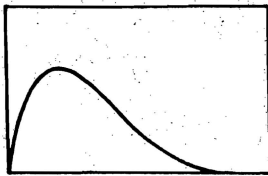
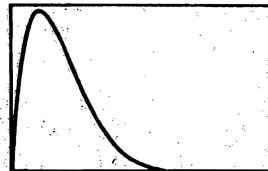


TRANSFORMATION



Square root

ALSO, FOR SEVERE CASES:



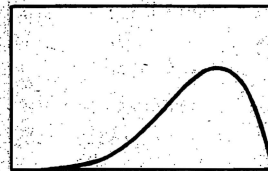
Logarithm

- CUBE OR QUADRATIC ROOT
(RAISED TO 1/3 OR 1/4th POWER)



Inverse

- RAISE TO 3RD OR 4th POWER



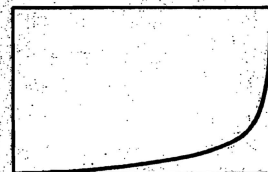
Reflect and square root

OR SQUARE



Reflect and logarithm

OR SQUARE



Reflect and inverse

Figure 4.7 Distributions and common transformations to produce normality.

Control language for transforming variables in the four packages we consider is given in Table 4.2. Notice that a constant is also added if the distribution contains a value less than 1. A constant (to bring the smallest value to at least 1) is added to each score to avoid taking the log, square root, or inverse of zero, a fraction, or a negative number.

FROM
TABACHNIK & FIDEL