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DP IB Maths: AI SL



4.6 Normal Distribution

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4.6.1 The Normal Distribution

Your notes

Properties of Normal Distribution

The binomial distribution is an example of a discrete probability distribution. The normal distribution is an example of a **continuous** probability distribution.

What is a continuous random variable?

- A continuous random variable (often abbreviated to CRV) is a random variable that can take any value within a range of infinite values
 - Continuous random variables usually measure something
 - For example, height, weight, time, etc

What is a continuous probability distribution?

- ullet A continuous probability distribution is a probability distribution in which the random variable X is continuous
- lacktriangledown The probability of X being a particular value is always zero
 - P(X=k)=0 for any value k
 - Instead we define the **probability density function** f(x) for a specific value
 - This is a function that describes the **relative likelihood** that the random variable would be close to that value
 - We talk about the **probability** of X being within a **certain range**
- ullet A continuous probability distribution can be represented by a continuous graph (the values for X along the horizontal axis and probability **density** on the vertical axis)
- The area under the graph between the points x=a and x=b is equal to $P(a \le X \le b)$
 - The total area under the graph equals 1
- As P(X=k)=0 for any value k, it does not matter if we use strict or weak inequalities
 - $P(X \le k) = P(X \le k)$ for any value k when X is a **continuous random variable**

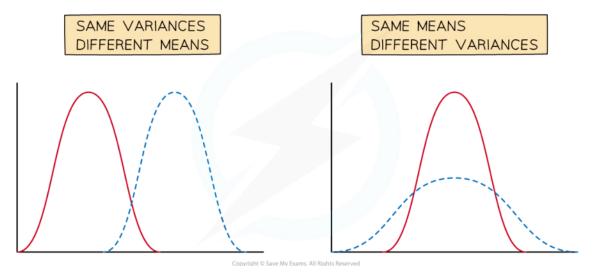
What is a normal distribution?

- A normal distribution is a **continuous probability distribution**
- The **continuous random variable** X can follow a normal distribution if:
 - The distribution is symmetrical
 - The distribution is bell-shaped
- If X follows a normal distribution then it is denoted $X \sim N(\mu, \sigma^2)$
 - *u* is the **mean**
 - σ^2 is the **variance**
 - σ is the **standard deviation**
- If the mean changes then the graph is translated horizontally



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- If the variance increases then the graph is widened horizontally and made shorter vertically to maintain the same area
 - A **small variance** leads to a **tall** curve with a **narrow** centre
 - A large variance leads to a short curve with a wide centre



What are the important properties of a normal distribution?

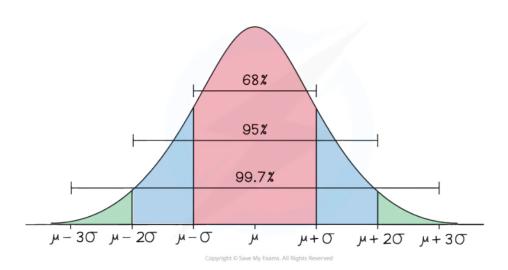
- The **mean** is μ
- The **variance** is σ^2
 - If you need the **standard deviation** remember to square root this
- The normal distribution is symmetrical about $X = \mu$
 - Mean = Median = Mode = μ
- There are the results:
 - Approximately **two-thirds (68%)** of the data lies within **one standard deviation** of the mean $(\mu \pm \sigma)$
 - Approximately **95%** of the data lies within **two standard deviations** of the mean $(\mu \pm 2\sigma)$
 - Nearly all of the data (99.7%) lies within three standard deviations of the mean ($\mu \pm 3\sigma$)





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Modelling with Normal Distribution

What can be modelled using a normal distribution?

- A lot of real-life continuous variables can be modelled by a normal distribution provided that the population is large enough and that the variable is **symmetrical** with **one mode**
- For a normal distribution X can take any real value, however values far from the mean (more than 4 standard deviations away from the mean) have a probability density of **practically zero**
 - This fact allows us to model variables that are not defined for all real values such as height and weight

What can not be modelled using a normal distribution?

- Variables which have more than one mode or no mode
 - For example: the number given by a random number generator
- Variables which are not symmetrical
 - For example: how long a human lives for

Examiner Tip

• An exam question might involve different types of distributions so make it clear which distribution is being used for each variable





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Worked example

The random variable S represents the speeds (mph) of a certain species of cheetahs when they run. The variable is modelled using N(40, 100).

Write down the mean and standard deviation of the running speeds of cheetahs.

$$\mu$$
= 40 and σ^2 = 100

Square root to get standard deviation

b) State two assumptions that have been made in order to use this model.

- symmetricalbell-shaped



4.6.2 Calculations with Normal Distribution

Your notes

Calculating Normal Probabilities

Throughout this section we will use the random variable $X \sim N(\mu, \sigma^2)$. For X distributed normally, X can take any real number. Therefore any values mentioned in this section will be assumed to be real numbers.

How do I find probabilities using a normal distribution?

- The area under a normal curve between the points X = a and X = b is equal to the probability P(a < X < b)
 - Remember for a normal distribution you do not need to worry about whether the inequality is strict
 (< or >) or weak (≤ or ≥)
 - $P(a < X < b) = P(a \le X \le b)$
- You will be **expected to use** distribution functions on your **GDC** to find the probabilities when working with a normal distribution

How do I calculate P(X = x): the probability of a single value for a normal distribution?

- The probability of a **single value** is **always zero** for a normal distribution
 - You can picture this as the area of a single line is zero
- P(X=x)=0
- Your GDC is likely to have a "Normal Probability Density" function
 - This is sometimes shortened to NPD, Normal PD or Normal Pdf
 - IGNORE THIS FUNCTION for this course!
 - This calculates the probability density function at a point NOT the probability

How do I calculate P(a < X < b): the probability of a range of values for a normal distribution?

- You need a GDC that can calculate cumulative normal probabilities
- You want to use the "Normal Cumulative Distribution" function
 - This is sometimes shortened to NCD, Normal CD or Normal Cdf
- You will need to enter:
 - The 'lower bound' this is the value a
 - The 'upper bound' this is the value b
 - The ' μ ' value this is the mean
 - The ' σ ' value this is the standard deviation
- Check the order carefully as some calculators ask for standard deviation before mean
 - Remember it is the standard deviation
 - so if you have the variance then square root it
- Always sketch a quick diagram to visualise which area you are looking for

How do I calculate P(X > a) or P(X < b) for a normal distribution?

- You will still use the "Normal Cumulative Distribution" function
- ${\bf P}(X>a)$ can be estimated using an **upper bound that is sufficiently bigger** than the **mean**
 - Using a value that is more than 4 standard deviations **bigger than the mean** is quite accurate
 - Or an easier option is just to input lots of 9's for the upper bound (999999999... or 10⁹⁹)
- P(X < b) can be estimated using a **lower bound that is sufficiently smaller** than the **mean**
 - Using a value that is more than 4 standard deviations **smaller than the mean** is quite accurate
 - Or an easier option is just to input lots of 9's for the lower bound with a negative sign (-999999999... or -10⁹⁹)

Are there any useful identities?

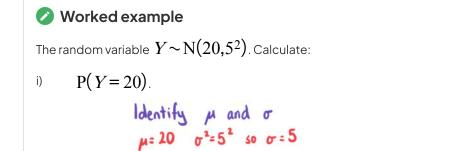
- $P(X < \mu) = P(X > \mu) = 0.5$
- As P(X=a)=0 you can use:
 - P(X < a) + P(X > a) = 1
 - P(X > a) = 1 P(X < a)
 - P(a < X < b) = P(X < b) P(X < a)
- These are useful when:
 - The mean and/or standard deviation are unknown
 - You only have a diagram
 - You are working with the inverse distribution

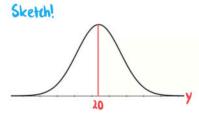
Examiner Tip

• Check carefully whether you have entered the standard deviation or variance into your GDC



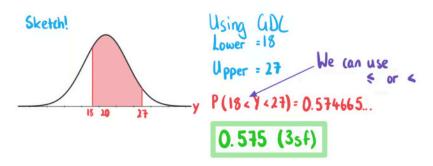




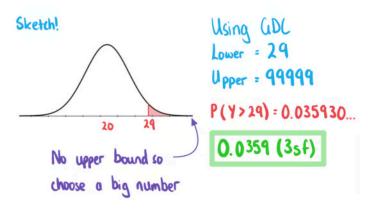


P(Y=20)=0

ii) $P(18 \le Y < 27)$.



iii) P(Y>29)





Inverse Normal Distribution

Given the value of P(X < a) how do I find the value of a?

- Your GDC will have a function called "Inverse Normal Distribution"
 - Some calculators call this InvN
- Given that P(X < a) = p you will need to enter:
 - The 'area' this is the value p
 - Some calculators might ask for the 'tail' this is the left tail as you know the area to the left of a
 - The 'µ' value this is the mean
 - The ' σ ' value this is the standard deviation

Given the value of P(X > a) how do I find the value of a?

- If your calculator **does** have the **tail option** (left, right or centre) then you can use the "Inverse Normal Distribution" function straightaway by:
 - Selecting 'right' for the tail
 - Entering the area as 'p'
- If your calculator **does not** have the **tail option** (left, right or centre) then:
 - Given P(X > a) = p
 - Use P(X < a) = 1 P(X > a) to rewrite this as
 - P(X < a) = 1 p
 - Then use the method for P(X < a) to find a

Examiner Tip

- Always check your answer makes sense
 - If P(X < a) is less than 0.5 then a should be smaller than the mean
 - If P(X < a) is more than 0.5 then a should be bigger than the mean
 - A sketch will help you see this

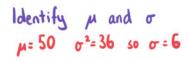




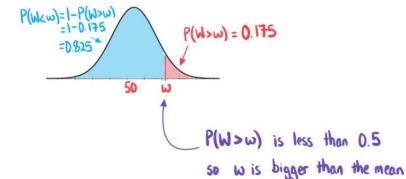
Worked example

The random variable $W \sim N(50, 36)$.

Find the value of W such that P(W > W) = 0.175.



Sketch!



Area from left is 0.825

Use Inverse Normal Distribution function on GDC

w= 55.6075 ...

 $\omega = 55.6 \ (3sf)$

