3.2.1 Interactive: Normalization

Normalization - Directions for Use

Create your own discrete distribution (all of whose possible values are integers between 0 and 9), either by "painting" on the first graph with the mouse or your finger, or by clicking on "Show input table" and using the keyboard to enter the values. The values (or heights) do not need to sum to 1 yet. The interactive will then normalize the distribution, creating a valid probability mass function (PMF) and plotting it in the second graph. The first graph is un-normalized, and the second graph is normalized.

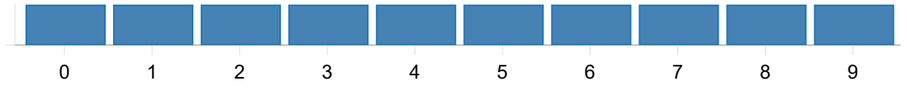
You Should Try:

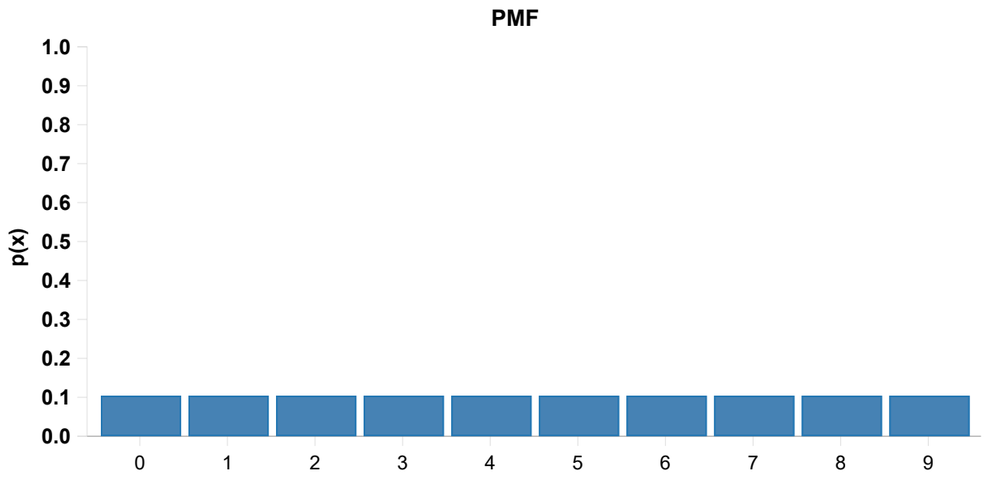
Create a few different discrete distributions, and seeing the connection between the un-normalized and normalized values. How does the shape of the un-normalized graph relate to the shape of the normalized graph?

Show input table: ☐ Reset Graphs

Un-normalized Input

value





Highest is 0 with a value of 0.10

Position	Normalized Values
0	0.10
1	0.10
2	0.10
3	0.10
4	0.10
5	0.10
6	0.10
7	0.10
8	0.10
9	0.10
Total	1.00