



# Design of Experiments

## (Lecture III)

**Dr. Adham Ragab**



# Outline

- Review of normal distribution basics.



# Objectives

- By the end of this lecture the student should be able to:
  - Recognize both discrete and continuous probability distribution.
  - Define the normal distribution
  - Calculate different requirements from the normal distribution



# Discrete and Continuous Random Variables

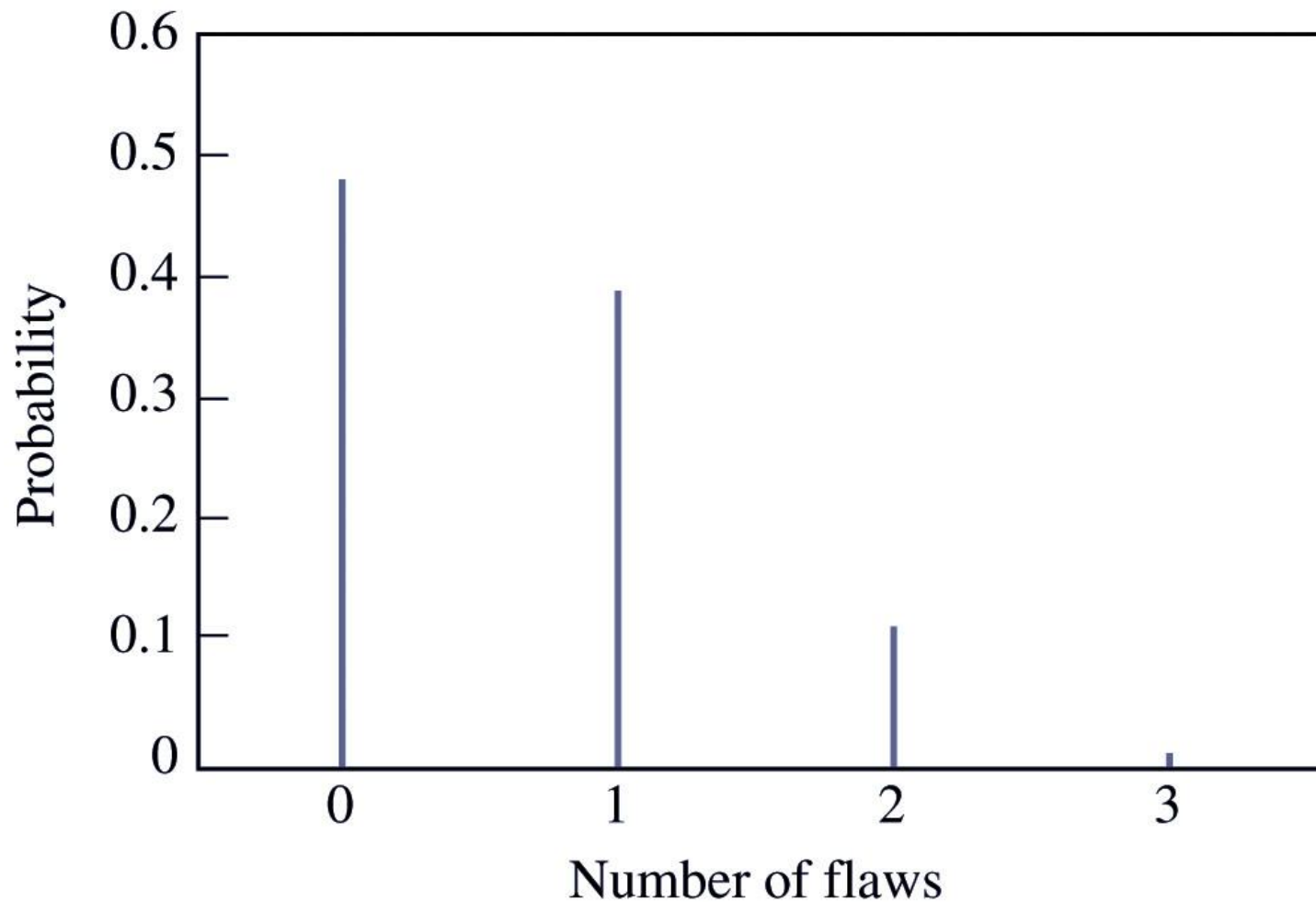
Industrial Engineering

- Discrete random variable is one whose possible values form a discrete set
- A continuous random variable is one whose possible values form a continuous set.



# Probability Mass Function

Industrial Engineering





# Definition

- The description of the possible values of a random value  $X$  and the probabilities of each has a name: the probability distribution.



## Section 4.5:

# The Normal Distribution

- The **normal distribution** (also called the Gaussian distribution) is by far the most commonly used distribution in statistics. This distribution provides a good model for many, although not all, continuous populations.
- The normal distribution is continuous rather than discrete. The mean of a normal population may have any value, and the variance may have any positive value.



# Normal R.V.:

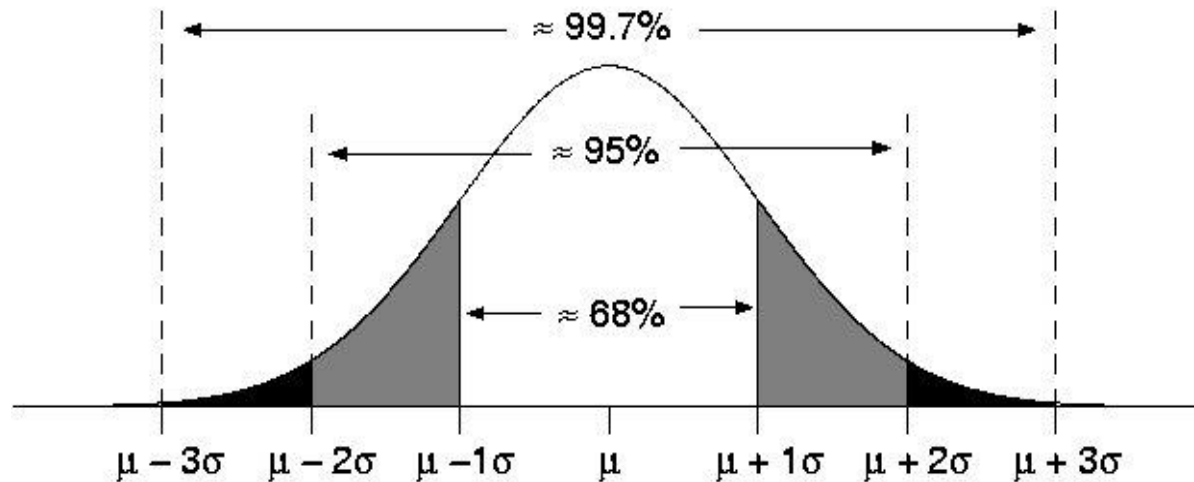
## pdf, mean, and variance

The probability density function of a normal population with mean  $\mu$  and variance  $\sigma^2$  is given by

$$f(x) = \frac{1}{\sigma \sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}, \quad -\infty < x < \infty$$



# 68-95-99.7% Rule



This figure represents a plot of the normal probability density function with mean  $\mu$  and standard deviation  $\sigma$ . Note that the curve is symmetric about  $\mu$ , so that  $\mu$  is the median as well as the mean. It is also the case for the normal population.

- About 68% of the population is in the interval  $\mu \pm \sigma$ .
- About 95% of the population is in the interval  $\mu \pm 2\sigma$ .
- About 99.7% of the population is in the interval  $\mu \pm 3\sigma$ .



# Standard Normal Distribution

In general, we convert to standard units by subtracting the mean and dividing by the standard deviation. Thus, if  $x$  is an item sampled from a normal population with mean  $\mu$  and variance  $\sigma^2$ , the standard unit equivalent of  $x$  is the number  $z$ , where

$$z = (x - \mu) / \sigma.$$

The number  $z$  is sometimes called the “z-score” of  $x$ . The z-score is an item sampled from a normal population with mean 0 and standard deviation of 1. This normal distribution is called the **standard normal distribution**.



# Example

Aluminum sheets used to make beverage cans have thicknesses that are normally distributed with mean 10 and standard deviation 1.3. A particular sheet is 10.8 thousandths of an inch thick. Find the z-score.

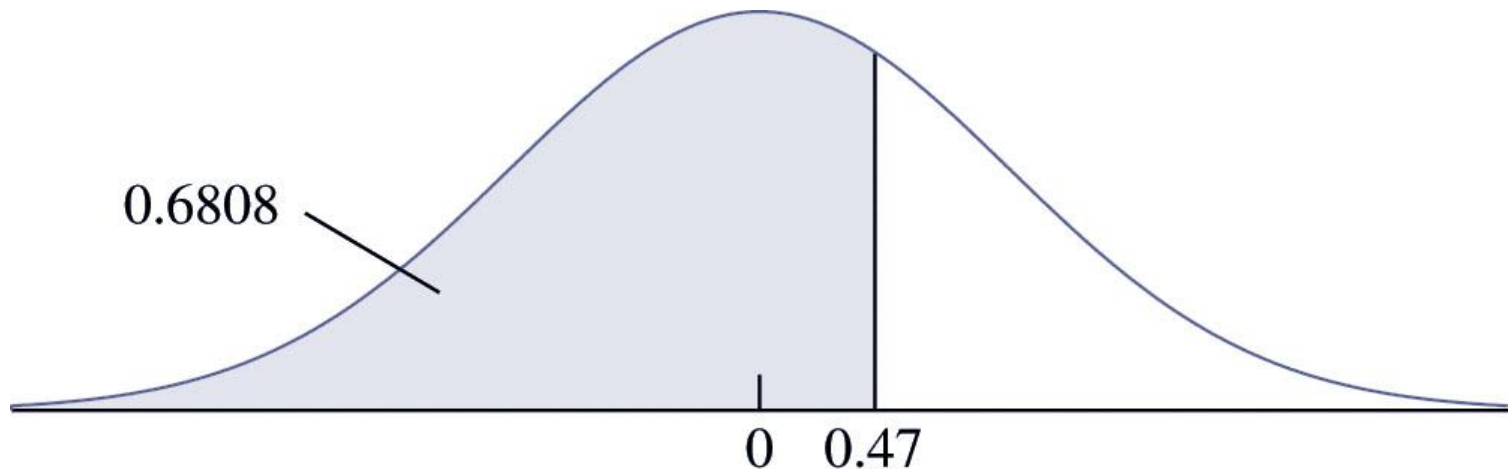


# Example

The thickness of a certain sheet has a z-score of  $-1.7$ . Find the thickness of the sheet in the original units of thousandths of inches.

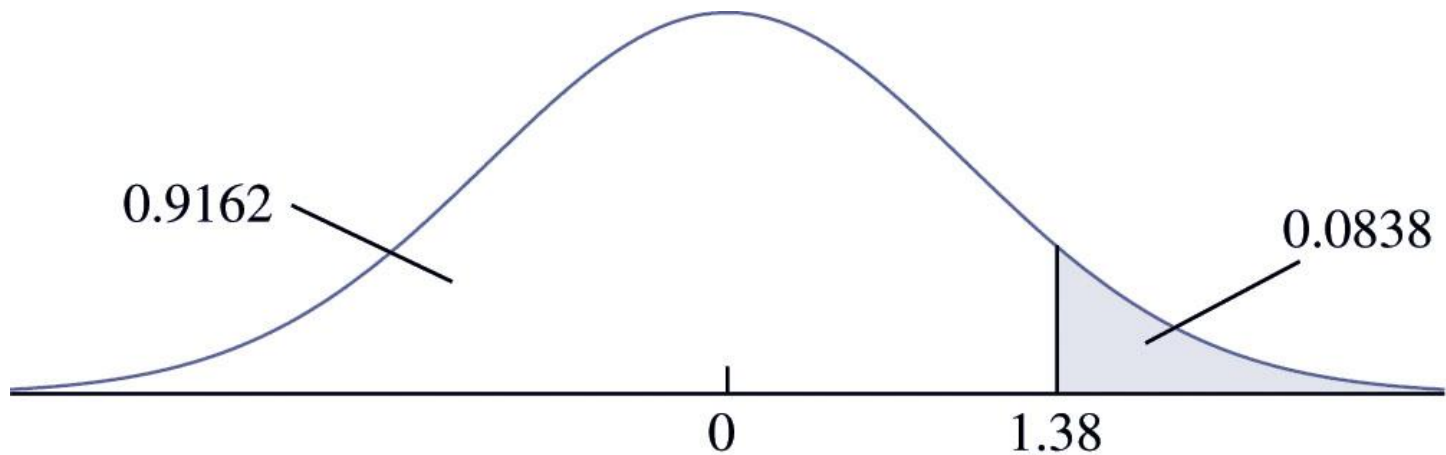
# Examples

Find the area under normal curve to the left of  $z = 0.47$ .



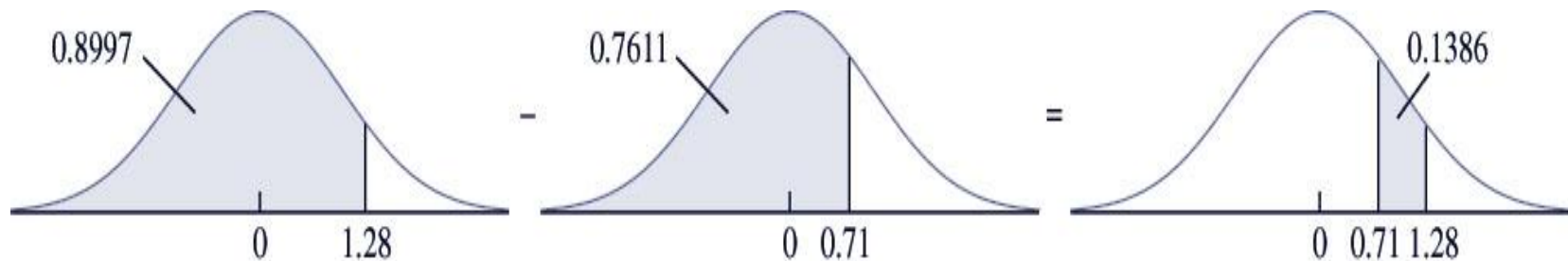
# Examples

- Find the area under the curve to the right of  $z = 1.38$ .



# Example 4.43

Find the area under the normal curve between  $z = 0.71$  and  $z = 1.28$ .





# Summary

- Normal distribution is the most common probability distribution used in statistics.
- Any normal distribution could be transformed to a standard normal distribution for the convenience of using the tables.