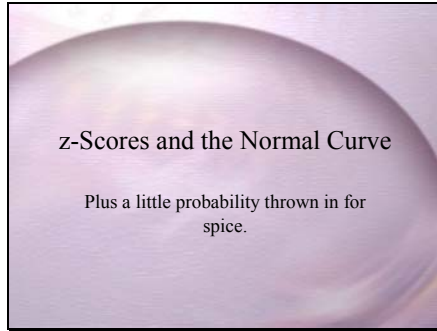
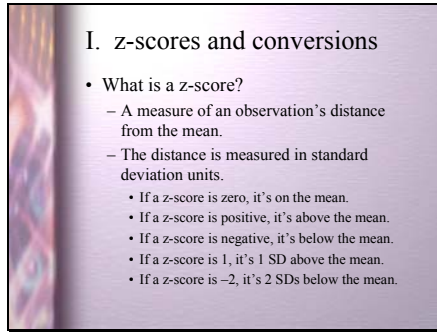


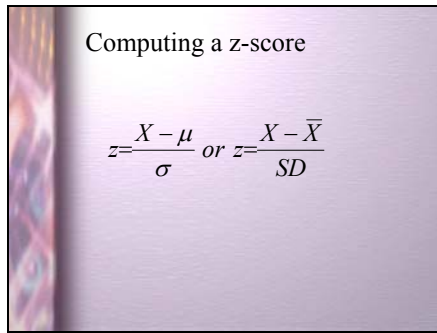
Slide 1



Slide 2



Slide 3



Slide 4

Examples of computing z-scores

X	\bar{X}	$X - \bar{X}$	SD	$z = \frac{X - \bar{X}}{SD}$
5	3	2	2	1
6	3	3	2	1.5
5	10	-5	4	-1.25
6	3	3	4	.75
4	8	-4	2	-2

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Computing raw scores from z scores $X = z\sigma + \mu$ or $X = zSD + \bar{X}$

$z = \frac{X - \bar{X}}{SD}$	SD	zSD	\bar{X}	X
1	2	2	3	5
-2	2	-4	2	-2
.5	4	2	10	12
-1	5	-5	10	5

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- A-scores and T-scores
- z-scores have a mean of 0 and SD of 1
 - T-scores have a mean of 50 and SD10
 - Gets rid of negative numbers.
 - Very commonly used in psychological scales, e.g., MMPI.
 - A-scores have mean 500 and SD 100
 - Same deal. Used by SAT, GRE, etc.

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Moving between z and A
 $A=z*100+500$; $z=(A-500)/100$

Z	Z*100	A	A	A-500	Z
0	0	500	500	0	0
1	100	600	600	100	1
-1	-100	400	550	50	.5
1.5	150	650	700	200	2
-.75	-75	425	675	175	1.75

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Moving between z and T
 $T=z*10+50$; $z=(T-50)/10$

z	Z*10	T	T	T-50	z
0	0	50	50	0	0
1	10	60	60	10	1
-1	-10	40	55	5	.5
1.5	15	65	70	20	2
-.75	-7.5	42.5	67.5	17.5	1.75

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Moving between A and T

- A is 10 times bigger than T. Just slide that decimal point.
- If A = 600, then T=60.
- If T=40, then A=400.

Slide 10

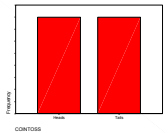
Review

- Interpret a z score of 1
- $M = 10, SD = 2, X = 8. Z = ?$
- $M = 8, SD = 1, z = 3. X = ?$
- What is the A (SAT) score for a z score of 1?

Slide 11

II. Probability

- Probability refers to the long run relative frequency of events.
- Example: The probability that a coin toss results in 'heads' is $\frac{1}{2}$: $p(H) = .5$ with a fair coin.

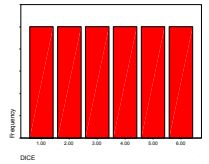


The chart shows two bars of equal height, labeled 'heads' and 'tails', representing a probability of 0.5 for each outcome.

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Probability Example 2

- Dice. A die has six sides. If it's fair, then $p(1) = p(2) = \dots = p(6) = \frac{1}{6} \approx .17$.

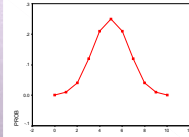


The chart shows six bars of equal height, labeled 1, 2, 3, 4, 5, and 6, representing a probability of approximately 0.17 for each outcome.

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Binomial Distribution

- Mathematicians have figured formulas to estimate long run relative frequencies for simple events, like how many heads will appear for a given number of coin tosses. The binomial is one such.



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Binomial Distribution

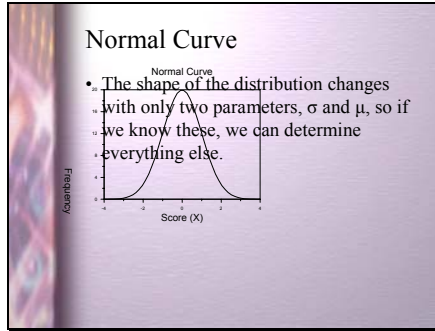
- Relative frequency or probability is associated with the shape of the curve. The height of the curve shows the relative frequency. Binomial is discrete.
- Notice that the binomial approximates the bell curve, especially over lots of trials (the distribution of 'heads' for 20 trials would look more normal than for 10 trials).

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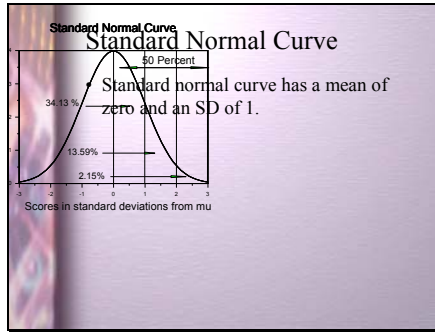
Normal Curve

- The normal curve is continuous.
- The formula is: $Y = \frac{N}{\sigma\sqrt{2\pi}} e^{-(X-\mu)^2/2\sigma^2}$
- This formula is not intuitively obvious.
- The important thing to note is that there are only 2 parameters that control the shape of the curve: σ and μ . These are the population SD and mean, respectively.

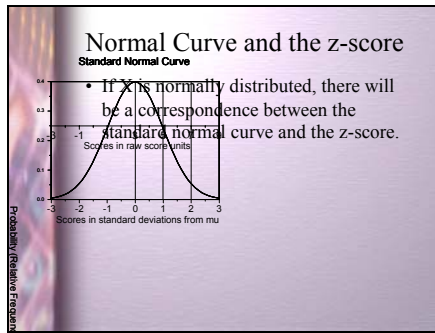
Slide 16



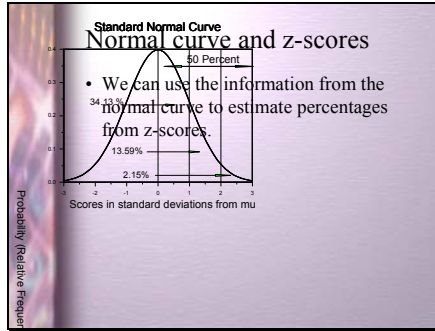
Slide 17



Slide 18



Slide 19

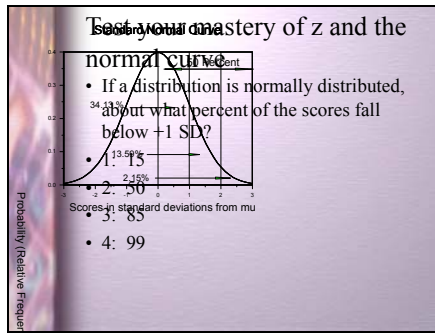


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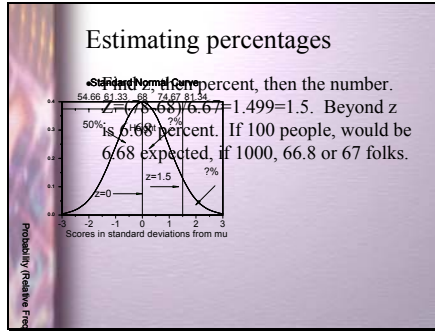
Test your mastery of z

- If a raw score is 8, the mean is 10 and the standard deviation is 4, what is the z-score?
- 1: -1.0
- 2: -0.5
- 3: 0.5
- 4: 2.0

Slide 21



Slide 28



Slide 29

