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 correlation matrix.

#2: VERIFY THE CASE OF POISSON ⊗ 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 $\mu=100\times0.1=10$. 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 μ =25 and σ =4, *Y* has μ =15 and σ =3.
- ► Verify the sum of these two Gaussians (X+Y) results a Gaussian with $\mu=40$ and $\sigma=5$. 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 μ =10 and σ =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:

➤ 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 <u>how many white marbles</u> 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.

#7: CHEBYSHEV POLYNOMIALS

➤ 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 $|x| \le 1$, 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:

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

- 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?