
Statistical Methods

Problem Sheet 3

1. Histogram making as Bernoulli trials:

- Generate a sample of uniform random numbers, say $N_{\text{sample}} = 100$.
- Divide the range $[0, 1.0]$ in $N_{\text{bin}} = 50$ bins and look at the count in the third bin n_3 , i.e. the count for $x \in [3dx, 4dx]$. Here $dx = 1.0/N_{\text{b}}$.
- Repeat the above process $N_{\text{trials}} = 100$ times and add each value of n_3 to a histogram. Comment on the shape of the histogram.

2. Poisson and Gaussian distribution: Run the above code for $N_{\text{bin}}=25$ and $N_{\text{bin}} = 5$. Comment on the shapes of the distributions of n_3 you get in these two examples.

3. Acceptance/rejection method to estimate value of π :

- Generate two uniform random numbers r_1 and r_2 between 0.0 and 1.0
- Accept the 2-dimensional point (r_1, r_2) , i.e. count it, if $\sqrt{r_1^2 + r_2^2} \leq 1$.
- Repeat above step for N_t number of trials.
- The acceptance rate, $A = \text{count}/N_t$ is an estimator of $\pi/4$. Plot the error $\text{abs}(A - \pi/4)$ as a function of N_t and comment on its shape. (Does it look like $\text{const}/\sqrt{N_t}$?)

4. Maximum Likelihood Estimation:

- Download the codes `fixexp.C` and `fixexppretty.C` from the website <http://www.iiserkol.ac.in/~ritesh.singh/serc2015.html>
- Follow the instructions in the Tutorial session.