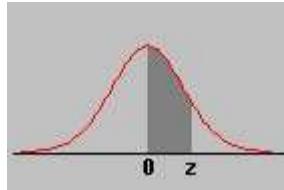


**Standard Normal (Z) Table**  
**Area between 0 and z**



	<b>0.00</b>	<b>0.01</b>	<b>0.02</b>	<b>0.03</b>	<b>0.04</b>	<b>0.05</b>	<b>0.06</b>	<b>0.07</b>	<b>0.08</b>	<b>0.09</b>
<b>0.0</b>	0.0000	0.0040	0.0080	0.0120	0.0160	0.0199	0.0239	0.0279	0.0319	0.0359
<b>0.1</b>	0.0398	0.0438	0.0478	0.0517	0.0557	0.0596	0.0636	0.0675	0.0714	0.0753
<b>0.2</b>	0.0793	0.0832	0.0871	0.0910	0.0948	0.0987	0.1026	0.1064	0.1103	0.1141
<b>0.3</b>	0.1179	0.1217	0.1255	0.1293	0.1331	0.1368	0.1406	0.1443	0.1480	0.1517
<b>0.4</b>	0.1554	0.1591	0.1628	0.1664	0.1700	0.1736	0.1772	0.1808	0.1844	0.1879
<b>0.5</b>	0.1915	0.1950	0.1985	0.2019	0.2054	0.2088	0.2123	0.2157	0.2190	0.2224
<b>0.6</b>	0.2257	0.2291	0.2324	0.2357	0.2389	0.2422	0.2454	0.2486	0.2517	0.2549
<b>0.7</b>	0.2580	0.2611	0.2642	0.2673	0.2704	0.2734	0.2764	0.2794	0.2823	0.2852
<b>0.8</b>	0.2881	0.2910	0.2939	0.2967	0.2995	0.3023	0.3051	0.3078	0.3106	0.3133
<b>0.9</b>	0.3159	0.3186	0.3212	0.3238	0.3264	0.3289	0.3315	0.3340	0.3365	0.3389
<b>1.0</b>	0.3413	0.3438	0.3461	0.3485	0.3508	0.3531	0.3554	0.3577	0.3599	0.3621
<b>1.1</b>	0.3643	0.3665	0.3686	0.3708	0.3729	0.3749	0.3770	0.3790	0.3810	0.3830
<b>1.2</b>	0.3849	0.3869	0.3888	0.3907	0.3925	0.3944	0.3962	0.3980	0.3997	0.4015
<b>1.3</b>	0.4032	0.4049	0.4066	0.4082	0.4099	0.4115	0.4131	0.4147	0.4162	0.4177
<b>1.4</b>	0.4192	0.4207	0.4222	0.4236	0.4251	0.4265	0.4279	0.4292	0.4306	0.4319
<b>1.5</b>	0.4332	0.4345	0.4357	0.4370	0.4382	0.4394	0.4406	0.4418	0.4429	0.4441
<b>1.6</b>	0.4452	0.4463	0.4474	0.4484	0.4495	0.4505	0.4515	0.4525	0.4535	0.4545
<b>1.7</b>	0.4554	0.4564	0.4573	0.4582	0.4591	0.4599	0.4608	0.4616	0.4625	0.4633
<b>1.8</b>	0.4641	0.4649	0.4656	0.4664	0.4671	0.4678	0.4686	0.4693	0.4699	0.4706
<b>1.9</b>	0.4713	0.4719	0.4726	0.4732	0.4738	0.4744	0.4750	0.4756	0.4761	0.4767
<b>2.0</b>	0.4772	0.4778	0.4783	0.4788	0.4793	0.4798	0.4803	0.4808	0.4812	0.4817
<b>2.1</b>	0.4821	0.4826	0.4830	0.4834	0.4838	0.4842	0.4846	0.4850	0.4854	0.4857
<b>2.2</b>	0.4861	0.4864	0.4868	0.4871	0.4875	0.4878	0.4881	0.4884	0.4887	0.4890
<b>2.3</b>	0.4893	0.4896	0.4898	0.4901	0.4904	0.4906	0.4909	0.4911	0.4913	0.4916
<b>2.4</b>	0.4918	0.4920	0.4922	0.4925	0.4927	0.4929	0.4931	0.4932	0.4934	0.4936
<b>2.5</b>	0.4938	0.4940	0.4941	0.4943	0.4945	0.4946	0.4948	0.4949	0.4951	0.4952
<b>2.6</b>	0.4953	0.4955	0.4956	0.4957	0.4959	0.4960	0.4961	0.4962	0.4963	0.4964
<b>2.7</b>	0.4965	0.4966	0.4967	0.4968	0.4969	0.4970	0.4971	0.4972	0.4973	0.4974
<b>2.8</b>	0.4974	0.4975	0.4976	0.4977	0.4977	0.4978	0.4979	0.4979	0.4980	0.4981
<b>2.9</b>	0.4981	0.4982	0.4982	0.4983	0.4984	0.4984	0.4985	0.4985	0.4986	0.4986
<b>3.0</b>	0.4987	0.4987	0.4987	0.4988	0.4988	0.4989	0.4989	0.4989	0.4990	0.4990

Subtle point: The values in a normal distribution are continuous (no gaps)



$$P(X=2) = 0$$

So, we talk about probabilities of intervals instead of points (like  $P(1.5 \leq X \leq 2.3)$ )

Challenge Problem: What are the mean/std dev of a binomial distribution w/  $n$  trials

$p$  prob of success

$q$  prob of failure

For one trial:  $E(X) = 0 \cdot q + 1 \cdot p = p$

X	P(X)
0	$q$
1	$p$

$$\begin{aligned}\sigma^2(X) &= q(0-p)^2 + p(1-p)^2 \\ &= qp^2 + p^2q = \underline{\underline{pq(p+q)}} = pq\end{aligned}$$

$$\sigma(X) = \sqrt{pq}$$

For 2 trials:  $E(X) = p + p = 2p$

$$\sigma^2(X) = pq + pq = 2pq$$

$$\sigma(X) = \sqrt{2pq}$$

For  $n$  trials:  $E(X) = np$

$$\sigma^2(X) = npq$$

$$\sigma(X) = \sqrt{npq}$$

Problem: As increases, computing the probabilities in a binom distribution becomes harder and harder.

Solution: Approximate binomial distributions w/ normal distributions

Example: Use normal curve to approx prob of

a) 3 heads in 6 flips of coin

b) 3 or 4 heads in six flips

Binomial : a)  $P_B(X=3) = C(6,3)(0.5)^3(0.5)^3$   
 $= \underline{\underline{0.3125}}$

b)  $P_B(3 \leq X \leq 4) = P_B(X=3) + P_B(X=4)$   
 $= 0.3125 + C(6,4)(0.5)^4(0.5)^2$   
 $= 0.3125 + 0.2344$   
 $= 0.5469$

$$\text{Normal: } \mu = \Sigma(X) = np = 6(0.5) = 3$$

$$\sigma(X) = \sqrt{npq} = \sqrt{6(0.5)(0.5)} = 1.225$$



Want to approximate the area of bar

$$P_b(X=3) = P_N(2.5 \leq X \leq 3.5)$$

$$P_N(2.5 \leq X \leq 3.5)$$

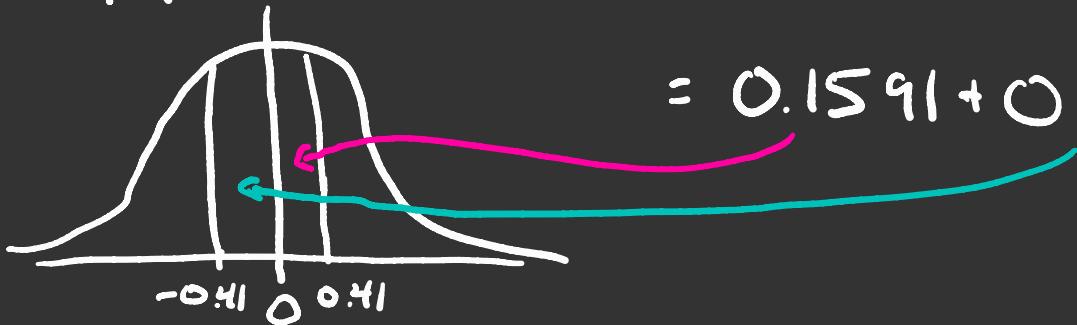
$$X = 2.5 \rightsquigarrow z = \frac{2.5 - 3}{1.225} = -0.41$$

$$X = 3.5 \rightsquigarrow z = \frac{3.5 - 3}{1.225} = 0.41$$

From normal dist table,

$$P_N(2.5 \leq X \leq 3.5) = P_N(-0.41 \leq z \leq 0.41)$$

$$= 0.1591 + 0.1591 = 0.3182$$



$$b) P_B(3 \leq X \leq 4) \approx P_N(\underbrace{2.5 \leq X \leq 4.5}_{\text{The } x\text{-values taken up by the 3-bar and 4-bar}})$$

The  $x$ -values taken up by the 3-bar and 4-bar

$$X=4.5 \rightsquigarrow z = \frac{4.5-3}{1.225} = 1.22$$

$$P_N(2.5 \leq X \leq 4.5) = P_N(-0.41 \leq z \leq 1.22)$$

$$= 0.1511 + 0.3888 = 0.5479$$

Notation:  $P_B \rightarrow$  Binomial Probability  
(Area of bars in histogram)

$P_N \rightarrow$  Area under normal curve

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Rule: The normal distribution is a good estimate of the binom dist when both  $np$  and  $nq$  are greater than or equal to 5.