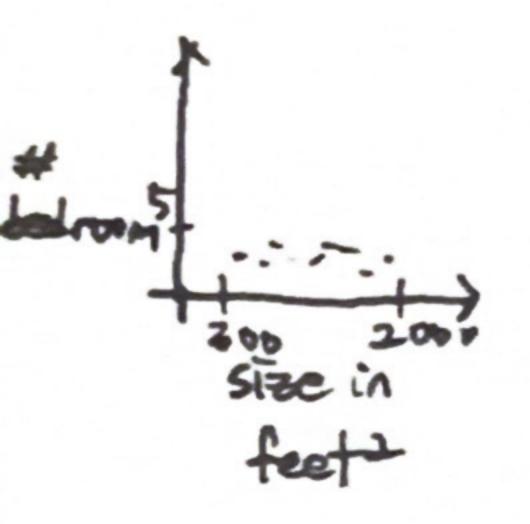
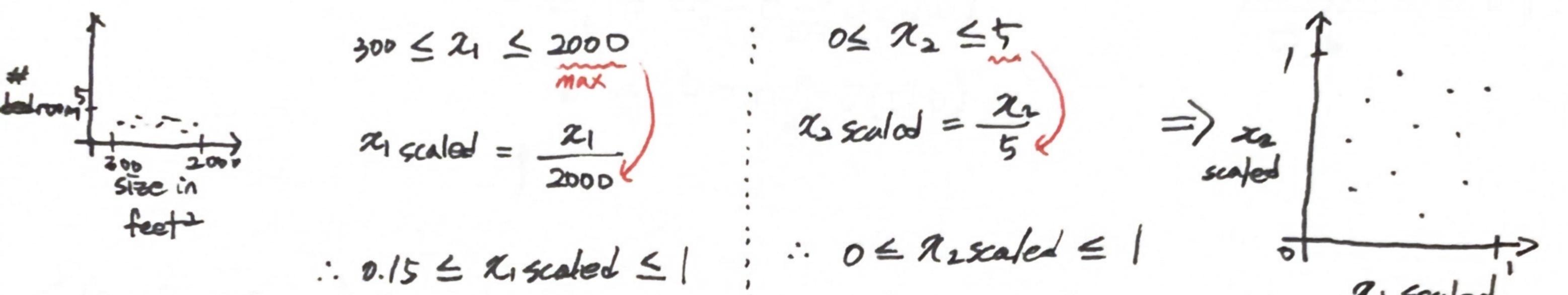


(Method of footure scalingo)

O Divide feature by maximum of it's range



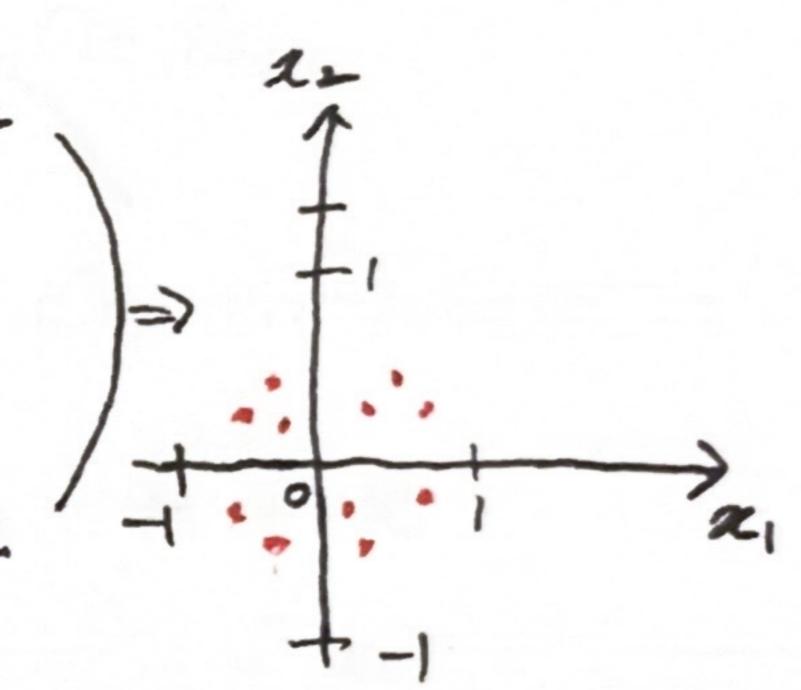
$$24 \, \text{scaled} = \frac{21}{2000}$$



2) Mean normalization

·
$$U_2 = \text{ average value of } \chi_2$$
 ex) $U_2 = 2.3$

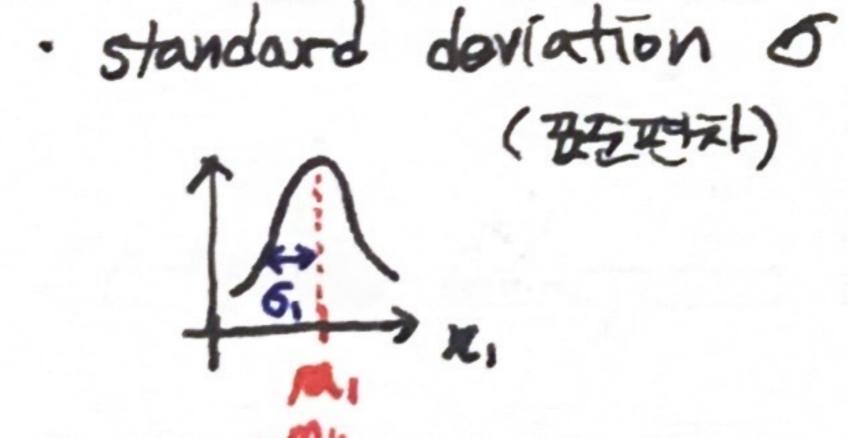
$$x_1 = \frac{x_1 - u_1}{Max - min} = \frac{x_1 - u_1}{2000 - 300}$$



$$\chi_2 = \frac{R_2 - U_2}{Max - Min} = \frac{R_2 - U_2}{5 - b}$$

$$\frac{2-202}{Max-min} = \frac{2-202}{5-0}$$
:. $-0.46 \le 202 \le 0.50$

3) Z-score normalization



ex)
$$6_1 = 450$$
, $M_1 = 600$
 $6_2 = 1.4$, $M_2 = 2.3$

$$x_1 = \frac{x_1 - b_1}{b_1} = \frac{x_1 - 600}{450}$$

$$\chi_2 = \frac{\chi_2 - \mu_2}{62} = \frac{\chi_2 - 2.3}{1.4}$$

