

Doy - 5f, Jon - 26, 2025 ( Mojh 13, 2082 B.S.).

## An Example

What is the probability that if I flip 5 coins, 2 of them land in heads?



$$0.5 \cdot 0.5 \cdot 0.5 \cdot 0.5 \cdot 0.5 = \frac{1}{32}$$



$$0.5 \cdot 0.5 \cdot 0.5 \cdot 0.5 \cdot 0.5 = \frac{1}{32}$$

## An Example

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10 ways to have 2 heads in 5 coin tosses



## An Example

What is the probability that if I flip 5 coins, 2 of them land in heads?



$$10 = \frac{5!}{2!(5-2)!} = \binom{5}{2}$$

Binomial coefficient

Number of ways you can get 2  
heads in 5 coin tosses

## Binomial Coefficient

In general:

$\binom{n}{k}$  counts all the combinations for landing  $k$  heads in  $n$  coin tosses

Property:

$$\binom{n}{k} = \binom{n}{n-k}$$

$k$  heads is the same thing  
as obtaining  $n-k$  tails.

## Binomial Coefficient

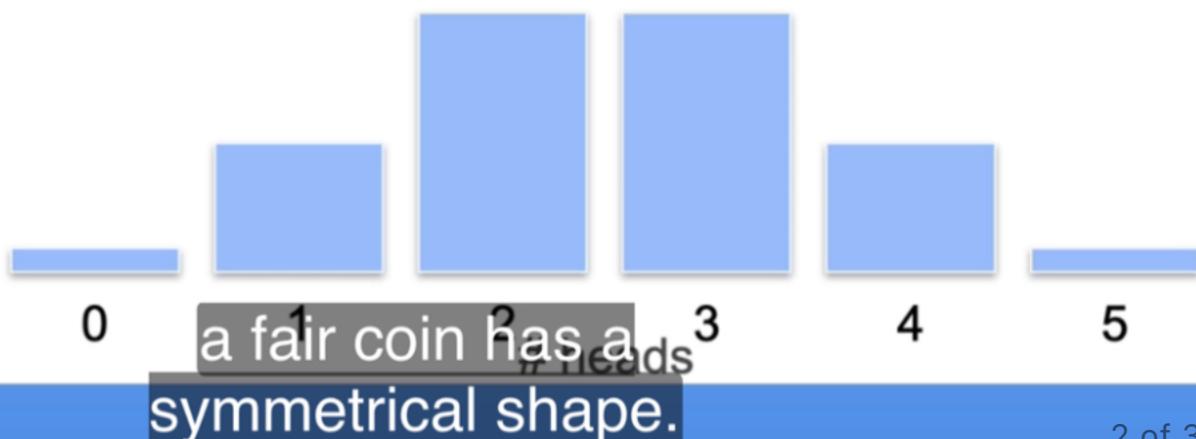
In general:

$\binom{n}{k}$  counts all the combinations for landing  $k$  heads in  $n$  coin tosses

Property:

$$\binom{n}{k} = \binom{n}{n-k}$$

The PMF with a fair coin is symmetrical



a fair coin has a  
symmetrical shape.

# Binomial Distribution

General PMF for  $X$  : number of heads in 5 coin tosses?

Your coin has  $\mathbf{P}(H) = p$

Event:  $X = x$ :  $x$  heads in 5 tosses

$$\binom{5}{x} p^x (1-p)^{5-x}$$

so you need to take into account  
all the possible orders,

## Binomial Distribution

General PMF for  $X$  : number of heads in 5 coin tosses?

Your coin has  $\mathbf{P}(H) = p$

Event:  $X = x$ :  $x$  heads in 5 tosses

$$p_X(x) = \binom{5}{x} p^x (1-p)^{5-x}, \quad x = 0,1,2,3,4,5$$

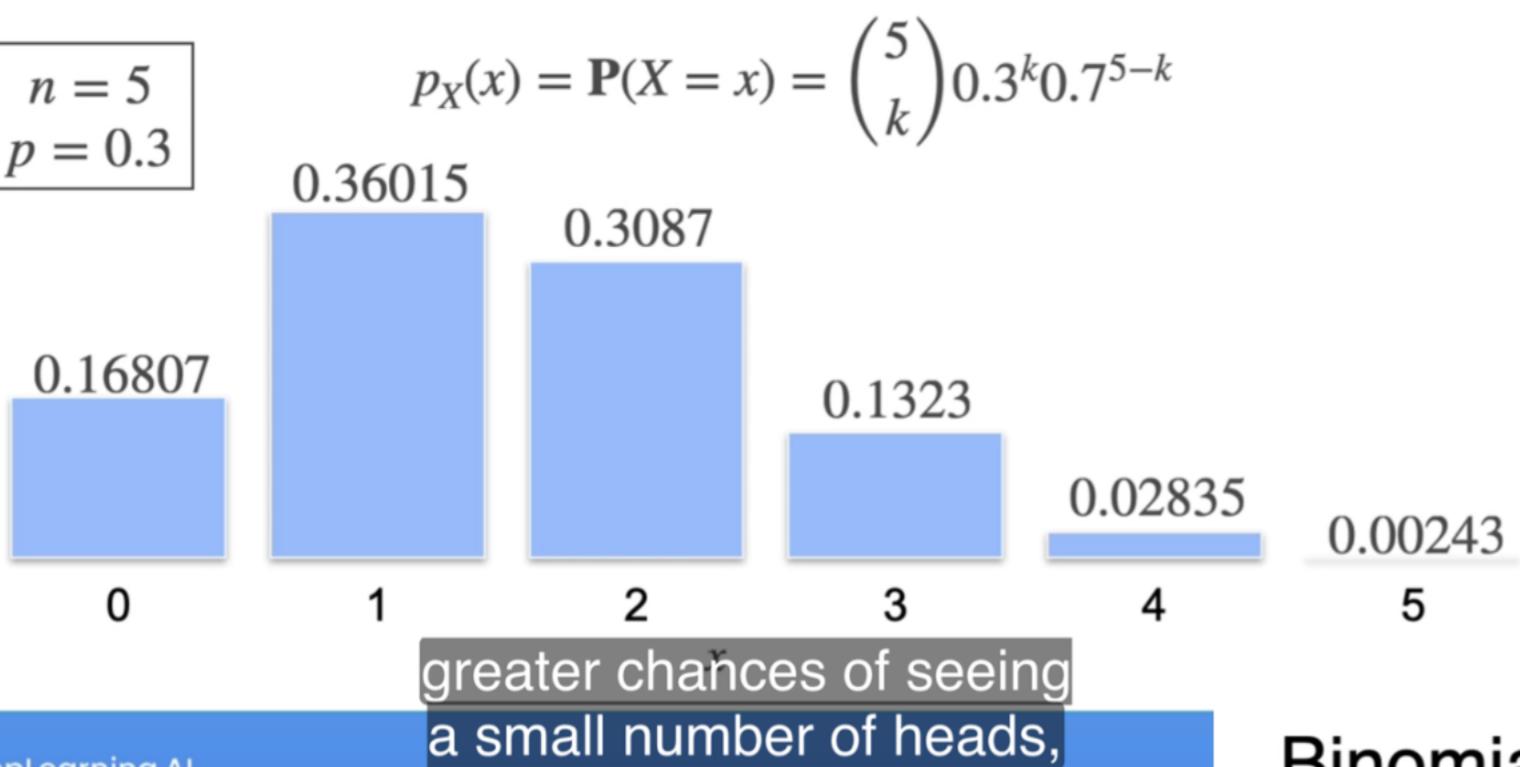
**X follows a binomial distribution**

$$X \sim \text{Binomial}(5, p)$$

Number of flips       $\mathbf{P}(H)$   
We denote it as  
binomial of 5 and p,

# Binomial Distribution

$$\begin{array}{l} n = 5 \\ p = 0.3 \end{array}$$



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## Binomial Distribution

General PMF for  $X$  : number of heads in  $n$  coin tosses?

Your coin has  $\mathbf{P}(H) = p$

Event:  $X = x$ :  $x$  heads in  $n$  tosses

$$p_X(x) = \binom{n}{x} p^x (1-p)^{n-x}, \quad x = 0, 1, 2, \dots, n$$

$X \sim \text{Binomial}(n, p)$      $n$  and  $p$  are called the **parameters** of the binomial distribution

$n$  is the number of tosses,

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# Dice Is a Biased Coin!



one  
 $p = \frac{1}{6}$

one  
 $p = \frac{1}{6}$

one  
 $p = \frac{1}{6}$

not one  
 $p = \frac{5}{6}$

not one  
 $p = \frac{5}{6}$

Now, this coin will have a probability of heads of  $1/6$ ,

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Question

What is the probability of getting three ones when rolling a dice five times (no matter on which dice)?

$\left(\frac{5}{3}\right) \left(\frac{1}{2}\right)^5$

$\left(\frac{1}{6}\right)^3 \left(\frac{5}{6}\right)^2$

$\left(\frac{5}{3}\right) \left(\frac{1}{6}\right)^3 \left(\frac{5}{6}\right)^2$

$\left(\frac{1}{6}\right)^5$

Correct  
You're right! The detailed explanation will follow right after this quiz.

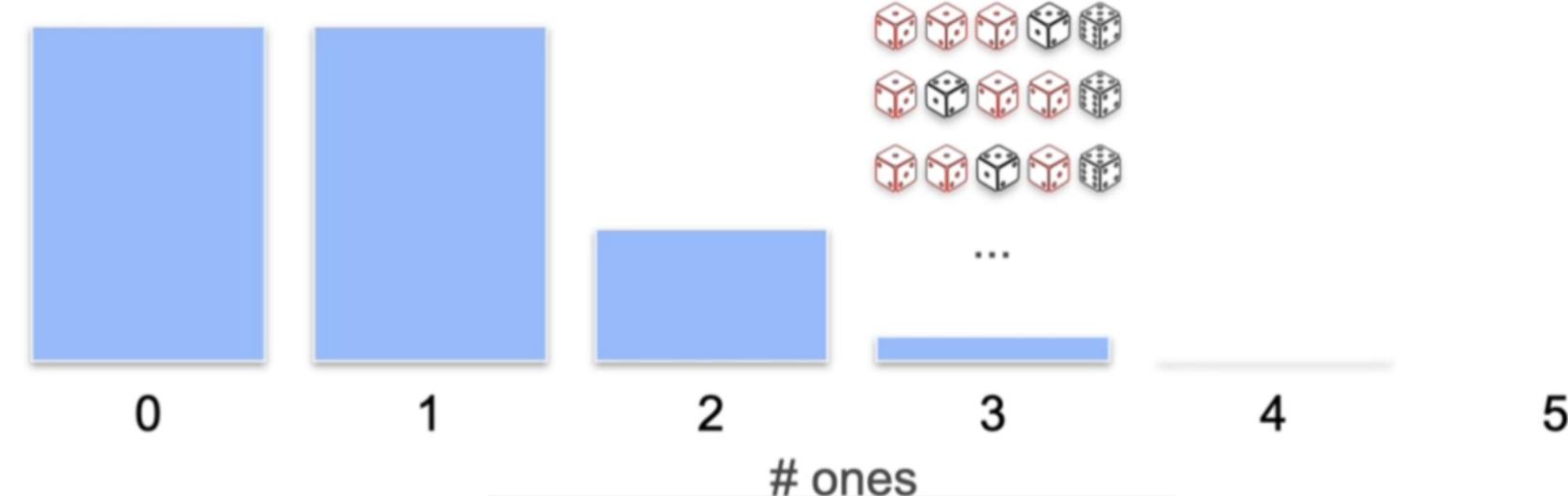
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Well, when you throw a dice,

# Dice Is a Biased Coin!

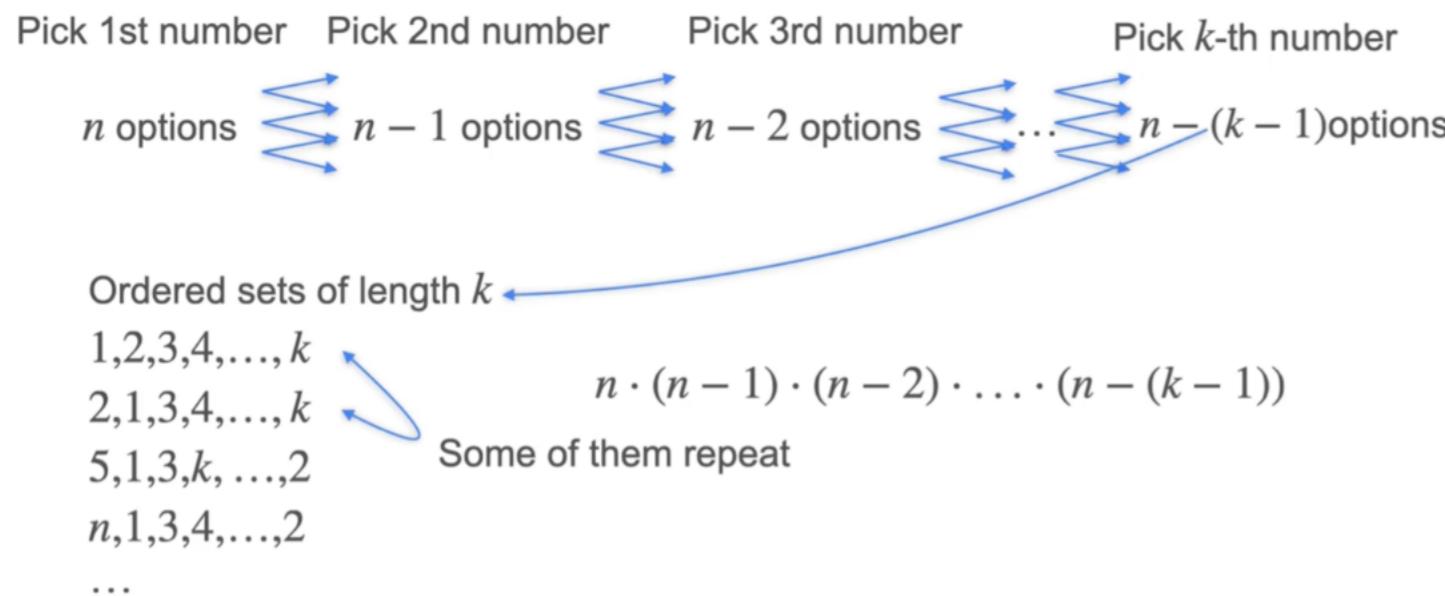
$$n = 5$$
$$p = 0.1666$$



but the same n. This time you have n= 5, and p= 1/6.

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## Binomial Coefficient



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Skip Continue

### Question

If  $X$  is the number of times we get a 1 when rolling a dice ten times, then

$$X \sim \text{Binomial}(n, p)$$

Where  $n, p$  is equal to:

- $n = 10$   
 $p = 1/6$
- $n = 6$   
 $p = 1/6$
- $n = 10$   
 $p = 1/2$
- $n = 10$   
 $p = 6$

Correct

Correct. The probability of getting a 1 when throwing one dice is  $1/6$ . And  $n$  is the total of experiments (10 times).

$$P(X=k) = \binom{n}{k} p^k (1-p)^{n-k}$$

Where:

$n$ : number of trials

$k$ : number of successes

$p$ : probability of success

$(1-p)$  Probability of failure

## Binomial Coefficient

Pick 1st 4 options	Pick 2nd 3 options	Pick 3rd 2 options	Pick 4th 1 option
-----------------------	-----------------------	-----------------------	----------------------

1,2,3,4

1,2,4,3

1,3,2,4

1,3,4,2

...

4,3,2,1

$$4 \cdot 3 \cdot 2 \cdot 1 = 4!$$

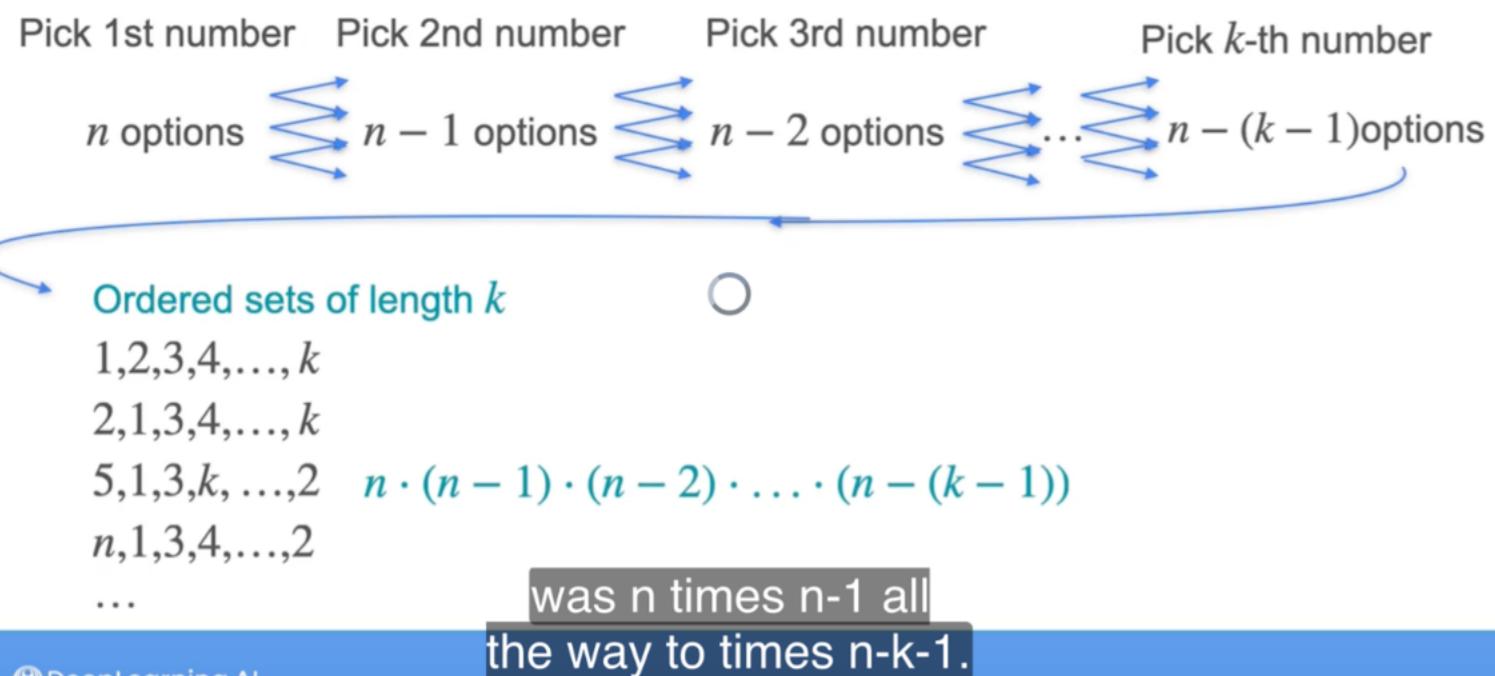
For five numbers:

$$5 \cdot 4 \cdot 3 \cdot 2 \cdot 1 = 5!$$

General solution:  $k!$

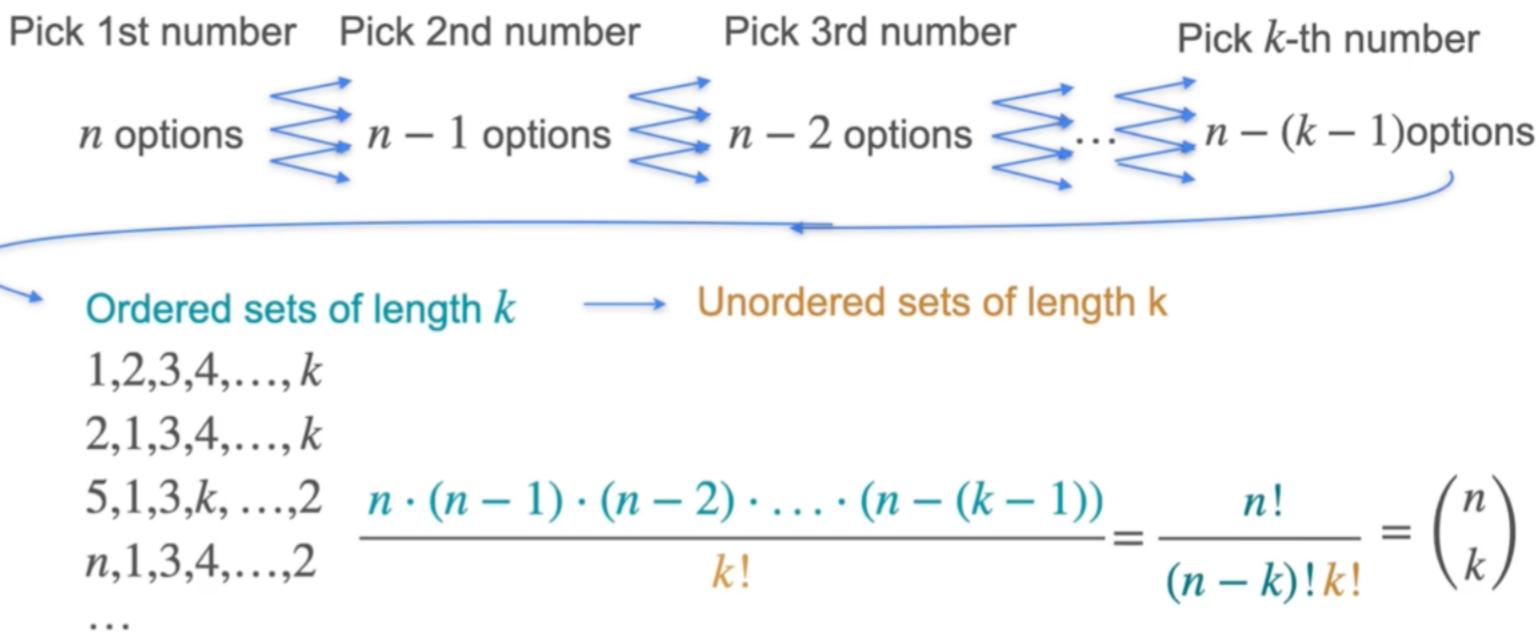
$k$  different objects.

## Binomial Coefficient



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## Binomial Coefficient

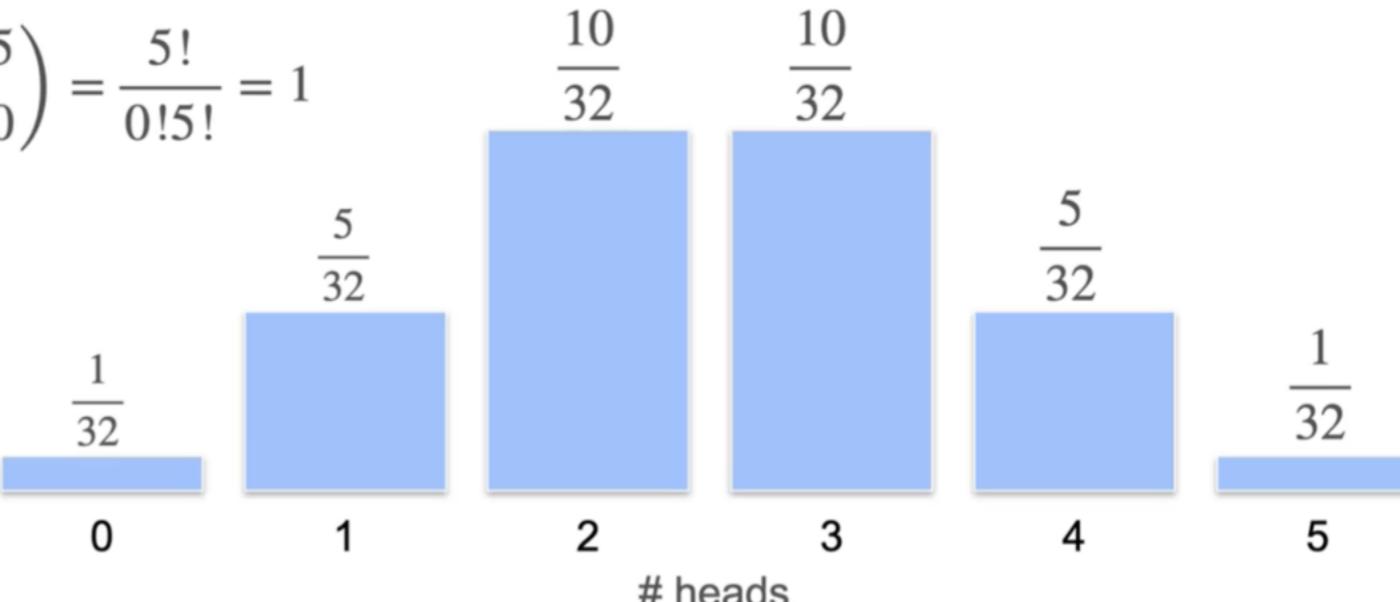


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Binomial Distribution models the  
Number of successes in  $n$   
independent Bernoulli trials, where  
each trial has two outcomes:  
(with probability  $p$ ) and without  
 $1-p$ .

## Binomial Distribution: Fair Coins

$$\binom{5}{0} = \frac{5!}{0!5!} = 1$$



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## Biased Coins



30 %



70 %



$$0.3 \cdot 0.3 \cdot 0.3 \cdot 0.3 \cdot 0.3 = 0.00243$$



$$0.3 \cdot 0.3 \cdot 0.7 \cdot 0.7 \cdot 0.7 = 0.01323$$

→ A biased coin is a bin where the probabilities of heads or tails are not equal, unlike a fair coin, p of head cannot be 0.5.

Biomial Coefficient often denoted as  $\binom{n}{k}$  represents the number of ways to choose k items from n items without considering the order.

## Biased Coins



$$0.3 \cdot 0.3 \cdot 0.3 \cdot 0.3 \cdot 0.3 = 0.3^5 \cdot 0.7^0$$



$$0.3 \cdot 0.3 \cdot 0.3 \cdot 0.3 \cdot 0.7 = 0.3^4 \cdot 0.7^1$$



$$0.3 \cdot 0.3 \cdot 0.3 \cdot 0.7 \cdot 0.7 = 0.3^3 \cdot 0.7^2$$



$$0.3 \cdot 0.3 \cdot 0.7 \cdot 0.7 \cdot 0.7 = 0.3^2 \cdot 0.7^3$$



$$0.3 \cdot 0.7 \cdot 0.7 \cdot 0.7 \cdot 0.7 = 0.3^1 \cdot 0.7^4$$



$$0.7 \cdot 0.7 \cdot 0.7 \cdot 0.7 \cdot 0.7 = 0.3^0 \cdot 0.7^5$$

$$= 0.3^k \cdot 0.7^{n-k}$$

And here we have all the other ones

0.3 to the 4 times 0.7 to the 1,

# Biased Coins

H H H H H	$0.3^5 \cdot 0.7^0$
H H H H T	$0.3^4 \cdot 0.7^1$
H H H T T	$0.3^3 \cdot 0.7^2$
H H T T T	$0.3^2 \cdot 0.7^3$
H T T T T	$0.3^1 \cdot 0.7^4$
T T T T T	$0.3^0 \cdot 0.7^5$

$$= 0.3^k \cdot 0.7^{n-k} \rightarrow \binom{n}{k} 0.3^k \cdot 0.7^{n-k}$$

Account for all possible orders of heads and tails

$n \Rightarrow$  no. of trials

$k \Rightarrow$  no. of favourable outcomes

And that's where  $n$  choose  $k$  comes

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## Question

Throwing a 4-sided fair dice and observing if it lands in 2 or not might be modeled as a Bernoulli distribution with  $p$  equals to:

- 1/4
- 1/6
- 1/2
- 3/4

Correct

Correct! In a 4-sided fair dice, there is a 1/4 probability of landing in each face.

Skip

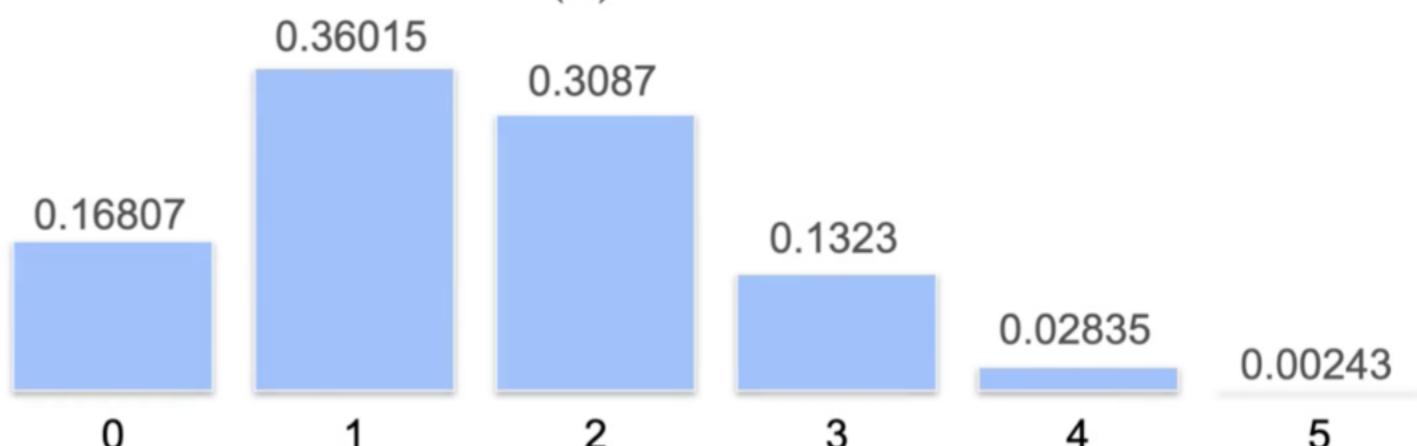
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## Binomial Distribution

$$= \binom{n}{k} 0.3^k \cdot 0.7^{n-k}$$

$n = 5$   
 $p = 0.3$



Except that now you can calculate these probabilities using the formula that you

## Bernoulli Distribution

Bernoulli Distribution represents

the outcome of a single trial of an experiment

where there are only two possible outcomes:

Success (often denoted as 1)

and failure (often denoted as 0).

→ Success (1) with P

→ failure (0) with  $1 - p$ .

$X = \text{Number of heads}$

Flip a coin



$$P(X = 1) = 0.5$$

Success

$$P(X = 0) = 0.5$$

Failure

$X = \text{Number of 1's}$

Throw a dice



$$P(X = 1) = \frac{1}{6}$$

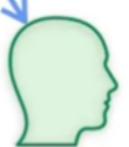
Success

$$P(X = 0) = \frac{5}{6}$$

Failure

$X = \text{Number of sick patients}$

Flip a coin



$$P(X = 1) = p$$

Success

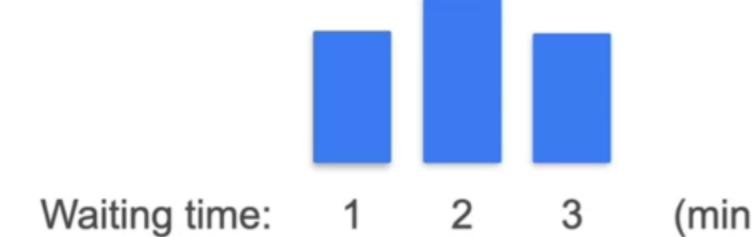
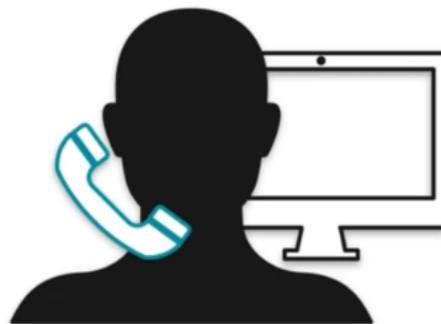
$$P(X = 0) = 1 - p$$

Failure

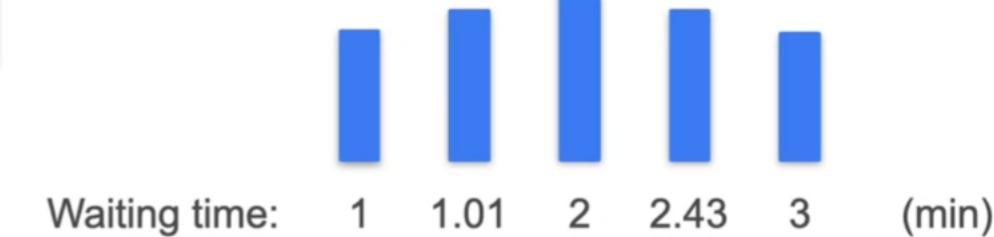
$X \sim \text{Bernoulli}(p)$

$p$  is the parameter of the Bernoulli distribution

## Discrete to Continuous



## Discrete to Continuous



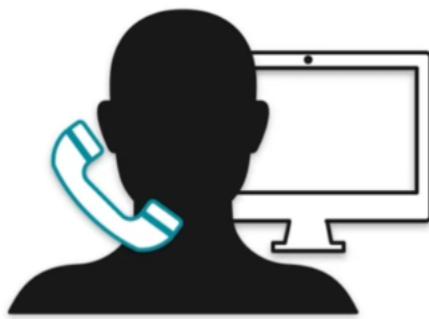
[1 - 1.01]  
[2 - 2.43]

there are infinitely many numbers between 1 and 2.

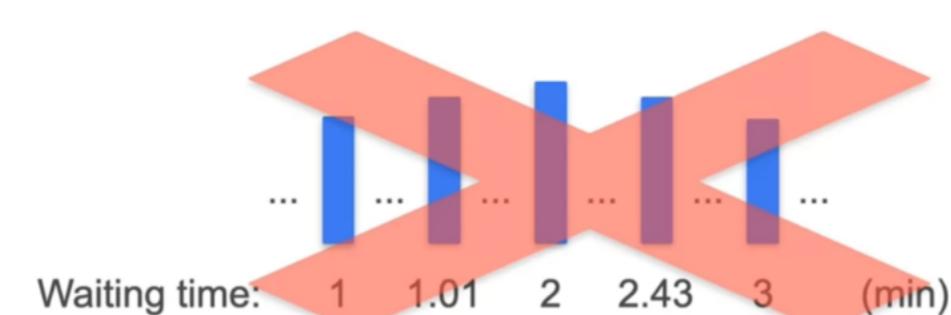
## Discrete to Continuous



## Discrete to Continuous



This is a continuous distribution!

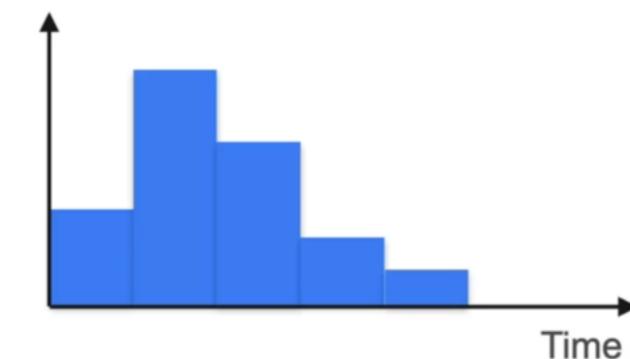


What is the probability that you will wait EXACTLY one minute for the call?

Mixed both discrete & continuous  
Continuous But here as

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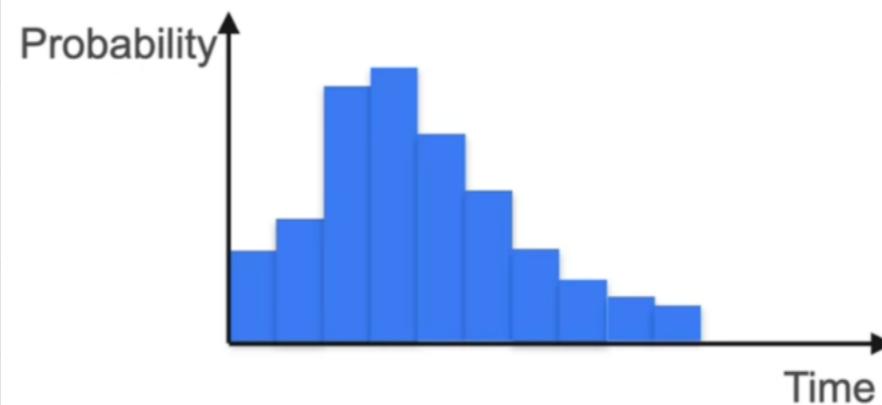
## Discrete to Continuous



- $P(\text{between } 0 \text{ and } 1 \text{ mins})$
- $P(\text{between } 1 \text{ and } 2 \text{ mins})$
- $P(\text{between } 2 \text{ and } 3 \text{ mins})$
- $P(\text{between } 3 \text{ and } 4 \text{ mins})$
- $P(\text{between } 4 \text{ and } 5 \text{ mins})$

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## Discrete to Continuous

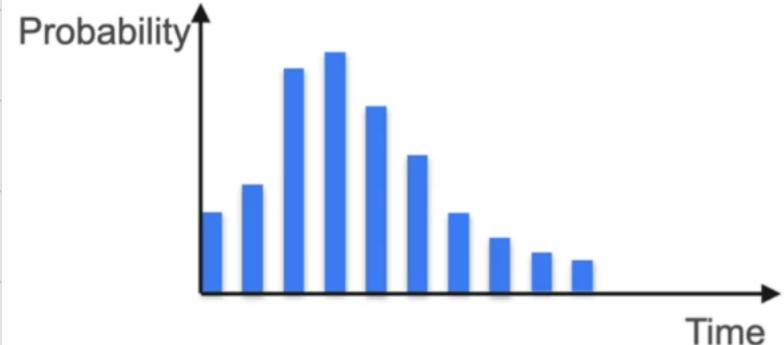


- $P(\text{between } 0 \text{ and } 0.5 \text{ mins})$
- $P(\text{between } 0.5 \text{ and } 1 \text{ mins})$
- $P(\text{between } 1 \text{ and } 1.5 \text{ mins})$
- $\vdots$
- $P(\text{between } 3.5 \text{ and } 4 \text{ mins})$
- $P(\text{between } 4 \text{ and } 4.5 \text{ mins})$
- $P(\text{between } 4.5 \text{ and } 5 \text{ mins})$

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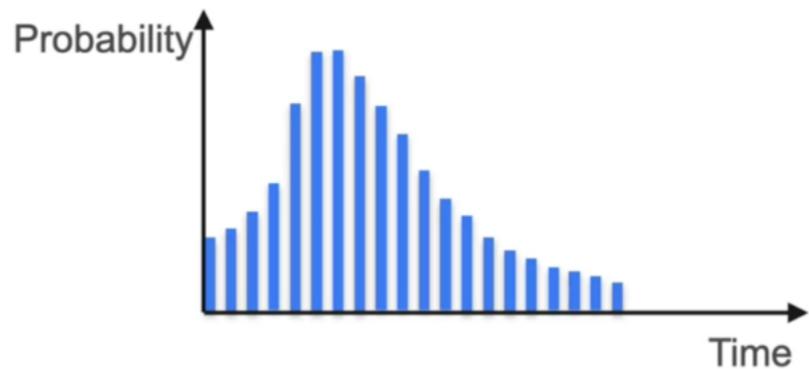
Transformation  
discrete becomes continuous  
flow distributions  
continuous distributions

## Discrete to Continuous



$P(\text{between } 0 \text{ and } 0.5 \text{ mins})$   
 $P(\text{between } 0.5 \text{ and } 1 \text{ mins})$   
 $P(\text{between } 1 \text{ and } 1.5 \text{ mins})$   
⋮  
 $P(\text{between } 3.5 \text{ and } 4 \text{ mins})$   
 $P(\text{between } 4 \text{ and } 4.5 \text{ mins})$   
 $P(\text{between } 4.5 \text{ and } 5 \text{ mins})$

## Discrete to Continuous

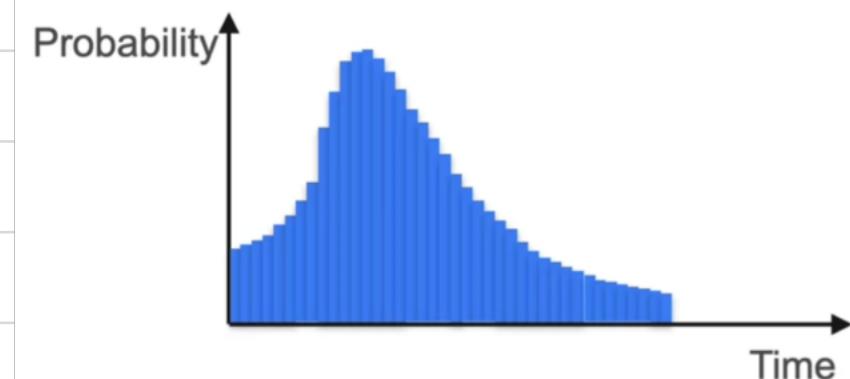


$P(\text{between } 0 \text{ and } 0.25 \text{ mins})$   
 $P(\text{between } 0.25 \text{ and } 0.5 \text{ mins})$   
 $P(\text{between } 0.5 \text{ and } 0.75 \text{ mins})$   
⋮  
 $P(\text{between } 4.25 \text{ and } 4.5 \text{ mins})$   
 $P(\text{between } 4.5 \text{ and } 4.75 \text{ mins})$   
 $P(\text{between } 4.75 \text{ and } 5 \text{ mins})$

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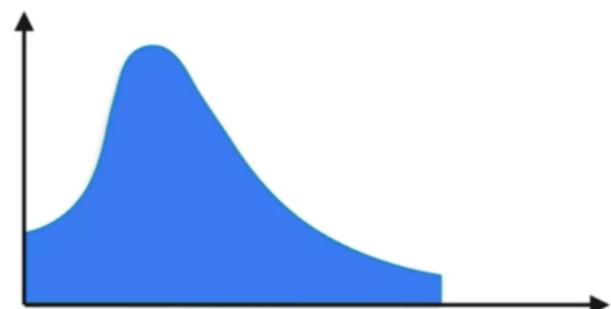
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## Discrete to Continuous



$P(\text{between } 0 \text{ and } 0.125 \text{ mins})$   
⋮  
 $P(\text{between } 4.875 \text{ and } 5 \text{ mins})$

## Discrete to Continuous



And if we were to do this infinitely many times, then what we get is this.

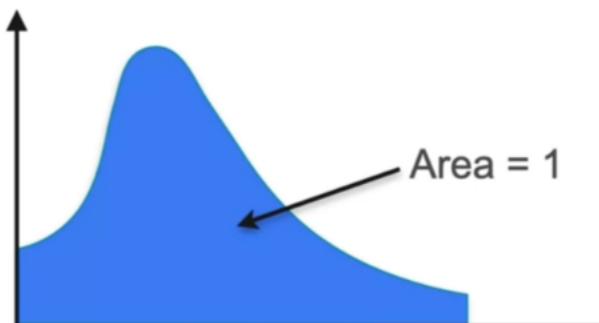
increasing the bins increasing the probabilities

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Both Discrete and  
Continuous have value under  
 $f(x)$  ( $\text{Area} = 1$ )

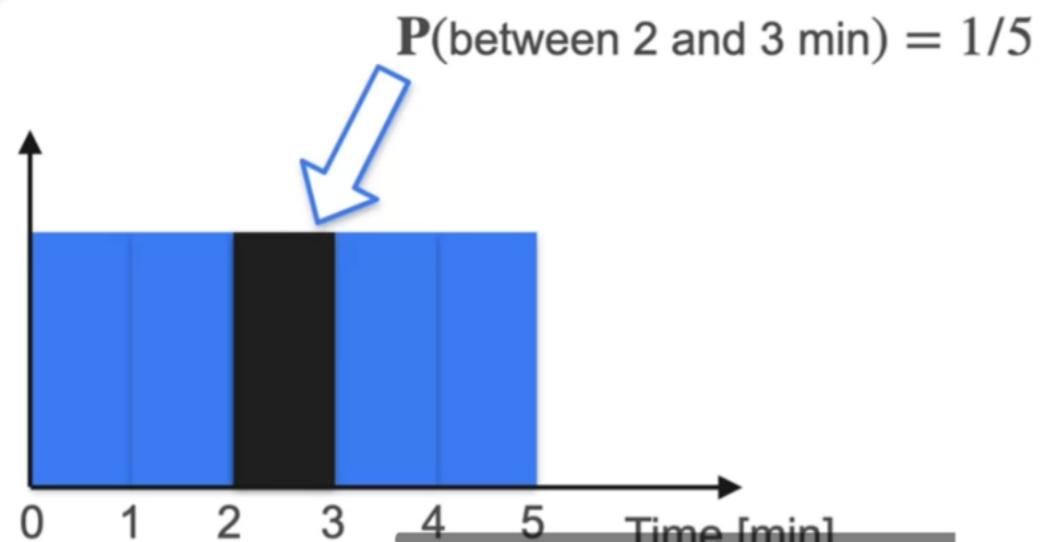
## Discrete to Continuous



- Discrete:
  - Sum of heights equals 1
- Continuous:
  - Area under the curve equals 1

And that is a continuous  
probability distribution.

## Probability Density Functions

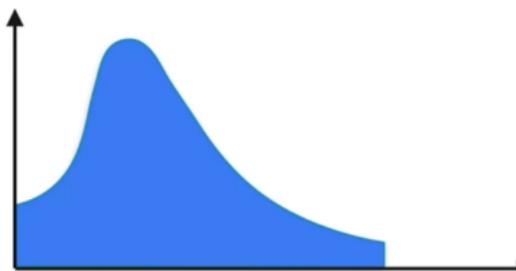


Well, if you said 0.2 or  
20%, that is correct.

Probability (2 and 3 min) =  $1/5$

Since there are 5 events -  
? -

## Discrete to Continuous



Probability Density Function

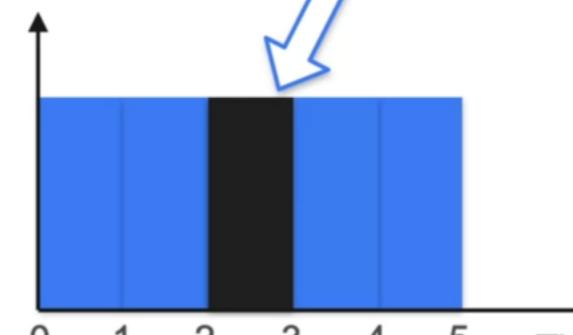
And if we were to do this infinitely many times, then what we get is this.

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## Probability Density Functions



$P(\text{between 2 and 3 min}) = 1/5$

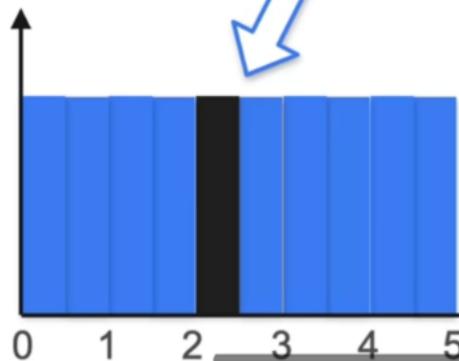


Well, if you said 0.2 or 20%, that is correct.

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(PDF).

## Probability Density Functions



$P(\text{between 2 and 2.5 min}) = 0.1$

$2 - 3 \Rightarrow 0.2$

$2 - 2.5 \Rightarrow 0.1$

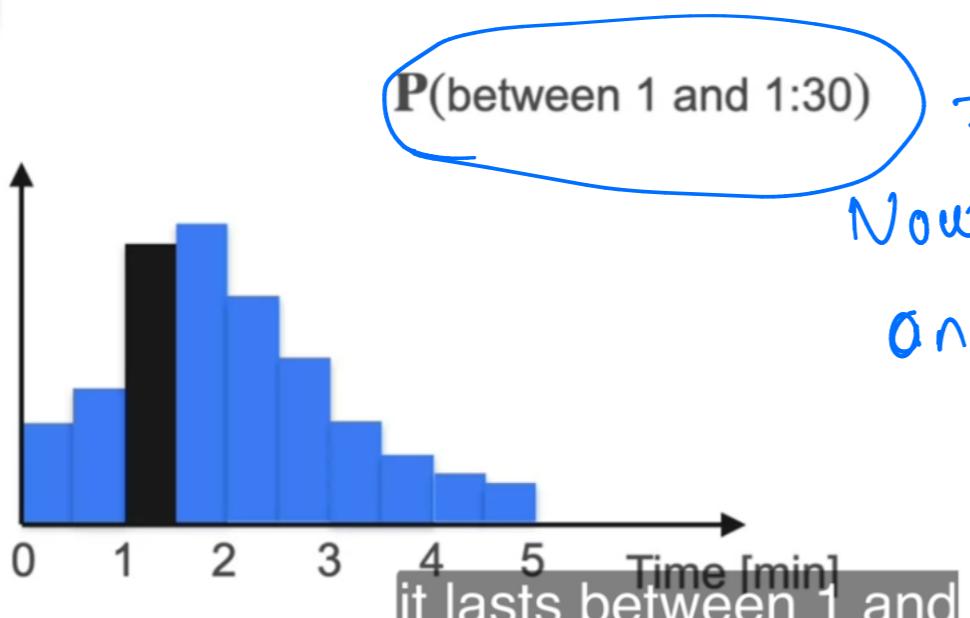
Well, for the same reason it's 0.1, because it's one tenth.

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→ PDF  $\Rightarrow$  Since there are 5 and it is discrete event.

→ We're looking height, wish we can say area [all equal].

# Discrete to Continuous

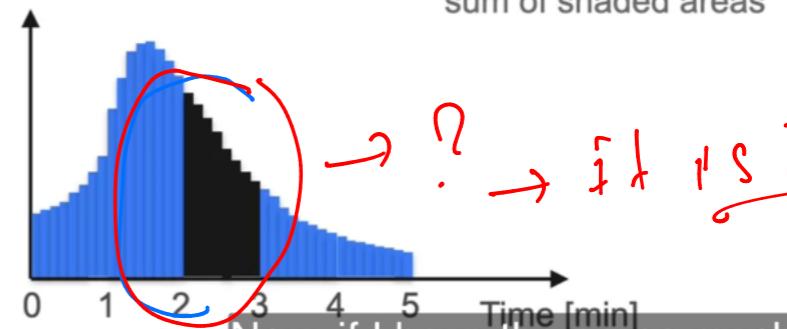


= ?  
Now, height  
and width are  
not equal.

it lasts between 1 and  
1 minute 30 is this area over here.

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# Discrete to Continuous

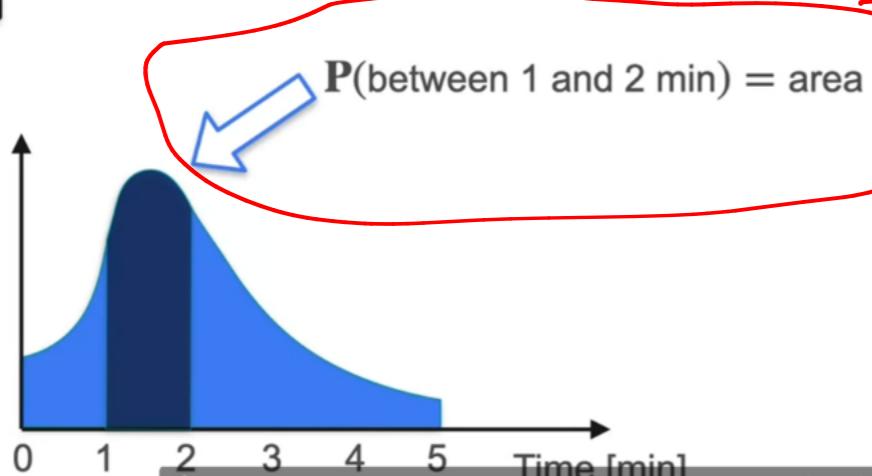


? → it is Area.

Now, if I have the areas much,  
much more granular like this,

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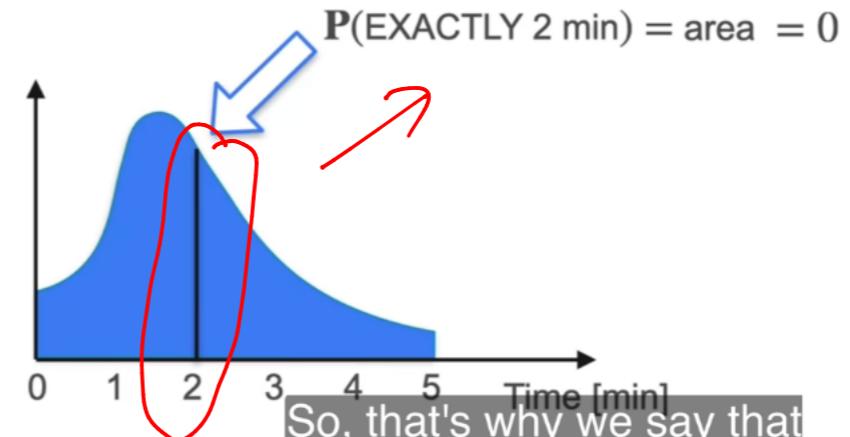
# Discrete to Continuous



If we were interested in the probability  
that the call is exactly 2 minutes,

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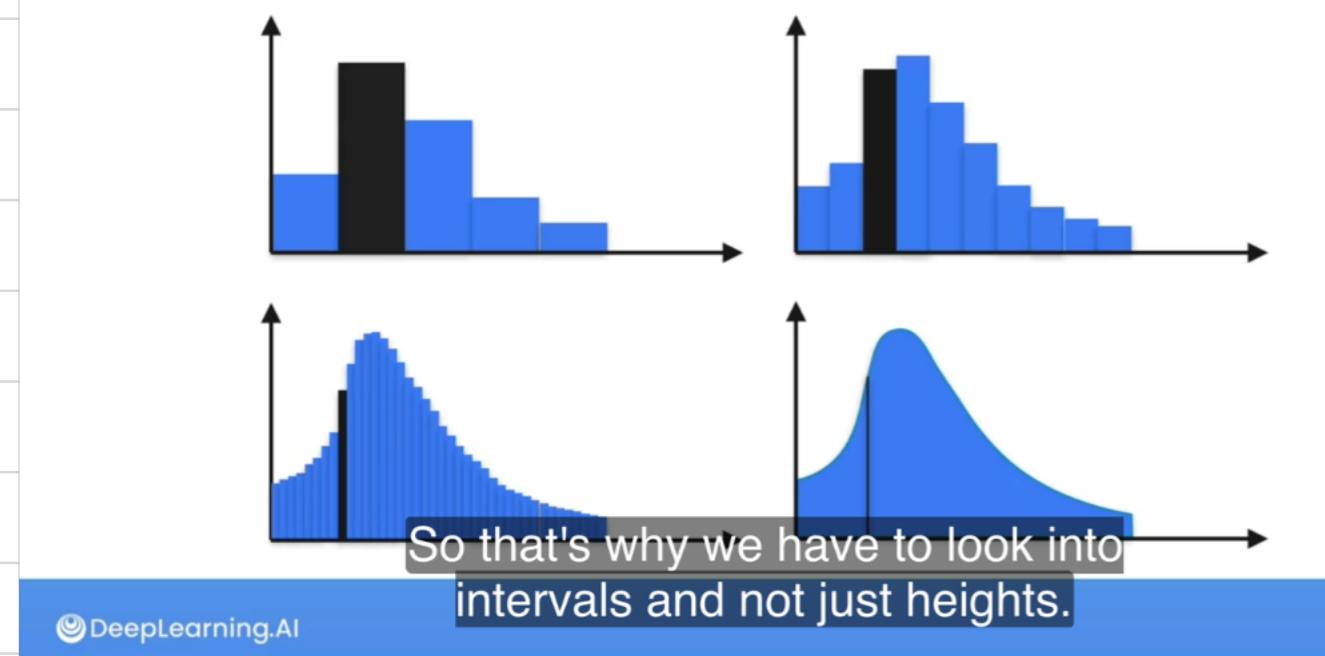
# Question



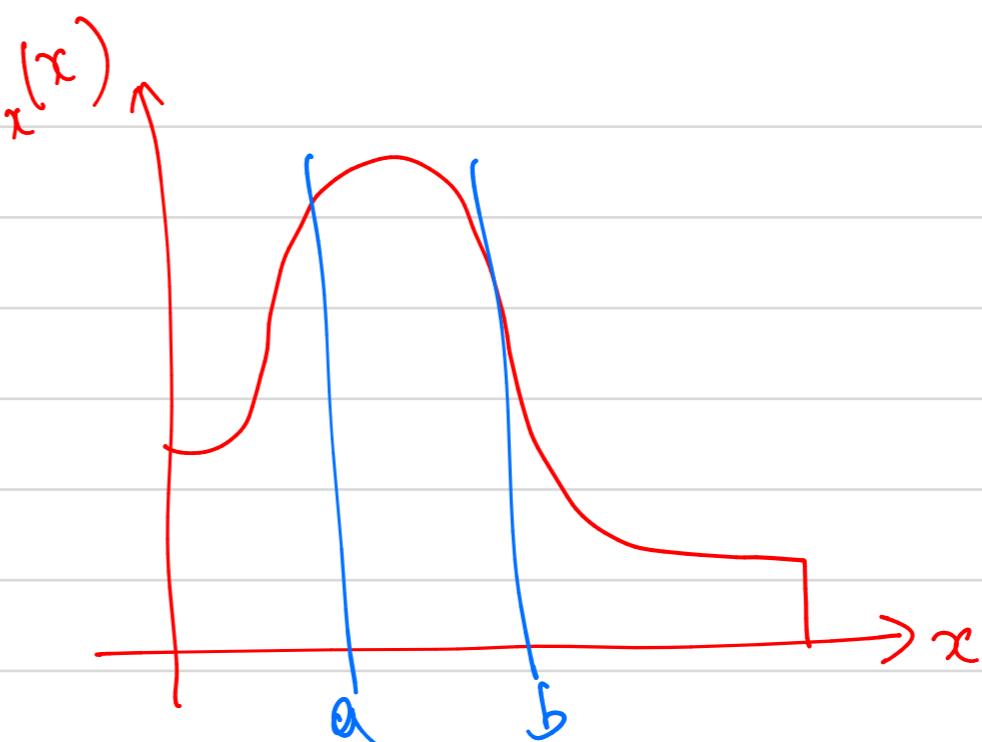
So, that's why we say that  
that probability is 0.

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## Discrete to Continuous



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Probability Density function (PDF)

$$P(a < X < b) = \text{area}$$

under  $f_x(x)$

$f_x(x)$  needs to satisfy:

- It is defined for all numbers

$$\bullet f_x(x) \geq 0$$

Tells you the rate you accumulate probability around each point. Only defined for continuous variables!

$$\bullet \int_{-\infty}^{\infty} f_x(x) dx = 1$$

# Discrete and Continuous Random Variables

## Discrete random variables



Can take only a **finite** or at most countable number of values

$$\text{PMF: } P_X(x) = f(x=x)$$

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## Continuous random variables



Takes values on an interval (infinite possibilities!)

$$\text{PDF: } f_X(x) \\ a \leq X \leq b \quad \text{Area} = 1.$$

# Comma five Distribution function:

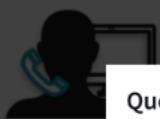
CDF is the one that shows the actual probabilities that the event is between 0 and certain number of events.

RV  $\rightarrow$  Random Variables.

PMF  $\Rightarrow$  Discrete RV.

PDF  $\Rightarrow$  Continuous Random Variables.

## Cumulative Distribution



### Question

What is the maximum possible value that the cumulative distribution function can reach?

- 0
- 0.5
- 1
- 2

Correct

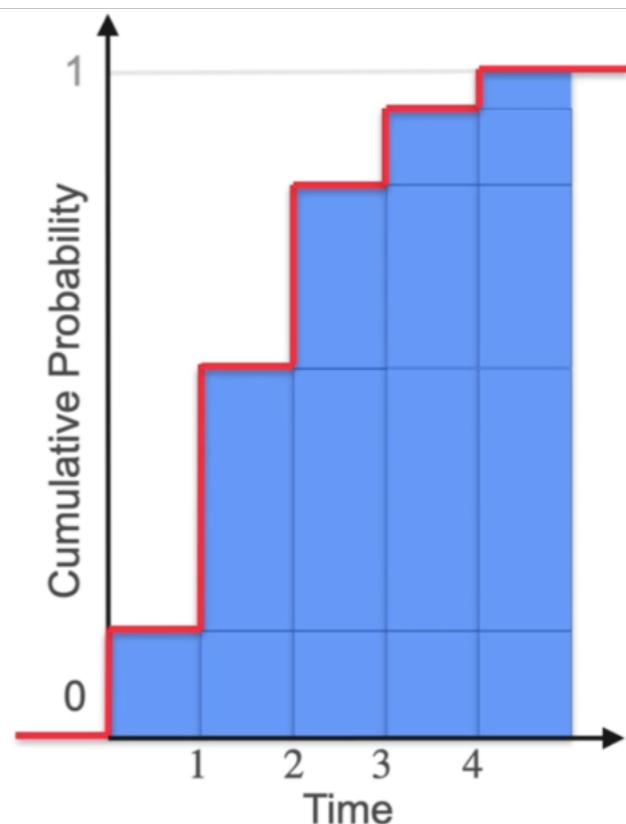
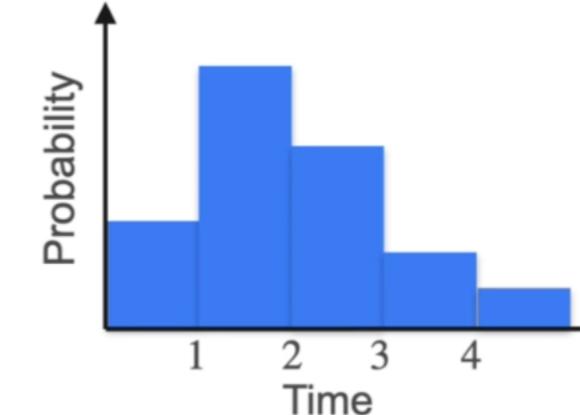
Individual CDFs can vary and potentially reach any value between 0 and 1. However, CDFs, in general, will have a maximum value of 1 as it represents the total probability of all possible outcomes.

Skip

Continue



## Cumulative Distribution



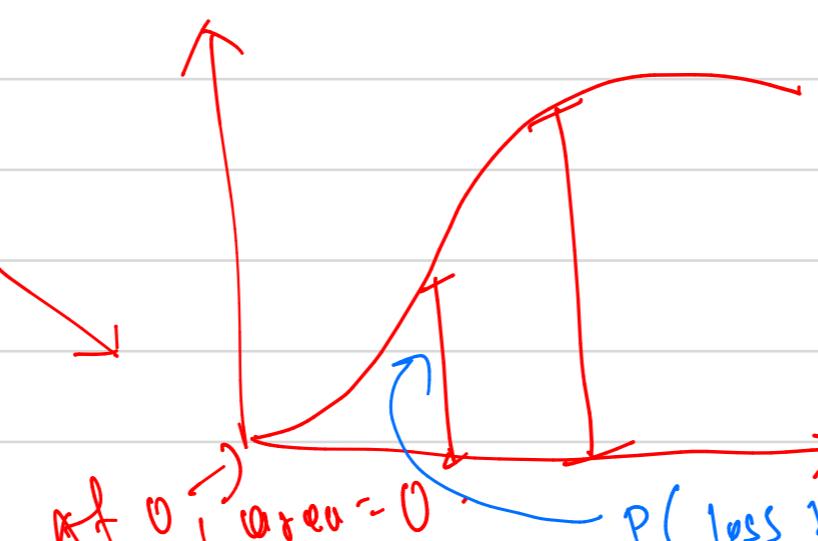
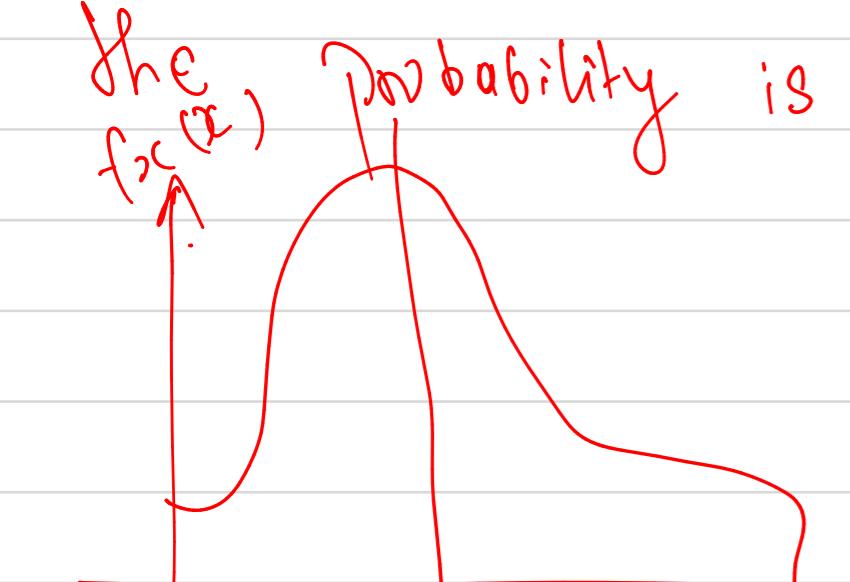
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So, the p between 0 - 1 or the 1-2, and 2-3 and so on until

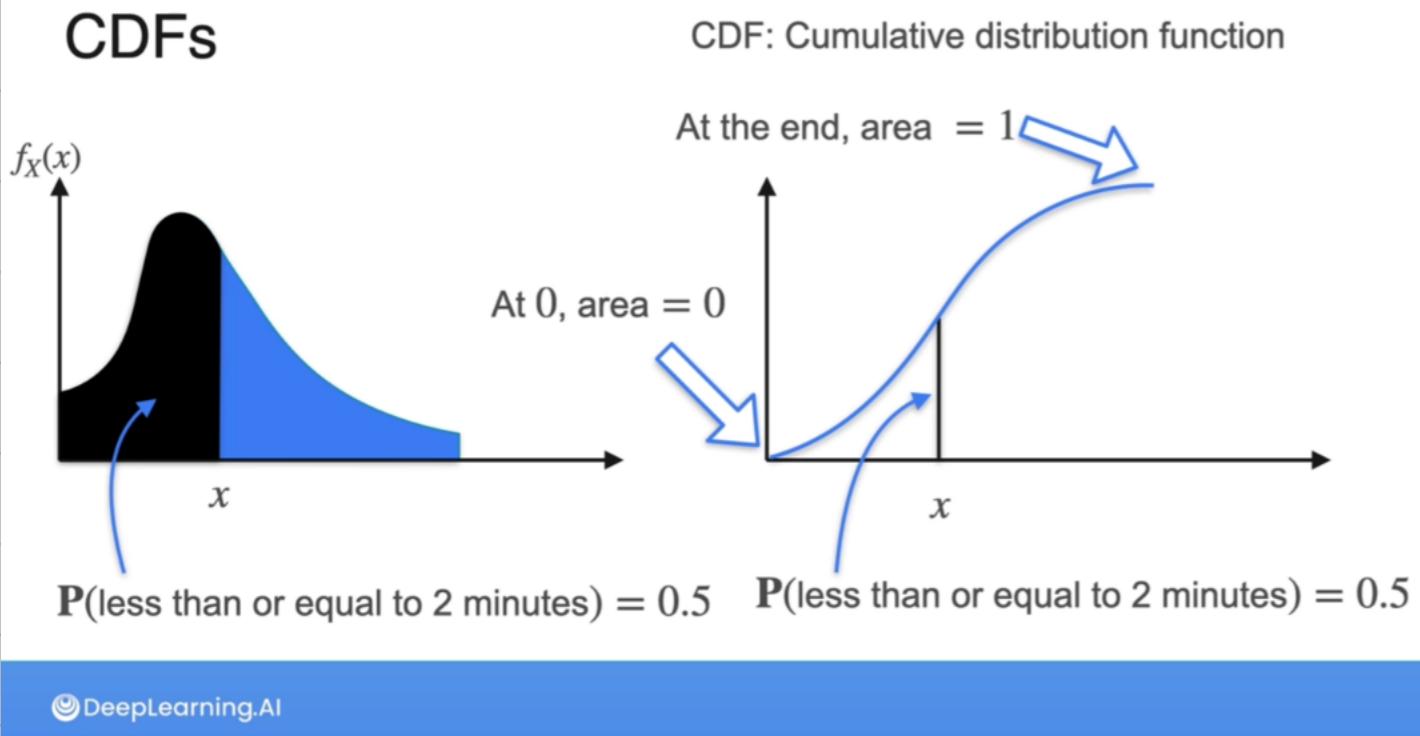
The  $f(x)$  probability is  $\frac{1}{2}$ . Which means we start from 0 to 1.  
At the end, area = 1



$$P(\text{less than or equal to } 2 \text{ min}) = 0.5$$

$$P(\text{less than or equal to } 2 \text{ min}) = 0.5$$

## CDFs



The CDF Shows how much probability the variable has accumulated until a certain value

$$\text{CDF}(x) = P(X \leq x) \in \text{It is}$$

defined for every real number

$$[-\infty, +\infty]$$

$$F_X(x) = P(X \leq x)$$

$$\rightarrow F_{\text{Sub}} (\text{Copied } Y) : F_Y(x)$$

We get continuous functions in case

$$\text{of } \text{CDF}(x) = P(X \leq x) \rightarrow 1(+\infty).$$

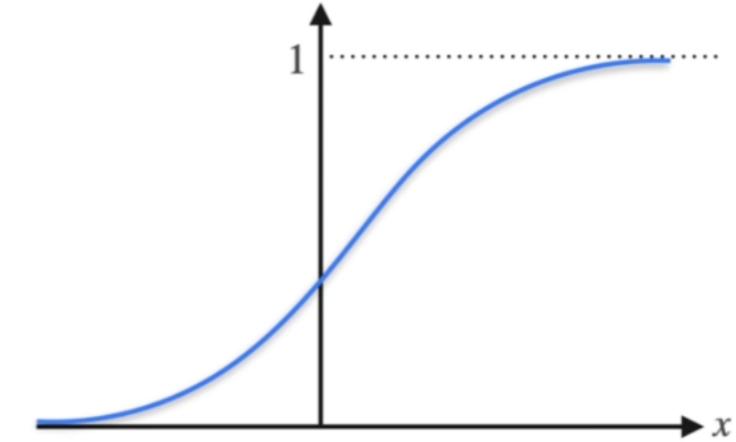
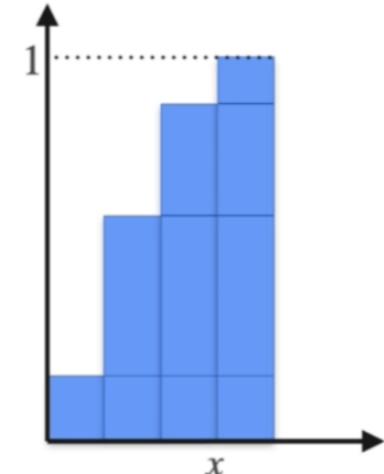
## Cumulative Distribution Function: Formal Definition

The CDF shows how much probability the variable has accumulated until a certain value

That means that

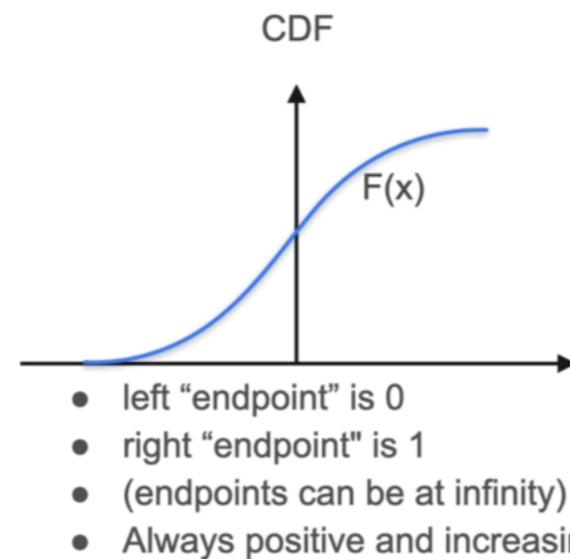
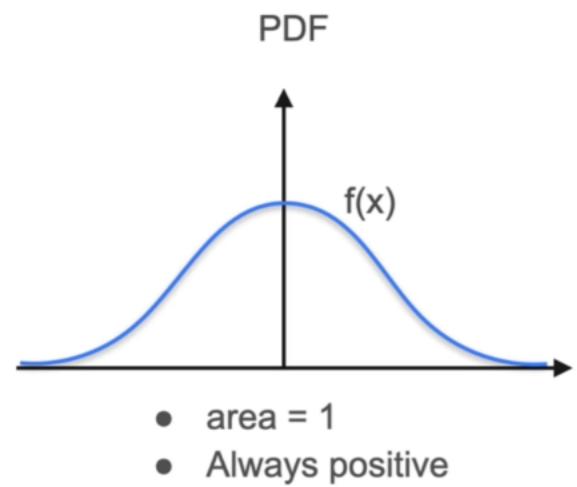
$$F_X(x)$$

$\text{CDF}(x) = P(X \leq x) \leftarrow \text{It is defined for every real number}$



$0 \leq F_X(x) \leq 1$  —  
 [Left endpoint is 0]      [Right endpoint is 1]  
 Never Decreases

## PDF and CDF Summary



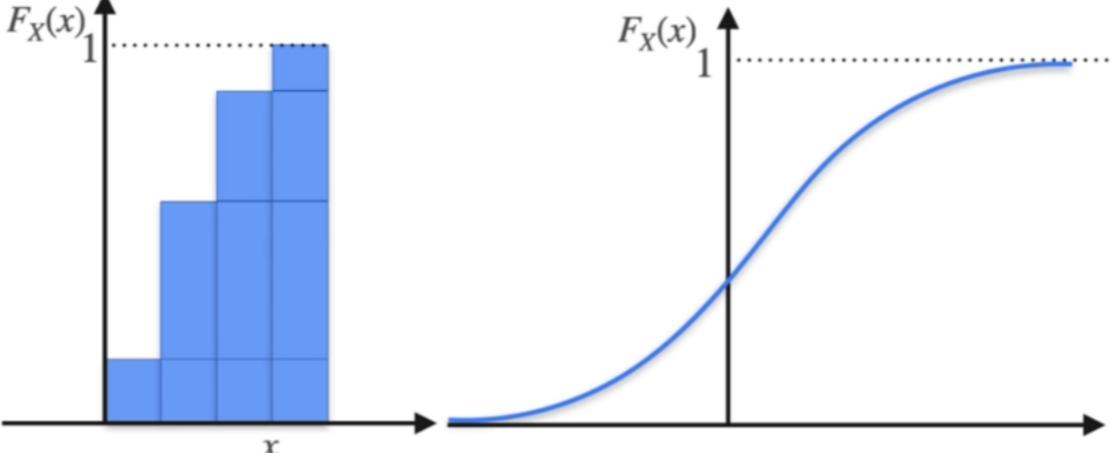
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## Cumulative Distribution Function: Formal Definition

The CDF shows how much probability the variable has accumulated until a certain value

That means that

$$F_X(x) = P(X \leq x) \quad \text{It is defined for every real number}$$



### Properties

- $0 \leq F_X(x) \leq 1$
- Left "endpoint" is 0
- Right "endpoint" is 1
- Never decreases

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Seems PDF follows the gaussian Distribution  
Whereas CDF is like Sigmoid function

S Curve .

Random Variables  
Probabilities-

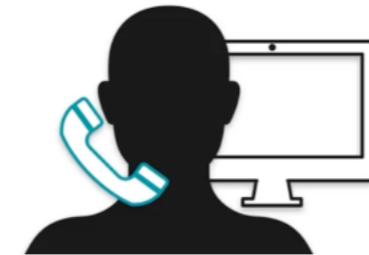
PDF  $\Rightarrow$  Area under the curve or

the Density for Continuous Random Variable Probabilities-

# Uniform Distribution Graph looks like Homogenous in the interval from 0-10 minutes Sometimes I take 1 min, 5, 3, 2, 7, 9, 10 min as working time for bus arrival

Time for bus arrival

### Uniform Distribution: Motivation

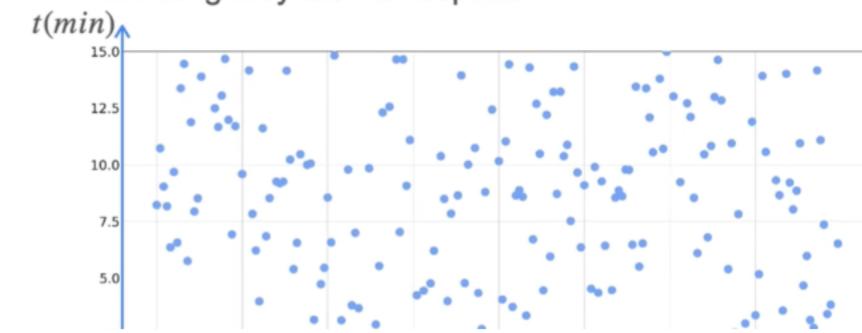


You're calling a tech support line. They can answer any time between zero and 15 minutes and if they don't answer in this time, the line is disconnected.



### Uniform Distribution: Motivation

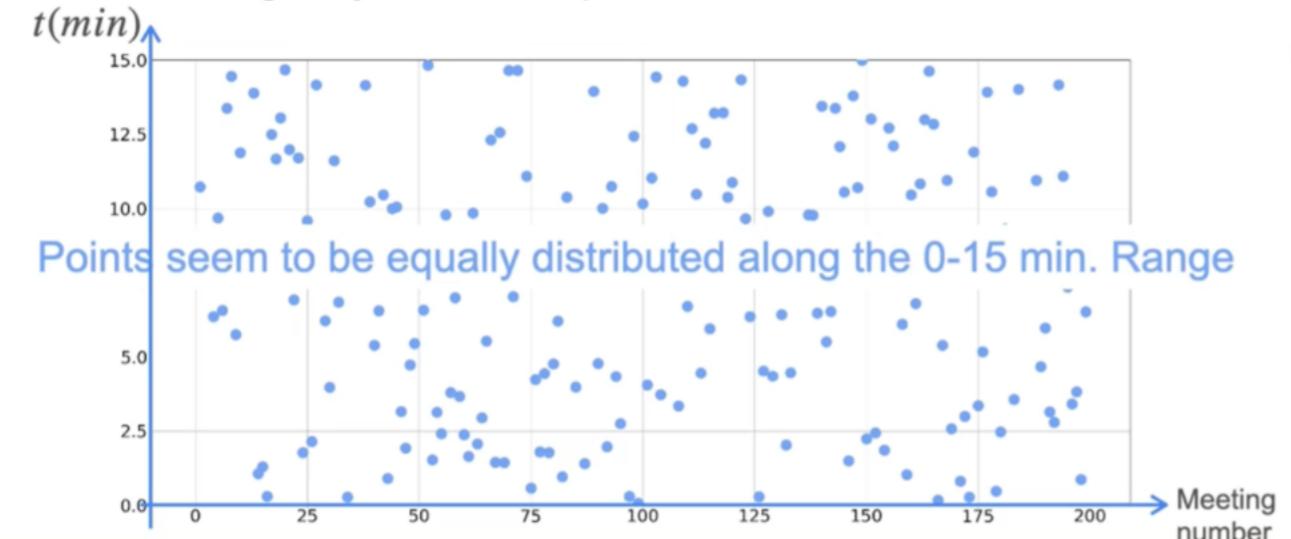
Last 200 times you called them, you took down notes of how long they took to respond



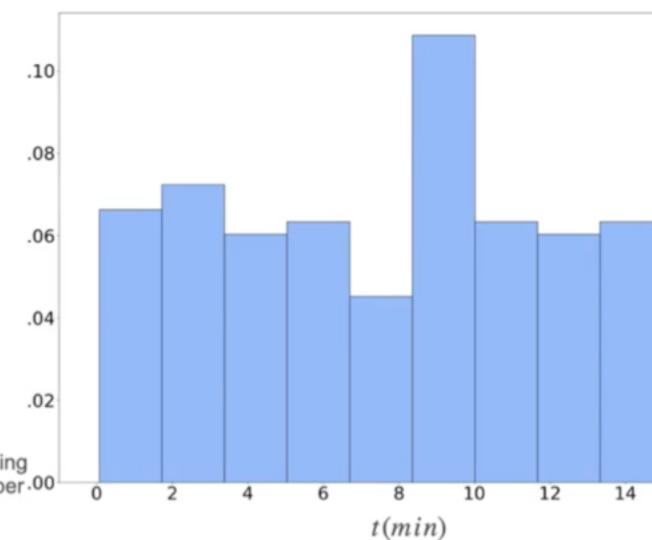
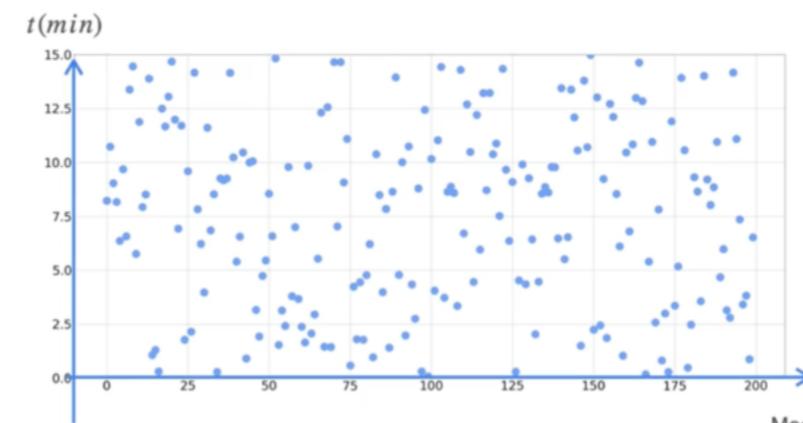
### Uniform Distribution: Motivation



Last 200 times you called them, you took down notes of how long they took to respond



### Uniform Distribution: Motivation



# Uniform Distribution: Model

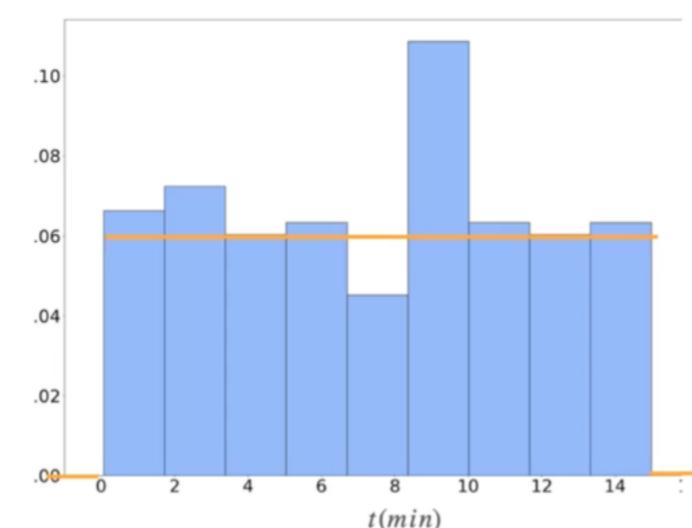
## Uniform Distribution: Motivation

T: time (in minutes) you have to wait

Any value between 0 and 15 minutes must have the same frequency of occurrence.

The pdf must be constant for all values in the interval (0,15)

$$\text{Which constant?} \rightarrow 15 \times h = 1 \rightarrow h = \frac{1}{15} = 0.06$$

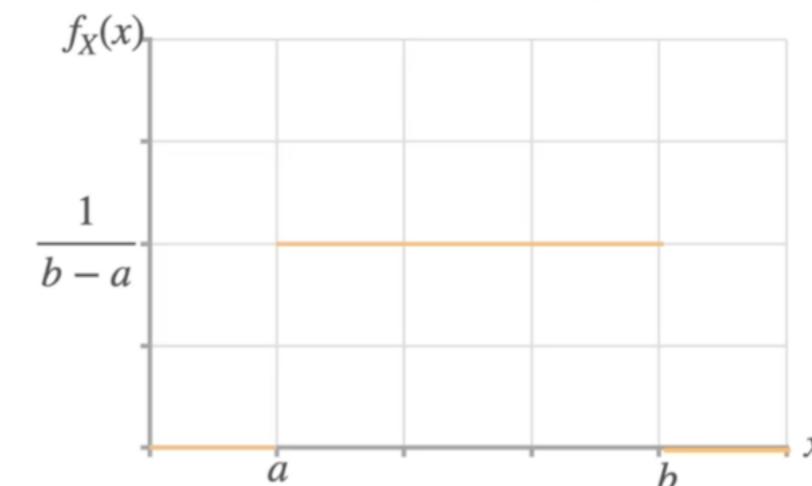


A continuous random variable can be modeled with a **uniform** distribution if all possible values lie in an interval and have the **same frequency** of occurrence

Parameters:

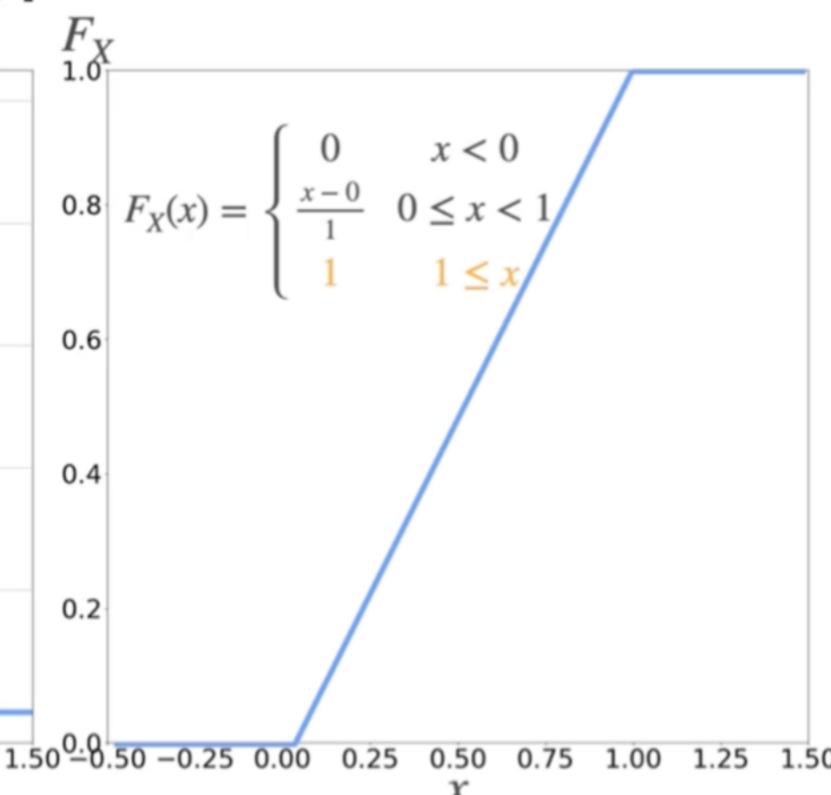
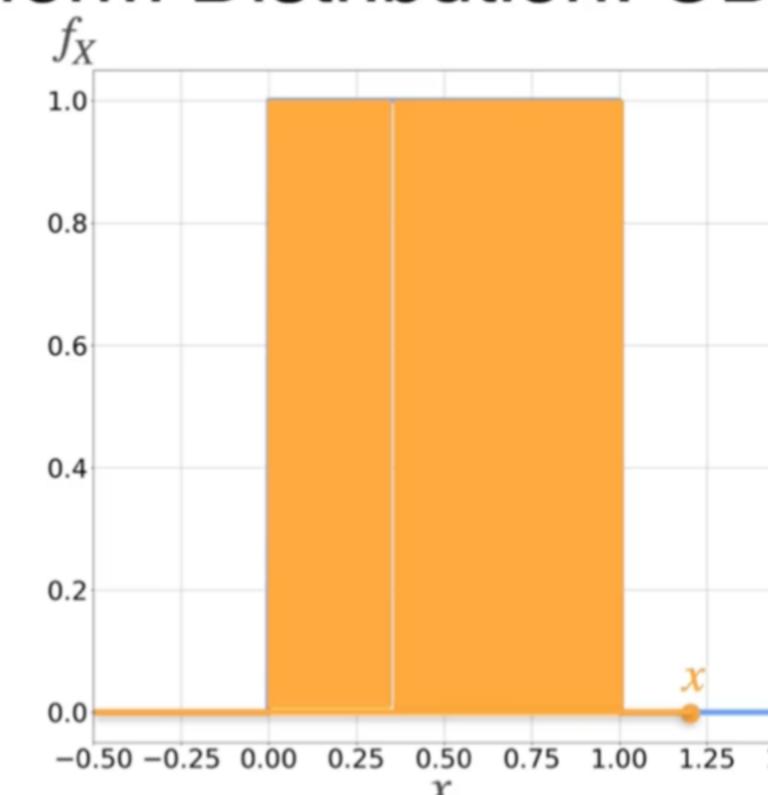
- $a$ : beginning of the interval
- $b$ : end of the interval

$$f_X(x) = \begin{cases} \frac{1}{b-a} & a < x < b \\ 0 & x \notin (a, b) \end{cases}$$

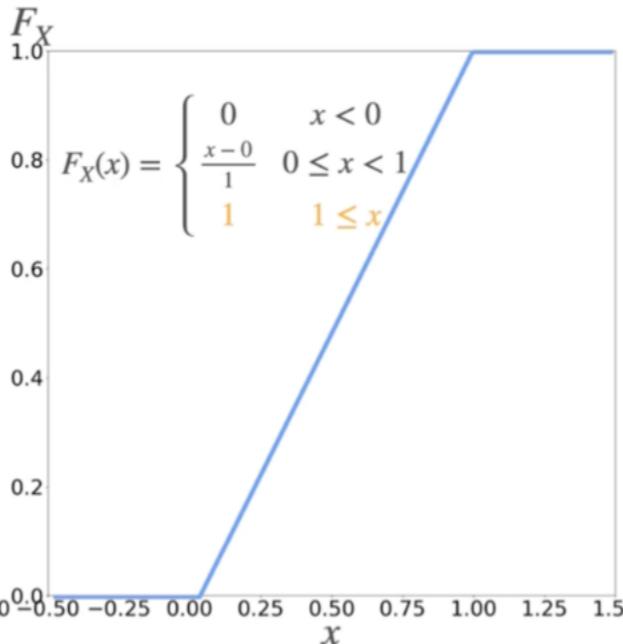
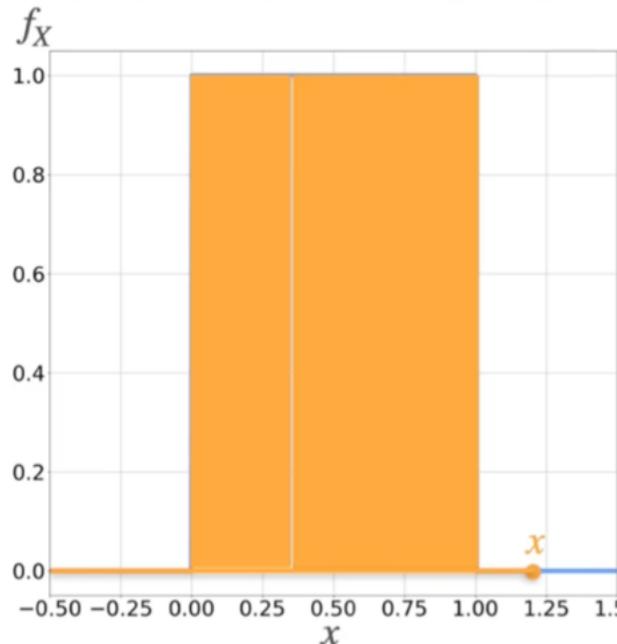


$$F_X(x) = \begin{cases} 0 & ; x < 0 \\ \frac{x-0}{1} & ; 0 \leq x < 1 \\ 1 & ; 1 \leq x \end{cases}$$

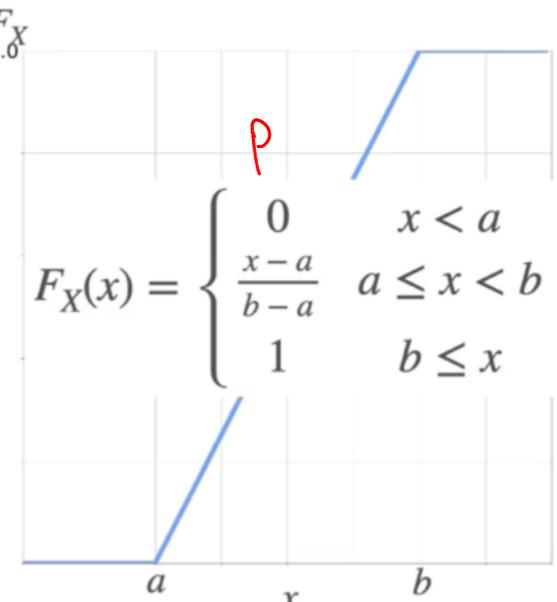
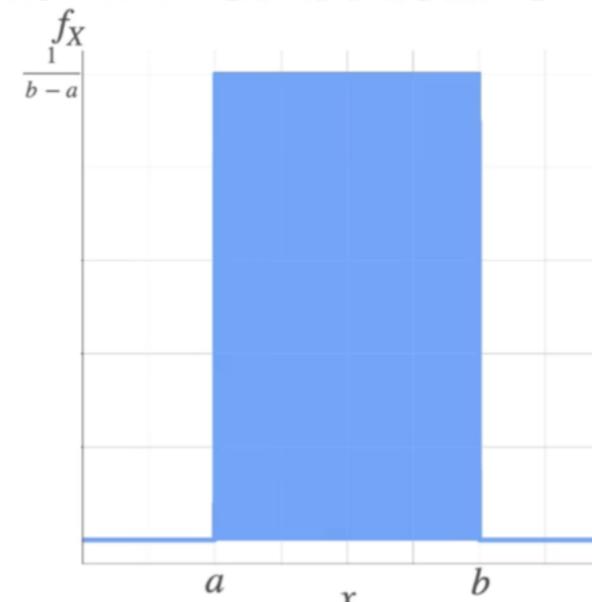
## Uniform Distribution: CDF



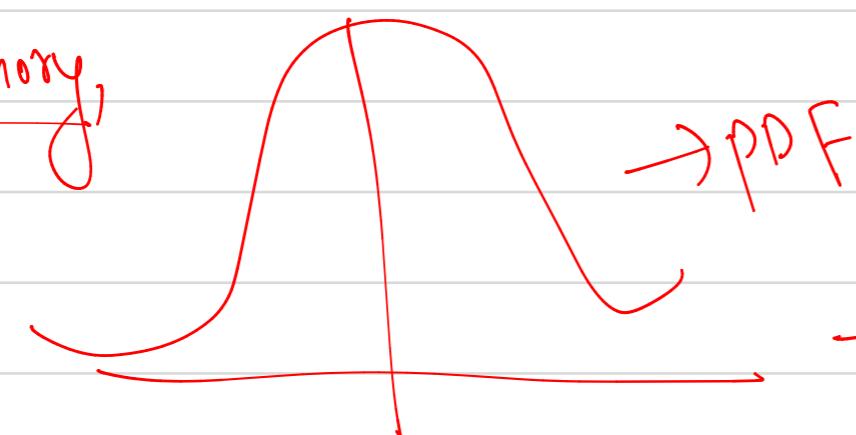
## Uniform Distribution: CDF



## Uniform Distribution: CDF



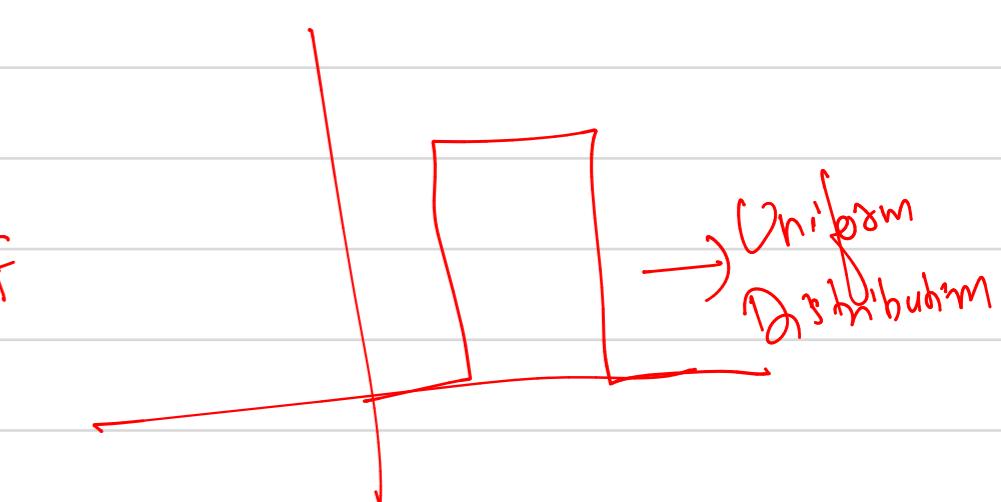
So In Summary,



→ PDF



→ CDF



→ Uniform Distribution

→ Area represents  $P$

Under the Continuous.

$P$  starts from 0 to 1.

Eg.: bus waiting time

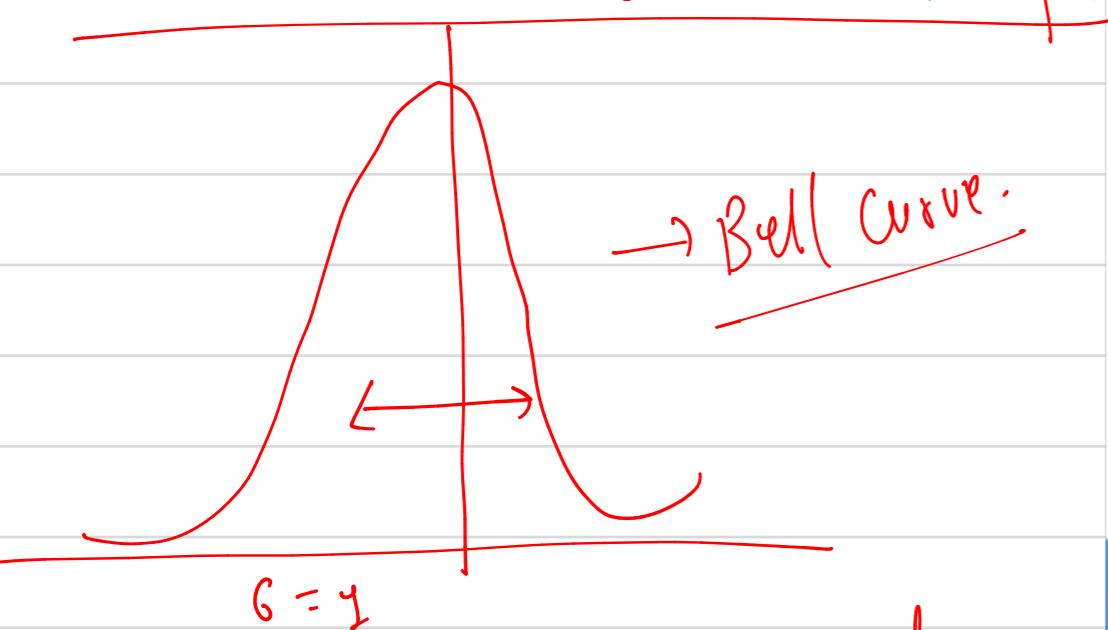


→ PMF for Discrete.

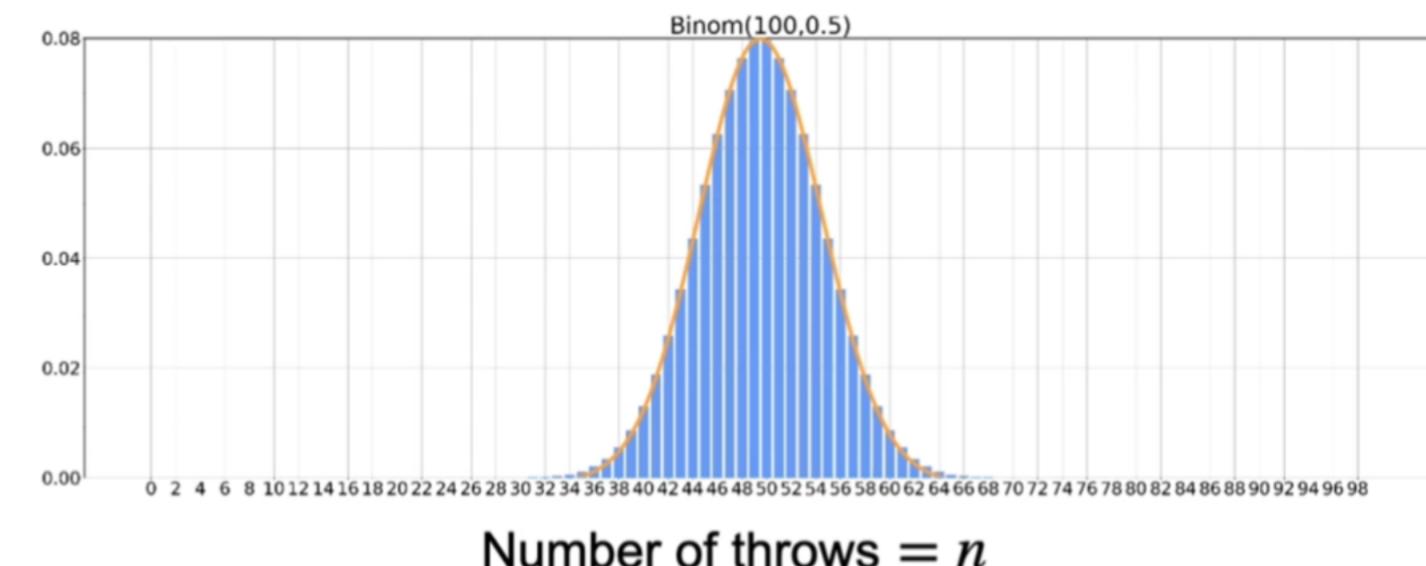
## Normal or Gaussian Distribution:

$$\text{Let's look, } e^{-\frac{x^2}{2}}$$

which can be bell-shaped.



## Binomial Distribution With Very Large $n$



be approximated by a Gaussian distribution pretty well.

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( $\sigma$  tell how curve is thick -)

$$e^{-\frac{1}{2} \left(\frac{x-\mu}{\sigma}\right)^2}$$

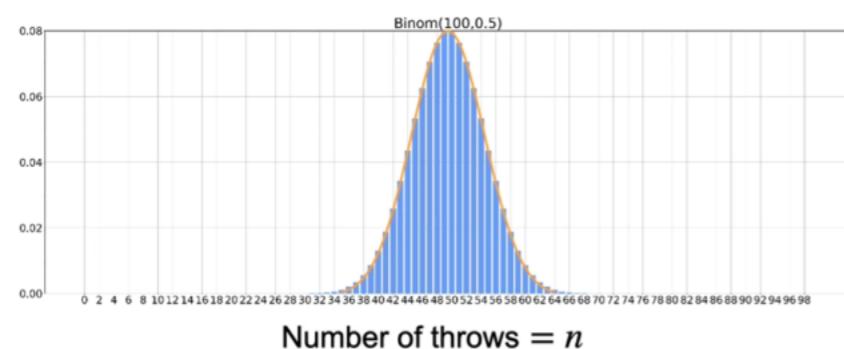
We have two forms for

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

Mean =  $\mu$  and Std. deviation =  $\sigma$

$\sigma \Rightarrow$  flatness or wideness  
whereas  $\mu$  is the place where  
distr is centered.

## Binomial Distribution With Very Large $n$



be approximated by a Gaussian distribution pretty well.

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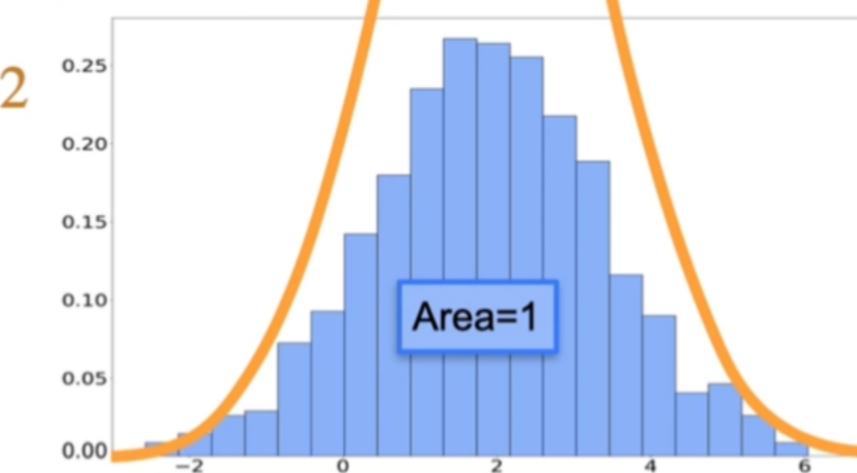
Making Adjustments we get,

## Bell Shaped Data

## Bell Shaped Data

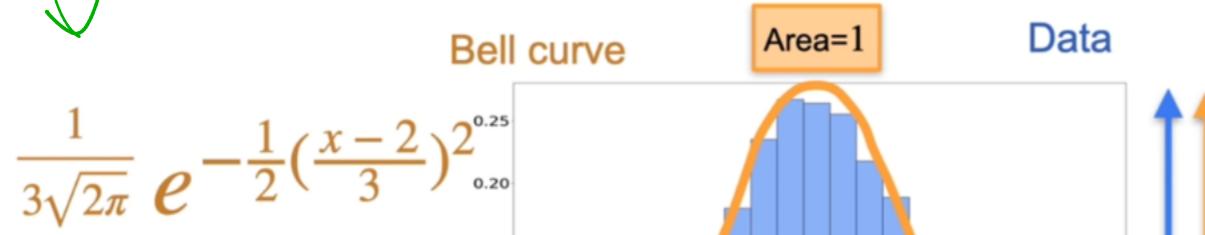
Bell curve

$$e^{-\frac{1}{2}(\frac{x-2}{3})^2}$$



Area=1

The area under the blue curve is 1 because it's a probability distribution, and



$$\frac{1}{3\sqrt{2\pi}} e^{-\frac{1}{2}(\frac{x-2}{3})^2}$$

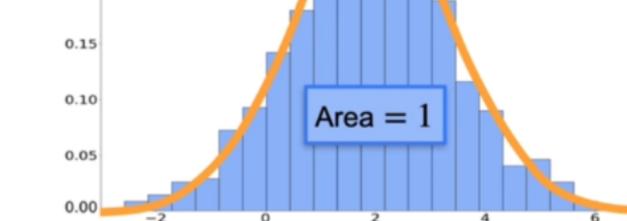
So that's the formula for the Gaussian or normal distribution.

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## Bell Shaped Data

Bell curve

Mean =  $\mu$   
Standard deviation =  $\sigma$

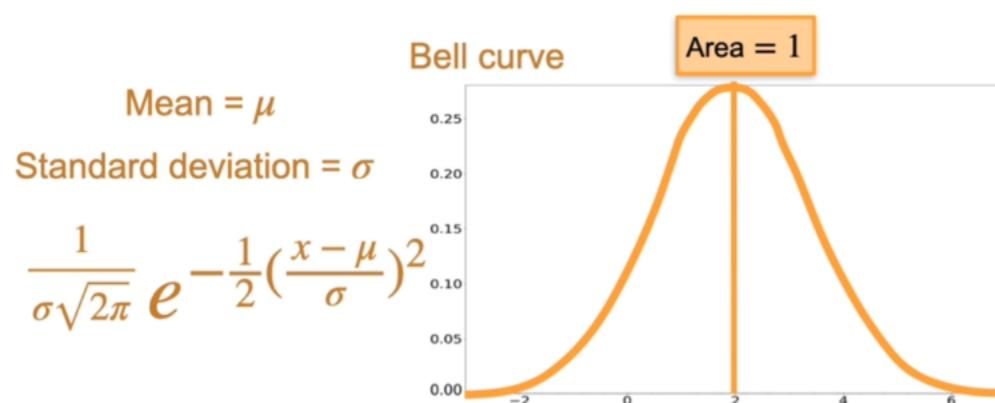


And if you want the mean to be mu and the standard deviation to be sigma,

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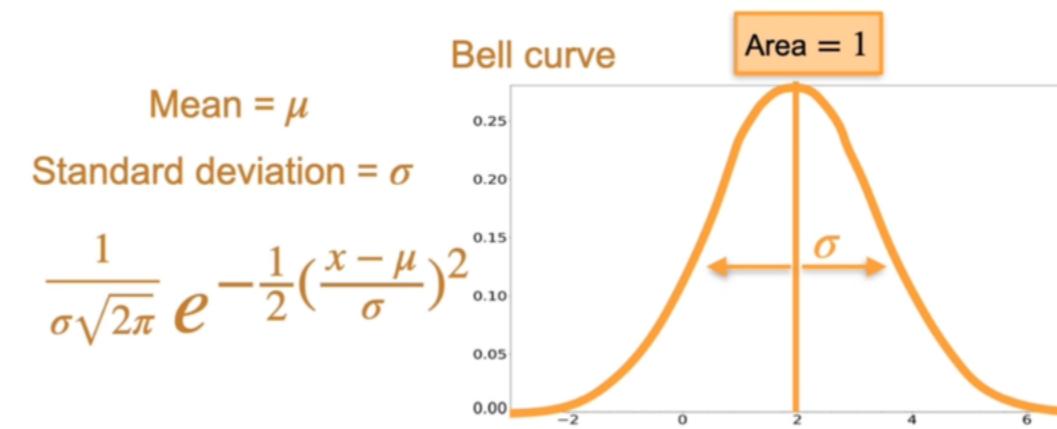
# Normal Distribution

## Normal Distribution



And mu is the place where  
the data is centered.

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And sigma is a measure of the wideness,  
as I said before.

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Parameters

$\mu$ : center of the bell

$\sigma$ : spread of the bell

$$f_X(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{1}{2} \frac{(x-\mu)^2}{\sigma^2}}$$

Scaling constant

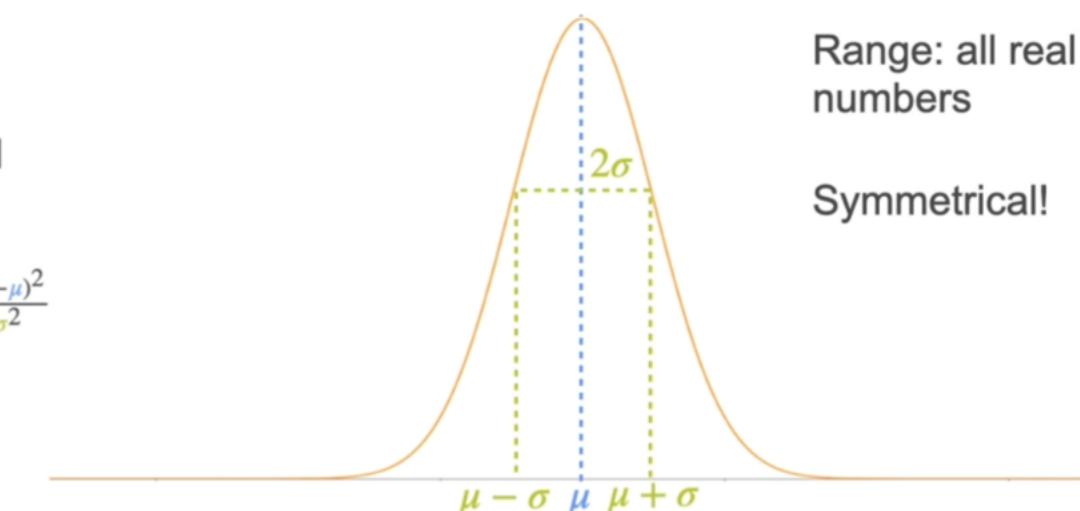
## Normal Distribution

Parameters:

- $\mu$ : center of the bell
- $\sigma$ : spread of the bell

$$f_X(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{1}{2} \frac{(x-\mu)^2}{\sigma^2}}$$

Scaling constant



This part over here is  
simply a scaling constant.

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So, depending upon  $\mu$  and  $\sigma$  we have,



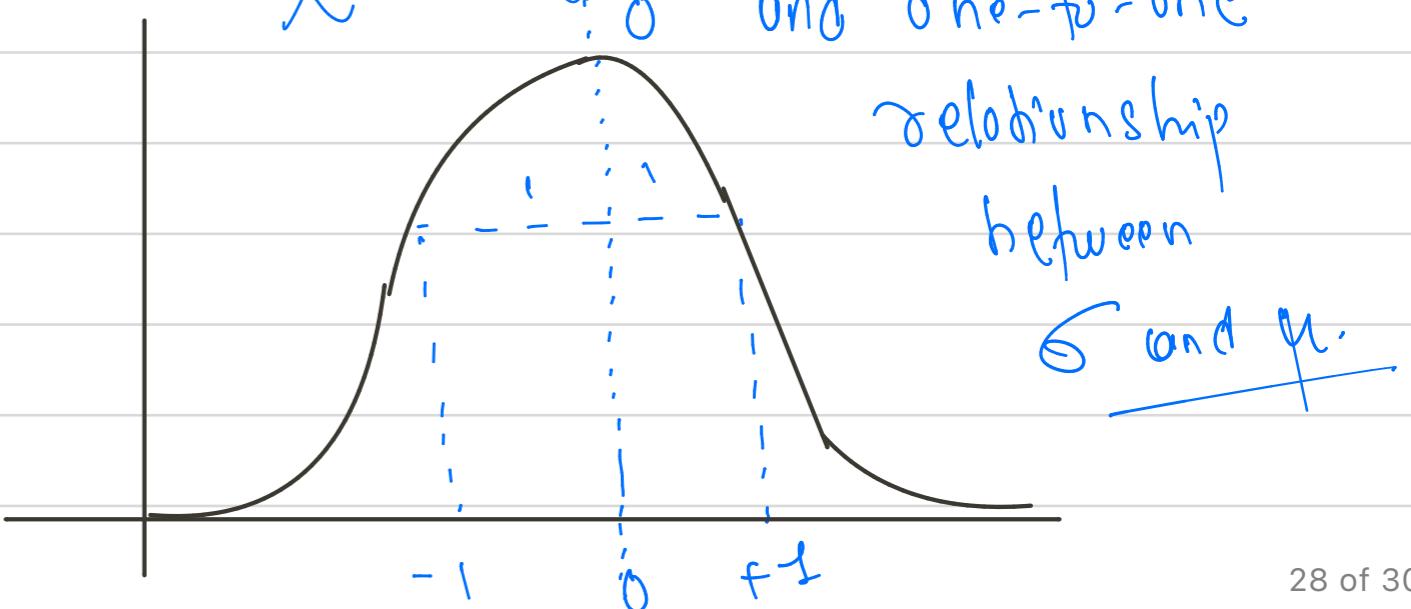
So if we have Random Variable  $X$  with this PDF we can write

$$f_X(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{1}{2} \frac{(x-\mu)^2}{\sigma^2}} \Rightarrow X \sim N(\mu, \sigma^2)$$

$\rightarrow \sigma$  have to be always true.

$$X \sim N(0, 1)$$

Here,  $\mu = 0$  and  $\sigma = 1$



relationship  
between  
 $\sigma$  and  $\mu$ .

## # Standardization

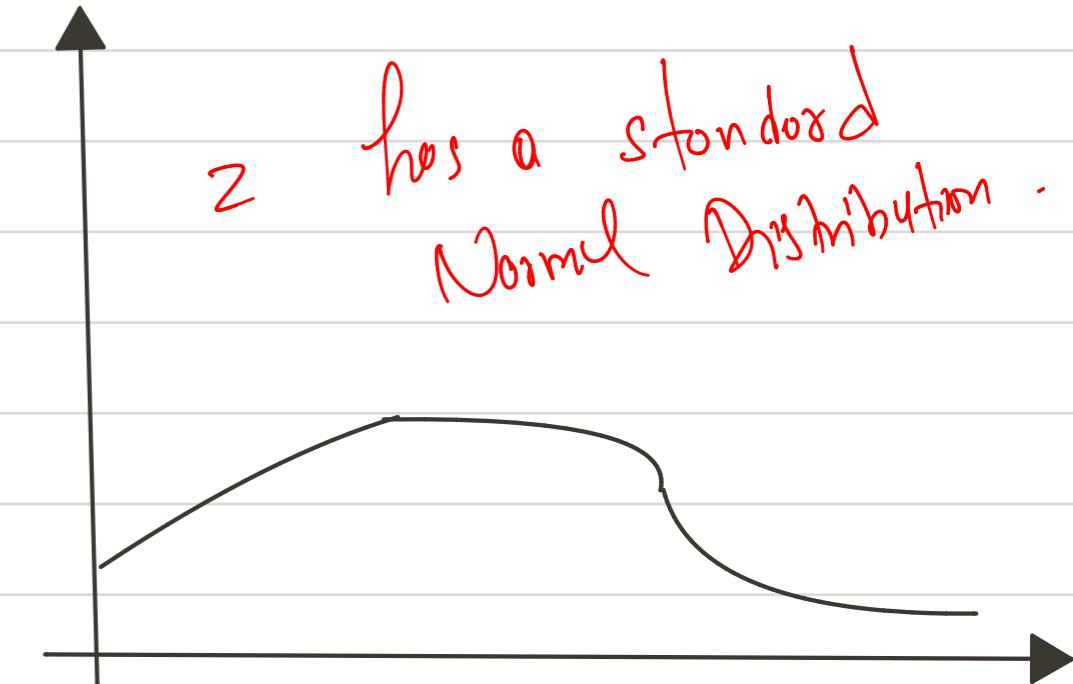
Convert any Normal Distribution to the Standard one.

$X$  distributes normally with

$$\mu = 2, \sigma = 2.5$$

$$Z = \frac{X - \mu}{\sigma}$$

Standardization is crucial to compare variables of different magnitudes!



### Standardization

There's a really easy way to convert any normal distribution to the standard one!

$X$  distributes normally with  
 $\mu = 2, \sigma = 2.5$

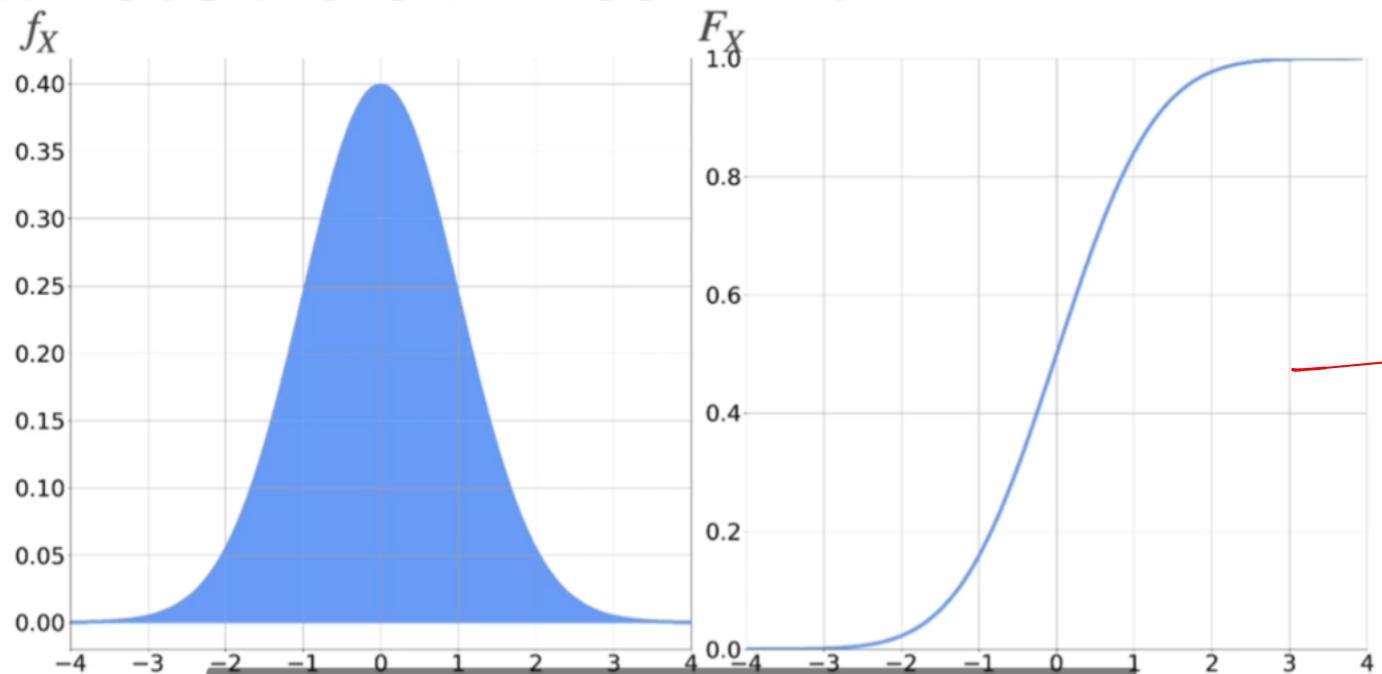
$$Z = \frac{X - \mu}{\sigma}$$

Standardization is crucial to compare variables of different magnitudes!



another variable moves in a completely different range of values,

## What Does the CDF Look Like?



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Meth can't be done by hand  
w/o use Computer &  
Area Computing is hard.

## Normal Distribution: Applications



Height



Weight



IQ



Noise in a communication channel

In general, characteristics that are the sum of many independent processes

Many models in ML are designed under the assumption that the variables follow a normal distribution

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Source:

Coursera Probability &

Statistics for Machine

Learning.