

# Lecture 9: Normal Approximation

## Chapter 3.2

# Goals for Today

- ▶ Discuss how to find %'iles for negative values of  $z$
- ▶ Examples
- ▶ Evaluating how “normal” certain data are.

## Solving Normal Questions

Whenever solving questions of this sort **ALWAYS** draw a rough picture first and keep in mind:

1. The normal distribution/curve is **symmetric**
2. The total area under the curve is 1

Ex: From the table, a z-score of 1 corresponds to a %'ile/area of 0.84. What about a z-score of  $-1$ ?

# Normal Probability Tables

Alternatively, whereas

- ▶ the table on page 409 gives areas to the left of positive values of  $z$ .
- ▶ the table on page 408 gives areas to the left of negative values of  $z$ .

## Exercise 3.12 on page 151: Speeding on I-5

The distribution of passenger vehicle speeds traveling on Interstate 5 Freeway (I-5) in California is nearly normal with a mean of 72.6 mph and a standard deviation of 4.78 mph.

- a) What percent of passenger vehicles travel slower than 80 mph?
- b) What percent of passenger vehicles travel between 60 and 80 mph?
- c) How fast to do the fastest 5% of passenger vehicles travel?
- d) The speed limit on this stretch of the I-5 is 70 mph.  
Approximate what percentage of the passenger vehicles travel above the speed limit on this stretch of the I-5.

## Exercise 3.12 on page 151: Speeding on the I-5

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## Exercise 3.12 on page 151: Speeding on the I-5

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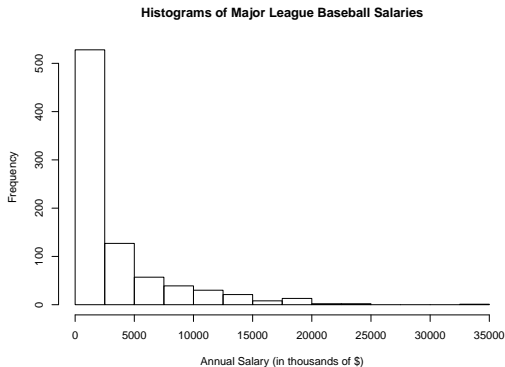
# Switching Gears: Normal Approximation

Although we stated that many processes in the physical world look bell-shaped, i.e. roughly normal, we must keep in mind that this is an **approximation**.

**Question:** How do we verify normality?

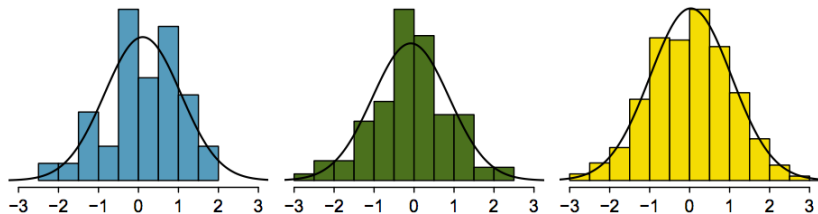
# Normal Approximation

Consider the MLB salary data histogram:



# Normal Approximation

What about these ones? How well do the histograms fit to the normal curve?



# Normal Probability Plots

Normal probability plots (AKA quantile-quantile plots AKA QQ-plots) are a method for visually displaying how well data fit a normal curve.

The  $k^{\text{th}}$   $q$  – *quantile* is the value such that proportion  $\frac{k}{q}$  of the observations fall below it. So

- ▶ The 4-quantiles are the *quartiles*.  
Ex: the  $k = 2^{\text{nd}}$  4-quantile is just the median.
- ▶ The 100-quantiles are the *percentiles*.  
Ex: the  $k = 76^{\text{th}}$  100-quantile is just the 76th percentile

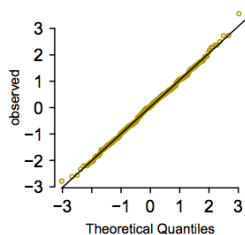
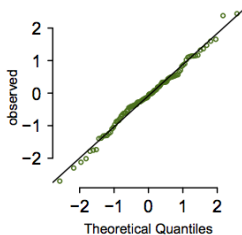
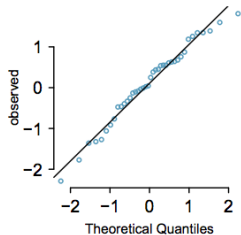
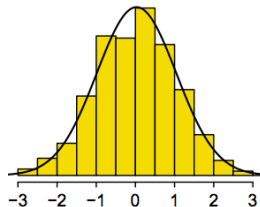
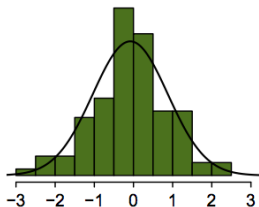
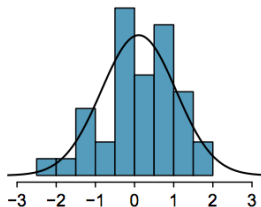
# Normal Probability Plots

A normal probability plot compares:

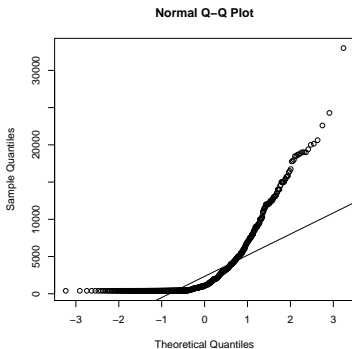
- ▶ The **observed** quantiles of a data set (on the  $y$ -axis)
- ▶ The **theoretical** quantiles that are **exactly** normal (on the  $x$ -axis)

The more “normal” the data is, the better the fit.

# Normal Probability Plots



# MLB Salary Normal Probability Plot

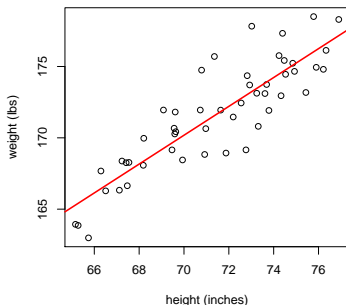


```
library(openintro)
data(MLB)
qqnorm(MLB$salary)
qqline(MLB$salary)
```



# Linear Regression

Say we have a scatterplot/bivariate plot of height vs weight. We'll in Chapter 7 that **linear regression** involves finding the **best fitting line** between the two variables:



For inference from linear regression to be valid, there is a normality assumption, which we will verify with normal probability plots.

## Next Time

- ▶ Introduce some of the more useful other distributions:  
Bernoulli, Geometric, and Binomial