

Inverse geometric distribution

$a := \text{curve2d}(\text{geometricinv}(y, 0.2), y, 0, 0.99, 20)$

$b := \text{curve2d}(\text{geometricinv}(y, 0.5), y, 0, 0.99, 20)$

$c := \text{curve2d}(\text{geometricinv}(y, 0.8), y, 0, 0.99, 20)$

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

