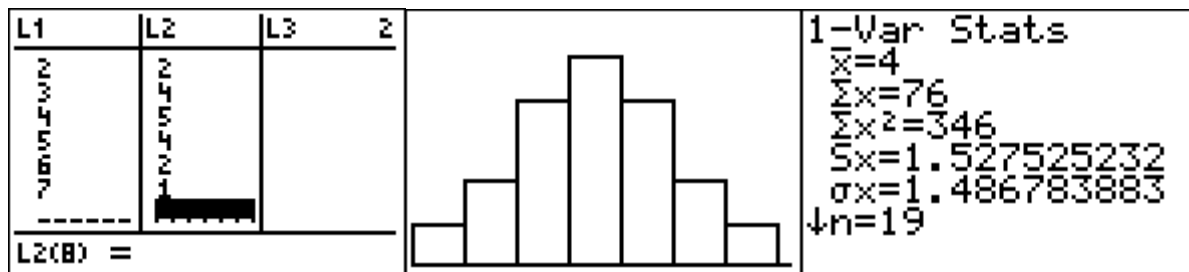




Use the transformation  $Z = \frac{X - \mu}{\sigma}$  to convert the

X-values to Z-values

Now find the mean and standard deviation of the distribution of the Z values.



$$Z = \frac{X - \mu}{\sigma} \quad \mu = 4, \sigma = 1.527525232$$

$$Z(1) = \frac{1 - 4}{1.527525232}$$

X	Y1	L1	L2	L3	1	X	Y1
1	-1.964	-1.309	2			1	-1.964
2	-1.309	-.6547	4			2	-1.309
3	-.6547	0	4			3	-.6547
4	0	.65465	4			4	0
5	.65465	1.3093	2			5	.65465
6	1.3093	1.964	1			6	1.3093
7	1.964					7	1.964
Y1 = -1.9639610117		L1(B) =				Y1 = -1.3093073411	
X	Y1						
1	-1.964						
2	-1.309						
3	-.6547						
4	0						
5	.65465						
6	1.3093						
7	1.964						
Y1 = -.65465367056							

After “z-ifying” my  $x$ -values I get that our new mean = 0 and our new standard deviation is 1. [Hey! It’s as close to one as I need]

```
1-Var Stats
 $\bar{x}$ =0
 $\Sigma x$ =0
 $\Sigma x^2$ =18
 $S_x$ =.9999999998
 $\sigma_x$ =.9733285266
 $\downarrow n$ =19
```

What was the point of this? Well, for the normal  $X$ -distribution we have the probability

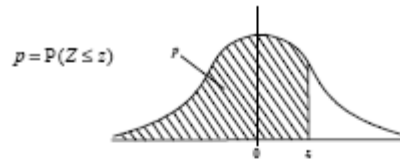
density function of:  $f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$

Now let  $x = z$ ,  $\mu = 0$ ,  $\sigma = 1$  to get the probability density function for the  $Z$ -distribution

$$f(z) = \frac{1}{\sqrt{2\pi}} e^{-\frac{z^2}{2}} \text{ for } -\infty < z < \infty$$

Our IB official formula packet has a statistical table that starts on page 13. It looks like this:

## Inverse normal probabilities (topic 6.11)



$p$	0	0.001	0.002	0.003	0.004	0.005	0.006	0.007	0.008	0.009
0.50	0.0000	0.0025	0.0050	0.0075	0.0100	0.0125	0.0150	0.0176	0.0201	0.0226
0.51	0.0251	0.0276	0.0301	0.0326	0.0351	0.0376	0.0401	0.0426	0.0451	0.0476
0.52	0.0502	0.0527	0.0552	0.0577	0.0602	0.0627	0.0652	0.0677	0.0702	0.0728
0.53	0.0753	0.0778	0.0803	0.0828	0.0853	0.0878	0.0904	0.0929	0.0954	0.0979
0.54	0.1004	0.1030	0.1055	0.1080	0.1105	0.1130	0.1156	0.1181	0.1206	0.1231
0.55	0.1257	0.1282	0.1307	0.1332	0.1358	0.1383	0.1408	0.1434	0.1459	0.1484
0.56	0.1510	0.1535	0.1560	0.1586	0.1611	0.1637	0.1662	0.1687	0.1713	0.1738
0.57	0.1764	0.1789	0.1815	0.1840	0.1866	0.1891	0.1917	0.1942	0.1968	0.1993
0.58	0.2019	0.2045	0.2070	0.2096	0.2121	0.2147	0.2173	0.2198	0.2224	0.2250
0.59	0.2275	0.2301	0.2327	0.2353	0.2379	0.2404	0.2430	0.2456	0.2482	0.2508
0.60	0.2534	0.2559	0.2585	0.2611	0.2637	0.2663	0.2689	0.2715	0.2741	0.2767
0.61	0.2793	0.2819	0.2845	0.2872	0.2898	0.2924	0.2950	0.2976	0.3002	0.3029
0.62	0.3055	0.3081	0.3107	0.3134	0.3160	0.3186	0.3213	0.3239	0.3266	0.3292
0.63	0.3319	0.3345	0.3372	0.3398	0.3425	0.3451	0.3478	0.3505	0.3531	0.3558
0.64	0.3585	0.3611	0.3638	0.3665	0.3692	0.3719	0.3745	0.3772	0.3799	0.3826
0.65	0.3853	0.3880	0.3907	0.3934	0.3961	0.3989	0.4016	0.4043	0.4070	0.4097
0.66	0.4125	0.4152	0.4179	0.4207	0.4234	0.4262	0.4289	0.4316	0.4344	0.4372
0.67	0.4399	0.4427	0.4454	0.4482	0.4510	0.4538	0.4565	0.4593	0.4621	0.4649
0.68	0.4677	0.4705	0.4733	0.4761	0.4789	0.4817	0.4845	0.4874	0.4902	0.4930
0.69	0.4959	0.4987	0.5015	0.5044	0.5072	0.5101	0.5129	0.5158	0.5187	0.5215
0.70	0.5244	0.5273	0.5302	0.5331	0.5359	0.5388	0.5417	0.5446	0.5476	0.5505
0.71	0.5534	0.5563	0.5592	0.5622	0.5651	0.5681	0.5710	0.5740	0.5769	0.5799
0.72	0.5828	0.5858	0.5888	0.5918	0.5948	0.5978	0.6008	0.6038	0.6068	0.6098
0.73	0.6128	0.6158	0.6189	0.6219	0.6250	0.6280	0.6311	0.6341	0.6372	0.6403
0.74	0.6434	0.6464	0.6495	0.6526	0.6557	0.6588	0.6620	0.6651	0.6682	0.6714
0.75	0.6745	0.6776	0.6808	0.6840	0.6871	0.6903	0.6935	0.6967	0.6999	0.7031

And back in the day, before graphing calculators, we used this table to find  $P(Z \leq z)$

[No one liked it. If they said they did, they were not remembering well.]

Now most people enjoy the convenience of just using a graphing calculator.

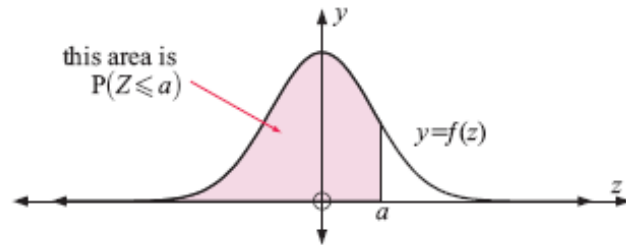
### CALCULATING PROBABILITIES USING THE Z-DISTRIBUTION

Since  $z$  is continuous,

$$P(Z \leq a) = P(Z < a)$$

and 
$$P(Z \leq a) = \int_{-\infty}^a \frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}z^2} dz.$$

The table of curve areas on **page 824** enables us to find  $P(Z \leq a)$ .



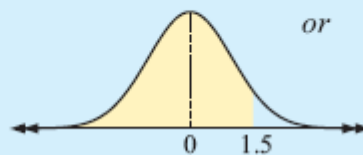
### USING A GRAPHICS CALCULATOR TO FIND PROBABILITIES

For a <b>TI-83</b> :	To find $P(Z \leq a)$ or $P(Z < a)$	use <code>normalcdf(-E99, a)</code> .
	To find $P(Z \geq a)$ or $P(Z > a)$	use <code>normalcdf(a, E99)</code> .
	To find $P(a \leq Z \leq b)$ or $P(a < Z < b)$	use <code>normalcdf(a, b)</code> .

If  $Z$  is a standard normal variable, find:

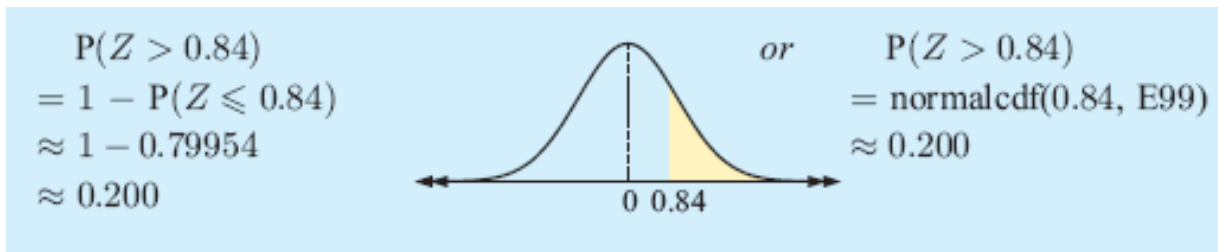
**a**  $P(Z \leq 1.5)$     **b**  $P(Z > 0.84)$     **c**  $P(-0.41 \leq Z \leq 0.67)$

**a**     $P(Z \leq 1.5)$   
 $\approx 0.933$

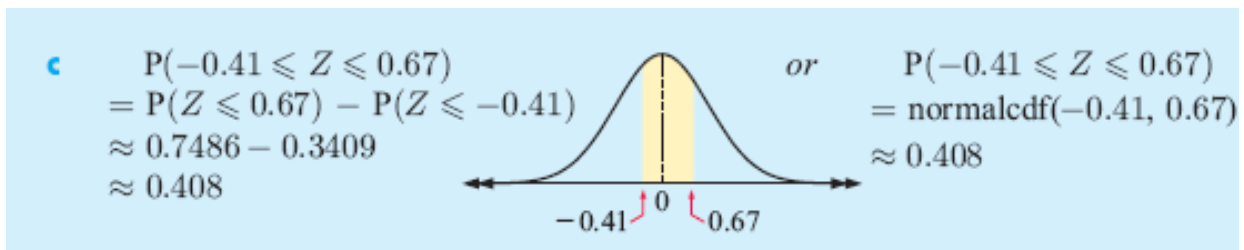


or     $P(Z \leq 1.5)$   
 $= \text{normalcdf}(-E99, 1.5)$   
 $\approx 0.933$

But we can also get this value from our statistical table. Look on page 13 for 1.5 and then go to the “0” column. Read the number.

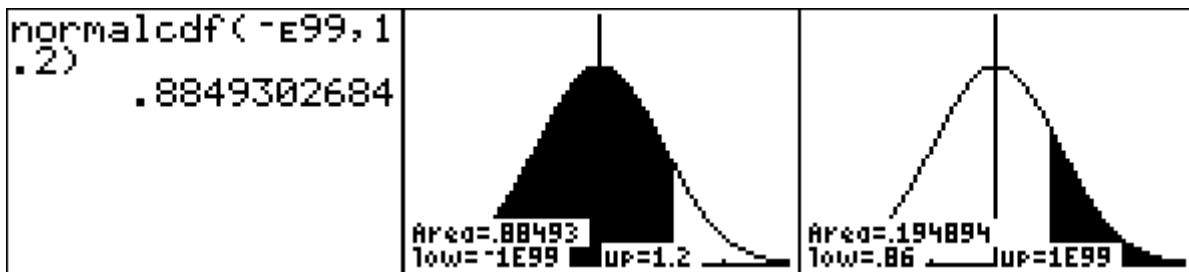


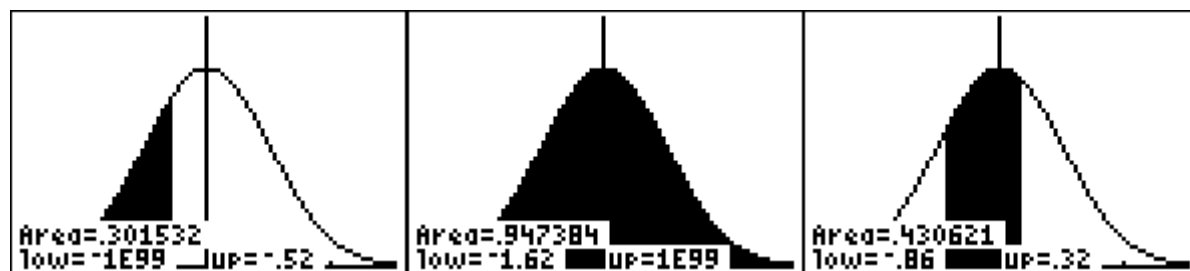
The table only gives  $Z < z$  for you would have needed to rewrite. [It helped me to always draw the shaded region to figure out what I needed.



See page 757 #2 and #3

- 2 If  $Z$  has standard normal distribution, find *using tables* and a sketch:
- |                     |                               |                     |
|---------------------|-------------------------------|---------------------|
| a $P(Z \leq 1.2)$   | b $P(Z \geq 0.86)$            | c $P(Z \leq -0.52)$ |
| d $P(Z \geq -1.62)$ | e $P(-0.86 \leq Z \leq 0.32)$ |                     |
- 3 If  $Z$  has standard normal distribution, find *using technology*:
- |                                   |                                   |                      |
|-----------------------------------|-----------------------------------|----------------------|
| a $P(Z \geq 0.837)$               | b $P(Z \leq 0.0614)$              | c $P(Z \geq -0.876)$ |
| d $P(-0.3862 \leq Z \leq 0.2506)$ | e $P(-2.367 \leq Z \leq -0.6503)$ |                      |





<pre>1-normalcdf(-E99, .837)       .2012962287</pre>	<pre>normalcdf(-E99, .0614)       .5244797446</pre>	<pre>1-normalcdf(-E99, -.876)       .8094850257</pre>
<pre>normalcdf(-.3862, .2506)       .2492639307</pre>	<pre>normalcdf(-2.367, -.6503)       .248782709</pre>	