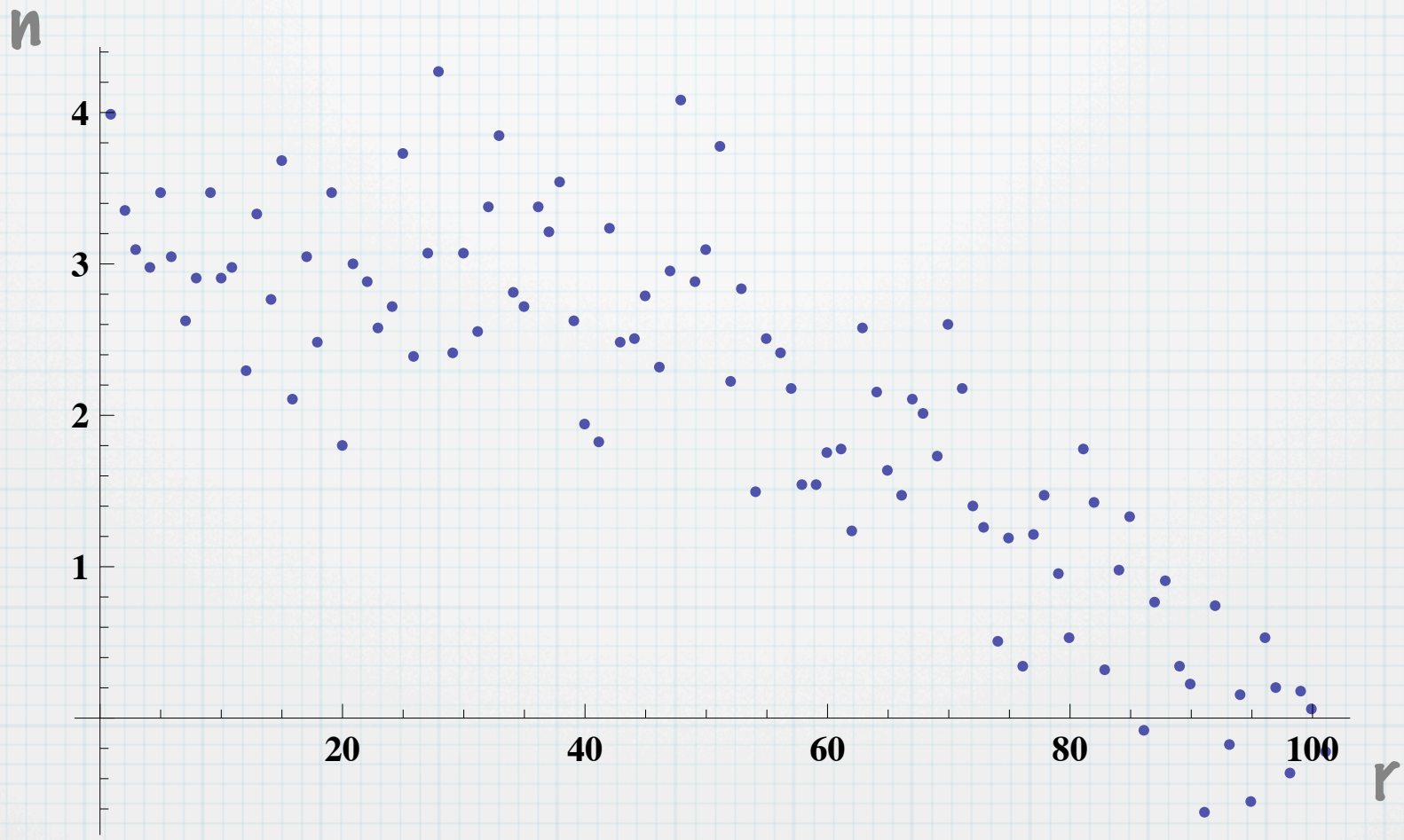
Maximum Entropy

Method for extracting information from noisy data

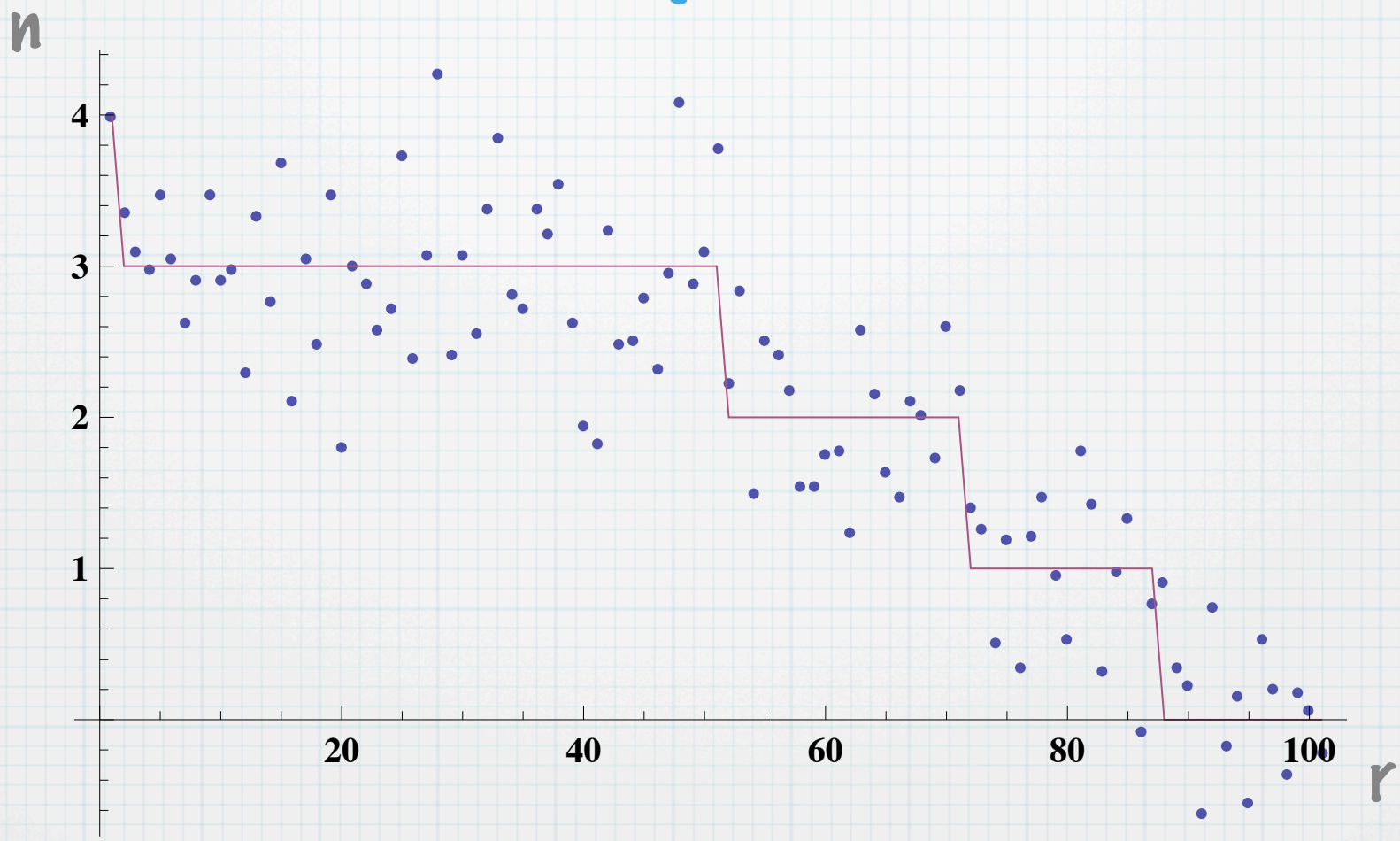
Finding Compressibilities

Reconstructing 3D densities

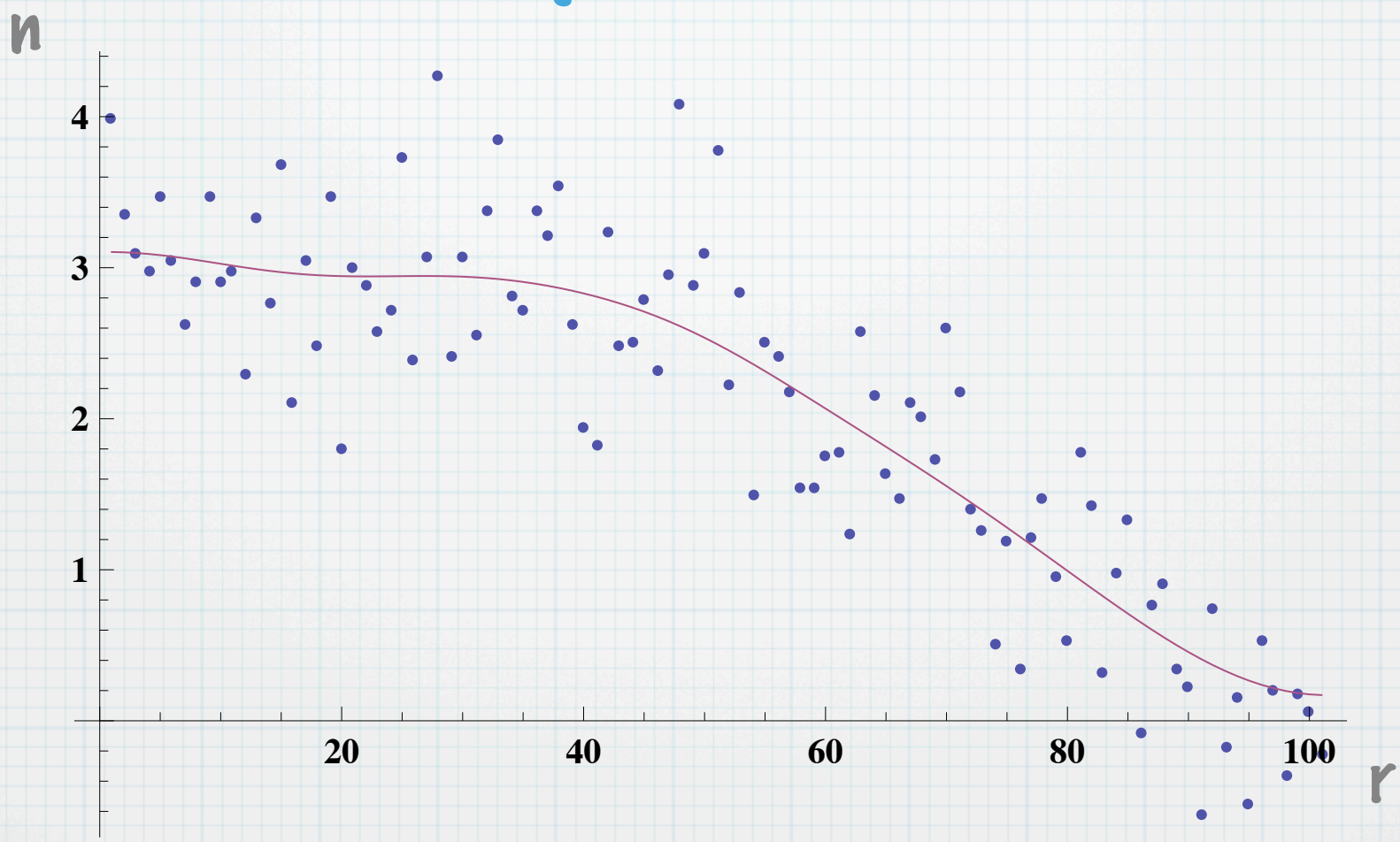
Mott Shells?



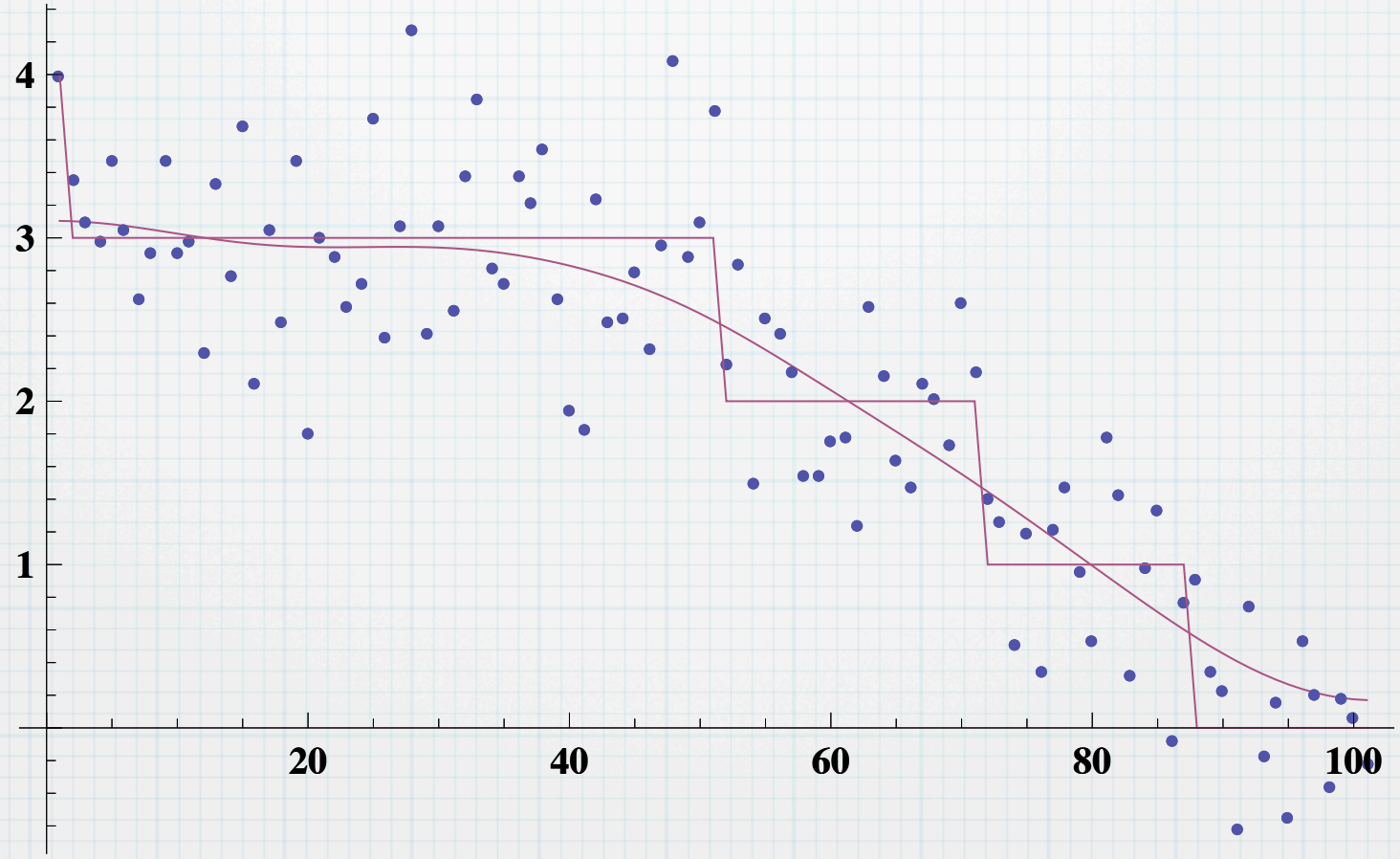
Maybe?

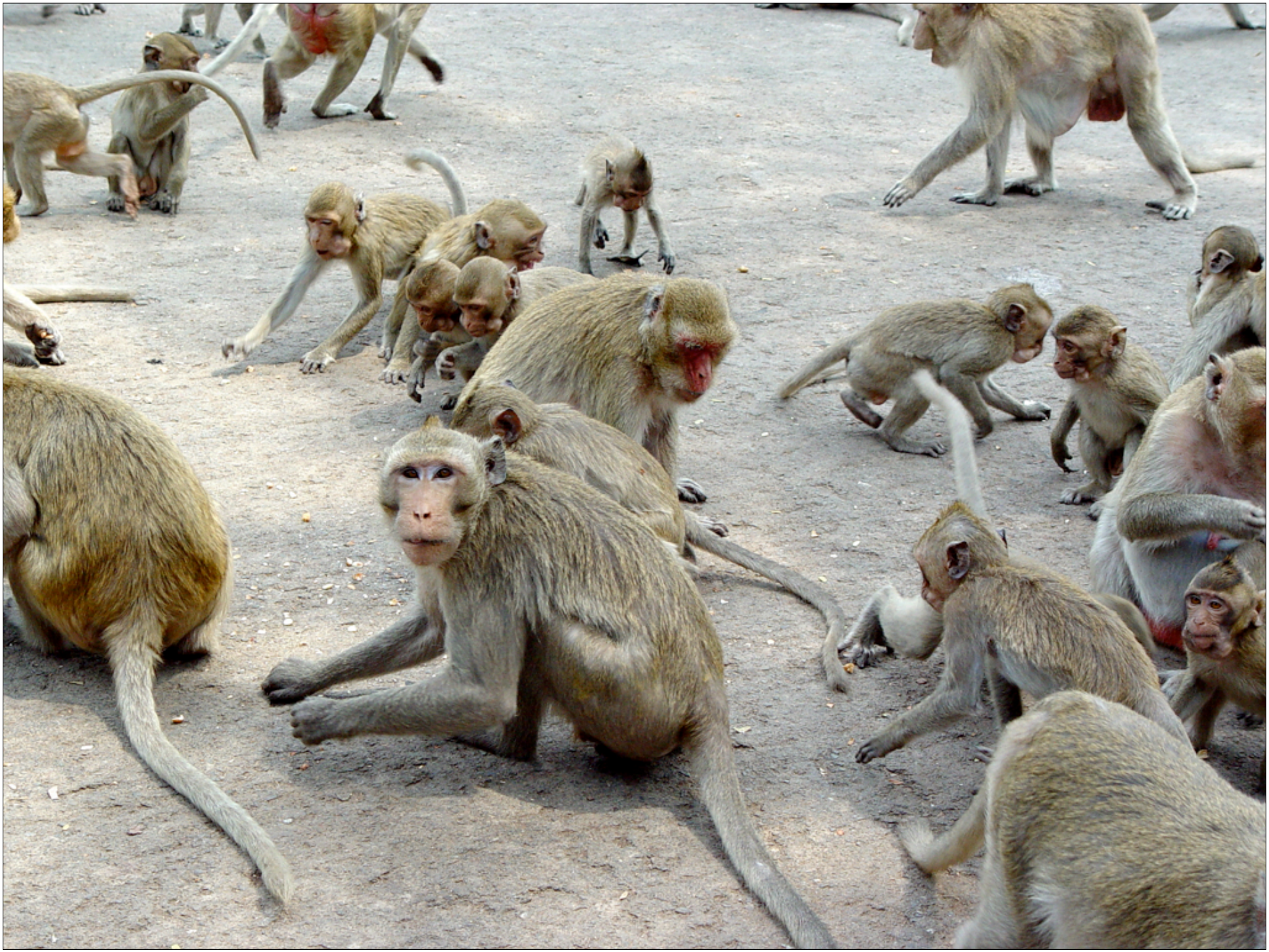


Maybe not?



How to tell?





Monte-Carlo Approach

Generate smooth random data which is consistent with experimental data

Fraction of random data that has Mott plateaus gives probability that there is a Mott plateau

Maximum Entropy

Extension: Can produce most probable smooth reconstruction

bin consistent random data

bin with most elements = most probable

Tricks

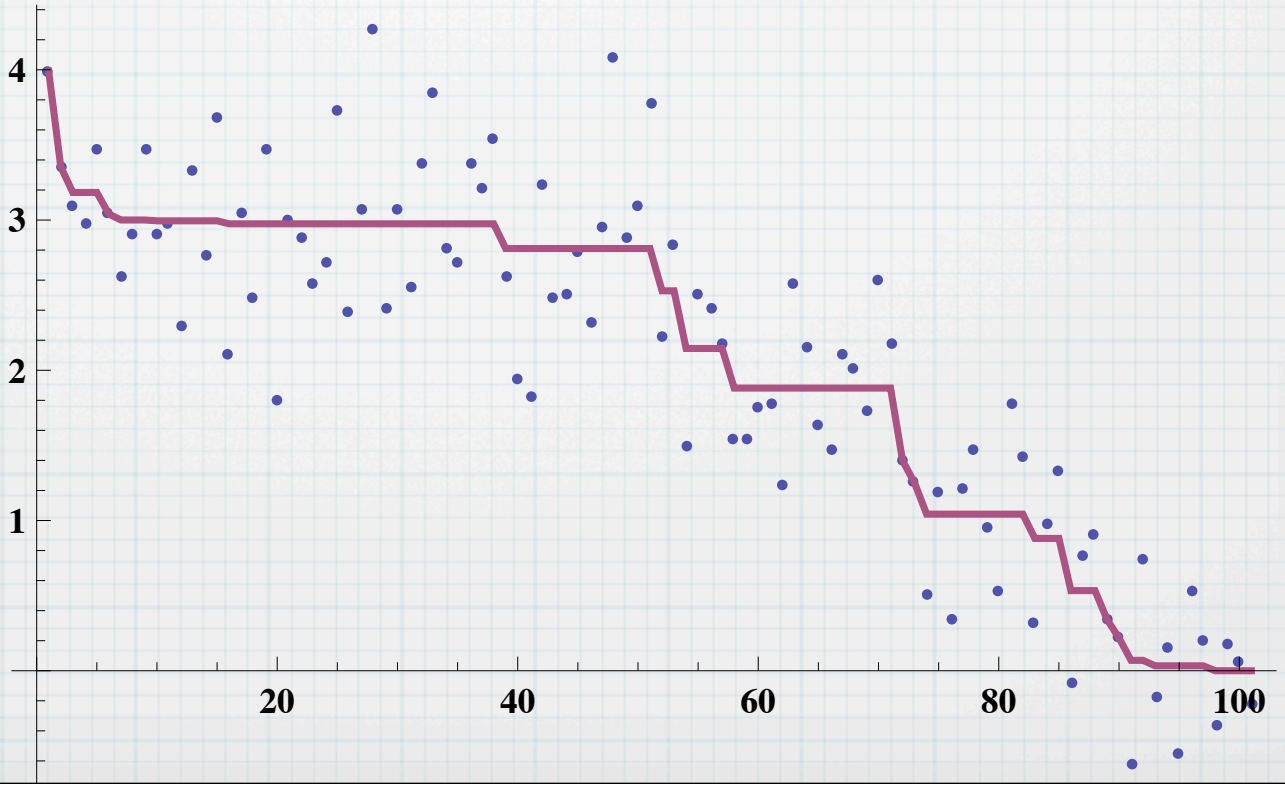
Enforce known symmetries/constraints:

Density is positive
slope is negative

Best Fit
with these
constraints

$\chi^2 = 0.87$

(slightly overfit)



Statistical Mechanics

χ^2 plays roll of energy

Microcanonical:

Generate all configurations of fixed χ^2

Canonical:

Minimize Free energy

$$\chi^2 - TS$$

$$\frac{1}{T} = \frac{\partial S}{\partial \chi^2}$$ = Lagrange Multiplier

Choose so fit is appropriate

Entropy

Correct entropy depends on algorithm used to randomly generate data

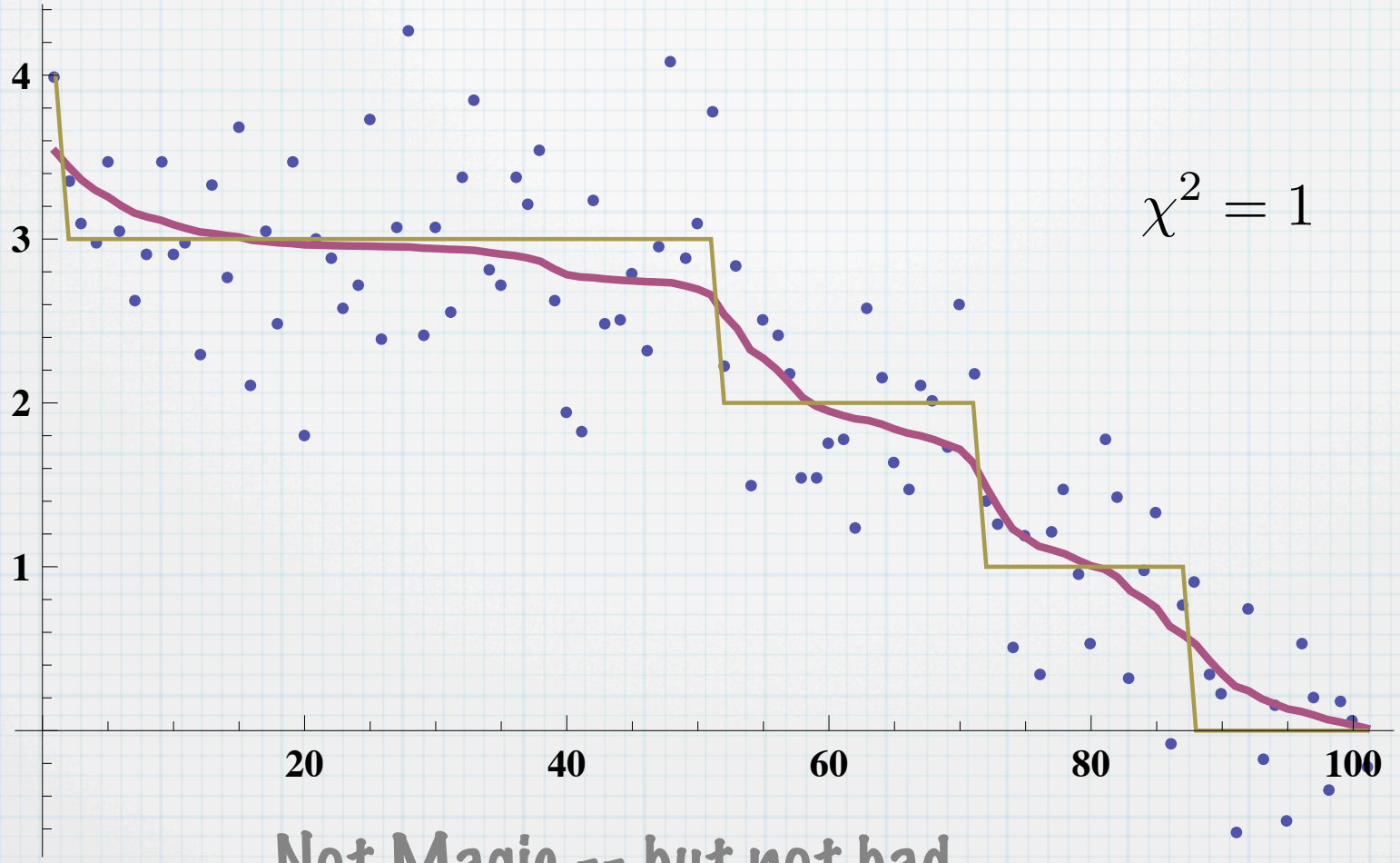
Typical Choice: Shannon Entropy

$$S = -\sum_j \frac{n_j}{N} \log \frac{n_j}{N}$$

$$N = \sum_j n_j$$

(I take nj= slope at position j)

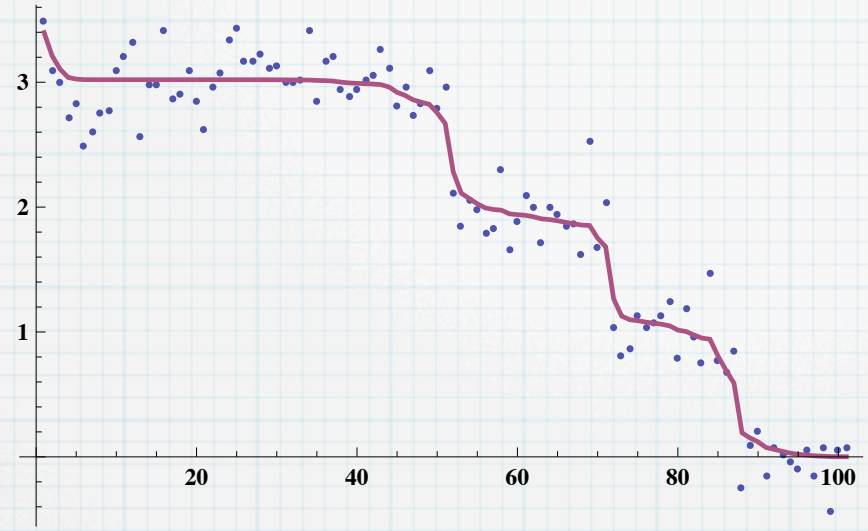
Results



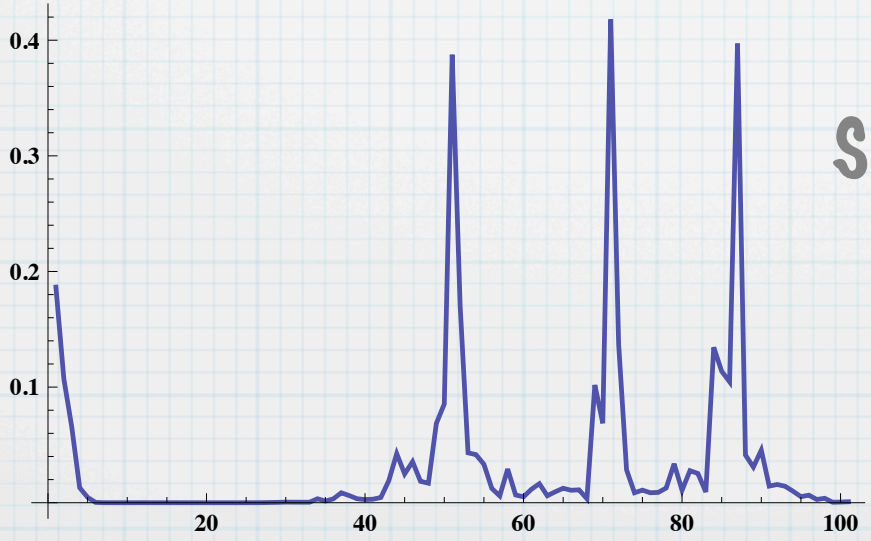
$\chi^2 = 1$

Not Magic -- but not bad

Better Data

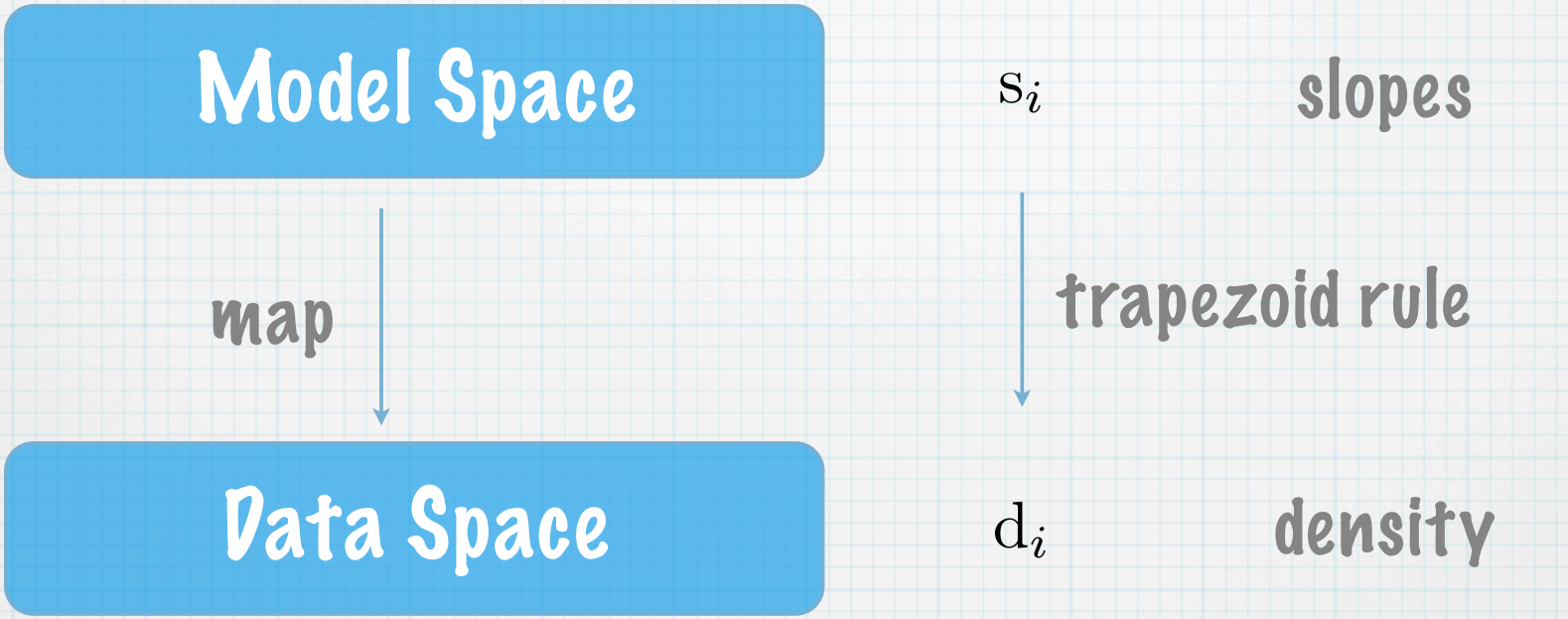


Not biased against sharp features



Slope

Abstract Picture



data: n_i

noise: σ_i

want model that describes data

Model Space

s_i slopes

trapezoid rule

Data Space

d_i density

data: n_i noise: σ_i

Fitting:

$$\chi^2 = \sum_i \frac{(n_i - d_i)^2}{\sigma_i^2}$$

minimize wrt s_i

finite difference derivative

overfit: $\min(\chi^2) = 0$

Model Space

s_i slopes

trapezoid rule

Data Space

d_i density

data: n_i noise: σ_i

Better:

$$\chi^2 = \sum_i \frac{(n_i - d_i)^2}{\sigma_i^2} = N_{\text{pixels}}$$

but does not uniquely determine s_i

Bayesian Approach

Find s_i

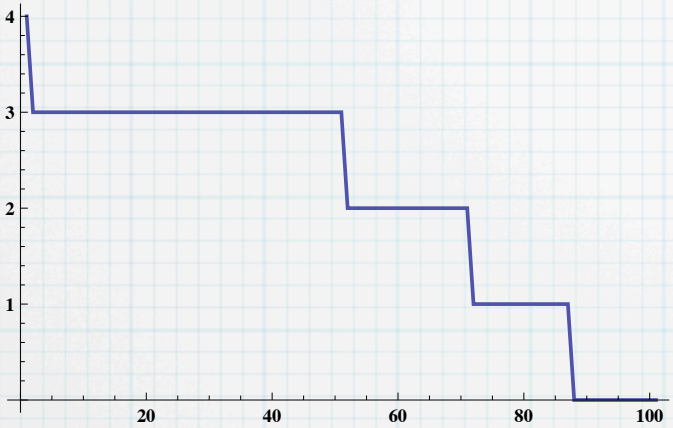
for which

$$\chi^2 = \sum_i \frac{(n_i - d_i)^2}{\sigma_i^2} = N_{\text{pixels}}$$

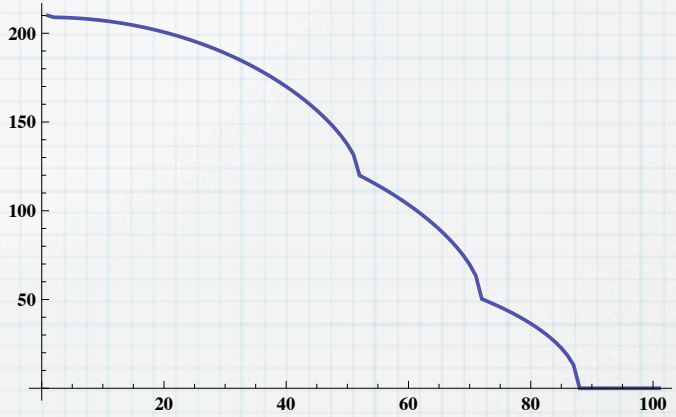
that carries least information

i.e. Maximize Entropy

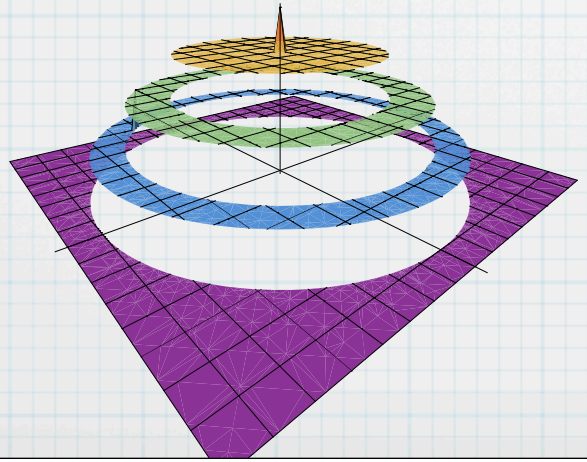
Inverse Abel



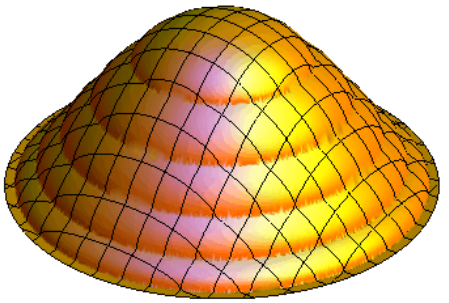
Abel



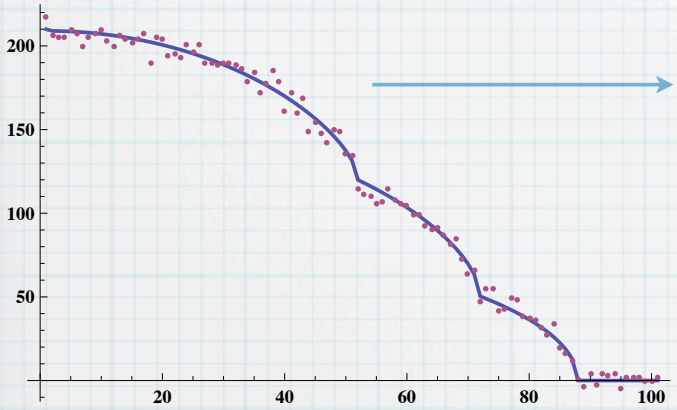
3D Density

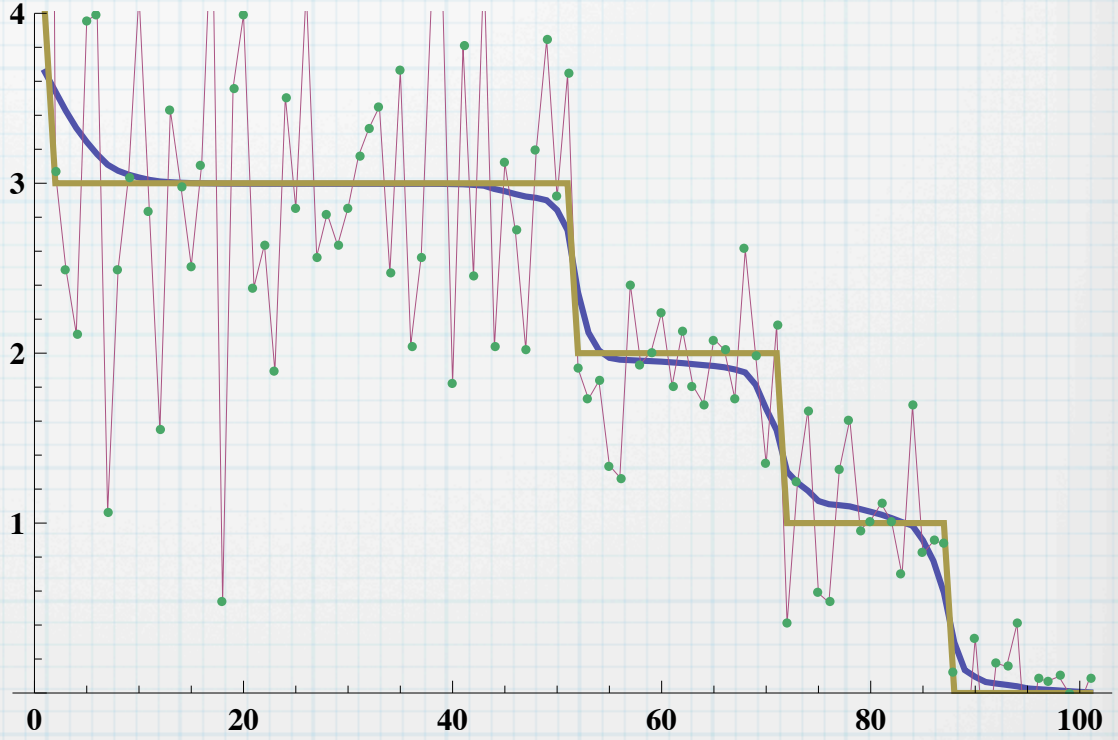


2D Column Density

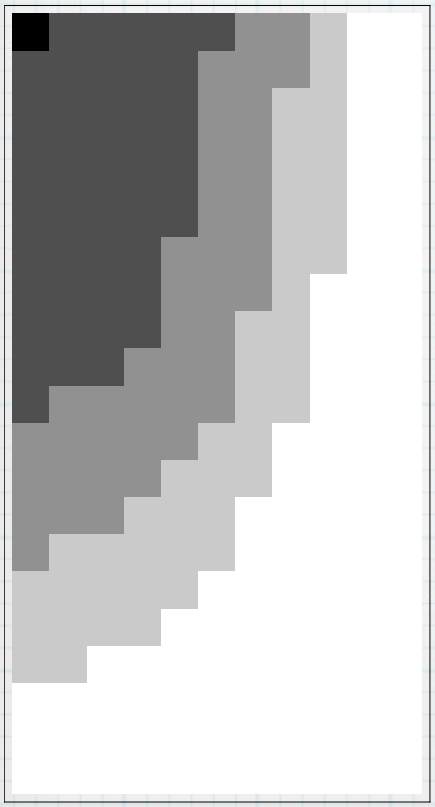


Noisy Data





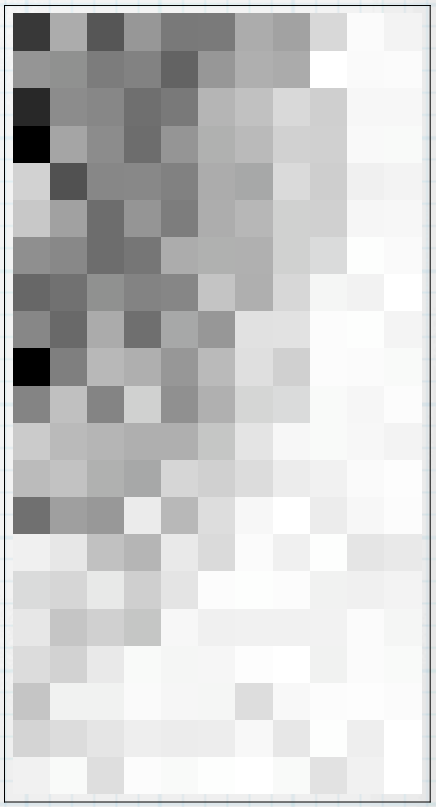
2D



3D density

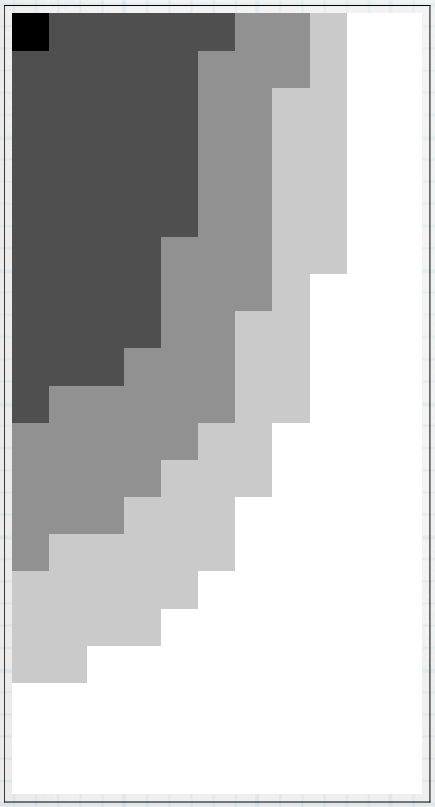
Column

Noise



Inverse (Naive)

2D



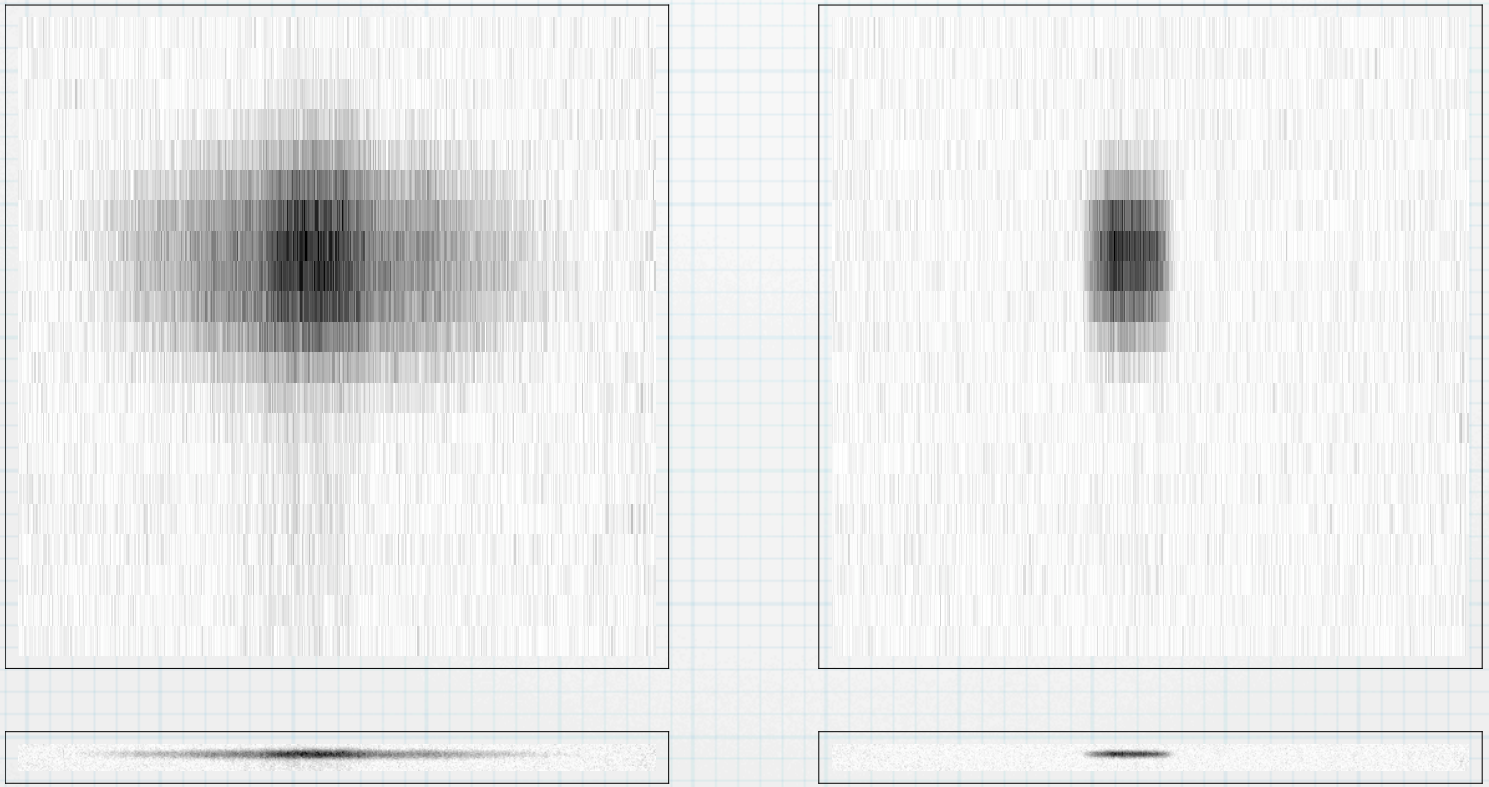
3D density

Column

Noise

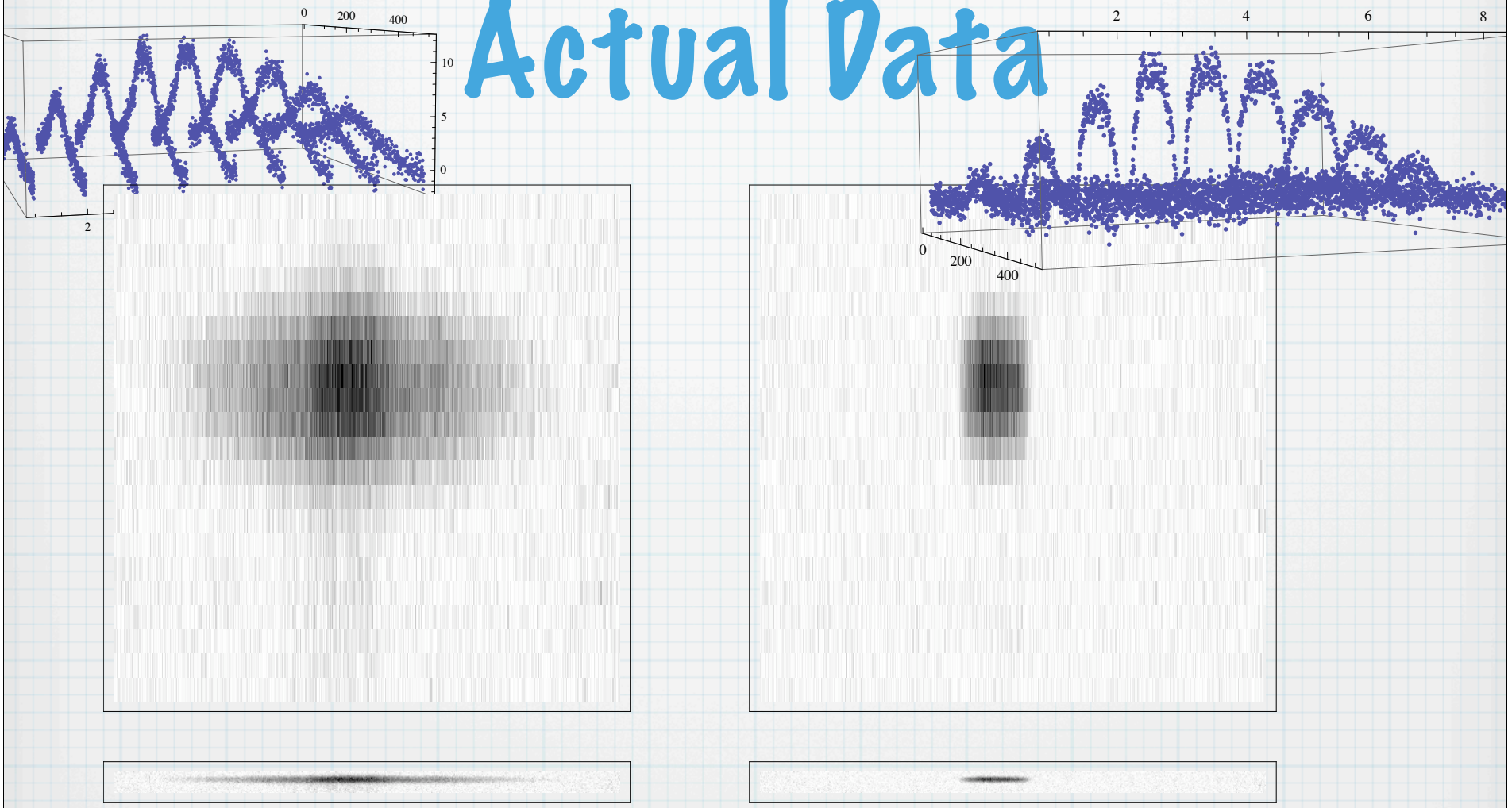
Inverse
(Max Ent)

Actual Data



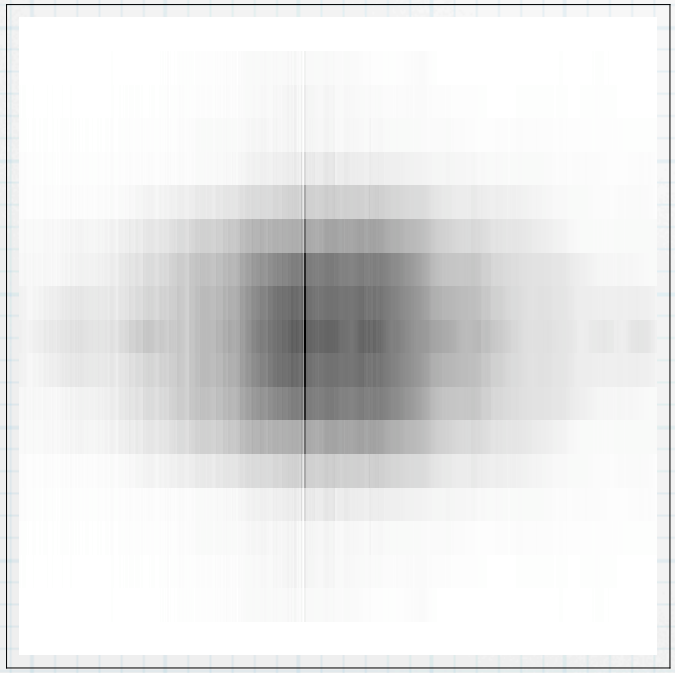
3D -- Unitary Fermi gas -- courtesy of Randy Hulet

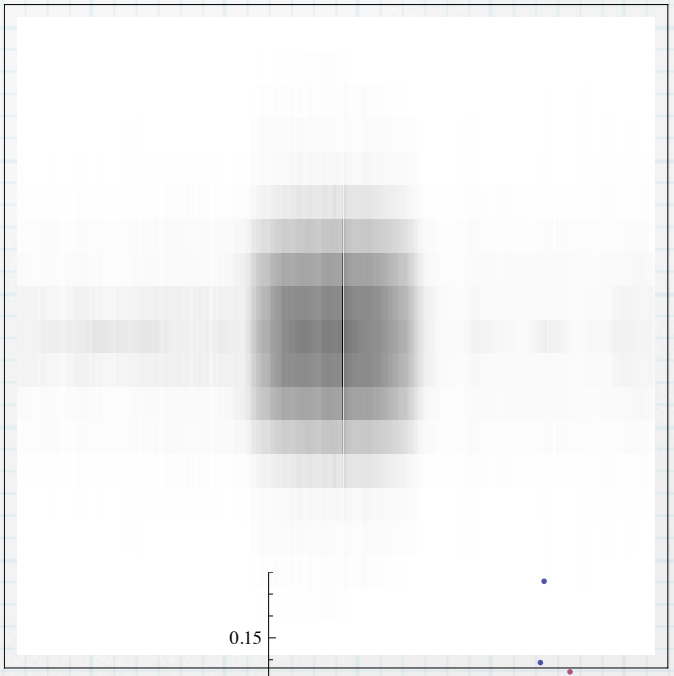
Actual Data



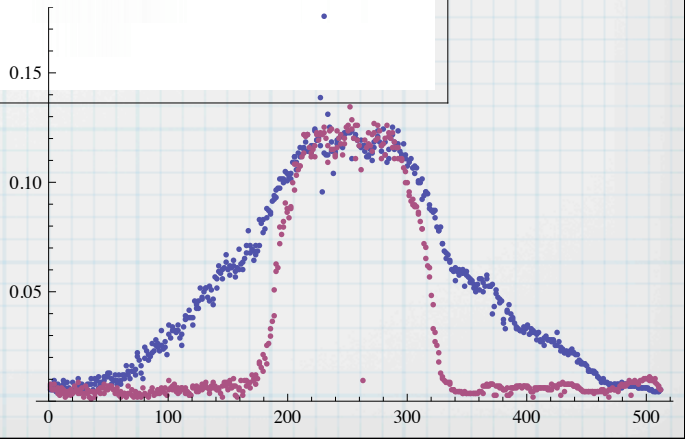
3D -- Unitary Fermi gas -- courtesy of Randy Hulet

3D Reconstruction





off-axis slice:



Thoughts

* Not as good as a real model
* Introduces less bias

* Needs relatively clean data

Dreams: extract equations of state, phase diagrams, entropy (temp), superfluid density...

[Ho -- last DARPA meeting]