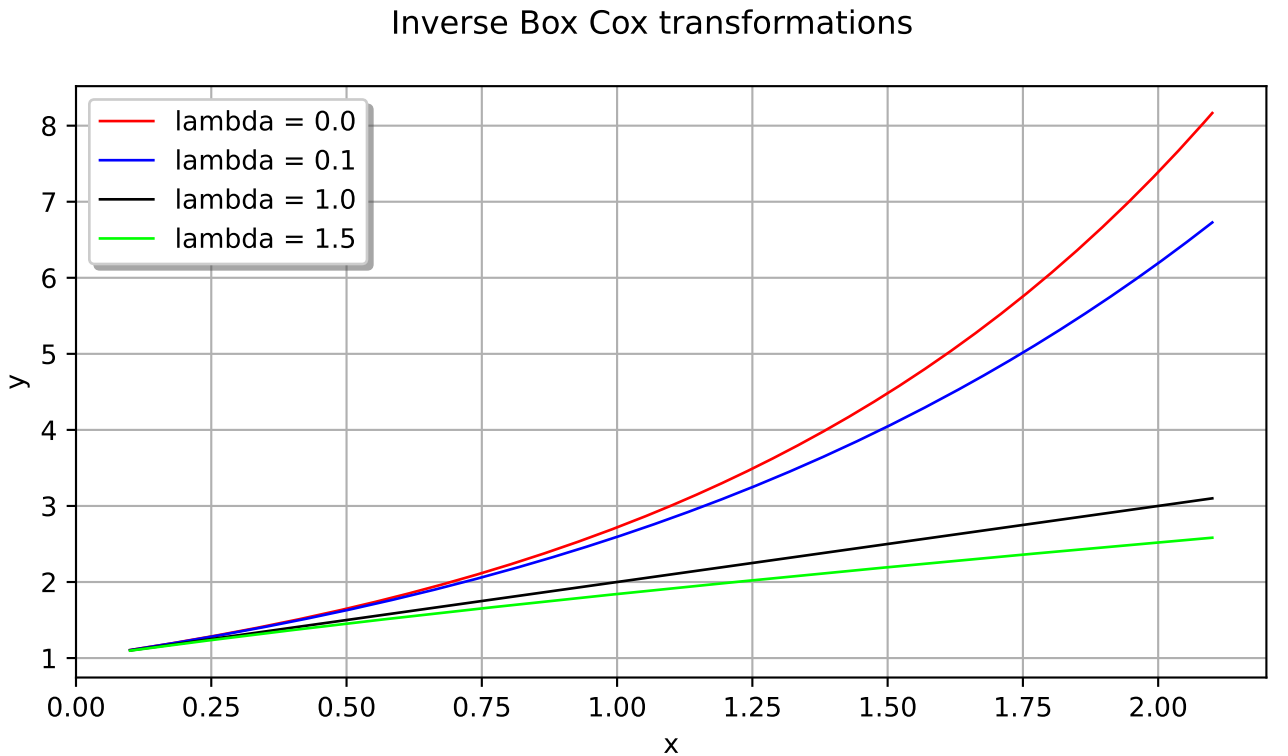
Inverse Box Cox transformations
lambda = 0.0
lambda = 0.1
lambda = 1.0
lambda = 1.5
y
x
1
2
3
4
5
6
7
8
0.00
0.25
0.50
0.75
1.00
1.25
1.50
1.75
2.00