

The Normal Distribution

The Normal Distribution

Administrivia

- **Homework 3** due Friday. Good **Milestones**:
 - Problems 1, 2, and 3 done last week
 - Problems 4 and 5 done this week
- **Midterm** coming up **in-class** on Wednesday **October 18th**
 - Mix of Multiple Choice and Free-Response Questions
 - Allowed one 8.5 x 11in sheet of handwritten notes (no magnifying glasses)
 - Allowed a calculator that can't connect to internet or store large large data

Previously on CSCI 3022

Def: A random variable X is **continuous** if for some function $f : \mathbb{R} \rightarrow \mathbb{R}$ and for any numbers a and b with $a \leq b$

$$P(a \leq X \leq b) = \int_a^b f(x) \, dx$$

The function f has to satisfy $f(x) \geq 0$ for all x and $\int_{-\infty}^{\infty} f(x) \, dx = 1$. We call f the probability density function of X .

Def: The cumulative distribution function of X is defined such that

$$F(x) = P(X \leq x) = \int_{-\infty}^x f(y) \, dy$$

The Normal Distribution

The normal distribution (aka Gaussian distribution) is probably the most important distribution in probability and statistics.

Many populations have distributions well-approximated by a normal distribution

Examples: weight, height, and other physical characteristics, scores on tests, etc

The Normal Distribution

Def: a continuous random variable has a normal (or Gaussian) distribution with parameters μ and σ^2 if its probability density function is given by

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

If a random variable X is normally distributed we say $X \sim N(\mu, \sigma^2)$

Exploration! <https://academo.org/demos/gaussian-distribution/>

The Standard Normal Distribution

Def: a normal distribution with parameter values $\mu = 0$, $\sigma^2 = 1$ is called the **standard normal distribution**

Question: What is the pdf of the standard normal distribution

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

The Standard Normal Distribution

Def: a normal distribution with parameter values $\mu = 0$, $\sigma^2 = 1$ is called the **standard normal distribution**

A standard normal random variable is typically called Z

Recall: The normal distribution does not have a closed form cumulative distribution function

We use a special notation to denote the CDF of the **standard** normal distribution

$$\Phi(z) = P(Z \leq z)$$

The Standard Normal Distribution

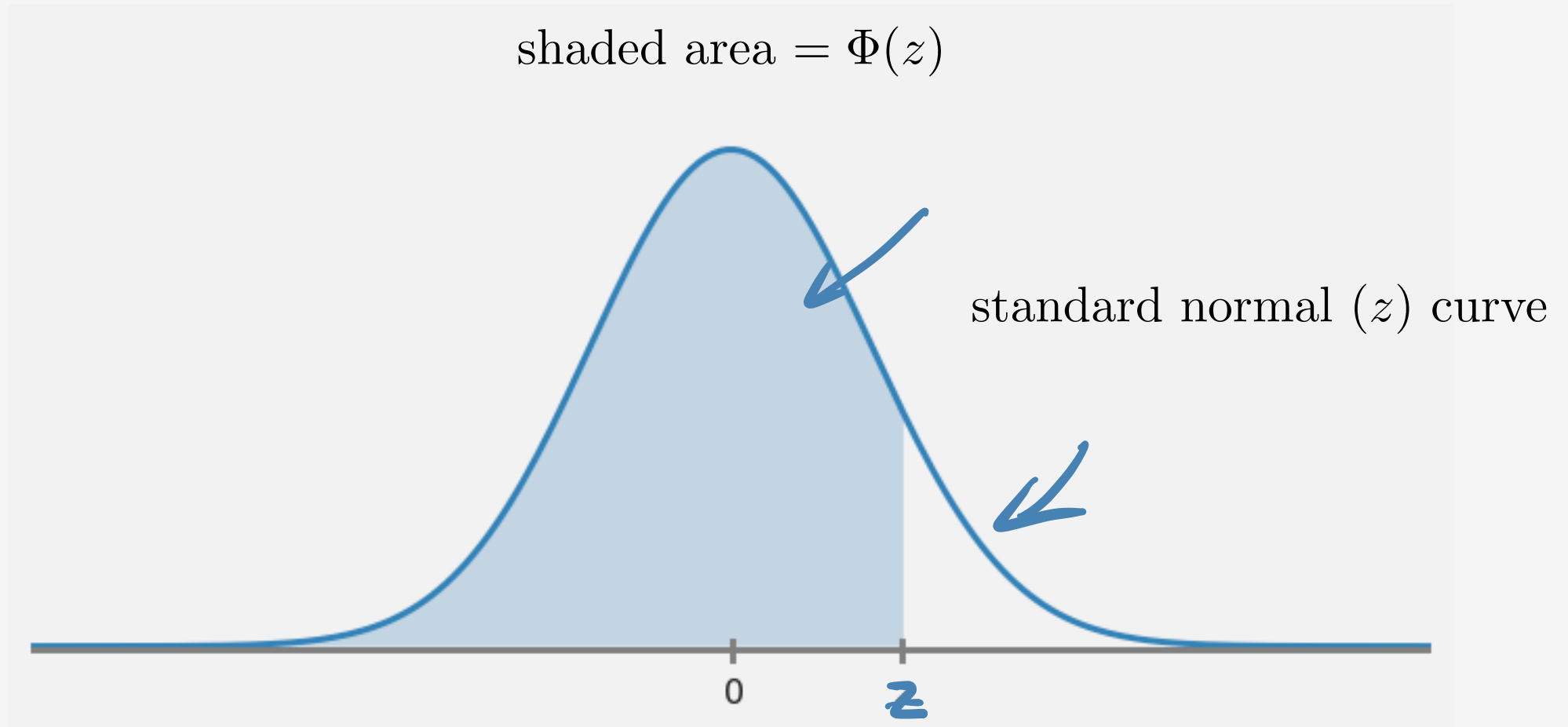
The standard normal distribution **rarely** occurs in real life

Instead, it's a reference distribution that allows us to learn about other (non-standard) normal distributions using a simple transformation

Recall: For computing probabilities, having a CDF is just as good (or better) as having a pdf

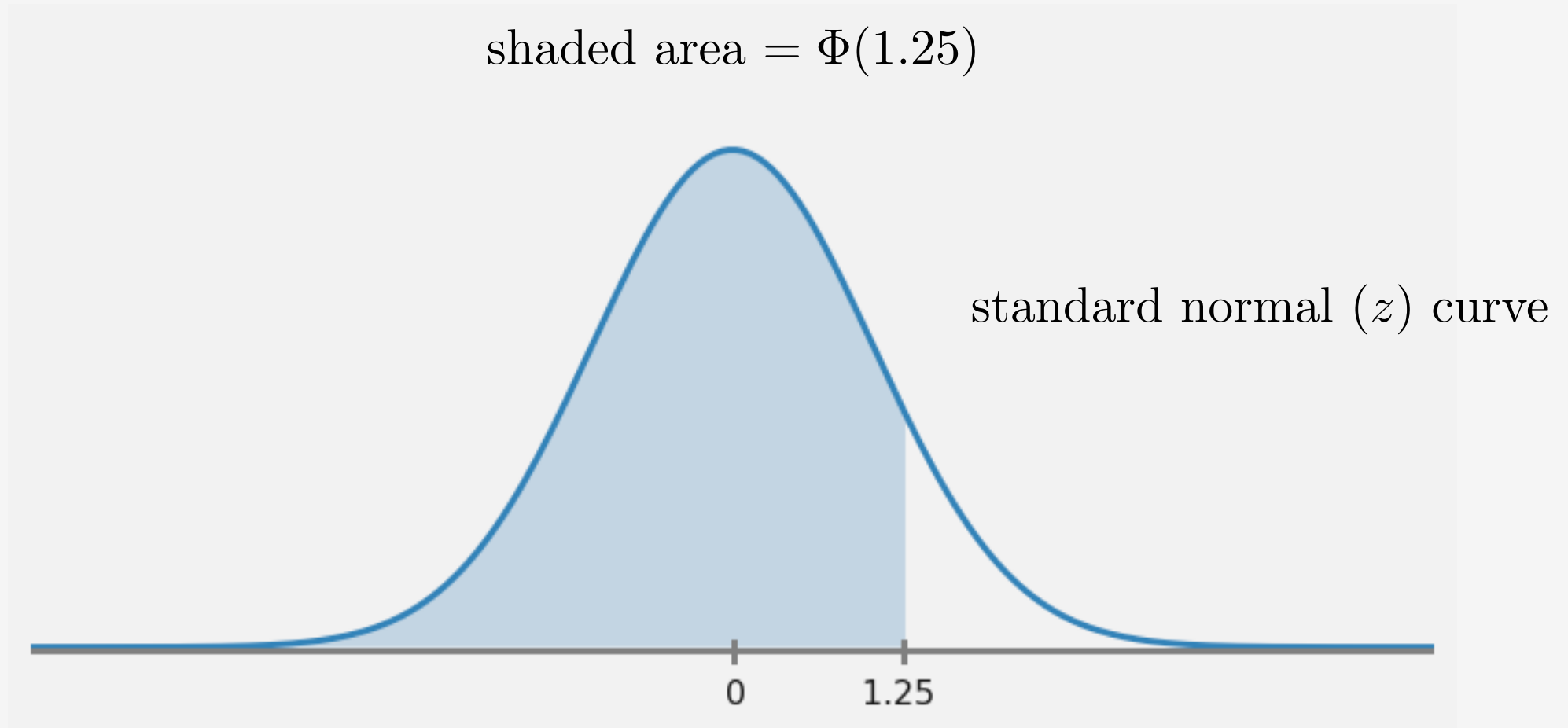
Back in the day, you looked up values of the standard normal CDF in **normal tables** in the back of probability books

The Standard Normal Distribution



The Standard Normal Distribution

Example: What is $P(Z \leq 1.25)$?



The Standard Normal Distribution

Example: What is $P(\underline{Z} \geq 1.25)$?

$$P(\underline{Z} \geq 1.25) = 1 - P(\underline{Z} \leq 1.25) = 1 - \underline{\Phi}(1.25)$$

Example: What is $P(Z \leq -1.25)$?

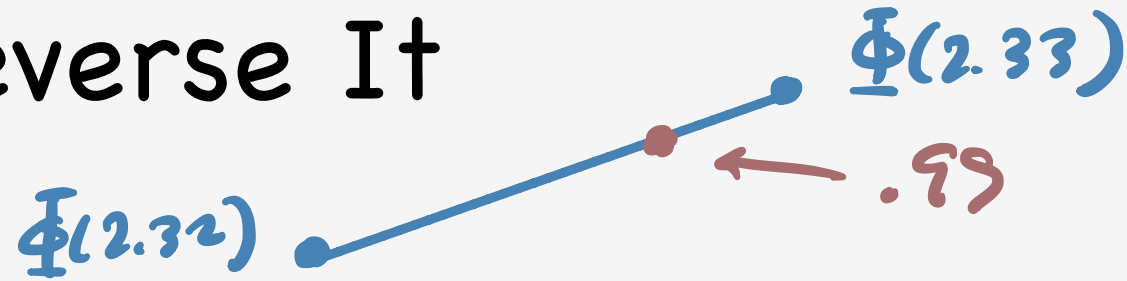
$$P(Z \leq -1.25) = 1 - \Phi(1.25) = \underline{\Phi}(-1.25)$$

Example: How can we compute $P(-0.38 \leq Z \leq 1.25)$?

$$\begin{aligned} P(-0.38 \leq Z \leq 1.25) &= \underline{\Phi}(1.25) - (1 - \underline{\Phi}(0.38)) \\ &= \underline{\Phi}(1.25) - \underline{\Phi}(-0.38) \end{aligned}$$

Flip It and Reverse It

Example: What is the 99th percentile of $N(0, 1)$?



Hmm: We have tables that tell us areas. How can we go from an area to a value?



This is the inverse **problem** to $P(Z \leq z) = 0.99$

FROM TABLE

$$\Phi(2.32) = 0.98983$$

$$\Phi(2.33) = 0.99010$$

How could you do this with a table?

$$\text{slope} = \frac{\Phi(2.33) - \Phi(2.32)}{0.01}$$

$$\Rightarrow 0.99 = \Phi(2.32) + \text{slope} \cdot \Delta x \Rightarrow$$

$$\Delta x = \frac{0.99 - \Phi(2.32)}{\text{slope}} = \frac{0.0063}{\frac{0.00027}{0.01}} = 0.0063 \cdot \frac{0.01}{0.00027} = 0.02333$$

Flip It and Reverse It

Example: What is the 99th percentile of $N(0, 1)$?

Hmm: We have tables that tell us areas. How can we go from an area to a value?

This is the inverse **problem** to $P(Z \leq z) = 0.99$

pdf, cdf

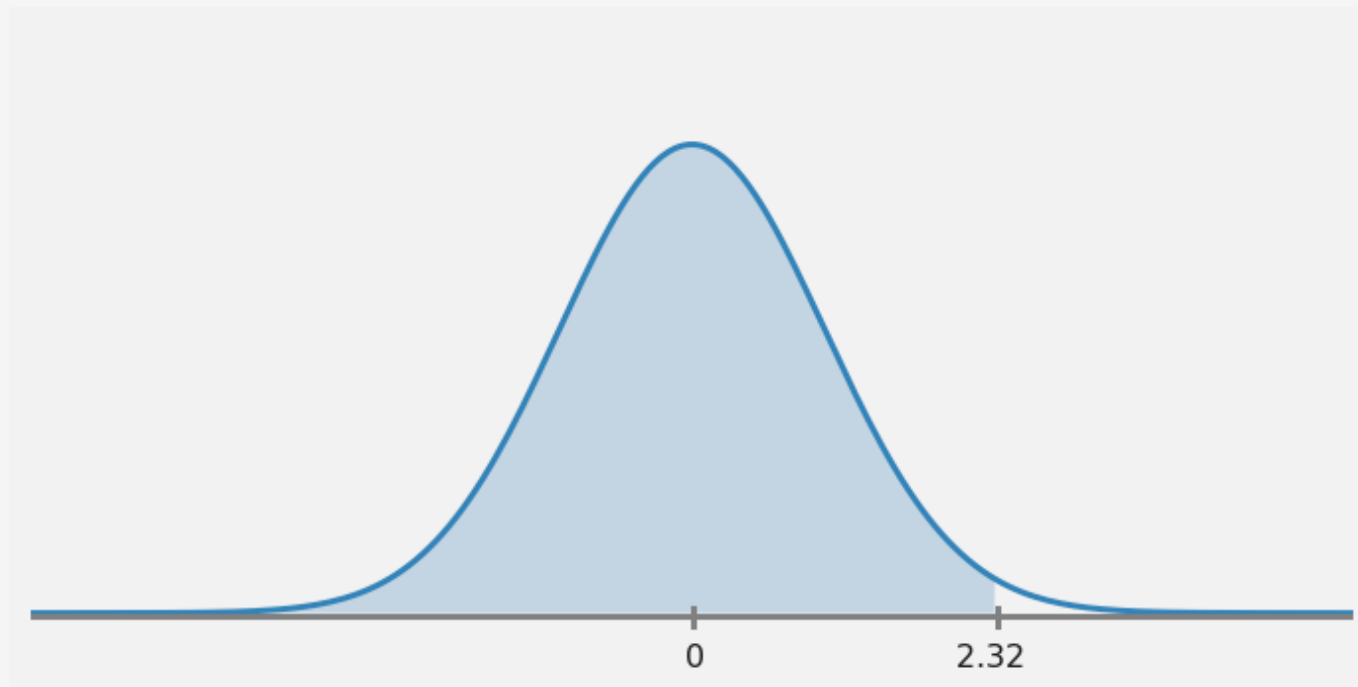
How could we do this with Python?

`scipy.stats.norm.ppf(0.99)`

Flip It and Reverse It

```
In [37]: 1 from scipy import stats  
        2 stats.norm.ppf(0.99)
```

```
Out[37]: 2.3263478740408408
```

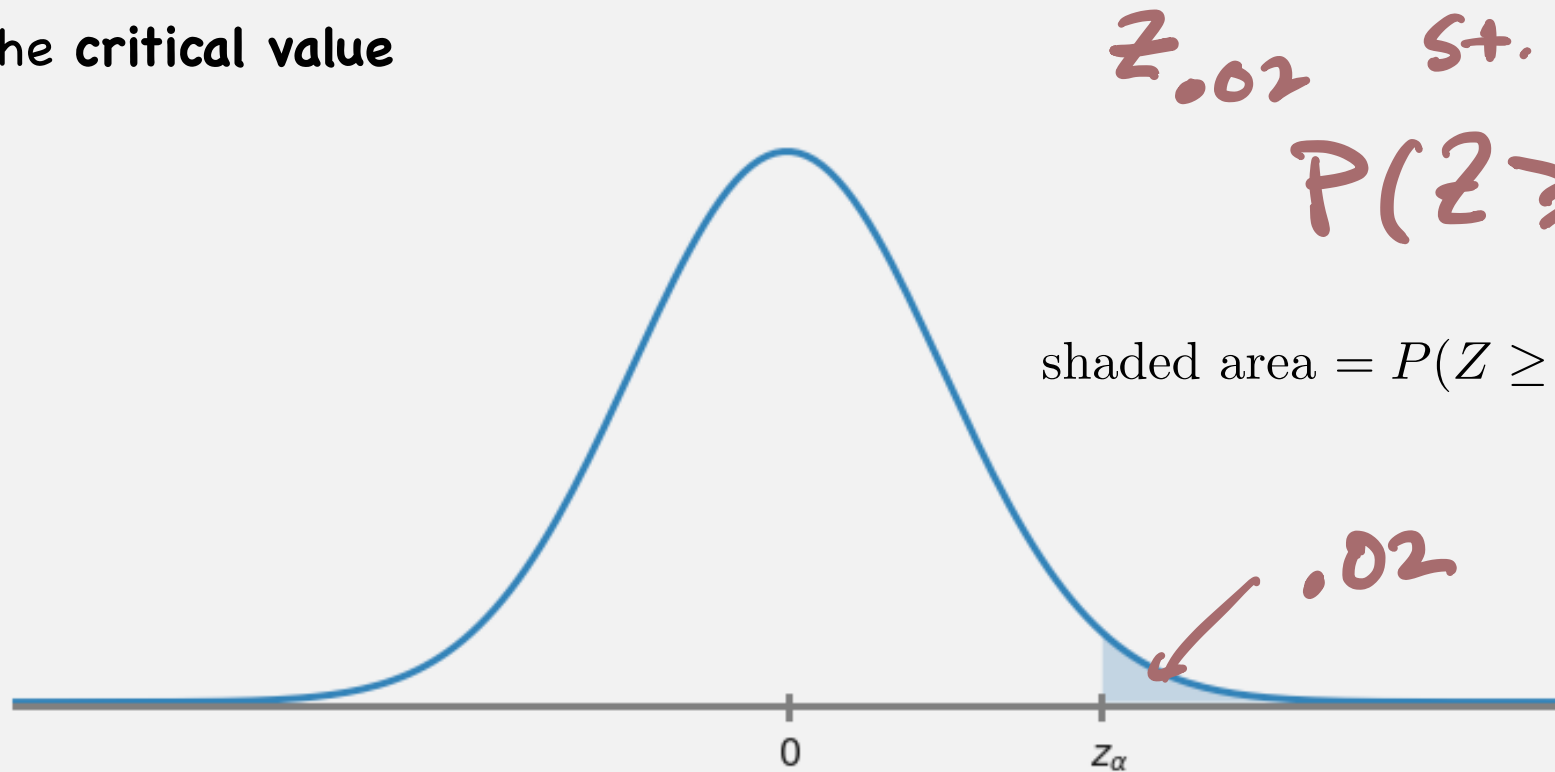


stats.norm has lots of good functions related to normal distributions: pdf, cdf, ppf, etc

The Critical Value

Notation: We say z_α is the value of Z under the standard normal distribution that gives a certain tail area. ~~In~~ particular, it is the z value such that exactly α of the area under the curve lies to the **RIGHT** of z_α

We call z_α the **critical value**



$z_{.02}$ st.

$$P(Z \geq z_{.02}) = .02$$

shaded area = $P(Z \geq \underset{\uparrow}{z_\alpha}) = \underset{\uparrow}{\alpha}$

.02

The Critical Value

Notation: We say z_α is the value of z under the standard normal distribution that gives a certain tail area. In particular, it is the z value such that exactly α of the area under the curve lies to the **RIGHT** of z_α

Question: What is the relationship between z_α and the cumulative distribution function?

$$P(Z > z_\alpha) = \alpha = 1 - P(Z \leq z_\alpha) = 1 - \Phi(z_\alpha)$$

Question: What is the relationship between z_α and percentiles?

z_α is the $100(1-\alpha)$ th PERCENTILE

Nonstandard Normal Distributions

Nonstandard normal distributions can be turned into standard normals really really easily

Proposition: If X is a normally distributed random variable with mean μ and standard deviation σ , then Z is a standard normal distribution if

$$Z = \frac{X - \mu}{\sigma} \quad \text{CHECK: } E[Z] = \frac{1}{\sigma} E[X] - \frac{\mu}{\sigma} = \frac{1}{\sigma} \mu - \frac{\mu}{\sigma} = 0$$

$$\begin{aligned} \text{Var}(Z) &= \text{Var}\left(\frac{X}{\sigma} - \frac{\mu}{\sigma}\right) = \text{Var}\left(\frac{X}{\sigma}\right) = \frac{1}{\sigma^2} \text{Var}(X) \\ &= \frac{1}{\sigma^2} \cdot \sigma^2 = 1 \end{aligned}$$

✓ ✓ ✓

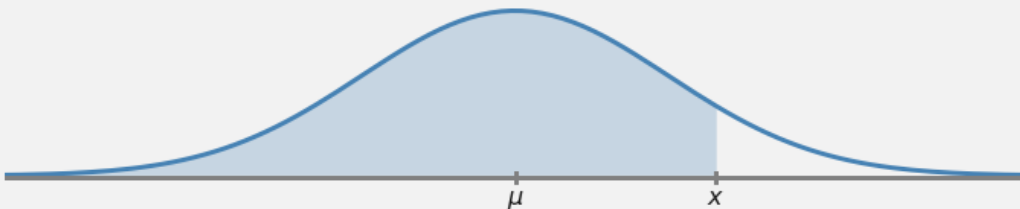
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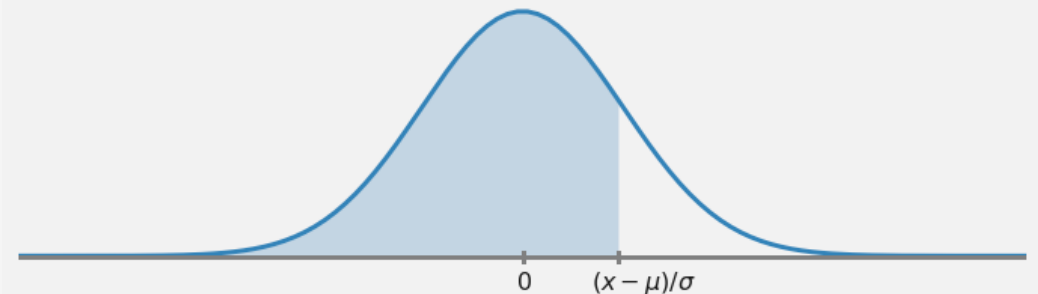
$$Z = \frac{X - \mu}{\sigma} \quad \text{or} \quad X = \sigma Z + \mu$$

$$X \sim N(\mu, \sigma^2)$$



\Leftrightarrow

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



Brake Lights! (in Grandpa-Voice)

Example: The time it takes a driver to react to brake lights on a decelerating vehicle is critical to helping to avoid rear-end collisions

The article Fast-Rise Brake Lamp as a Collision Prevention Device (Ergonomics, 1993: 391-395) suggests that reaction time for an in-traffic response to a brake signal from standard brake lights can be modeled as a normal distribution having mean value 1.25 sec and standard deviation 0.46 sec.

Question: What is the probability that a reaction time is between 1.0 sec and 1.75 sec?

$$1.0 \rightarrow \frac{(1.0 - 1.25)}{0.46}$$

$$\rightarrow -0.54$$

$$1.75 \rightarrow \frac{(1.75 - 1.25)}{0.46}$$

$$\rightarrow 1.08 \quad \Phi(1.08) - \Phi(-0.54)$$

$$\rightarrow P(1.0 \leq X \leq 1.75) = P(-0.54 \leq Z \leq 1.08) \rightarrow$$

OK! Let's Go to Work!

Get in groups, get out laptop, and open the Lecture 12 In-Class Notebook

Let's:

- Get some more practice computing normal probabilities in Python
- Look at the way grading curves are often done
- See how we can sample from the standard normal using the Box-Muller method when we don't have stats libraries readily available

