

Normal Probability Distribution

AP Statistics

Ch. 6 Supplement for TI Calculations

The Normal Probability Distribution

The Probability Distribution menu for the TI-83+/84+ is found under **DISTR (2nd VARS)**.

NOTE: A mean of zero and a standard deviation of one are considered to be the default values for a normal distribution on the calculator.

Computing Normal Probabilities

- 1) Go to the standard screen
- 2) Select DISTR
- 3) Select Normalcdf((#2 not pdf)
- 4) Normalcdf(lower #, upper #, mean, stdev)
- 5) Example: Normalcdf(600,700,504,111) computes the percentage that the variable lies between 600 and 700, for a normal distribution with mean = 504 and stdev = 111.
- 6) This method is only for variables with a normal distribution
- 7) This method can be used instead of the method, which uses table A and the z-score. You must still know how to take z-scores and use table A, however.

The Normal Distribution functions:

#1: normalpdf returns the probability of a single value of the random variable x

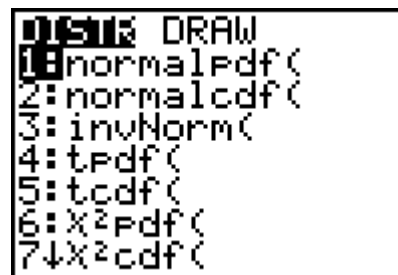
normalpdf(x , mean, standard deviation)

#2: normalcdf returns the cumulative probability from zero up to some input value of the random variable x .

normalcdf(lower bound, upper bound, mean, standard deviation)

#3: invNorm(returns the x -value given the probability region to the left of the x -value. $0 \leq \text{area} \leq 1$ must be true.

invNorm(probability, mean, standard deviation)

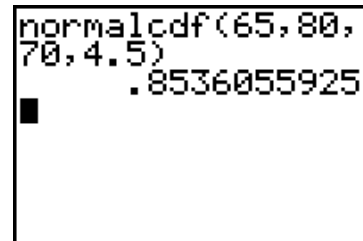


Finding Probabilities

Situation: Given a normal distribution of values for which the mean is 70 and the standard deviation is 4.5.

Example 1a: Determine the probability that a value is between 65 and 80, inclusive. (This is accomplished by finding the probability of the interval from 65 to 80.)

Answer: The probability is **85.361%**.



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Example 1b: Determine the probability that a value is greater than or equal to 75.

(The upper boundary in this problem will be positive infinity. The largest value the calculator can handle is 1×10^{99} . Type **1 EE 99**. Enter the **EE** by pressing **2nd, comma** – only one **E** will show on the screen.)

Answer: The probability is **13.326%**.

```
normalcdf(75,1E99,70,4.5)
.1332603064
```

Example 1c: Determine the probability that a value is less than 62.

(The lower boundary in this problem will be negative infinity. The smallest value the calculator can handle is -1×10^{99} . Type **-1 EE 99**. Enter the **EE** by pressing **2nd, comma** – only one **E** will show on the screen.)

Answer: The probability is **3.772%**.

```
normalcdf(-1E99,62,70,4.5)
.0377201305
```

Example 1d: Determine the 90th percentile for this distribution.

(Given a probability region to the left of a value (i.e., a percentile), determine the value using **invNorm**.)

Answer: The x-value is **75.767**.

```
invNorm(.90,70,4.5)
75.76698205
```

Graphing/investigating the standard normal distribution curve where the mean is 0 and the standard deviation is 1

The **normalpdf** (normal probability distribution function) is found under **DISTR** (2nd **VARS**) #1 **normalpdf**(.

```
DISTR DRAW
1:normalpdf(
2:normalcdf(
3:invNorm(
4:t:pdf(
5:t:cdf(
6:X²:pdf(
7↓X²:cdf(
```

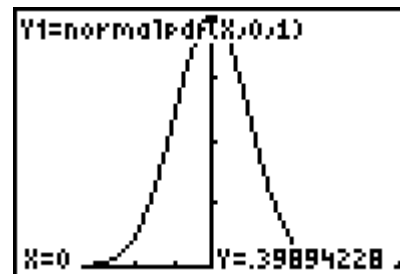
Go to the **Y =** menu. The parameters will be (**variable**, **mean**, **standard deviation**).

```
Plot1 Plot2 Plot3
Y1:normalpdf(X,
0,1)
Y2=
Y3=
Y4=
Y5=
Y6=
```

Adjust the **WINDOW**. One possible set up for the window is shown below. Allow enough room on the x-axis for at least the mean plus/minus 3 * standard deviation. Set the y-axis very small and adjust as needed or use **ZoomFit**.

```
WINDOW
Xmin=-5
Xmax=5
Xscl=1
Ymin=0
Ymax=.4
Yscl=.1
Xres=1
```

GRAPH. Using **TRACE**, simply type the desired x-value and the point will be plotted. The y-values (heights) are in percentages and should be multiplied by 100.



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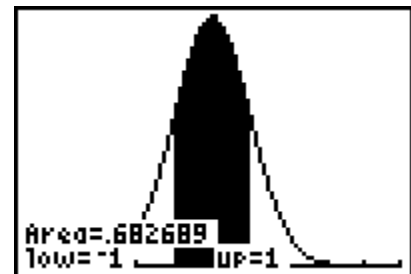
Now, the **area under the curve** between particular values represents the probabilities of events occurring within that specific range. This area can be seen using the command `ShadeNorm()`.

To find `ShadeNorm()`, go to `DISTR` and right arrow to `DRAW`. Choose `#1:ShadeNorm()`.

`ShadeNorm(lower bound, upperbound, mean, standard deviation)`

By entering parameters `-1,1` you will see the area, indicating approximately 68% probability of a score falling within 1 standard deviation from the mean in a normally distributed set of values. Since the calculator defaults to a mean of 0 and standard deviation of 1, it was not necessary to enter these values in this example.

```
ShadeNorm(-1,1)
```



Example: Graph/examine a situation where the mean score is 46 and the standard deviation is 8.5.

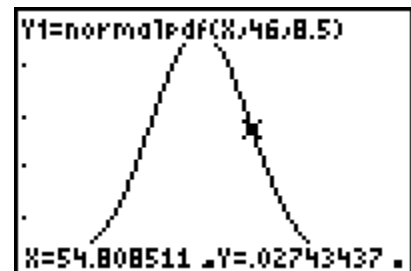
Go to `WINDOW`.

```
Plot1 Plot2 Plot3  
Y1=normalpdf(X,  
46,8.5)  
Y2=  
Y3=  
Y4=  
Y5=  
Y6=
```

Adjust the window.

```
WINDOW  
Xmin=16  
Xmax=80  
Xscl=1  
Ymin=0  
Ymax=.05  
Yscl=.01  
Xres=1
```

`GRAPH`.



What is the probability of a value falling between the mean and the first standard deviation to the right?

```
ShadeNorm(46,54.  
5,46,8.5)
```

