

142.351, 260014: Statistical Methods of Data Analysis

W. Waltenberger¹ (Lecture)

L. Einfalt^{1,2} (Tutorials TU Wien and Universität Wien)

F. Reindl^{1,2} (Tutorials TU Wien and Universität Wien)

¹ Institut für Hochenergiephysik der Österreichischen Akademie der
Wissenschaften, A-1050 Wien, Nikolsdorfer Gasse 18

² Technische Universität Wien, Atominstitut, A-1020 Wien, Stadionallee 2

Winter term 2023/2024

Exercise sheet 3

Hand-in by: Friday, 10. November 2023 - 11:00

Class: Friday, 10. November 2023 - 14:15

Example 3.1

Let X be distributed according to the gamma distribution $\text{Ga}(a, b)$, $a > 2$ and $Y = 1/X$. Determine the density, expectation value μ and variance σ^2 of $Y = 1/X$. Compare the exact values of μ and σ^2 with those that follow from first and second order linear error propagation, respectively.

Example 3.2 (Prog)

You measure the energy spectrum of a radioactive ^{55}Fe source. The decay process of the source produces X-ray radiation at 5.9 keV and 6.49 keV, in a ratio of about 9:1. You observe these lines as Gaussian peaks due to their natural uncertainties σ_0 and σ_1 . The expected energy spectrum is therefore proportional to the term

$$9 \cdot \mathcal{N}(E|\mu = 5.9, \sigma_0) + \mathcal{N}(E|\mu = 6.49, \sigma_1).$$

Your detector is subject to an additional measurement uncertainty (resolution) which can be approximated by $\mathcal{N}(\mu = 0, \sigma_2)$ and smears the expected spectrum.

- a) Calculate the density function of the measured spectrum depending on σ_0, σ_1 and σ_2 by convolving the expected spectrum with the resolution.
- b) Your detector has a resolution of $\sigma_2 = 0.1$ keV. You identify two Gaussian peaks in your measured spectrum with $\tilde{\sigma}_0 = \tilde{\sigma}_1 = 0.4$ keV. Calculate the natural uncertainties σ_0 and σ_1 .
- c) Simulate and plot the measured spectrum by generating N random numbers in Python, according to the following scheme:
 - Draw N random numbers X_0 from $\mathcal{U}(0, 1)$.
 - Draw N random numbers X_1 : For each X_0 smaller than 0.9, draw a random number from $\mathcal{N}(5.9, 0.3)$, for each X_0 larger than 0.9, draw a random number from $\mathcal{N}(6.49, 0.3)$.
 - Draw N random numbers X_2 from $\mathcal{N}(0, 0.1)$.
 - $X_1 + X_2$ is the simulation of your measured spectrum.

Example 3.3

Let $X \sim \text{Norm}(\mu, \sigma^2)$. The distribution of $Y = e^X$ is called *lognormal distribution*.

- a) Determine the density (PDF) of the distribution.
- b) Calculate mean, variance, median, and mode of density.
- c) Show that the product of two lognormally distributed random variables is again lognormally distributed.

Example 3.4 (Prog)

The so-called *inversion method* can be used to generate random numbers following a specific distribution from equally distributed random numbers (usually in the interval 0-1). This concept is introduced step by step in the following example with reference to the article [arXiv:2003.09172](#).

Already during the Mariner 2 mission in the 1960s it was found that solar winds in this region of our solar system are composed of two main components: a fast component originating from coronal holes and a slower component of still mostly unknown origin. In [arXiv:2003.09172](#) these two components are described by a bi-Gaussian distribution of the following form:

$$f(x) = h_1 \exp\left(-\frac{(x - p_1)^2}{2w_1^2}\right) + h_2 \exp\left(-\frac{(x - p_2)^2}{2w_2^2}\right)$$

In the case of the proton velocity $x = v_p$ of the solar wind the following values for the parameters were determined:

	h_1	p_1	w_1	h_2	p_2	w_2
values	3.00	373 km/s	57 km/s	1.09	510 km/s	103 km/s

- Construct a probability density (PDF, $\rho(v_p)$) and then calculate the cumulative density (CDF) which is given as $F(v_p) = \int_0^{v_p} \rho(v'_p) dv'_p$. (Note: The lower limit of integration is 0, since negative velocities make no sense and thus $\rho(v_p < 0) = 0$. Also use the approximation $\text{erf}(x) = 1$ for $x > 3$). Then plot $\rho(v_p)$ and $F(v_p)$ in the range (200-800) km/s.
- Invert the CDF (F^{-1}) numerically (hints in the skeleton). Now draw 10000 random numbers in the interval (0-1) and apply the CDF^{-1} to these (this might take some time). Histogram the result - it should have the same shape as the original distribution.

Example 3.5 (Prog)

Compulsory for TU (142.351), optional for University (260014)!

Continuation of Example 3.4:

The inversion method can also be used to generate random numbers which follow an arbitrary binned distribution.

- c) Use the histogram created in subtask 3.5 b) to create a CDF and simulate 10000 events from it.
- d) Briefly discuss the advantages and disadvantages of *simulating* an analytical function and a histogram.
- e) Fit the histograms created in subtasks b) and c) with the function $f(v_p)$ in h_1 und h_2 (i.e. p_1, p_2, w_1 and w_2 are fixed in the fit) and compare the result with your expectation. Note: fits can be made in Python easily using e.g. `curve_fit()`.

Example 3.6 (Prog)

We want to generate random uniformly distributed points on the unit sphere. A tempting way to do this is to generate a uniform distribution of the two spherical coordinates $\theta \in [0, 2\pi)$ and $\varphi \in [0, \pi]$.

- a) Generate N points with coordinates $(r = 1, \theta, \varphi)$ in the way described above. Transform them to Cartesian coordinates and plot them in 3D (help in the skeleton). What do you observe for increasing N ?
- b) The method from a) is not working, why? How is this related to the area element (solid angle) $d\Omega = \sin(\varphi) d\theta d\varphi$?
Use the probability that a point lies within an infinitesimal area element $P(\Omega)d\Omega$ to find the joint distribution $P(\theta, \varphi)$. Then calculate the marginal distributions $P(\theta)$, $P(\varphi)$ and use the inverse sampling method from 3.4 (you can do all steps analytically this time) to correctly sample values for θ and φ . Plot your results as in a).