

Statistics for HEP

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Lecture 1: Probability

Definition 1: Mathematical



$P(A)$ is a number obeying the Kolmogorov axioms

$$P(A) \geq 0$$

$$P(A_1 \vee A_2) = P(A_1) + P(A_2)$$

$$\sum P(A_i) = 1$$

Problem with Mathematical definition

No information is conveyed by $P(A)$

Definition 2: Classical



The probability $P(A)$ is a property of an object that determines how often event A happens.

It is given by symmetry for equally-likely outcomes

Outcomes not equally-likely are reduced to equally-likely ones

Examples:

Tossing a coin:

$$P(H)=1/2$$

Throwing two dice

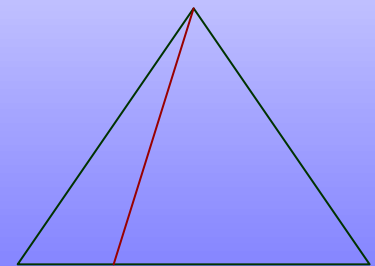
$$P(8)=5/36$$

Problems with the classical definition...

1. When are cases 'equally likely'?
 - If you toss two coins, are there 3 possible outcomes or 4?

Can be handled

2. How do you handle continuous variables?
 - Split the triangle at random:



Cannot be handled

Bertrand's Paradox

A jug contains 1 glassful of water and between 1 and 2 glasses of wine

Q: What is the most probable wine:water ratio?

A: Between 1 and 2 $\rightarrow 3/2$

Q: What is the most probable water:wine ratio?

A: Between $1/1$ and $1/2 \rightarrow 3/4$

$$(3/2)^1 (3/4)^{-1}$$



Definition 3: Frequentist



- The probability $P(A)$ is the limit (taken over some ensemble)

$$P(A) \underset{N \rightarrow \infty}{=} \frac{N(A)}{N}$$

Problem (limitation) for the Frequentist definition

$P(A)$ depends on A and the ensemble

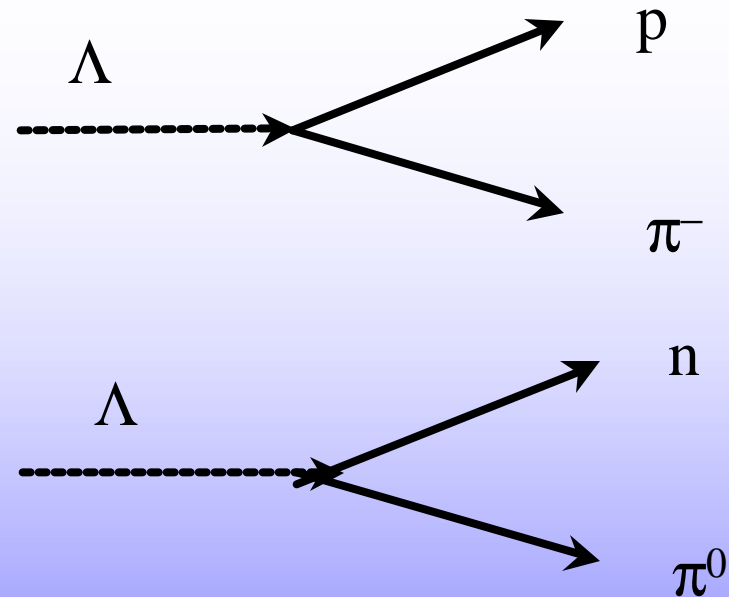
Eg: count 10 of a group of 30 with
beards.

$$P(\text{beard})=1/3$$



Aside: Consequences for Quantum Mechanics

- QM calculates probabilities
- Probabilities are not 'real' – they depend on the process and the ensemble



PDG:

$$P(p\pi^-) = 0.639 \quad ,$$

$$P(n\pi^0) = 0.358$$

Big problem for the Frequentist definition

Cannot be applied to unique events

~~'It will probably rain tomorrow'~~

Is unscientific

` The statement

"It will rain tomorrow"

is probably true.'

Is quite OK

But that doesn't always work

- Rain prediction in unfamiliar territory
- Euler's theorem
- Higgs discovery
- Dark matter
- LHC completion

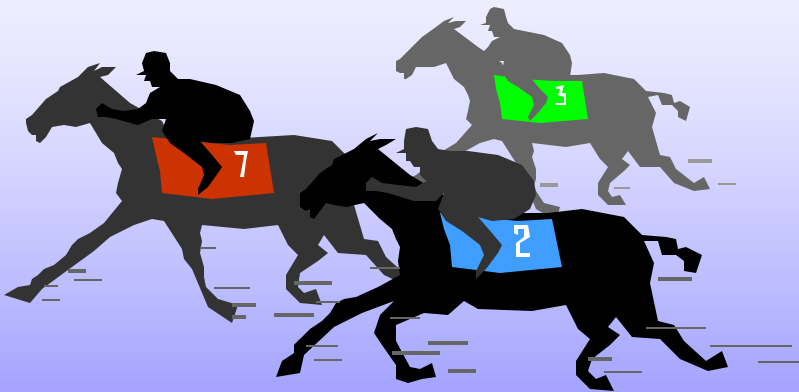
Definition 4: Subjective (Bayesian)

$P(A)$ is your degree of belief in A ;

You will accept a bet on A if the odds are better than

$1-P$ to P

A can be Anything :
Beards, Rain, particle
decays, conjectures,
theories



Bayes Theorem

Often used for subjective probability

Conditional

Probability $P(A|B)$

$$P(A \& B) = P(B) P(A|B)$$

$$P(A \& B) = P(A) P(B|A)$$

$$P(A|B) = \frac{P(B|A) P(A)}{P(B)}$$



Example:

W=white jacket B=bald

$$P(W\&B) = (2/4) \times (1/2)$$

$$\text{or } (1/4) \times (1/1)$$

$$P(W|B)$$

$$= \frac{1}{2} \times (1/4) = 1/2$$

$$(2/4)$$

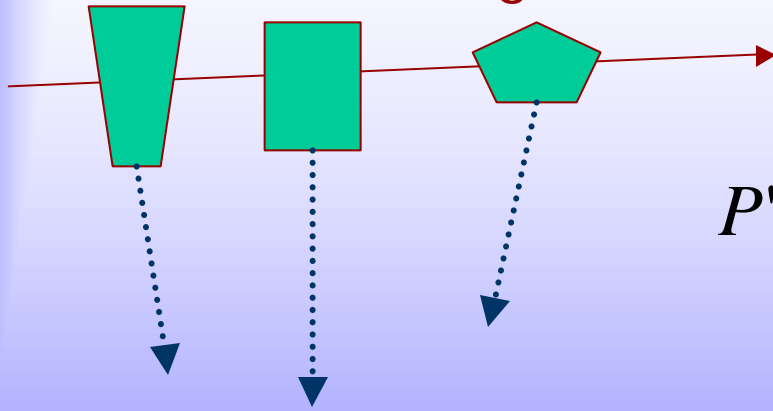
Start digression

Frequentist Use of Bayes Theorem

Example: Particle Identification

Particle types e, π, μ, K, p

Detector Signals: DCH, RI CH, TOF, TRD



$$P'(e) = P(e | DCH) = \frac{P(DCH | e) P(e)}{P(DCH)}$$

$$P(DCH) = P(DCH | e)P(e) + P(DCH | \mathbf{m})P(\mathbf{m}) + P(DCH | \mathbf{p})P(\mathbf{p}) \dots$$

Then repeat for $P(e | RI CH)$ using $P'(e)$ etc

Warning Notice

To determine $P'(e)$ need $P(e)$, $P(\mu)$ etc

(*'a priori* probabilities')

If/when you cut on Probability, the Purity depends on these *a priori* probabilities

Example: muon detectors.

$$P(\text{track} | \mu) \approx 0.9 \quad P(\text{track} | \pi) \approx 0.015$$

$$\text{But } P(\mu) \approx 0.01 \quad P(\pi) \approx 1$$

Quantities like

$$\frac{P(\text{data} | \mathbf{m})}{P(\text{data} | e) + P(\text{data} | \mathbf{m}) + P(\text{data} | \mathbf{p}) + P(\text{data} | K)}$$

Have no direct meaning -

use with care!

End digression

Bayes' Theorem and subjective probability

$$P(\textit{Theory}|\textit{Result}) = \frac{P(\textit{Result}|\textit{Theory})}{P(\textit{Result})} P(\textit{Theory})$$

Your (posterior) belief in a Theory is modified by experimental result

If $P(\textit{Result}|\textit{Theory})=0$ belief is killed

Large $P(\textit{Result}|\textit{Theory})$ increases belief, modified by general $P(\textit{Result})$

Applies to successive results

Slide 16 Dependence on prior $P(\textit{Theory})$ eventually goes away

Problem with subjective probability

It is subjective

My $P(A)$ and your $P(A)$ may be different

Scientists are supposed to be objective

Reasons to use subjective probability:

- Desperation



- Ignorance



- Idleness



Can Honest Ignorance justify $P(A)=\text{flat}$?

Argument:

- you know nothing
- every value is as believable as any other
- all possibilities equal

How do you count discrete possibilities?

SM true or false?

SM or SUSY or light Higgs or Technicolor?

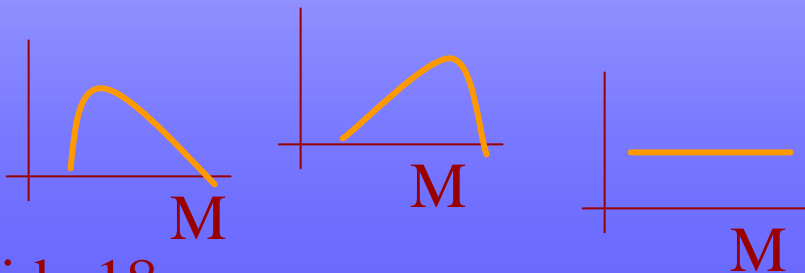
For continuous parameter
(e.g. M_{higgs})

Take. $P(M_{\text{higgs}})$ as flat

Actually has to be zero as
 $\int P(M) dM = 1$ but never
mind... 'improper prior'

***Working with $\ddot{O}M$ or $\ln M$
will give different
results***

Real Statisticians accept
this and test for
robustness under
different priors.



'Objective Prior' (Jeffreys)

Transform to a variable $q(M)$ for which the Fisher information is constant

$$I(q) = - \left\langle \frac{\partial^2 \ln P(x; q)}{\partial q^2} \right\rangle = \text{const}$$

For a location parameter with $P(x; M) = f(x+M)$ use M

For scale parameter with $P(x; M) = Mf(x)$ use $\ln M$

For a Poisson λ use prior $1/\sqrt{\lambda}$

For a Binomial with probability p use prior $1/\sqrt{p(1-p)}$

This has never really caught on

Conclusion

What is Probability?

4 ways to define it

- Mathematical
- Classical
- Frequentist
- Subjective

Each has strong points and weak points

None is universally applicable

Be prepared to understand and use them all -