STATISTICAL **ANALYSIS IN** EXPERIMENTAL PARTICLE PHYSICS

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#1: COVARIANCE AND CORRELATION

- There is a small root tree containing 3 random variables, x, y, and z. It can be downloaded from the lecture resource webpage: http://hep1.phys.ntu.edu.tw/~kfjack/lecture/hepstat/02/ exercise_01.root
- Please write a short piece of code to calculate the corresponding 3×3 covariance matrix and the 3×3 covariance matrix.

#2: VERIFY THE CASE OF POISSON \otimes Binomial

- In the main lecture we have discussed the case of joint Poisson and binomial distributions. Let's verify it with the following setup.
- ► Remember the test carried out in exercise 1:

```
{
    TRandom3 rnd;
    int count = 0;
    for(int i=0;i<100;;i++)
        if (rnd.Uniform()<0.1) count++;
        cout << count << endl;
}</pre>
```

Replace the "100" times in the code with a random variable generated with Poisson μ =100.

➤ In this case the "count" should follow another Poisson distribution with µ=100×0.1=10. Please repeat the generation for 10,000 times and prove the variance is also V=10.

#3: CENTRAL LIMIT THEOREM

- According to the Central limit Theorem, summing over a sequence of independent variables will result a Gaussian distribution, regardless the original individual distributions.
- Is it really always true? Try to sum up 3 different random variables of your own choice (e.g. Poisson, Binomial, etc., anything you like!) and see if the number of variables increases, the resulting distribution is getting closer to a Gaussian, ie. plot the sum of 3, 10, 100, 1000 random variables and see if this works for any random variables you have chosen!

#4: SUM/DIFF OF GAUSSIANS, RATIO OF GAUSSIANS

- ► Considering two random Gaussian variables, *X* and *Y*, where *X* has $\mu = 25$ and $\sigma = 4$, *Y* has $\mu = 15$ and $\sigma = 3$.
- ➤ Verify the sum of these two Gaussians (X+Y) results a Gaussian with µ=40 and σ=5. You can just compare your resulting distribution with the Gaussian PDF directly.
- ► Verify the difference of these two Gaussians (*X*–*Y*) also results another Gaussian with $\mu = 10$ and $\sigma = 5$.
- However the ratio X/Y is not a Cauchy/Breit-Wigner unless you can set the mean of Y to be zero. Verify this point (you can just produce the X/Y distributions, and see how they look like!)

#5: DRAW A 2D CONTOUR

Suppose you have a likelihood function already parameterized (or coded) as following:

```
double fcn(double x, double y) {
    const double data[50] = {
        0.9997,0.1629,0.2826,0.9472,0.2317,0.4850,0.9575,0.7443,0.5400,0.7400,
        0.7599,0.6586,0.3156,0.8044,0.5197,0.1686,0.4755,0.3923,0.2217,0.2132,
        0.0303,0.3335,0.1941,0.9437,0.5799,0.8983,0.6656,0.4986,0.5606,0.1823,
        0.2965,0.1174,0.0629,0.6481,0.7254,0.6371,0.7139,0.0996,0.6993,0.1078,
        0.1292,0.5024,0.2078,0.2889,0.0832,0.1281,0.5474,0.0823,0.2921,0.8916};
    double f = 0.;
    for (int i=0; i<50; i++) {
        double p = x*y*pow(1.-data[i],2)+
            (1.-x)*y*2.*data[i]*(1.-data[i])+
            (1.-y)*2.*pow(data[i],2);
        f += log(p);
    }
    return -2.*f;
}</pre>
```

► Please draw the corresponding 2D iso-probability contour in the range of $0 \le x \le 1$ and $0 \le y \le 1$.

#6: BUILD UP AN EXPONENTIAL

- Consider you have a bag of 100 marbles:
 1 in red and 99 in white.
- What you do is continuously picking up one marble out of the bag, check the color, and put it back.



- Count how many white marbles you get between two events of success: pick up a red marble.
- Plot the distribution of white marble counts, verify if your result follows an exponential distribution.

As explained in the main lecture, the Chebyshev polynomials can be constructed with the following recurrence relation:

 $T_0(x) = 1$, $T_1(x) = x$, $T_{n+1}(x) = 2xT_n(x) - T_{n-1}(x)$

- Implement a simple function which takes two input, an integer n and a float point number x. It can calculate the polynomials of variable x up to order n.
- ➤ In fact, if |x|≤1, the polynomials can be expressed with the trigonometric definition:

 $T_n(x) = \cos[n \arccos(x)]$

Implement another function using the definition above and prove these two functions are identical when you scan over the variable x.

#8: SMEARED DISTRIBUTION

- Let's produce a "smeared" exponential distribution with the following steps:
 - Generate a random variable *x* according to the typical exponential distribution:

 $f(x) \propto \exp(-x/1.6)$

- Generate another random variable *y* according to a Gaussian distribution: $\begin{bmatrix} y \\ y \end{bmatrix} = \begin{bmatrix} y \\ y \end{bmatrix} \begin{bmatrix} y \\$

$$f(y) \propto \exp\left[-0.5\left(\frac{y-x}{0.2}\right)^2\right]$$

- Repeat the steps above.
- See your resulting distribution of y just looks like the distribution given by the example #06 code in the main lecture?