




integrate: A C/Python numerical integration library for working in log-space

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Software

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Summary

There are many situation in which the integral of a function must be evaluated numerically between given limits. For C code there are a range of numerical integration (sometimes called numerical quadrature) functions provided within the GNU Scientific Library (GSL) ([Galassi et al., 2009](#)). However, in situations where the integrand has an extremely large dynamic range these GSL functions can fail due to numerical instability. One way to get around numerical instability issues is to work with the natural logarithm of the function. You cannot simply integrate the logarithm of the function as this will not give the integral of the original function. `integrate` provides a range of C integration functions, equivalent to functions in GSL, that allow you to integrate a function when only working with the natural logarithm of the function is computationally practical. The result returned is the natural logarithm of the integral of the underlying function. `integrate` also provides a Python module for accessing some of these functions in Python.

Statement of need

A particular case where the natural logarithm of a function is generally numerically favourable is when evaluating likelihoods in statistical applications. For example, the Gaussian likelihood of a model $m(\vec{\theta})$, defined by a set of model parameters $\vec{\theta}$ and given a data set \mathbf{d} consisting N points, is

$$L(\vec{\theta}) \propto \exp\left(-\sum_{i=1}^N \frac{(d_i - m_i(\vec{\theta}))^2}{2\sigma_i^2}\right), \quad (1)$$

where σ_i^2 is an estimate of the noise variance for point i . Evaluating the exponent for a range of $\vec{\theta}$ values will often lead to a numbers that breach the limits of values that are storable as double precision floating point numbers and/or have an extremely large dynamic range. In these cases, if you wanted to marginalise (i.e., integrate) over some subset of the parameters $\vec{\theta}$, e.g.,

$$Z = \int^{\theta_1} L(\vec{\theta}) \pi(\theta_1) d\theta_1, \quad (2)$$

where $\pi(\theta_1)$ is the prior probability distribution for the parameter θ_1 , you cannot work directly with [Equation 1](#). Instead you must work with the natural logarithm of the likelihood:

$$\ln L(\vec{\theta}) = C - \sum_{i=1}^N \frac{(d_i - m_i(\vec{\theta}))^2}{2\sigma_i^2}. \quad (3)$$

30 integrate allows you to calculate the logarithm of Z in [Equation 2](#), while working with the
31 natural logarithm of integrands such as in [Equation 3](#).

32 integrate was originally developed to marginalise probability distributions for the hierarchical
33 Bayesian inference of pulsar ellipticity distributions in Pitkin et al. (2018). In Nash & Durkan
34 (2019) and Strauss & Oliva (2021), integrate has been used to calculate the “true” value of
35 integrals to compare against values learned or inferred through other methods as a form of
36 validation.

37 Acknowledgements

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39 R. We thank [Duncan Macleod](#) for help with packaging the library for distribution via conda.

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