## THE NORMAL DISTRIBUTION



We've already seen a few attempts to define what is known as the *normal distribution*.

We've already seen a few attempts to define what is known as the *normal distribution*.

1. A bell-shaped distribution that is symmetrical.

We've already seen a few attempts to define what is known as the *normal distribution*.

- 1. A bell-shaped distribution that is symmetrical.
- 2. A symmetrical bell-shaped distribution that has 68% of its scores within 1 standard deviation of the mean, 95% within 2 standard deviations, and 99.7% within 3 standard deviations.

And now we are ready for the definitive definition.

- 1. A bell-shaped distribution that is symmetrical.
- 2. A symmetrical bell-shaped distribution that has 68% of its scores within 1 standard deviation of the mean, 95% within 2 standard deviations, and 99.7% within 3 standard deviations.

And now we are ready for the definitive definition.

- 1. A bell-shaped distribution that is symmetrical.
- 2. A symmetrical bell-shaped distribution that has 68% of its scores within 1 standard deviation of the mean, 95% within 2 standard deviations, and 99.7% within 3 standard deviations.
- 3. A normal distribution a function of the form:

$$y = f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$

In this formula, *mu* is the mean of the distribution and *sigma* is the standard deviation

$$y = f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$

The normal distribution with mu = 0 and sigma = 1 is called the *standard normal distribution*.



For all normal distributions, the area under the curve is equal to 1.



To find the probability that an *x*-value below is between zero and two, we just need to know the area under the curve from zero to two.  $y = f(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}x^2}$ 



There's a nice tool for doing this under the **DISTR** menu.

MANUS DRALL	
ll:normaledf(	
STREET AND A DESCRIPTION OF A DESCRIPTIO	
Zenormalcet(	
<u>ReinuNorm</u> (	
Se tuxilorux	
4:1nu (	
É ILLIÓZ	
JICPOTI	
6:1:0467	
174X264f(	

$$y = f(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}x^2}$$



The syntax to follows is *normalcdf(start,stop)*.



The probability that a score is within 1 standard deviation of the mean.

The probability that a score is within 1 standard deviation of the mean.

 $\frac{P(-1 \le z \le 1)}{P(-1 \le z \le 1)}$ 



The probability that a score is within 2 standard deviations of the mean.





The probability that a score is within 3 standard deviations of the mean.





What if we want to find the probability that a score's deviation from the mean is greater than 1 (*mean=0, standard deviation=1*)?

P(z > 1)



What if we want to find the probability that a score's deviation from the mean is greater than 1 (*mean=0, standard deviation=1*)?

We could do it two ways. The less accurate but good enough way is illustrated below.

P(z > 1)



What if we want to find the probability that a score's deviation from the mean is greater than 1 (*mean=0, standard deviation=1*)?

And this is followed by the more accurate method.





What if we want to find areas or probabilities with respect to some other normal distribution where the *mean* is not zero and the *standard deviation* is not one? What if we want to find areas or probabilities with respect to some other normal distribution where the *mean* is not zero and the *standard deviation* is not one?

In that case follow the syntax normalcdf(start,stop,mean,deviation)

What if we want to find areas or probabilities with respect to some other normal distribution where the *mean* is not zero and the *standard deviation* is not one?

In that case follow the syntax *normalcdf(start,stop,mean,deviation)* 



Another useful tool is *inverse normal* tool where we input an area and we get back the *z*-score that would have that area to the left in a standard normal curve.

The syntax is *invNorm(area)* 



Another useful tool is *inverse normal* tool where we input an area and we get back the *z*-score that would have that area to the left in a standard normal curve.

The syntax is *invNorm(area)* 



However, we often use the area to the right to denote this number.

 $z_{.05} = 1.644853626$ 

Notice that  $-z_{.025}$  and  $z_{.025}$  give you more accurate bounds for where the middle 95% of the data lies in a normal distribution.



 $z_{.025} = 1.959963986$ 

 $-z_{.025} = -1.959963986$ 

The middle 95% of the data lies between z=-1.96 and z=1.96.

A person's IQ is between 90 and 110.



 $P(90 \le x \le 110) = .4950$ 

A person's IQ is between 120 and 130.



 $P(120 \le x \le 130) = .0685$ 

A person's IQ is less than 70.



P(x < 70) = .0228

A person's IQ is greater than 140.



P(x > 140) = .0038

A person's IQ is less than 152.



P(x < 152) = .9997

We can also find the cutoff score corresponding to the percentage or proportion that we want an IQ to be greater than. We just use the *invNorm* tool with the following syntax: *invNorm(proportion, mean, standard deviation)*.

What IQ is greater than that of 95% of the population?.



 $IQ \approx 125$