

# Inverse geometric distribution

**a** := curve2d(geometricinv(y , 0.2) , y , 0 , 0.99 , 20)

**b** := curve2d(geometricinv(y , 0.5) , y , 0 , 0.99 , 20)

**c** := curve2d(geometricinv(y , 0.8) , y , 0 , 0.99 , 20)

Name	Title	Color	Origin
a	p = 0.2	-----	
b	p = 0.5	-----	
c	p = 0.8	-----	

