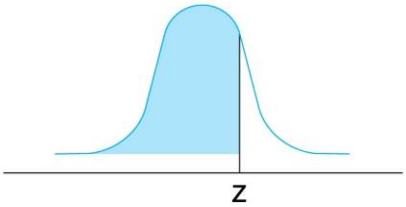
Z-Score

We often encounter a problem that we have to find probability between two points under a standard normal distribution by calculating area under the curve. Which generally is calculated using integral calculus. But for the sake of simplicity, the statisticians defined a z-table, with the help of which the area under the standard normal distribution can be calculated. Note that using the left t-table, which gives the area to the left of z.



In order to use the z table, let us look at the structure of the z table:

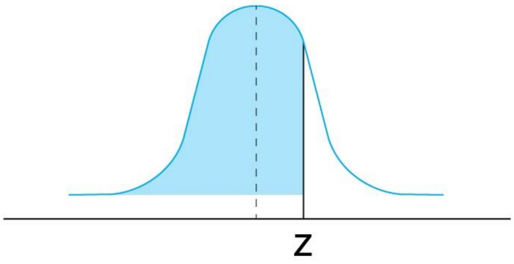
along the column is the first decimal of the z value and on the x axis is the second decimal of the z value.

z	**.00**	**.01**	**.02**	**.03**	**.04**	**.05**	**.06**	**.07**	**.08**	**.09**
0.0	.5000	.5040	.5080	.5120	.5160	.5199	.5239	.5279	.5319	.5359
0.1	.5398	.5438	.5478	.5517	.5557	.5596	.5636	.5675	.5714	.5753
0.2	.5793	.5832	.5871	.5910	.5948	.5987	.6026	.6064	.6103	.6141
0.3	.6179	.6217	.6255	.6293	.6331	.6368	.6406	.6443	.6480	.6517
0.4	.6554	.6591	.6628	.6664	.6700	.6736	.6772	.6808	.6844	.6879
0.5	.6915	.6950	.6985	.7019	.7054	.7088	.7123	.7157	.7190	.7224
0.6	.7257	.7291	.7324	.7357	.7389	.7422	.7454	.7486	.7517	.7549
0.7	.7580	.7611	.7642	.7673	.7704	.7734	.7764	.7794	.7823	.7852
0.8	.7881	.7910	.7939	.7967	.7995	.8023	.8051	.8078	.8106	.8133
0.9	.8159	.8186	.8212	.8238	.8264	.8289	.8315	.8340	.8365	.8389
1.0	.8413	.8438	.8461	.8485	.8508	.8531	.8554	.8577	.8599	.8621
1.1	.8643	.8665	.8686	.8708	.8729	.8749	.8770	.8790	.8810	.8830
1.2	.8849	.8869	.8888	.8907	.8925	.8944	.8962	.8980	.8997	.9015
1.3	.9032	.9049	.9066	.9082	.9099	.9115	.9131	.9147	.9162	.9177
1.4	.9192	.9207	.9222	.9236	.9251	.9265	.9279	.9292	.9306	.9319
1.5	.9332	.9345	.9357	.9370	.9382	.9394	.9406	.9418	.9429	.9441

To use this table, we need to locate the first and the second decimal of the z value on the x axis and the y axis respectively and through their intersection, the area under the curve from the left is obtained.

Let us learn this by doing some examples:

Example 1: Calculating Area to the left of z



given z = 1.47

for this,

1.We will first locate 1.4 in the y axis,

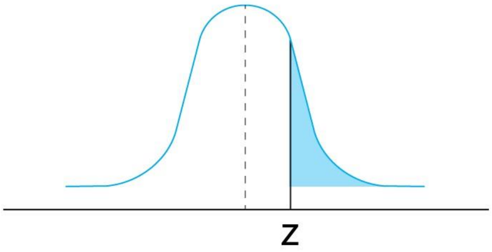
2.Then locate 0.07 in the x axis.

the corresponding value in the table is the area to the left of z.

z	.00	.01	.02	.03	.04	.05	.06	.07	.08	.09
0.0	.5000	.5040	.5080	.5120	.5160	.5199	.5239	.5279	.5319	.5359
0.1	.5398	.5438	.5478	.5517	.5557	.5596	.5636	.5675	.5714	.5753
0.2	.5793	.5832	.5871	.5910	.5948	.5987	.6026	.6064	.6103	.6141
0.3	.6179	.6217	.6255	.6293	.6331	.6368	.6406	.6443	.6480	.6517
0.4	.6554	.6591	.6628	.6664	.6700	.6736	.6772	.6808	.6844	.6879
0.5	.6915	.6950	.6985	.7019	.7054	.7088	.7123	.7157	.7190	.7224
0.6	.7257	.7291	.7324	.7357	.7389	.7422	.7454	.7486	.7517	.7549
0.7	.7580	.7611	.7642	.7673	.7704	.7734	.7764	.7794	.7823	.7852
0.8	.7881	.7910	.7939	.7967	.7995	.8023	.8051	.8078	.8106	.8133
0.9	.8159	.8186	.8212	.8238	.8264	.8289	.8315	.8340	.8365	.8389
1.0	.8413	.8438	.8461	.8485	.8508	.8531	.8554	.8577	.8599	.8621
1.1	.8643	.8665	.8686	.8708	.8729	.8749	.8770	.8790	.8810	.8830
1.2	.8849	.8869	.8888	.8907	.8925	.8944	.8962	.8980	.8997	.9015
1.3	.9032	.9049	.9066	.9082	.9099	.9115	.9131	.9147	.9162	.9177
1.4	.9192	.9207	.9222	.9236	.9251	.9265	.9279	.9292	.9306	.9319
1.5	.9332	.9345	.9357	.9370	.9382	.9394	.9406	.9418	.9429	.9441

As we can see the corresponding value is 0.92, which means that 92% of the area is covered.

Example 2: Calculating Area to the right of z



given z = 1.47

We have to calculate the Area to the RIGHT of the z value.

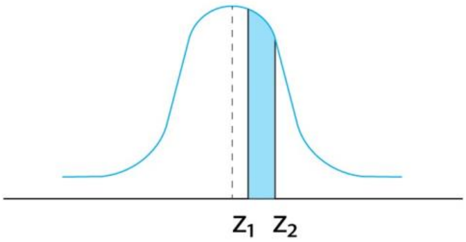
Calculate the area to the left of z using the procedure in example 1 and referring to the table, let us name it k.

We know that the area of Standard Normal Distribution is 1.

Therefore the Area to the Right of the z(Shaded Region) value can be calculated as: Area = 1 - k

the area is (1 - 0.92) = 0.08, which means that 8% of the area is covered.

Example 3: Calculating Area Between two points.



Calculating the Area between the two z Values: z1(left) and z2(right) respectively.
where z1 = 0.52 and z2 = 1.47

In order to calculate this area, we must calculate the area to the left of both z1 and z2 and then subtract z1 from z2, what is left is the area we need.

Area = z2 - z1
Area = 0.92 - 0.69
Area = 0.23

Which means that 23% of the area is covered.

So we now know how to use the z tables for all the possible problems without needing to use integrals.