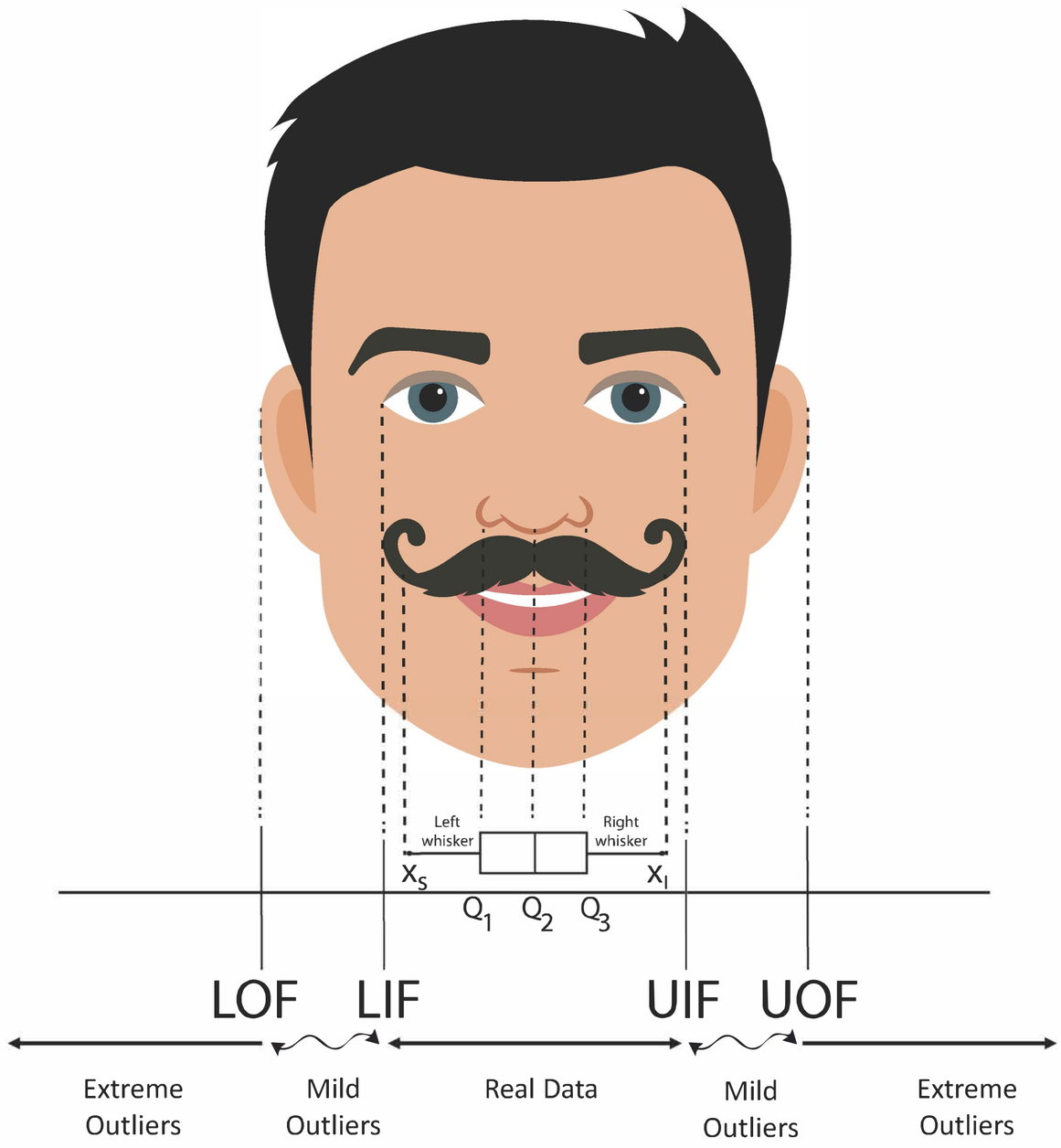
BOX-PLOT Versus HUMAN-FACE



Notations:

Q_2: Median - Apex of the Nose
Q_1: First Quartile - Left ala of the Nose
Q_3: Third Quartile - Right ala of the Nose

LIF - Lower Inner Fence - Left corner of the left side Eye
UIF - Upper Inner Fence - Right corner of the right side Eye

X_s: Smallest data value between the LIF and the UIF = Dali of the left side Whisker/Moustache
X_l: Largest data value between the LIF and the UIF = Dali of the right side Whisker/Moustache
LOF - Lower Outer Fence - Left edge of the left side Ear
UOF - Upper Outer Fence - Right edge of the right side Ear

Explanation:

- **Real Data:** Data between the LIF and the UIF = Data observed by both Eyes

- **Mild-Outliers:** Data either between LIF and LOF or between UIF and UOF
  - Not observed, but heard
  - Data between Eyes and Ears

Note: A mild outlier could be a part of real data set. Must verify before discarding it.

- **Extreme Outliers:** Data below LOF or above UOF
  - Never heard something

Note: Extreme outliers, in general, are not a part of data set.

$Q_2 - Q_1$ = Length of left side box = Size of left Nostril
$Q_3 - Q_2$ = Length of right side box = Size of right Nostril
Note: If the size of left Nostril is same as that of the right Nostril, the human face is symmetric and looks beautiful. Otherwise, it will look ugly being either skewed to the right or skewed to the left.

$Q_1 - X_s$ = Length of the left side Whisker/Moustache
$X_l - Q_3$ = Length of the right side Whisker/Moustache
Note: If the length of the left side whisker/moustache is same as that of right side whisker/ moustache, the human face looks attractive and powerful.

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