## 8. THE NORMAL DISTRIBUTION

The normal distribution with mean $\mu$ and variance $\sigma^{2}$ has the following density function:


The normal distribution is sometimes called a Gaussian Distribution, after its inventor, C.F. Gauss (1777-1855).

We won't need the formula for the normal $f(x)$, just tables of areas under the curve.

- $f(x)$ has a bell shape, is symmetrical about $\mu$, and reaches its maximum at $\mu$.
- $\mu$ and $\sigma$ determine the center and spread of the distribution.
- The empirical rule holds for all normal distributions: $68 \%$ of the area under the curve lies between ( $\mu-\sigma, \mu+\sigma$ ) $95 \%$ of the area under the curve lies between ( $\mu-2 \sigma, \mu+2 \sigma$ ) $99.7 \%$ of the area under the curve lies between ( $\mu-3 \sigma, \mu+3 \sigma$ )
- The inflection points of $f(x)$ are at $\mu-\sigma, \mu+\sigma$. This helps us to draw the curve. It also allows us to visualize $\sigma$ as a measure of spread in the normal distribution.
- $f(x)$ extends indefinitely in both directions, but almost all of the area under $f(x)$ lies within 4 standard deviations from the mean $(\mu-4 \sigma, \mu+4 \sigma)$. Thus, outliers more than 4 standard deviations from the mean will be extremely rare if the population distribution is normal.
- There are many different normal distributions, one for each choice of the parameters $\mu$ and $\sigma$.


The normal distribution plays an extremely important role in statistics because

1) It is easy to work with mathematically
2) Many things in the world have nearly normal distributions:

Heights of ocean waves (but not Tsunamis!)
IQ scores (by design).
Stock Returns, according to Black-Scholes Theory.
Weights of " 4 ounce" bags of M\&Ms.
The high temperature in Central Park on January 1.
The distance from the darts to the bulls-eye on a dartboard.
3) Sample means tend to have normal distributions, even if the random variables being averaged do not. This amazing fact provides the foundation for statistical inference, and therefore for many of the things we will do in this course.
4) The normal distribution has been used to estimate value at risk (VaR). By definition, the $5 \%$ VaR for a given portfolio over a given time horizon is the $95^{\text {th }}$ percentile of the loss on the portfolio. (So there's only a $5 \%$ chance that the loss will exceed the $5 \%$ VaR.) The loss is a random variable, with an unknown distribution, sometimes assumed to be normal. Unfortunately, asset returns have heavy tails (they are leptokurtic). This is the so-called black swan effect. So normality-based VaR calculations tend to underestimate risk.

A normal random variable with $\mu=0$ and $\sigma^{2}=1$ is said to have the standard normal distribution.

Although there are infinitely many normal distributions, there is only one standard normal distribution.


All normal distributions are bell-shaped, but the bell for the standard normal distribution has been standardized so that its center is at zero, and its spread (the distance from the center to the inflection points) is 1 . This is the same standardization used in computing $z$-scores, so we will often denote a standard normal random variable by Z . We will use $\phi(z)$ to denote the density function for a standard normal.

To calculate probabilities for standard normal random variables, we need areas under the curve $\phi(z)$. These are tabulated in Table 5.


Table 5, Normal
Curve Areas

| $z$ | .00 | .01 | .02 | .03 | .04 | .05 | .06 | .07 | .08 | .09 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| .0 | .0000 | .0040 | .0080 | .0120 | .0160 | .0199 | .0239 | .0279 | .0319 | .0359 |
| .1 | .0398 | .0438 | .0478 | .0517 | .0557 | .0596 | .0636 | .0675 | .0714 | .0753 |
| .2 | .0793 | .0832 | .0871 | .0910 | .0948 | .0987 | .1026 | .1064 | .1103 | .1141 |
| .3 | .1179 | .1217 | .1255 | .1293 | .1331 | .1368 | .1406 | .1443 | .1480 | .1517 |
| .4 | .1554 | .1591 | .1628 | .1664 | .1700 | .1736 | .1772 | .1808 | .1844 | .1879 |
| .5 | .1915 | .1950 | .1985 | .2019 | .2054 | .2088 | .2123 | .2157 | .2190 | .2224 |
| .6 | .2257 | .2291 | .2324 | .2357 | .2389 | .2422 | .2454 | .2486 | .2517 | .2549 |
| .7 | .2580 | .2611 | .2642 | .2673 | .2704 | .2734 | .2764 | .2794 | .2823 | .2852 |
| .8 | .2881 | .2910 | .2939 | .2967 | .2995 | .3023 | .3051 | .3078 | .3106 | .3133 |
| .9 | .3159 | .3186 | .3212 | .3238 | .3264 | .3289 | .3315 | .3340 | .3365 | .3389 |
| 1.0 | .3413 | .3438 | .3461 | .3485 | .3508 | .3531 | .3554 | .3577 | .3599 | .3621 |
| 1.1 | .3643 | .3665 | .3686 | .3708 | .3729 | .3749 | .3770 | .3790 | .3810 | .3830 |
| 1.2 | .3849 | .3869 | .3888 | .3907 | .3925 | .3944 | .3962 | .3980 | .3997 | .4015 |
| 1.3 | .4032 | .4049 | .4066 | .4082 | .4099 | .4115 | .4131 | .4147 | .4162 | .4177 |
| 1.4 | .4192 | .4207 | .4222 | .4236 | .4251 | .4265 | .4279 | .4292 | .4306 | .4319 |
| 1.5 | .4332 | .4345 | .4357 | .4370 | .4382 | .4394 | .4406 | .4418 | .4429 | .4441 |
| 1.6 | .4452 | .4463 | .4474 | .4484 | .4495 | .4505 | .4515 | .4525 | .4535 | .4545 |
| 1.7 | .4554 | .4564 | .4573 | .4582 | .4591 | .4599 | .4608 | .4616 | .4625 | .4633 |
| 1.8 | .4641 | .4649 | .4656 | .4664 | .4671 | .4678 | .4686 | .4693 | .4699 | .4706 |
| 1.9 | .4713 | .4719 | .4726 | .4732 | .4738 | .4744 | .4750 | .4756 | .4761 | .4767 |
| 2.0 | .4772 | .4778 | .4783 | .4788 | .4793 | .4798 | .4803 | .4808 | .4812 | .4817 |
| 2.1 | .4821 | .4826 | .4830 | .4834 | .4838 | .4842 | .4846 | .4850 | .4854 | .4857 |
| 2.2 | .4861 | .4864 | .4868 | .4871 | .4875 | .4878 | .4881 | .4884 | .4887 | .4890 |
| 2.3 | .4893 | .4896 | .4898 | .4901 | .4904 | .4906 | .4909 | .4911 | .4913 | .4916 |
| 2.4 | .4918 | .4920 | .4922 | .4925 | .4927 | .4929 | .4931 | .4932 | .4934 | .4936 |
| 2.5 | .4938 | .4940 | .4941 | .4943 | .4945 | .4946 | .4948 | .4949 | .4951 | .4952 |
| 2.6 | .4953 | .4955 | .4956 | .4957 | .4959 | .4960 | .4961 | .4962 | .4963 | .4964 |
| 2.7 | .4965 | .4966 | .4967 | .4968 | .4969 | .4970 | .4971 | .4972 | .4973 | .4974 |
| 2.8 | .4974 | .4975 | .4976 | .4977 | .4977 | .4978 | .4979 | .4979 | .4980 | .4981 |
| 2.9 | .4981 | .4982 | .4982 | .4983 | .4984 | .4984 | .4985 | .4985 | .4986 | .4986 |
| 3.0 | .4987 | .4987 | .4987 | .4988 | .4988 | .4989 | .4989 | .4989 | .4990 | .4990 |

Source: Abridged from Table I of A. Hald, Statistical Tables and Formulas (New York: John Wilcy \& Sons, Inc.), 1952. Reproduced by permission of $A$. Hald and the publisher.

To avoid confusion, replace $z$ in Table 5 by $z_{0}$.
In the diagram, change $z$ to $z_{0}$, and then label the horizontal axis as the z -axis.

Table 5 gives the areas under $\phi(z)$ between $z=0$ and $z=z_{0}$. This is the probability that a standard normal random variable will take on a value between 0 and $z_{0}$.

For example, the probability that a standard normal is between 0 and 2 is 0.4772 .

The table includes only positive values $z_{0}$.
To get areas for more general intervals, use the symmetry property, and the fact that the total area under $\phi(z)$ must be 1 .

Eg: If Z is standard normal, compute

$$
\mathrm{P}(-1 \leq \mathrm{Z} \leq 1), \mathrm{P}(-2 \leq \mathrm{Z} \leq 2) \text { and } \mathrm{P}(-3 \leq \mathrm{Z} \leq 3) .
$$

Solution:

$$
\begin{aligned}
& \mathrm{P}(-1 \leq \mathrm{Z} \leq 1)=2(0.3413)=0.6826 \\
& \mathrm{P}(-2 \leq \mathrm{Z} \leq 2)=2(0.4772)=0.9544 \\
& \mathrm{P}(-3 \leq \mathrm{Z} \leq 3)=2(0.4987)=0.9974 .
\end{aligned}
$$

Note: This shows that the empirical rule holds for standard normal distributions. We still need to prove it for general normal distributions.

Eg: Compute the probability that a standard normal RV will be
a) Between 1 and 3
b) Greater than -0.47
c) Less than -1.35 .

## Solutions:

Denoting the areas by integrals, we have (try drawing some pictures)
a) $\int_{1}^{3} \phi(z) d z=\int_{0}^{3} \phi(z) d z-\int_{0}^{1} \phi(z) d z=0.4987-0.3413=0.1574$
b) $\int_{-0.47}^{\infty} \phi(z) d z=\int_{-0.47}^{0} \phi(z) d z+\int_{0}^{\infty} \phi(z) d z=0.1808+0.50=0.6808$
c) $\int_{-\infty}^{-1.35} \phi(z) d z=\int_{0}^{\infty} \phi(z) d z-\int_{0}^{1.35} \phi(z) d z=0.50-0.4115=0.0885$

Eg: What's the $95^{\text {th }}$ percentile of a standard normal distribution?
Solution: Since we've been given the probability and need to figure out the z -value, we have to use Table 5 in reverse. Since the $50^{\text {th }}$ percentile of a standard normal distribution is zero, the $95^{\text {th }}$ percentile is clearly greater than zero.

So we need to find the entry inside of Table 5 which is as close as possible to 0.45 . In this case, there are two numbers which are equally close to 0.45 . They are $0.4495(z=1.64)$ and 0.4505 ( $z=1.65$ ).

So the $95^{\text {th }}$ percentile is 1.645 . In other words, there is a $95 \%$ probability that a standard normal will be less than 1.645 .

Eg: z-scores on an IQ test have a standard normal distribution. If your $z$-score is 2.7 , what is your percentile score?

Solution: To figure out what percentile this score is in, we need to find the probability of getting a lower score, and then multiply by 100 .

We have $\operatorname{Pr}(Z<2.7)=0.5+0.4965=0.9965$. So the percentile score is 99.65 .

## Converting to z-scores

Suppose X is normal with mean $\mu$ and variance $\sigma^{2}$. Any probability involving X can be computed by converting to the $z$-score, where $\mathrm{Z}=(\mathrm{X}-\mu) / \sigma$.

Eg: If the mean IQ score for all test-takers is 100 and the standard deviation is 10 , what is the $z$-score of someone with a raw IQ score of 127 ?

The $z$-score defined above measures how many standard deviations X is from its mean.

The $z$-score is the most appropriate way to express distances from the mean. For example, being 27 points above the mean is fantastic if the standard deviation is 10 , but not so great if the standard deviation is 20 . $(z=2.7$, vs. $z=1.35)$.

Important Property: If $X$ is normal, then $Z=(X-\mu) / \sigma$ is standard normal, that is, $E(Z)=0, \operatorname{Var}(Z)=1$.

Therefore, $\mathrm{P}(\mathrm{a}<\mathrm{X}<\mathrm{b})$ can be computed by finding the probability that a standard normal is between the two corresponding $z$-scores, $(a-\mu) / \sigma$ and $(b-\mu) / \sigma$.

Fortunately, we only need one normal table: the one for the standard normal. This makes sense, since all normal distributions have the same shape. Things would be much more complicated if we needed a different table for each value of $\mu$ and $\sigma$ !
-For any normal random variable, we can compute the probability that it will be within $1,2,3$ standard deviations of its mean.

This is the same as the probability that the $z$-score will be within $1,2,3$ units from zero. (Why?) Since Z is standard normal, the corresponding probabilities are $0.6826,0.9544,0.9974$, as computed earlier.

- Thus, the "empirical rule" is exactly correct for any normal random variable.


## Empirical Rule



Eg 1: Suppose the current price of gold is $\$ 930 /$ Ounce. Suppose also that the price 1 month from today has a normal distribution with mean $\mu=930$ and standard deviation $\sigma=15$ (obtained from recent estimates of volatility).
a) Compute the probability that the price in 1 month will be at or below $\$ 900 /$ Ounce.
b) If you own 1 Ounce of gold what is the $5 \%$ VaR?

Eg 2: Suppose that GMAT scores are normally distributed with a mean of 530 and a variance of 10,000 .
a) What is the probability that a randomly selected student's score is at most 780 ?
b) At least 400 ?
c) Between 500 and 600 ?
d) Below what score do $95 \%$ of the scores lie?

Eg 3: A company manufactures $1 / 8^{\prime \prime}$ rivets for use in an airplane wing. Due to imperfections in the manufacturing process, the diameters of the rivets are actually normally distributed with mean $\mu=1 / 8^{\prime \prime}$ and standard deviation $\sigma$. In order for the rivets to fit properly into the wing, their diameters must meet the $1 / 8^{\prime \prime}$ target to within a tolerance of $\pm 0.01$ ". To what extent must the company control the variation in the manufacturing process to ensure that at least $95 \%$ of all rivets will fit properly?

