

Review of Term 1

Let us consider an example.

- The heights of 200 male Soccer players (in inches) are as given below:

61, 73, 65, 63, 73, 66, 65, 68, 75, 67, 68, 64, 71, 69, 70, 62, 67, 66, 68, 69, 65, 71, 67, 65, 73, 74, 62, etc.

- What is the "typical" height of the soccer player
- Average, Mean, Median, Mode etc.

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- Corrected Std. Dev. for Samples

$$S_{N-1} = \sqrt{\frac{\sum (x - \bar{x})^2}{N} \cdot \frac{N}{N-1}}$$

Bessel Correction Factor

This is useful when estimating population std. dev. (σ) based on std. dev. of samples.

- Z-Score

expresses the data values as standardised values, which are useful to data visualisation.

$$Z = \frac{(x - \mu)}{\sigma}$$

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- For statistical analysis we use the "Mean" value

$$\bar{x} = \frac{\sum x}{N} \quad \begin{matrix} \text{(Sample)} \\ \text{(Size = N)} \end{matrix}$$

$$\mu = \frac{\sum x}{n} \quad \begin{matrix} \text{(Popln)} \\ \text{(Size = n)} \end{matrix}$$

- We are also interested "Mean of the deviations" from the mean value

Standard Deviation

$$\sigma = \sqrt{\frac{\sum (x - \mu)^2}{n}} \quad \text{(Population)}$$

$$S_N = \sqrt{\frac{\sum (x - \bar{x})^2}{N}} \quad \text{(Sample)}$$

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Ex: For the above data set (population), it is given that

Mean (μ) = 67.6 inches

Std. dev. (σ) = 2.8 inches.

Calculate Z-scores for a soccer player with a height of (a) 65 (b) 75 (c) 62

(a) $Z = \frac{(x - \mu)}{\sigma} = \frac{65 - 67.6}{2.8} = -0.92$

(b) $Z = \frac{(75 - 67.6)}{2.8} = +2.64$

(c) $Z = \frac{(62 - 67.6)}{2.8} = -2.0$

For "Normal" distribution:

$Z \Rightarrow -1 \text{ to } +1 \Rightarrow \text{Mean} \pm 1 \text{ std dev} \Rightarrow 68\%$

$Z \Rightarrow -2 \text{ to } +2 \Rightarrow \text{Mean} \pm 2 \text{ std dev} \Rightarrow 95\%$

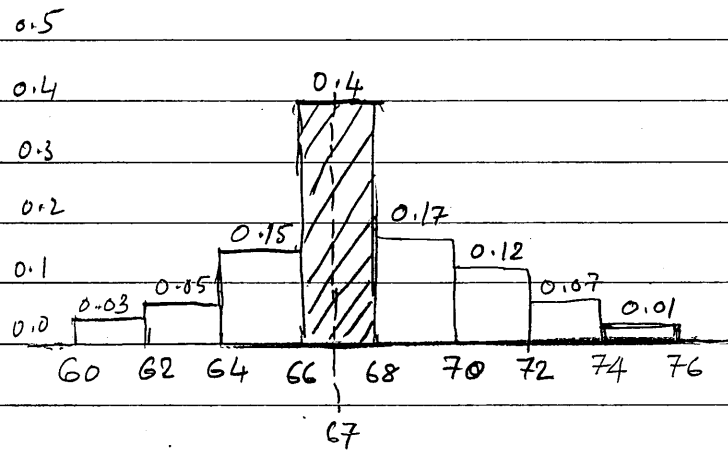
$Z \Rightarrow -3 \text{ to } +3 \Rightarrow \text{Mean} \pm 3 \text{ std dev} \Rightarrow 99.7\%$

- For large number of data Grouped Frequency Table provides an efficient way to present the data values
(Note: Rel. Freq. = $f/\sum f$)

- For our soccer players data:

Group (class)	Freq (f)	Relative freq
60 - 62	6	0.03
> 62 - 64	10	0.05
> 64 - 66	30	0.15
> 66 - 68	80	0.40
> 68 - 70	34	0.17
> 70 - 72	24	0.12
> 72 - 74	14	0.07
> 74 - 76	2	0.01
$\sum f = 200$		1.00

Relative Freq. Bar Chart



- Let us define that Rel. Freq. or "probability" of the group corresponds to the area of the bar (rather than the height).
- The above definition provides for more "powerful" analysis!

- Relative Frequency is more useful in practice, as it corresponds to "probability" of a data value occurring in that group.

- For Ex; probability of a soccer player's height between >66 to 68 inches is 0.4 or 40%.

$$P[66:68] = 0.4$$

- In fact a "bar chart" of Relative Freq. values provides for even better analysis.

- For Ex; the probability of a soccer player's height between >66 to 70 inches is:

$$P[66:70] = P[66:68] + P[68:70]$$

$$= 0.4 + 0.17 = 0.57$$

or 57%

- Also, the probability of a given player's height between >66 to 67 inches is approx. half the area of the bar!

$$P[66:67] \approx 0.4/2$$

$$= \underline{\underline{0.2}} \text{ or } \underline{\underline{20\%}}$$

analysis

- The above assumes uniform distribution between 66 to 68, which may not be true in practice!