## SDSS Stripe 82: quasar variability from forced photometry

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## ABSTRACT

## VARIABILITY

Many lightcurves display an intrinsic variability, in addition to the error-induced noise. A lightcurve consists of a set of N measurements and associated errors  $x_i, e_i$  of the object brightness. In this analysis we assume that  $x_i$  are drawn from a Gaussian distribution  $\mathcal{N}(\mu, \sigma)$ , and that errors  $e_i$  are homoscedastic, so that the distribution of measurements is Gaussian. In this framework  $\mu$  describes the median value of brightness, which for non-variable objects is the true brightness. Using the Bayesian approach, to find  $\mu$  we seek to maximize the posterior probability distribution function (pdf) of  $\mu$  given  $x_i$  and  $e_i$ :  $p(\mu|x_i,\sigma_i)$ . We can proceed analoguously to find the width of the distribution,  $\sigma$ , which describes the departure from the mean.

To find  $\mu$  and  $\sigma$ , we follow Ivezic+2014, with the twostep approach: first we find approximate values of  $\mu_0$  and  $\sigma_0$ , and then we evaluate the full logarithm of the posterior pdf in the vicinity of the approximate solution. The maximum of the 2D likelihood becomes our full solution -  $\sigma_{full}$  and  $\mu_{full}$  (see Appendix B for the detailed calculation).

For each lightcurve, we also calculate mean-based  $\chi^2_{DOF}$ and median-based  $\chi_R^2$  (the latter is more robust against any outliers in the distribution):

$$\chi_{dof}^2 = \frac{1}{N-1} \sum \left( \frac{x_i - \langle x_i \rangle}{e_i} \right)^2 \tag{1}$$

$$\chi_R^2 = 0.7414(Z_{75\%} - Z_{25\%}) \tag{2}$$

with  $Z = (x_i - median(x_i))/e_i$ . Initially, we evaluate  $\mu_{full}$ ,  $\sigma_{full}$ ,  $\chi^2_{dof}$ , and  $\chi^2_R$  for the entire lightcurve. Then, only if either  $\sigma_{full} > 0$  or  $\chi^2 > 1$ , which hints some intrinsic variability, we also calculate  $mu_{full},\,\sigma_{full},$ and  $\chi^2$  for the seasonally-binned portions of the light curve.

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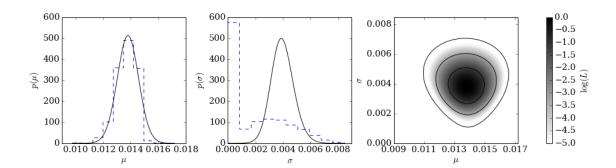


Figure 1. Two-step approach to finding  $\mu$  and  $\sigma$  via  $\mu_0$  and  $\sigma_0$  for an object 21772089488346446. In this calculation we use raw psf flux, before employing the faint source treatment outlined in Section ??. On the left and middle panels, solid lines trace marginalized posterior pdfs for  $\mu$  and  $\sigma$ , while dashed lines depict histogram distributions of 10,000 bootstrap resamples for  $\mu_0$  and  $\sigma_0$ . The right panel shows the logarithm of the posterior probability density function for  $\mu$  and  $\sigma$ .