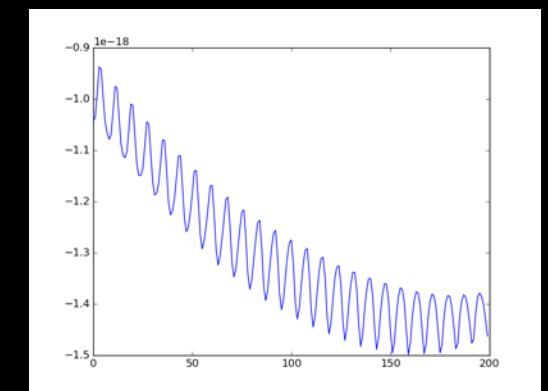
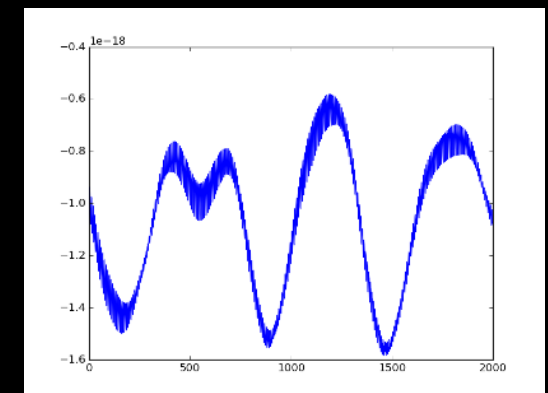
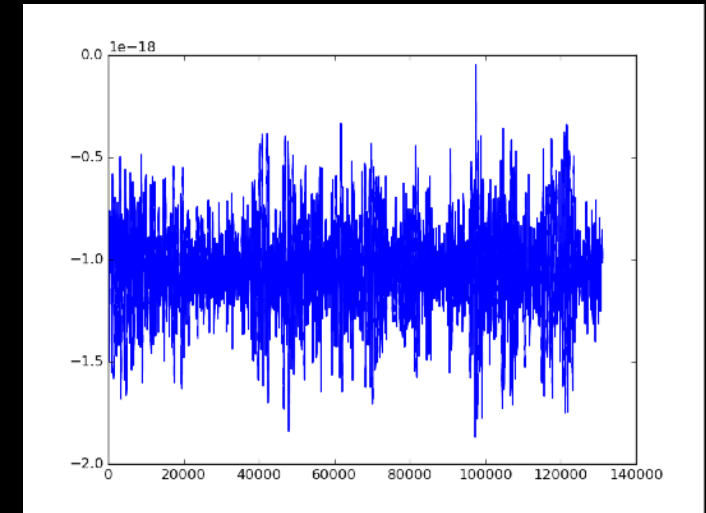
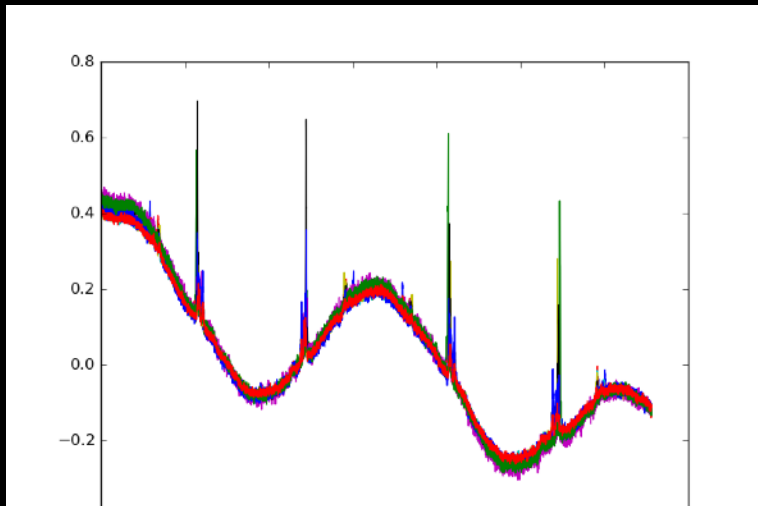


# Lecture 5

Correlated noise ctd., stationary noise,  
non-linear least-squares

# Correlated Noise

- So far, we have assumed that the noise is independent between data sets.
- Life is sometimes that kind, but very often not. We need tools to deal with this.



Right: LIGO data, with varying levels of zoom.  
Left: detector timestreams from Mustang 2 camera @GBT

# Fortunately...

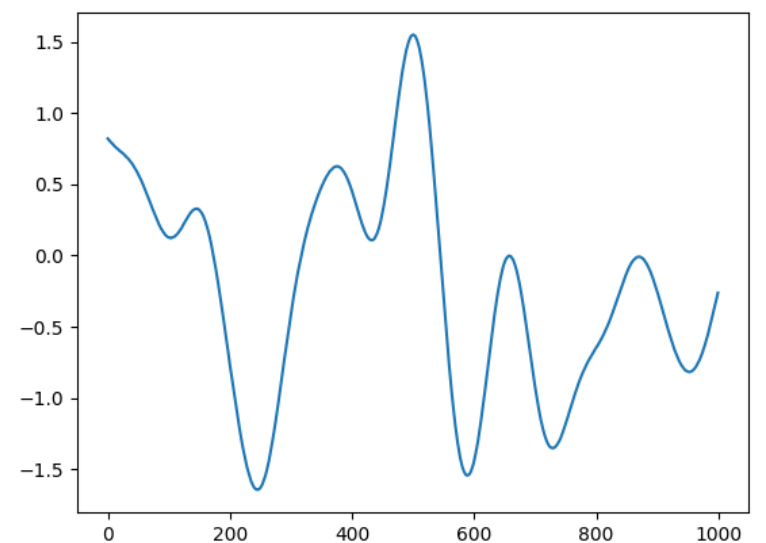
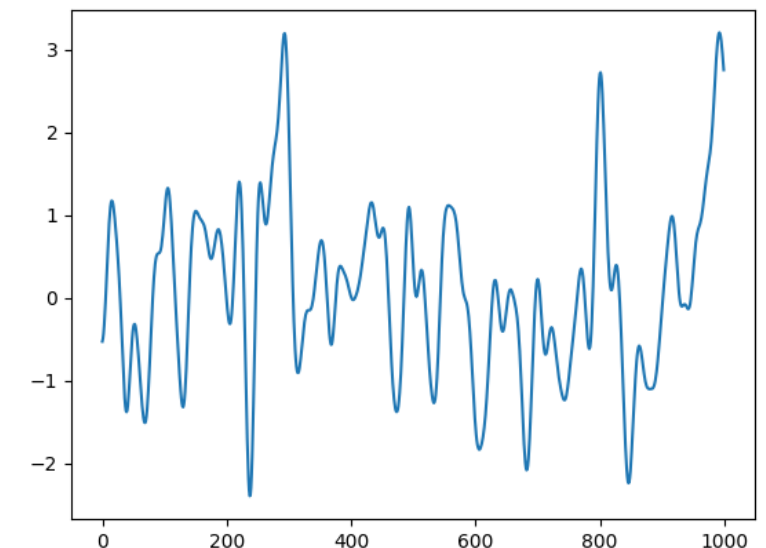
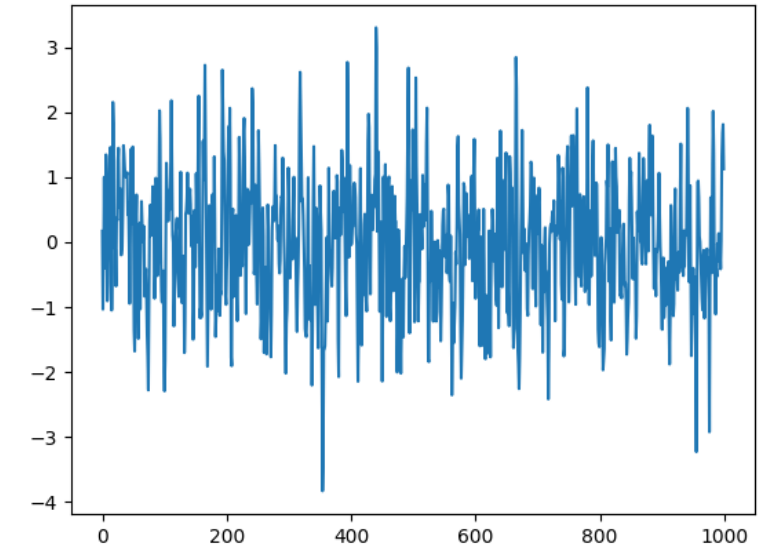
- Linear algebra expressions for  $\chi^2$  already can handle this.
- Let  $V$  be an orthogonal matrix, so  $VV^T = V^TV = I$ , and  $d - Am = r$  (for residual)
- $\chi^2 = r^T N^{-1} r = r^T V^T V N^{-1} V^T V r$ . Let  $r \rightarrow Vr$ ,  $N \rightarrow VNV^T$ , and  $\chi^2$  expression is unchanged in new, rotated space.
- Furthermore, (fairly) easy to show that  $\langle N_{ij} \rangle = \langle r_i r_j \rangle$ .
- So, we can work in this new, rotated space without ever referring to original coordinates. Just need to calculate noise covariances  $N_{ij}$ .

# Generating Correlated Noise

- Say we have a noise matrix  $N$  and want to create realizations from it. How do we do this?
- Same trick in reverse. If  $d_{\text{new}} = V d_{\text{old}}$ , then I can generate  $d_{\text{old}}$  and rotate to get  $d_{\text{new}}$ .
- We can pick any matrix that diagonalizes  $N$ , since we know how to generate uncorrelated data.
- A particularly useful one is Cholesky (LU equivalent for positive-definite):  $N = LL^T$ . We can generate simulated data just by taking  $Lg$ , where  $g$  is a vector of zero-mean, unit-variance Gaussian random deviates.
- Often a good idea to generate many simulations, average their outer products, and check empirical matrix agrees with expected.

# Gaussian Correlated Noise

- Look at gauss\_corrnoise.py
- $\langle f(x)f(x+dx) \rangle = \exp(-x^2/2\sigma^2)$
- top:  $\sigma=1$ , middle  $\sigma=10$ , bottom  $\sigma=50$



# 60 Hz Example

- In class we saw 60 Hz noise with a pure cos term. Can we do generic 60 Hz noise  $\cos(120\pi t + \phi)$ ?
- It might look nonlinear, but we can turn into  $\cos(\phi)\cos(120\pi t) + \sin(\phi)\sin(120\pi t)$ , which is linear.
- How about errors? Let's say we fit sine waves, how should errors behave as function of frequency?

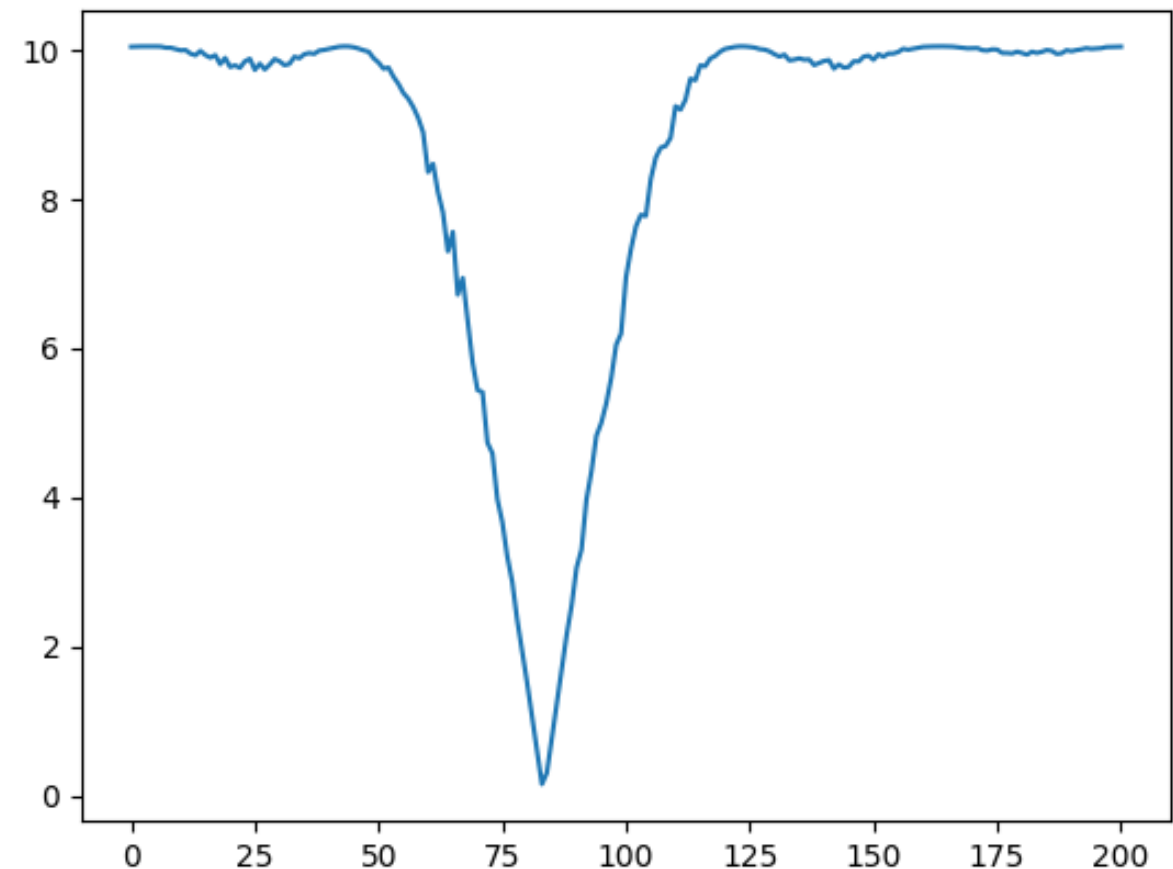
```

Ninv=np.linalg.inv(N)
nuvec=np.linspace(35,95,201)
myerrs=0.0*nuvec #this will be the correct error bar
myerrs2=0*myerrs #this will be the error bar ignoring our correlated noise
Ninv2=np.linalg.inv(np.diag(np.diag(N)))
for i in range(len(nuvec)):
    nu=nuvec[i]
    phi=2*np.pi*np.random.rand(1)
    myvec=np.cos(2*np.pi*nu*t+phi)
    lhs=myvec.T@Ninv@myvec
    myerrs[i]=np.sqrt(1/lhs)
    lhs2=myvec.T@Ninv2@myvec
    myerrs2[i]=np.sqrt(1/lhs2)

plt.clf()
plt.plot(myerrs2/myerrs) #plot the ratio of the bad to correct errors
plt.show()
plt.savefig('error_ratio.png')

```

Right: ratio of error bars assuming noise is white vs. accounting for 60 Hz. You really want to know if you have correlated noise!



# Stationary Noise

- A common case for correlated noise is noise depends only on separation of points,  $N_{ij}=f(|i-j|)$
- This is called *stationary* noise, since on average, noise properties don't change with time.
- We can invoke the power of Fourier transforms to enormously simplify stationary noise.
- Note - computer takes the discrete Fourier transform (DFT):  
 $F(k)=\sum f(x)\exp(-2\pi i k x/N)$ . I suggest you commit this to memory.
- IDFT:  $f(x)=1/N \sum F(k)\exp(2\pi i k x/N)$
- Note:  $x, k$  integers, go from 0 to  $N-1$ .
- Also note:  $\sum \exp(-2\pi i k x/N)=0$  for integer  $k, x$ , unless  $k=0$ , in which case it's  $N$ . This is the discrete equivalent of a Dirac- $\delta$



# Stationary Noise 2

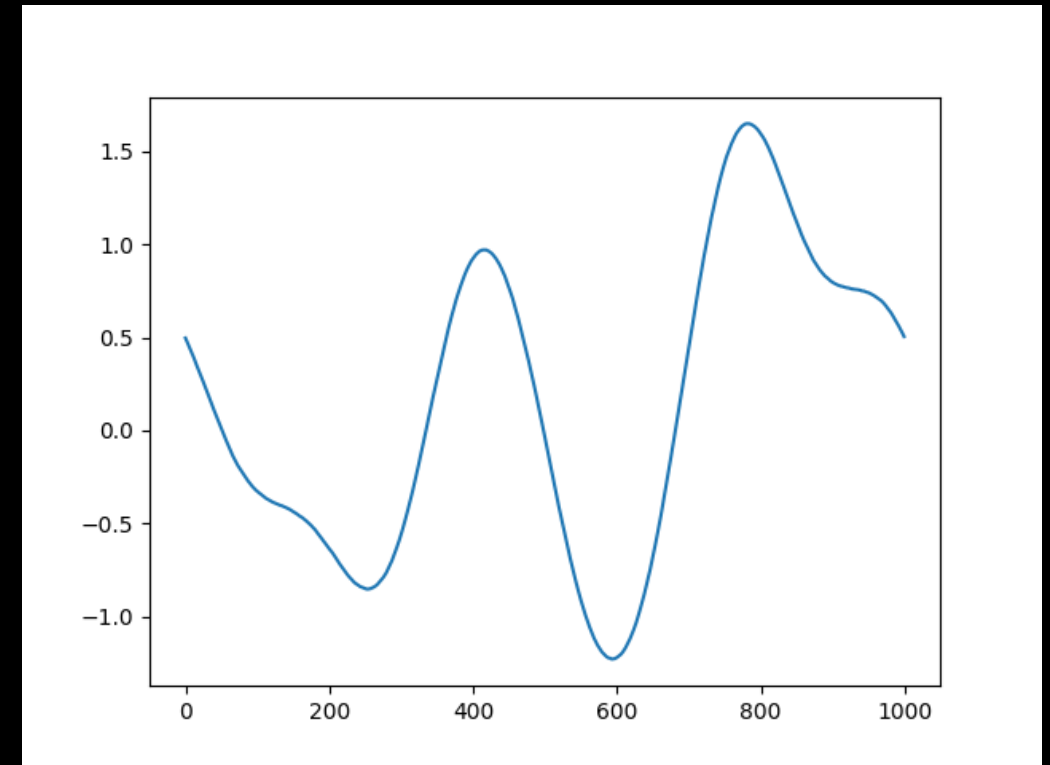
- Say we have noise where  $\langle f(x)f(x+dx) \rangle = g(dx)$  (not of  $x$ )
- Fourier space:  $\langle F(k)F^*(k') \rangle = \langle \sum f(x)\exp(-2\pi i k x/N) \sum f(x')\exp(2\pi i k' x'/N) \rangle$
- Can swap  $x'$  for  $x+dx$ , since sum is over all points, can sum over  $dx$ :
- $\langle F(k)F^*(k') \rangle = \langle \sum f(x)\exp(-2\pi i k x/N) \sum f(x+dx)\exp(2\pi i k' (x+dx)/N) \rangle$
- Reorder sum over  $x$  then  $dx$ :  $\langle \sum \exp(2\pi i k' dx/N) \sum f(x)f(x+dx)\exp(2\pi i x(k'-k)/N) \rangle$
- Now  $\langle f(x)f(x+dx) \rangle = g(dx)$  (by assumption), can come out.  $\sum \exp(2\pi i k' dx/N) g(dx) \sum \exp(2\pi i x(k'-k)/N)$
- Interior goes to  $N$  for  $k'=k$ , left with  $N \sum g(dx) \exp(2\pi i k dx/N) \delta_{kk'}$ , so Fourier transform of noise is diagonal.
- Further, variance of  $F(k)$  given by Fourier transform of correlation function  $g(dx)$ .

# Correlated Noise via DFT

```
import numpy as np
from matplotlib import pyplot as plt

n=1000
x=np.fft.fftfreq(n)*n
sig=100
mycorr=np.exp(-0.5*x**2/sig**2)
mysps=np.fft.rfft(mycorr)

dat=np.random.randn(n)
datft=np.fft.rfft(dat)
dat_corr=np.fft.irfft(datft*np.sqrt(mysps))
```



- Code is much shorter!
- And much (much) faster!

# Correlated Noise Summary

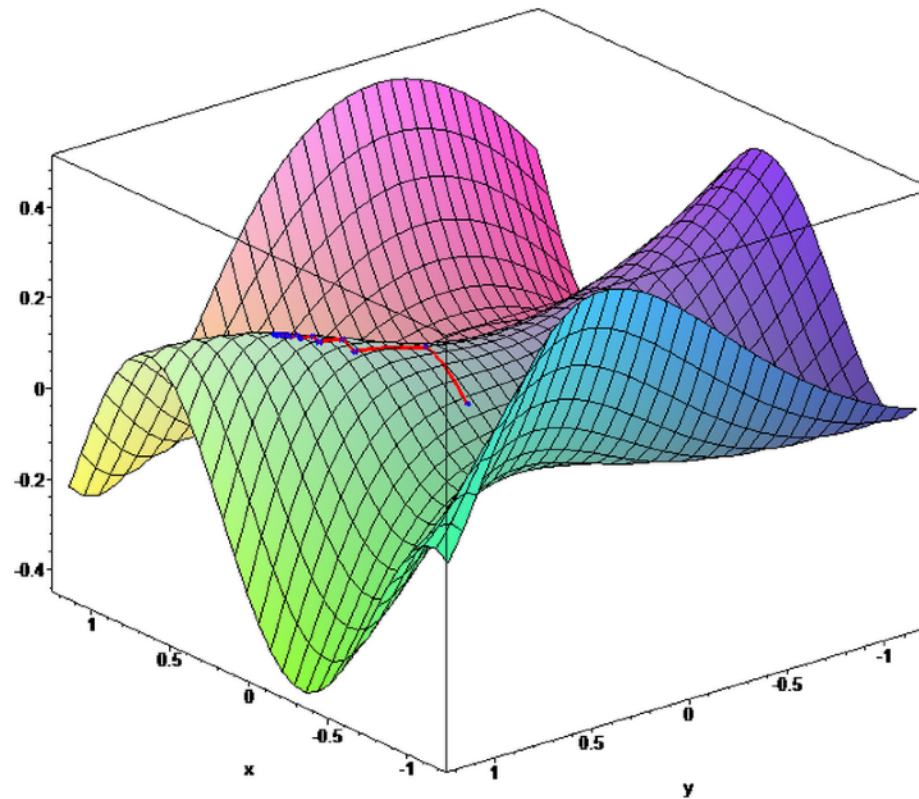
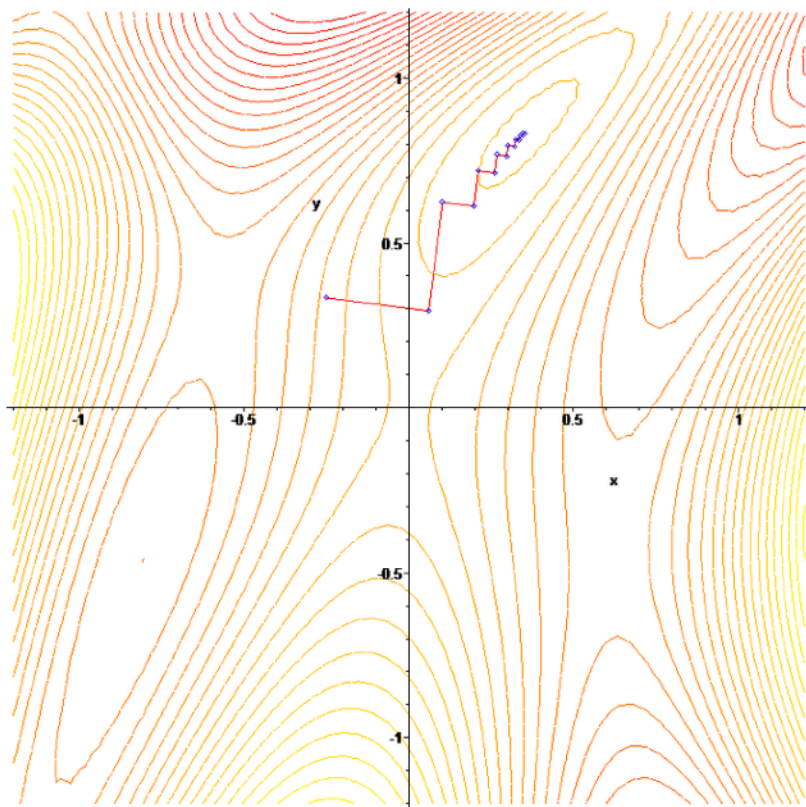
- In real life, we frequently have noise that is correlated between data points.
- Our entire least-squares framework carries over, as long as  $N_{ij} = \langle n_i n_j \rangle$
- We can generate correlated noise using e.g. Cholesky (or eigenvalues, but Cholesky faster)
- If the noise is stationary, the noise is diagonal in Fourier space.
- Can generate correlated stationary noise realization very fast with Fourier transforms, since  $\langle F(k)^2 \rangle = \text{DFT}(g(dx))$  where  $g(dx) = \langle f(x)f(x+dx) \rangle$

# Nonlinear Fitting

- Sometimes data depend non-linearly on model parameters
- Examples are Gaussian and Lorentzian ( $a/(b+(x-c)^2)$ )
- Often significantly more complicated - cannot reason about global behaviour from local properties. May be multiple local minima
- Many methods reduce to how to efficiently find the “nearest” minimum.
- One possibility - find steepest downhill direction, move to the bottom, repeat until we’re happy. Called “steepest descent.”
- How might this end badly?

# Steepest Descent

The "Zig-Zagging" nature of the method is also evident below, where the gradient ascent method is applied to  $F(x, y) = \sin\left(\frac{1}{2}x^2 - \frac{1}{4}y^2 + 3\right) \cos(2x + 1 - e^y)$ .



From wikipedia. Zigagging is inefficient.

# Worked Example

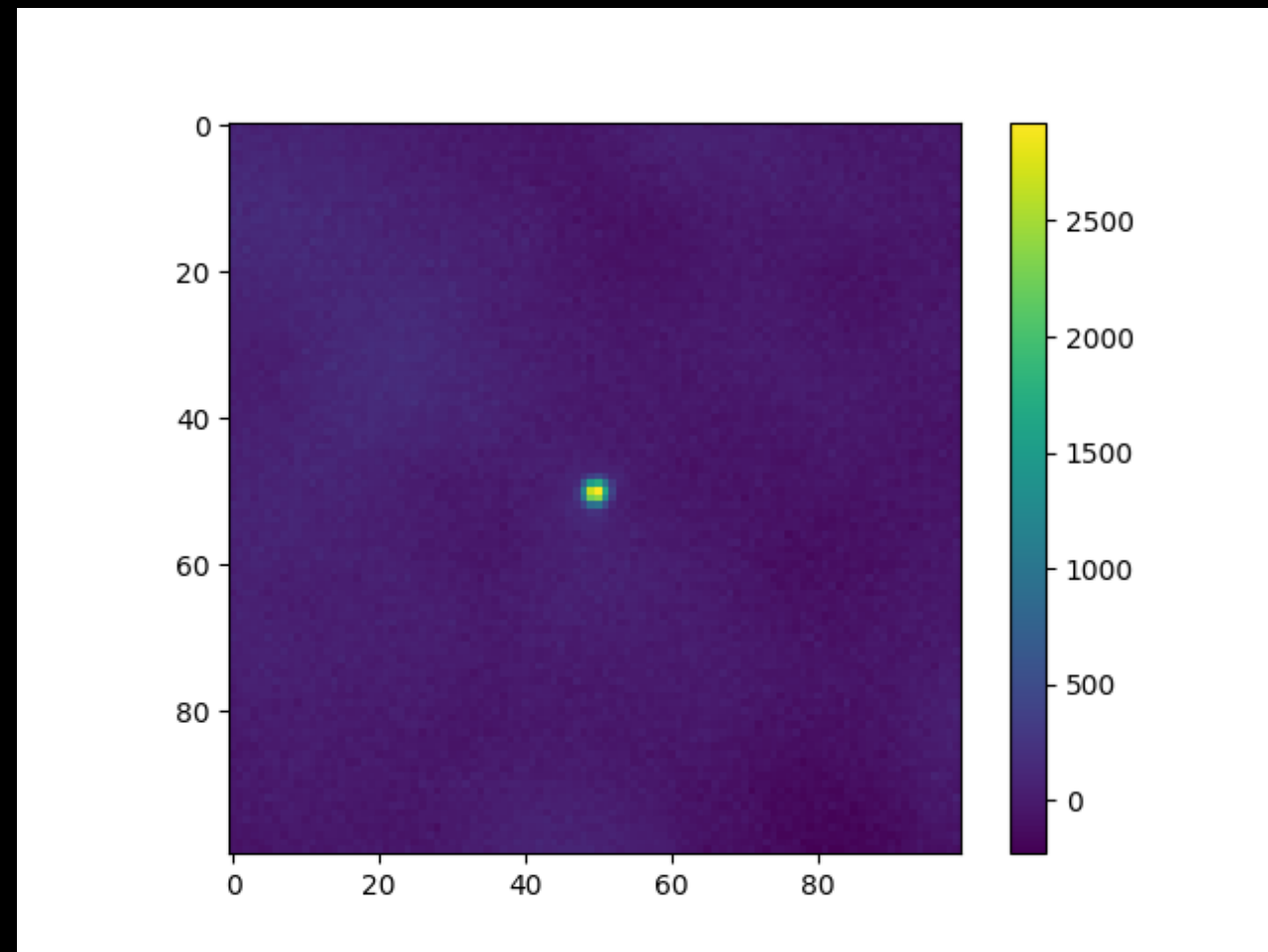
- What is the best-fit mean and error for a set of uncorrelated gaussian variables with same mean but individual errors?
- $A=?$  Show that  $A^T N^{-1} A = \sum (\sigma_i^{-2})$ ,  $A^T N^{-1} d = \sum d_i / \sigma_i^2$ .
- Define weights  $w_i = \sigma_i^{-2}$ . Then  $m = \sum w_i d_i / \sum w_i$ . Variance of our estimator is  $1 / \sum w_i$ .

# Worked Example 2

- Let's assume that  $N$  is constant and diagonal, and we have a single parameter.
- Show  $LHS = \sum(m_i^2/\sigma^2)$
- $RHS = \sum(d_i m_i/\sigma^2)$
- Best-fit amplitude is  $RHS/LHS = \sum(d_i m_i)/\sum m_i^2$
- $Error = 1/\sqrt{RHS} = \sigma/\sqrt{\sum m_i^2}$ . If there are  $\sim n$  model points with value  $\sim 1$ , this turns into  $\sigma/\sqrt{n}$ , as roughly expected.

# Example - Source in ACT Data

- Let's fit the amplitude of a source in ACT data.
- Look at `find_act_flux.py`.
- Let's try to guess a Gaussian, fit amplitude to it.
- Map is saved as FITS. Ability to read/write/manipulate FITS images extremely useful in astronomy!





# Better: Newton's Method

- linear:  $\langle d \rangle = A m$ . Nonlinear:  $\langle d \rangle = A(m)$   $\chi^2 = (d - A(m))^T N^{-1} (d - A(m))$
- If we're "close" to minimum, can linearize.  $A(m) = A(m_0) + \partial A / \partial m * \delta m$
- Now have  $\chi^2 = (d - A(m_0) - \partial A / \partial m \delta m)^T N^{-1} (d - A(m_0) - \partial A / \partial m \delta m)$
- What is the gradient?

# Newton's Method ctd

- Gradient trickier -  $\partial A / \partial m$  depends in general on  $m$ , so there's a second derivative
- Two terms:  $\nabla \chi^2 = (-\partial A / \partial m)^T N^{-1} (d - A(m_0) - \partial A / \partial m \delta m) - (\partial^2 A / \partial m_i \partial m_j \delta m)^T N^{-1} (d - A(m_0) - \partial A / \partial m \delta m)$
- If we are near solution  $d \approx A(m_0)$  and  $\delta m$  is small, so first term has one small quantity, second has two. Second term in general will be smaller, so usual thing is to drop it.
- Call  $\partial A / \partial m$   $A_m$ . Call  $d - A(m_0)$   $r$ . Then  $\nabla \chi^2 \approx -A_m^T N^{-1} (r - A_m \delta m)$
- We know how to solve this!  $A_m^T N^{-1} A_m \delta m = A_m^T N^{-1} r$

# How to Implement

- Start with a guess for the parameters:  $m_0$ .
- Calculate model  $A(m_0)$  and local gradient  $A_m$ . Gradient can be done analytically, but also often numerically.
- Solve linear system  $A_m^T N^{-1} A_m \delta m = A_m^T N^{-1} r$
- Set  $m_0 \rightarrow m_0 + \delta m$ .
- Repeat until  $\delta m$  is “small”. For  $\chi^2$ , change should be  $\ll 1$  (why?).

# ACT Map Example

- Look at `fit_act_flux_newton.py`
- This implements numerical derivatives w/ Newton's method to fit a Gaussian (including sigma, dx, dy) to the ACT data.
- How should we estimate the noise, and hence the parameter uncertainties?
- Think about how we would do this accounting for the correlated noise?

