

NAG C Library Function Document

nag_kernel_density_estim (g10bac)

1 Purpose

`nag_kernel_density_estim (g10bac)` performs kernel density estimation using a Gaussian kernel.

2 Specification

```
#include <nag.h>
#include <nagg10.h>

void nag_kernel_density_estim (Integer n, const double x[], double window,
                               double low, double high, Integer ns, double smooth[], double t[],
                               NagError *fail)
```

3 Description

Given a sample of n observations, x_1, x_2, \dots, x_n , from a distribution with unknown density function, $f(x)$, an estimate of the density function, $\hat{f}(x)$, may be required. The simplest form of density estimator is the histogram. This may be defined by:

$$\hat{f}(x) = \frac{1}{nh}n_j, \quad a + (j - 1)h < x < a + jh, \quad j = 1, 2, \dots, n_s,$$

where n_j is the number of observations falling in the interval $a + (j - 1)h$ to $a + jh$, a is the lower bound to the histogram and $b = n_s h$ is the upper bound. The value h is known as the window width. To produce a smoother density estimate a kernel method can be used. A kernel function, $K(t)$, satisfies the conditions:

$$\int_{-\infty}^{\infty} K(t)dt = 1 \quad \text{and} \quad K(t) \geq 0.$$

The kernel density estimator is then defined as:

$$\hat{f}(x) = \frac{1}{nh} \sum_{i=1}^n K\left(\frac{x - x_i}{h}\right).$$

The choice of K is usually not important but to ease the computational burden use can be made of the Gaussian kernel defined as:

$$K(t) = \frac{1}{\sqrt{2\pi}} e^{-t^2/2}.$$

The smoothness of the estimator depends on the window width h . The larger the value of h the smoother the density estimate. The value of h can be chosen by examining plots of the smoothed density for different values of h or by using cross-validation methods (see Silverman (1990)).

Silverman (1982) and Silverman (1990) show how the Gaussian kernel density estimator can be computed using a fast Fourier transform (FFT). In order to compute the kernel density estimate over the range a to b the following steps are required:

1. discretize the data to give n_s equally spaced points t_l with weights ξ_l (see Jones and Lotwick (1984));
2. compute the FFT of the weights ξ_l to give Y_l ;
3. compute $\zeta_l = e^{-\frac{1}{2}h^2 s_l^2} Y_l$ where $s_l = 2\pi l/(b - a)$;
4. find the inverse FFT of ζ_l to give $\hat{f}(x)$.

4 References

Jones M C and Lotwick H W (1984) Remark AS R50. A remark on algorithm AS 176 *Appl. Statist.* **33** 120–122

Silverman B W (1982) Algorithm AS 176. Kernel density estimation using the fast Fourier transform *Appl. Statist.* **31** 93–99

Silverman B W (1990) *Density Estimation* Chapman and Hall

5 Arguments

- | | | |
|----|--|---------------------|
| 1: | n – Integer | <i>Input</i> |
| | <i>On entry:</i> the number of observations in the sample, n . | |
| | <i>Constraint:</i> $\mathbf{n} > 0$. | |
| 2: | x[n] – const double | <i>Input</i> |
| | <i>On entry:</i> the n observations, x_i , for $i = 1, 2, \dots, n$. | |
| 3: | window – double | <i>Input</i> |
| | <i>On entry:</i> the window width, h . | |
| | <i>Constraint:</i> $\mathbf{window} > 0.0$. | |
| 4: | low – double | <i>Input</i> |
| | <i>On entry:</i> the lower limit of the interval on which the estimate is calculated, a . For most applications low should be at least three window widths below the lowest data point. | |
| | <i>Constraint:</i> $\mathbf{low} < \mathbf{high}$. | |
| 5: | high – double | <i>Input</i> |
| | <i>On entry:</i> the upper limit of the interval on which the estimate is calculated, b . For most applications high should be at least three window widths above the highest data point. | |
| 6: | ns – Integer | <i>Input</i> |
| | <i>On entry:</i> the number of points at which the estimate is calculated, n_s . | |
| | <i>Constraints:</i> | |
| | $\mathbf{ns} \geq 2$; | |
| | The largest prime factor of ns must not exceed 19, and the total number of prime factors of ns , counting repetitions, must not exceed 20. | |
| 7: | smooth[ns] – double | <i>Output</i> |
| | <i>On exit:</i> the n_s values of the density estimate, $\hat{f}(t_l)$, for $l = 1, 2, \dots, n_s$. | |
| 8: | t[ns] – double | <i>Output</i> |
| | <i>On exit:</i> the points at which the estimate is calculated, t_l , for $l = 1, 2, \dots, n_s$. | |
| 9: | fail – NagError * | <i>Input/Output</i> |
| | The NAG error parameter, see the Essential Introduction. | |

6 Error Indicators and Warnings

NE_2_REAL_ARG_LE

On entry, **high** = $\langle value \rangle$ while **low** = $\langle value \rangle$. These parameters must satisfy **high** > **low**.

NE_ALLOC_FAIL

Dynamic memory allocation failed.

NE_C06_FACTORS

At least one of the prime factors of **ns** is greater than 19 or **ns** has more than 20 prime factors.

NE_G10BA_INTERVAL

On entry, the interval given by **low** to **high** does not extend beyond three **window** widths at either extreme of the data set. This may distort the density estimate in some cases.

NE_INT_ARG_LE

On entry, **n** must not be less than or equal to 0: **n** = $\langle value \rangle$.

NE_INT_ARG_LT

On entry, **ns** must not be less than 2: **ns** = $\langle value \rangle$.

NE_INTERNAL_ERROR

An internal error has occurred in this function. Check the function call and any array sizes. If the call is correct then please consult NAG for assistance.

NE_REAL_ARG_LE

On entry, **window** must not be less than or equal to 0.0: **window** = $\langle value \rangle$.

7 Accuracy

See Jones and Lotwick (1984) for a discussion of the accuracy of this method.

8 Further Comments

The time for computing the weights of the discretized data is of order n while the time for computing the FFT is of order $n_s \log(n_s)$ as is the time for computing the inverse of the FFT.

9 Example

A sample of 1000 standard Normal (0,1) variates are generated using nag_random_normal (g05ddc) and the density estimated on 100 points with a window width of 0.1.

9.1 Program Text

```
/* nag_kernel_density_estim (g10bac) Example Program.
 *
 * Copyright 2000 Numerical Algorithms Group.
 *
 * Mark 6, 2000.
 * Mark 7b revised, 2004.
 */
#include <stdio.h>
#include <nag.h>
#include <nag_stdlib.h>
#include <nagg01.h>
```

```

#include <nagg05.h>
#include <nagg10.h>

int main(void)
{
    Integer exit_status=0, i, increment, init, *isort=0, j, n, ns;
    NagError fail;
    double enda, endb, high, low, *s=0, *smooth=0, window, *x=0;

    INIT_FAIL(fail);
    Vprintf("nag_kernel_density_estim (g10bac) Example Program Results\n");

    /* Skip heading in data file */
    Vscanf("%*[^\n] ");

    Vscanf("%lf ", &window);
    Vscanf("%lf, %lf", &low, &high);
    /* Generate Normal (0,1) Distribution */
    n = 1000;
    ns = 100;
    if (!(x = NAG_ALLOC(n, double))
        || !(s = NAG_ALLOC(ns, double))
        || !(smooth = NAG_ALLOC(ns, double))
        || !(isort = NAG_ALLOC(ns, Integer)))
    {
        Vprintf("Allocation failure\n");
        exit_status = -1;
        goto END;
    }

    init = 0;
    /* nag_random_init_repeatable (g05cbc).
     * Initialize random number generating functions to give
     * repeatable sequence
     */
    nag_random_init_repeatable(init);
    enda = 0.0;
    endb = 1.0;
    for (i = 0; i < n; i++)
        /* nag_random_normal (g05ddc).
         * Pseudo-random real numbers, Normal distribution
         */
        x[i] = nag_random_normal(enda, endb);

    /* Perform kernel density estimation */
    /* nag_kernel_density_estim (g10bac).
     * Kernel density estimate using Gaussian kernel
     */
    nag_kernel_density_estim(n, x, window, low, high, ns, smooth, s, &fail);
    if (fail.code != NE_NOERROR)
    {
        Vprintf("Error from nag_kernel_density_estim (g10bac).\n%s\n",
               fail.message);
        exit_status = 1;
        goto END;
    }

    printf("      Points      Density      Points      Density      Points      "
           "Density      Points      Density\n");
    printf("                           Value          Value          "
           "Value          Value\n\n");

    increment = 25;
    for (i=1; i<= ns/4; i++)
    {
        printf("%10.4f %10.4f", s[i-1], smooth[i-1]);
        for (j=1; j <= 3; j++)
        {
            printf("%10.4f %10.4f", s[i-1+j*increment], smooth[i-1+j*increment]);
        }
    }
}

```

```

        printf("\n");
    }
END:
if (x) NAG_FREE(x);
if (s) NAG_FREE(s);
if (smooth) NAG_FREE(smooth);
if (isort) NAG_FREE(isort);
return exit_status;
}

```

9.2 Program Data

```
nag_kernel_density_estim (g10bac) Example Program Data
0.1
-4.0, 4.0
```

9.3 Program Results

nag_kernel_density_estim (g10bac) Example Program Results		Points		Density		Points		Density		Points	
Density	Value	Points	Density	Value	Points	Density	Value	Points	Density	Value	Va-
lue											
0.0464	-3.9600	0.0000	-1.9600	0.0508	0.0400	0.3698	2.0400				
0.0361	-3.8800	0.0001	-1.8800	0.0573	0.1200	0.3614	2.1200				
0.0344	-3.8000	0.0011	-1.8000	0.0763	0.2000	0.3393	2.2000				
0.0307	-3.7200	0.0037	-1.7200	0.0763	0.2800	0.3346	2.2800				
0.0207	-3.6400	0.0049	-1.6400	0.0719	0.3600	0.3618	2.3600				
0.0096	-3.5600	0.0023	-1.5600	0.0942	0.4400	0.3553	2.4400				
0.0071	-3.4800	0.0003	-1.4800	0.1292	0.5200	0.3312	2.5200				
0.0133	-3.4000	0.0000	-1.4000	0.1440	0.6000	0.3356	2.6000				
0.0162	-3.3200	0.0003	-1.3200	0.1659	0.6800	0.3496	2.6800				
0.0117	-3.2400	0.0021	-1.2400	0.2181	0.7600	0.3310	2.7600				
0.0074	-3.1600	0.0047	-1.1600	0.2511	0.8400	0.2922	2.8400				
0.0077	-3.0800	0.0039	-1.0800	0.2443	0.9200	0.2812	2.9200				
0.0073	-3.0000	0.0015	-1.0000	0.2443	1.0000	0.3011	3.0000				
0.0040	-2.9200	0.0012	-0.9200	0.2415	1.0800	0.2872	3.0800				
0.0011	-2.8400	0.0038	-0.8400	0.2565	1.1600	0.2134	3.1600				
0.0001	-2.7600	0.0062	-0.7600	0.2970	1.2400	0.1577	3.2400				
0.0000	-2.6800	0.0115	-0.6800	0.3435	1.3200	0.1395	3.3200				
0.0004	-2.6000	0.0218	-0.6000	0.3642	1.4000	0.1370	3.4000				
0.0029	-2.5200	0.0231	-0.5200	0.3822	1.4800	0.1315	3.4800				
0.0055	-2.4400	0.0191	-0.4400	0.4081	1.5600	0.1295	3.5600				
0.0031	-2.3600	0.0230	-0.3600	0.4051	1.6400	0.1270	3.6400				
0.0006	-2.2800	0.0297	-0.2800	0.3843	1.7200	0.1109	3.7200				
0.0000	-2.2000	0.0316	-0.2000	0.3447	1.8000	0.0947	3.8000				

-2.1200	0.0417	-0.1200	0.3214	1.8800	0.0847	3.8800
0.0000						
-2.0400	0.0536	-0.0400	0.3474	1.9600	0.0655	3.9600
0.0000						
