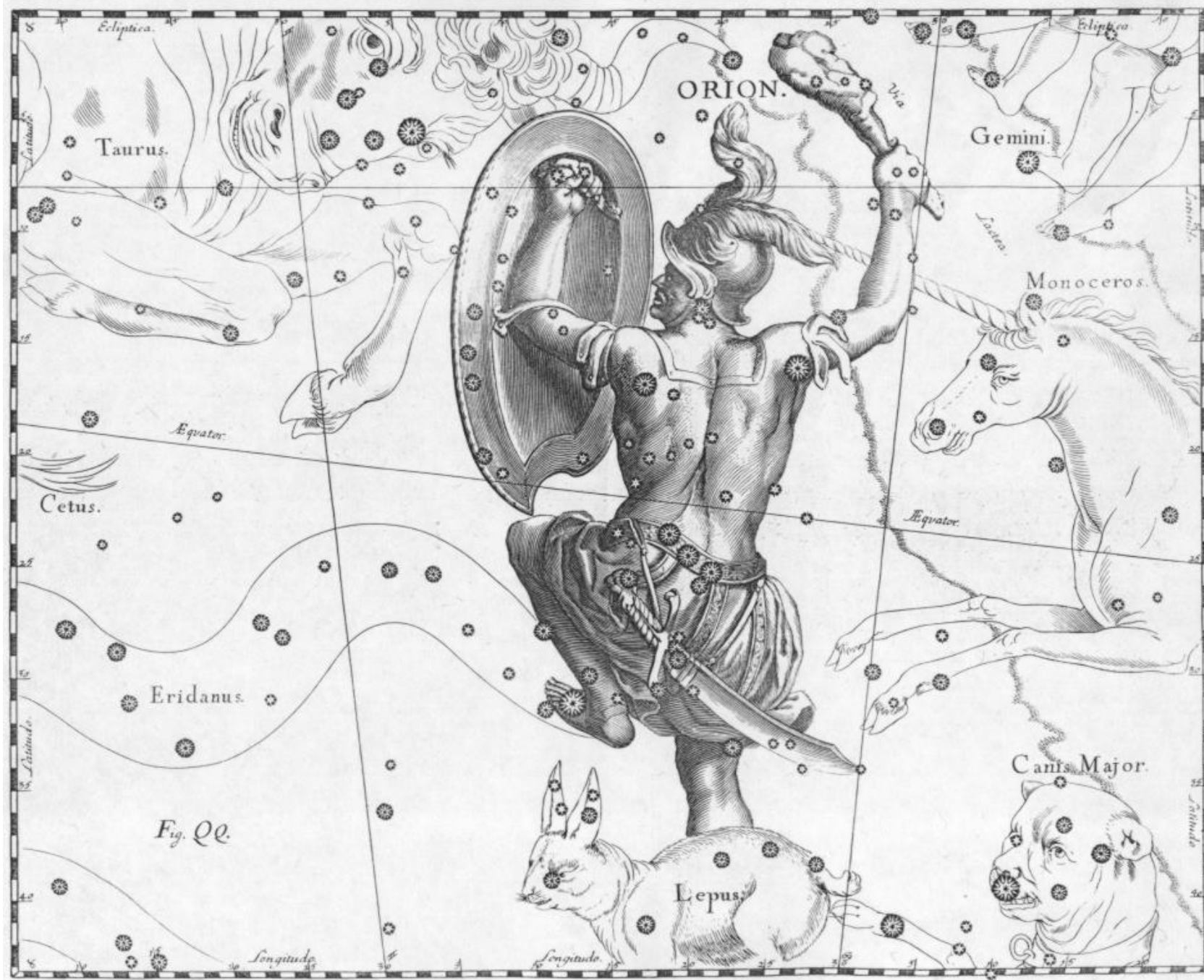


# A machine learns to create constellations

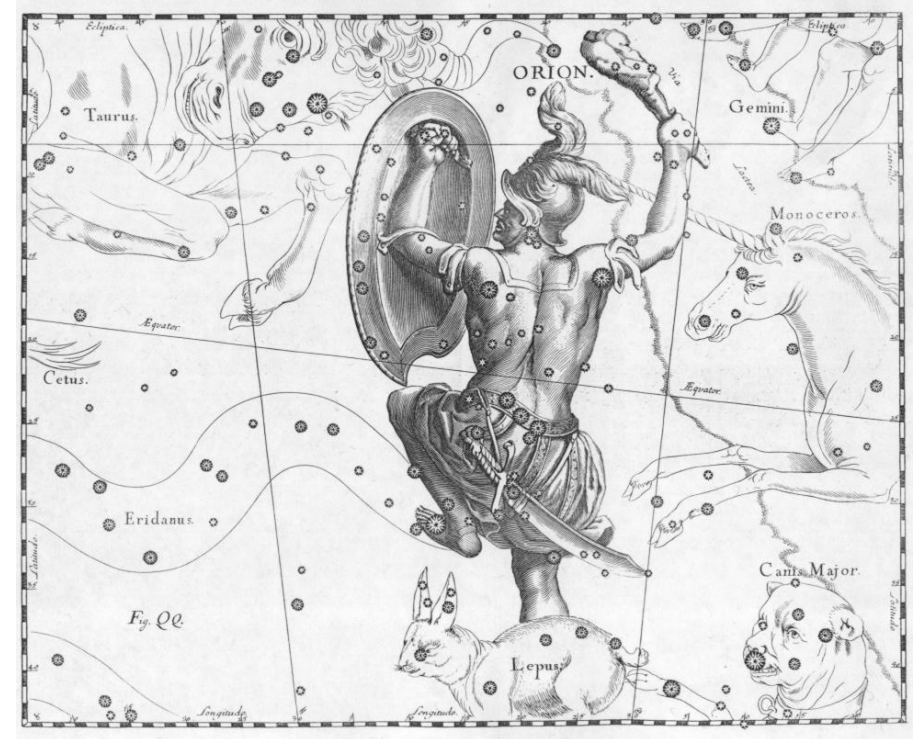
Christian Gilbertson  
STAT 557 Final Project

# Introduction



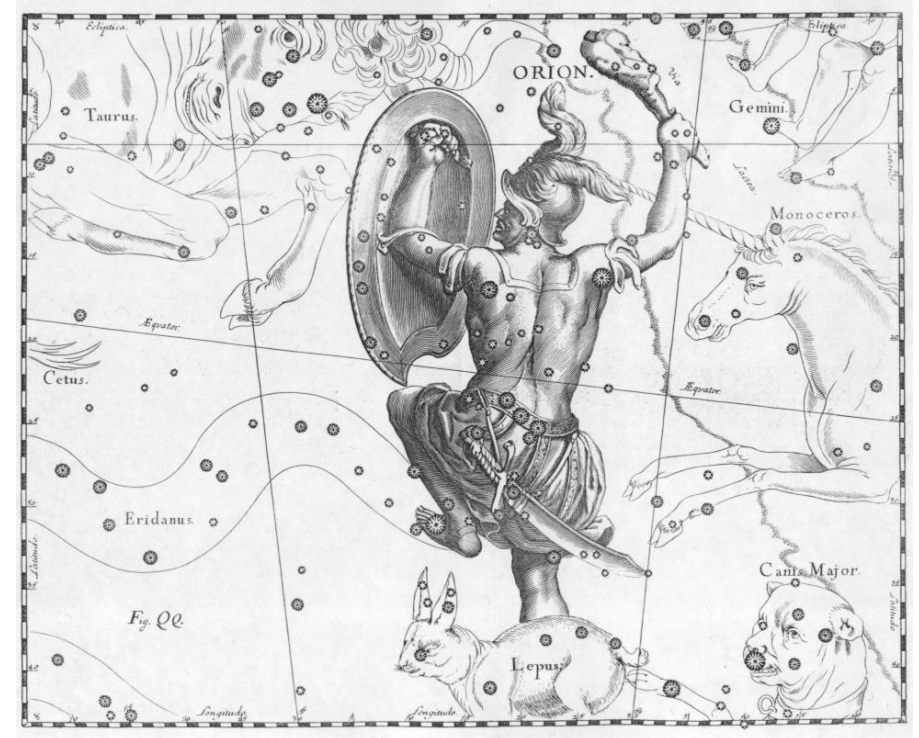
# What makes a constellation?

- Group of nearby, usually bright stars



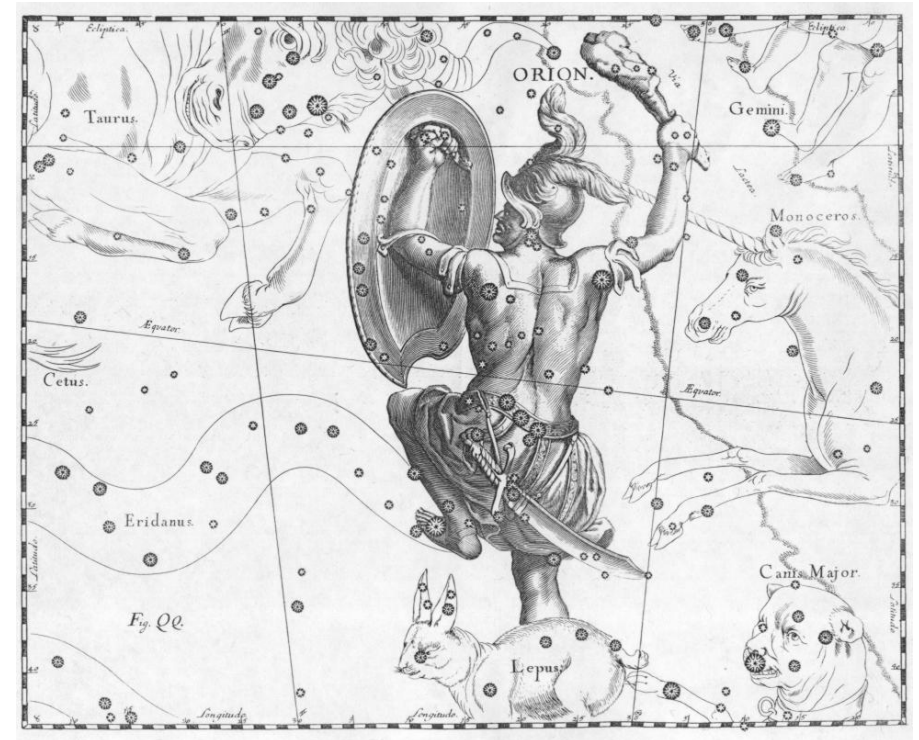
# What makes a constellation?

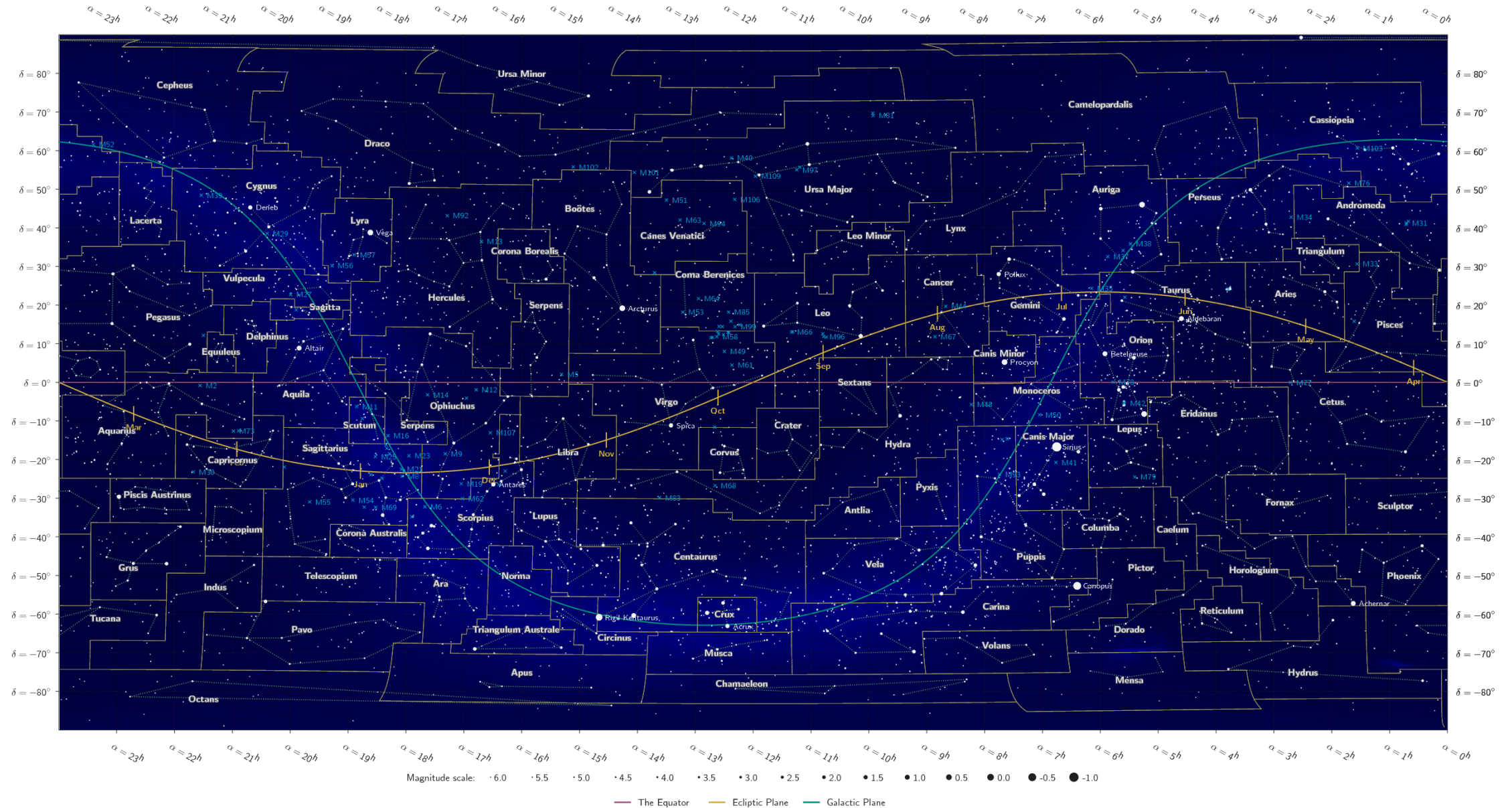
- Group of nearby, usually bright stars
- A human arbitrarily looking for “meaningful” patterns

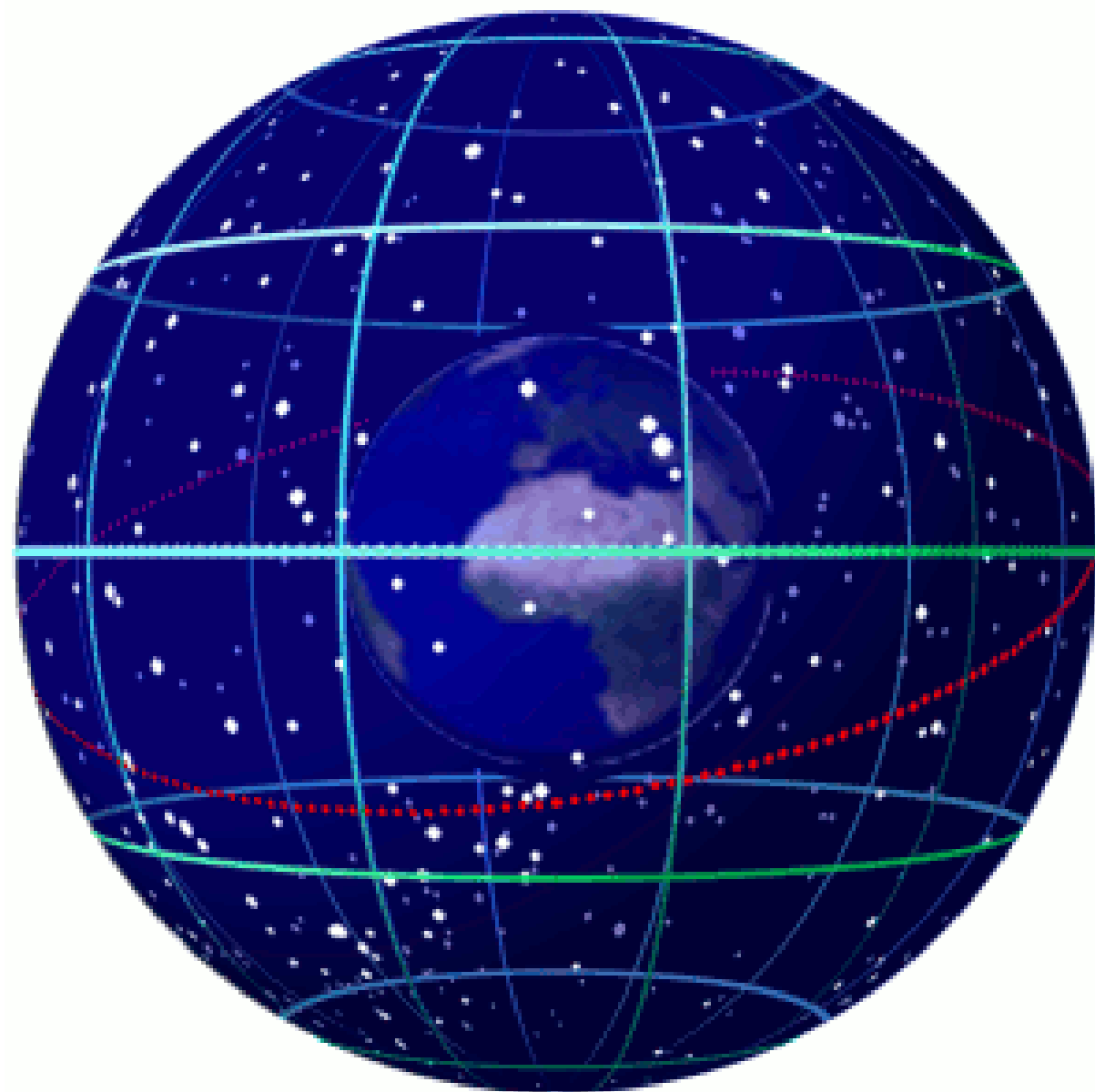


# What makes a constellation?

- Group of nearby, usually bright stars
- A human arbitrarily looking for “meaningful” patterns
- That’s basically it



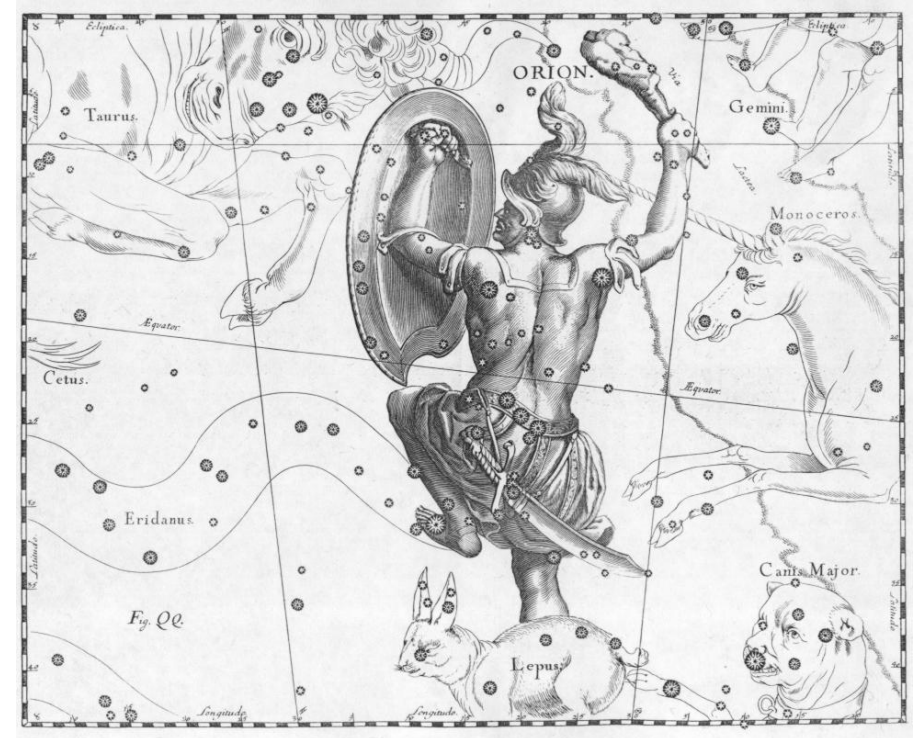






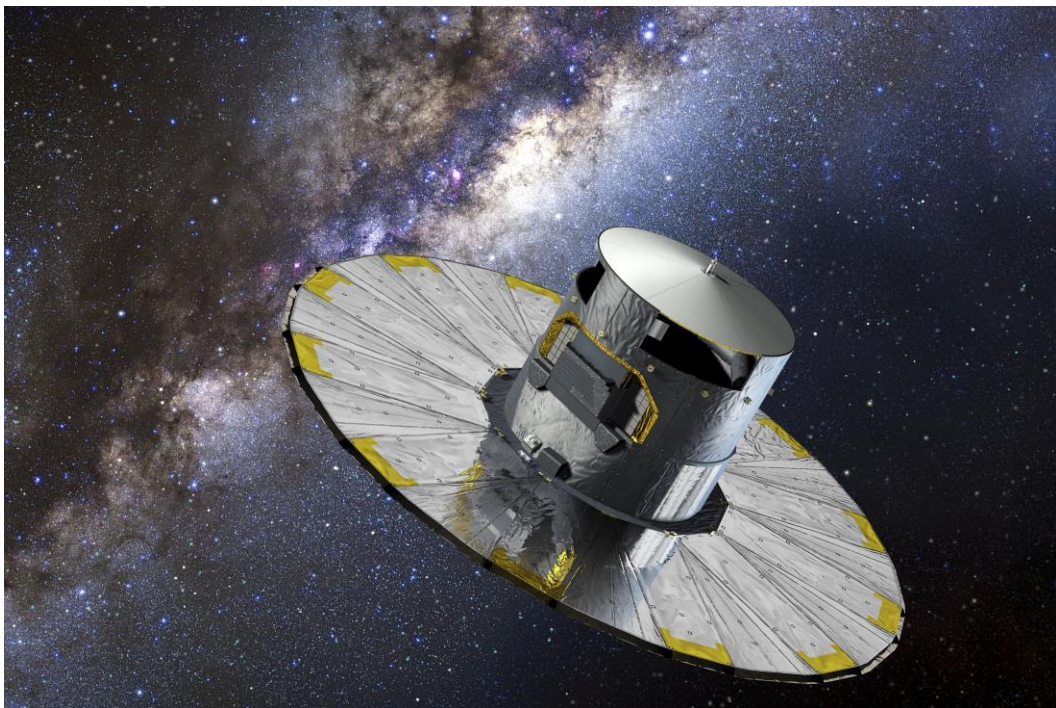
# What makes a constellation?

- Group of nearby, usually bright stars
- ~~A human arbitrarily looking for “meaningful” patterns~~
- A computer systematically clustering quantifiably similar stars?
- Lets see



Methods

# Data



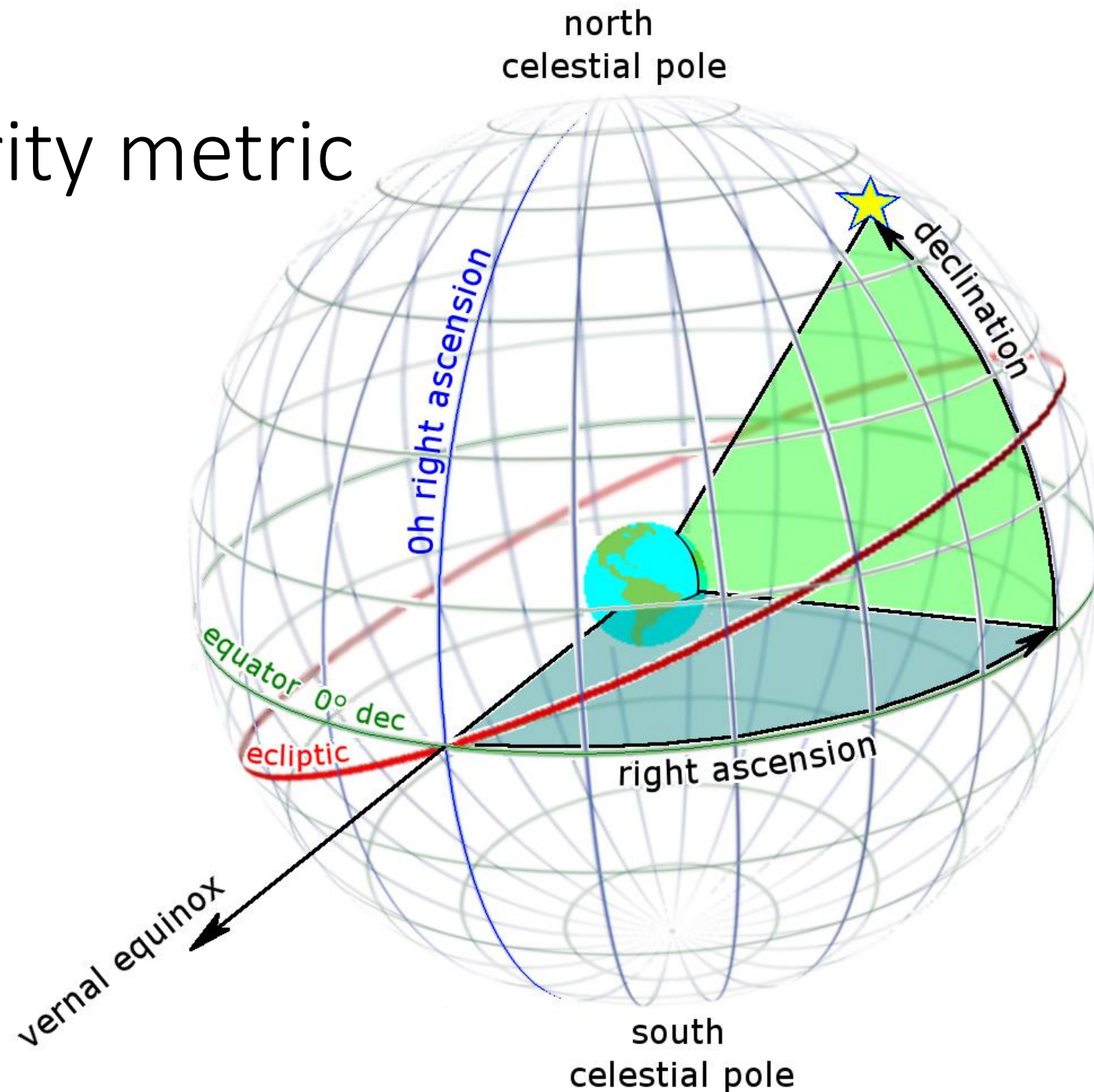
**gaia**



European Space Agency

# Generating a similarity metric

- Right ascension
- Declination
- Distance?
- Apparent magnitude



# Distances between points

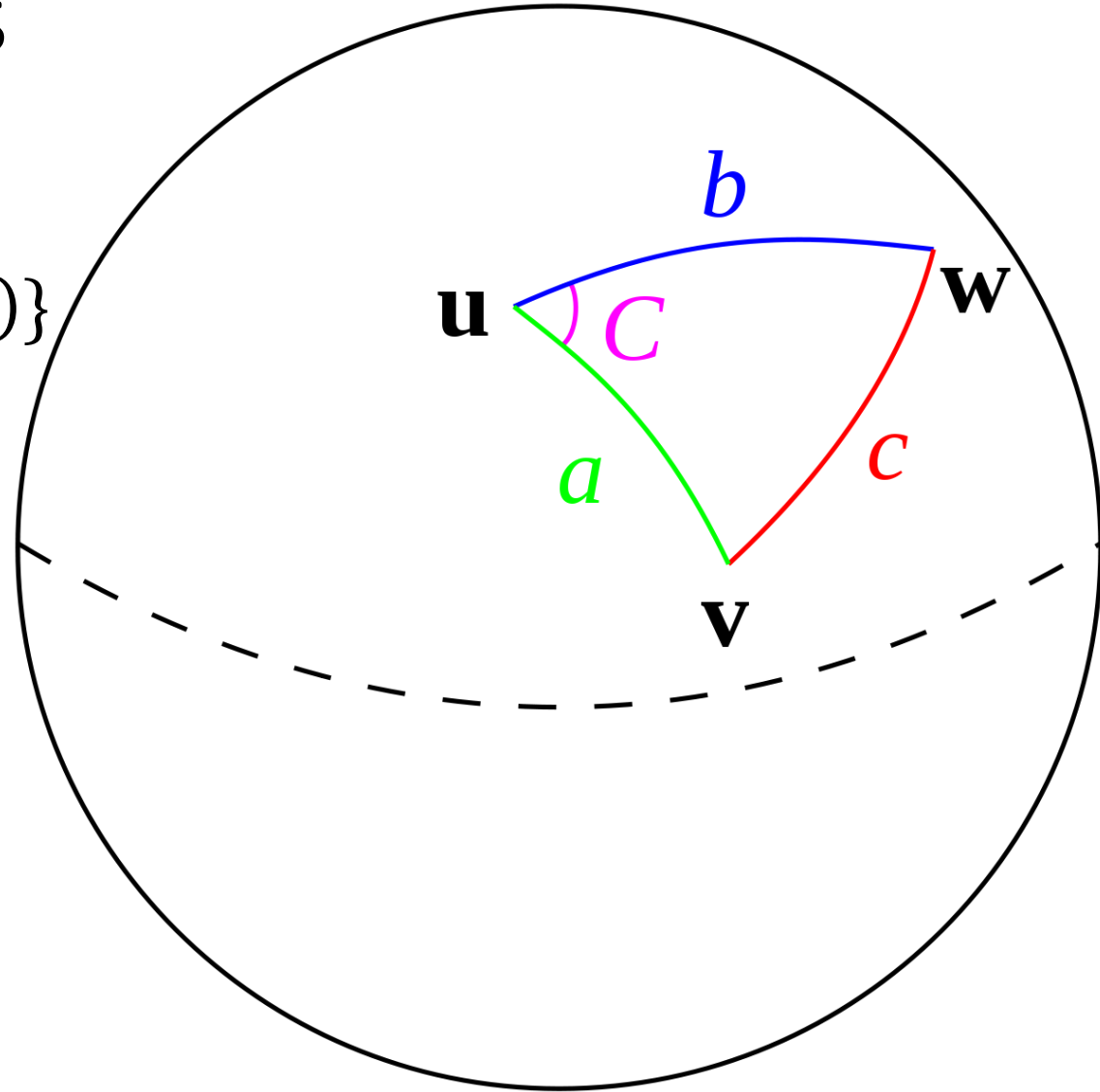
Positions:  $\{x, y, z\} = \{\cos(\delta) \cos(\alpha), \cos(\delta) \sin(\alpha), \sin(\delta)\}$

Arc Length:

$$d_{ij} = \cos^{-1}(\langle x_i | p_j \rangle)$$

Cosine Dissimilarity:

$$d_{ij} = 1 - \langle x_i | p_j \rangle$$





# Distances between points

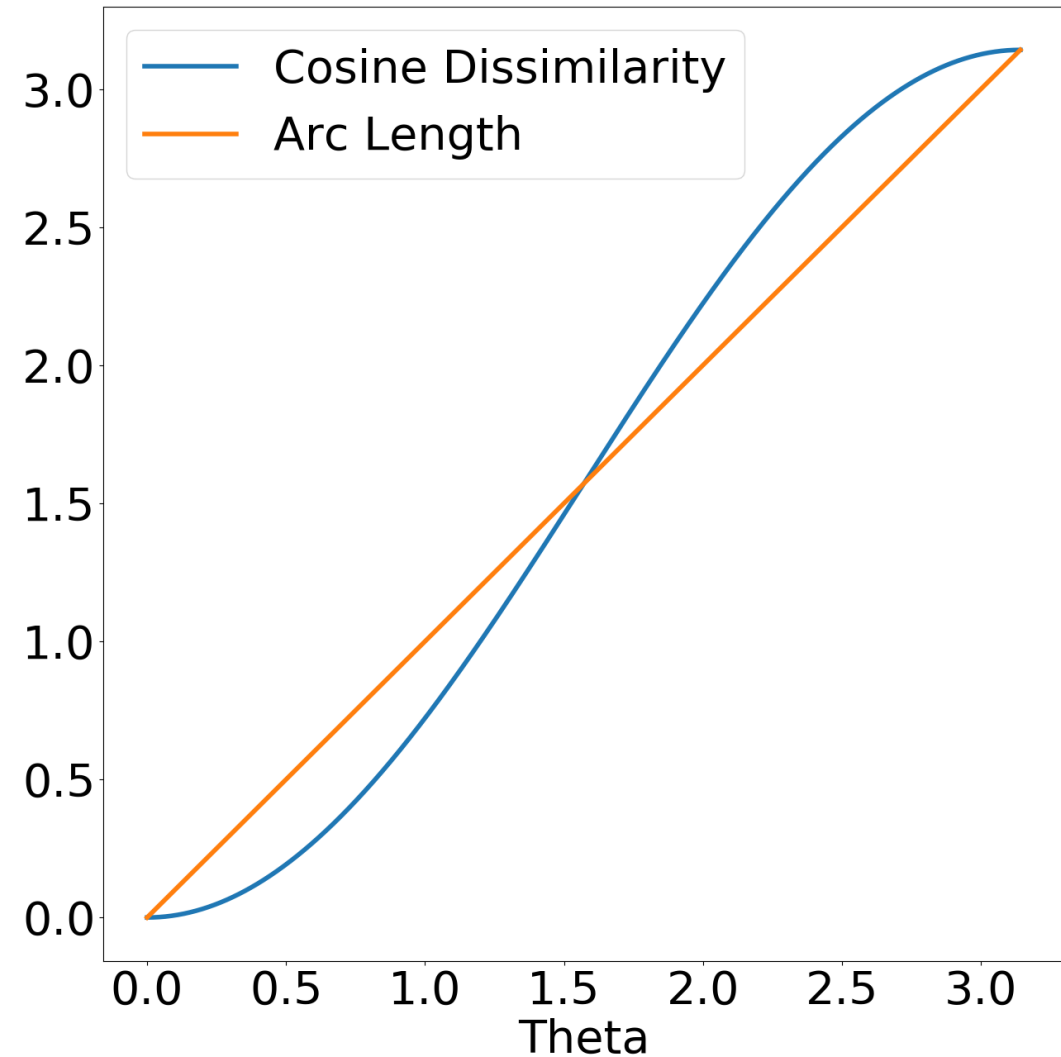
Positions:  $\{x, y, z\} = \{\cos(\delta) \cos(\alpha), \cos(\delta) \sin(\alpha), \sin(\delta)\}$

Arc Length:

$$d_{ij} = \cos^{-1}(\langle x_i | p_j \rangle)$$

Cosine Dissimilarity:

$$d_{ij} = 1 - \langle x_i | p_j \rangle$$

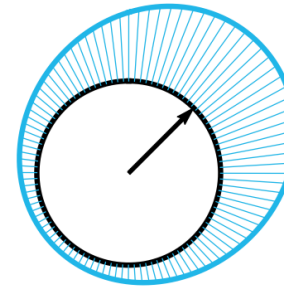


# Heuristic cluster similarity

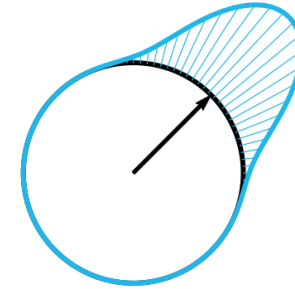
$$SG(x; \mu, \lambda) = \frac{\tau}{2\pi(1-e^{-2\tau})} e^{\tau(\langle \mu | x \rangle - 1)}$$

aka 3D von Mises-Fisher distribution

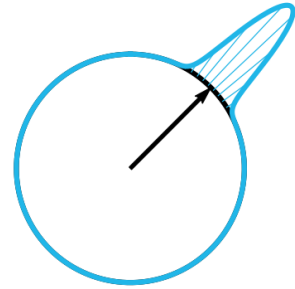
- Create an approximate PDF by placing a SG at average location of every real constellation (spherical KDE)
- Evaluate at central locations of predicted constellations and see which method has the highest combined “score”



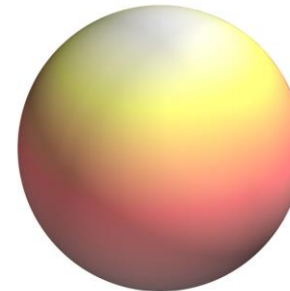
(a)  $\tau = 1$



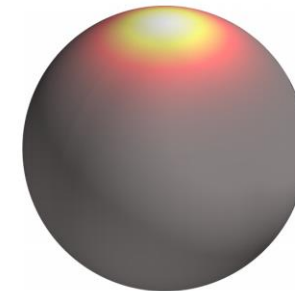
(b)  $\tau = 10$



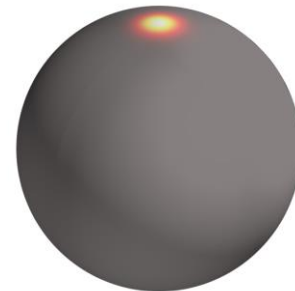
(c)  $\tau = 100$



(a)  $\tau = 1$



(b)  $\tau = 10$

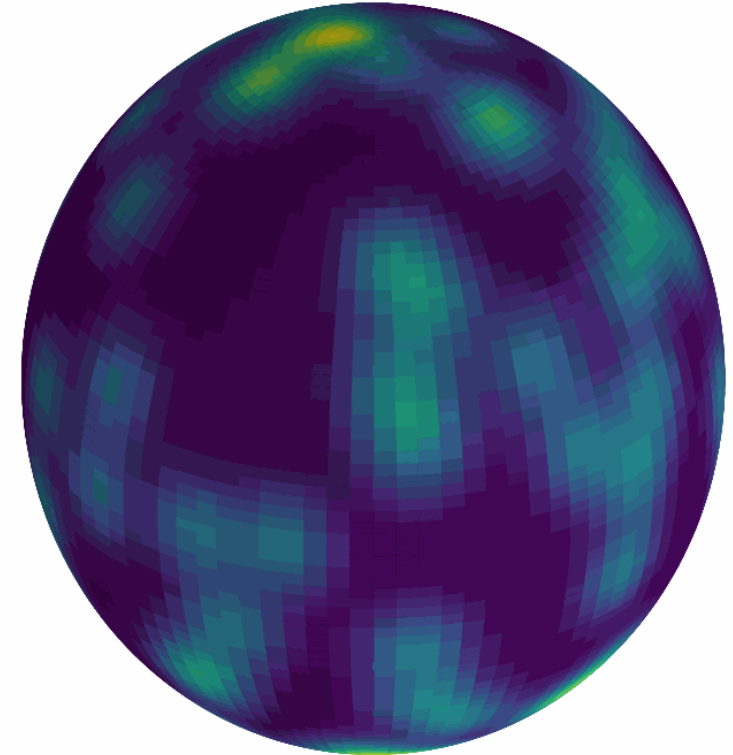


(c)  $\tau = 100$

Straub 2017

# Cluster similarity heuristic

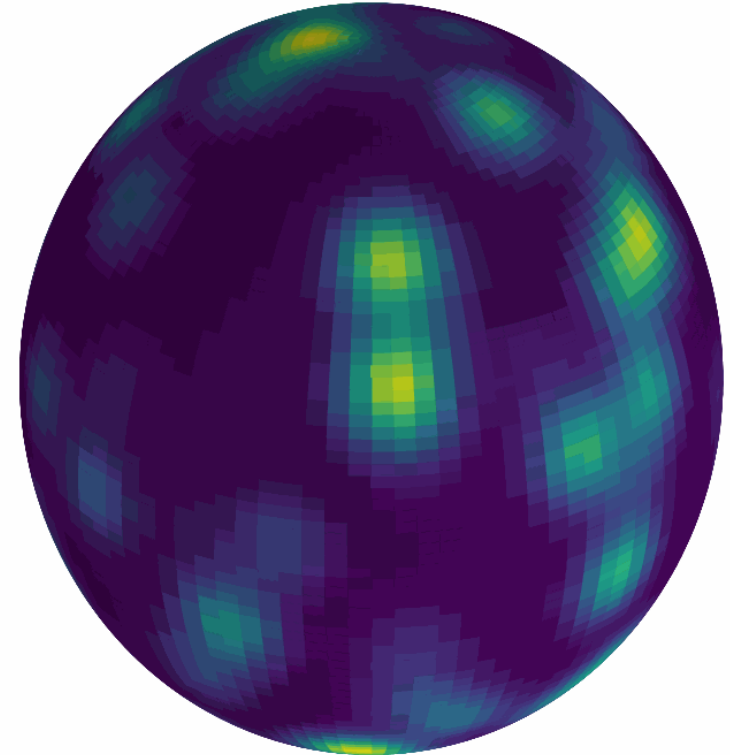
- Simple
  - Constant  $\tau$  SG at all constellation locations
  - Constellation agnostic
  - Boring





# Cluster similarity heuristic

- Simple
  - Constant  $\tau$  SG at all constellation locations
  - Constellation agnostic
  - Boring
- Sky-area weighted
  - Add a multiplicative term based on sky area
  - Bigger constellations are more important

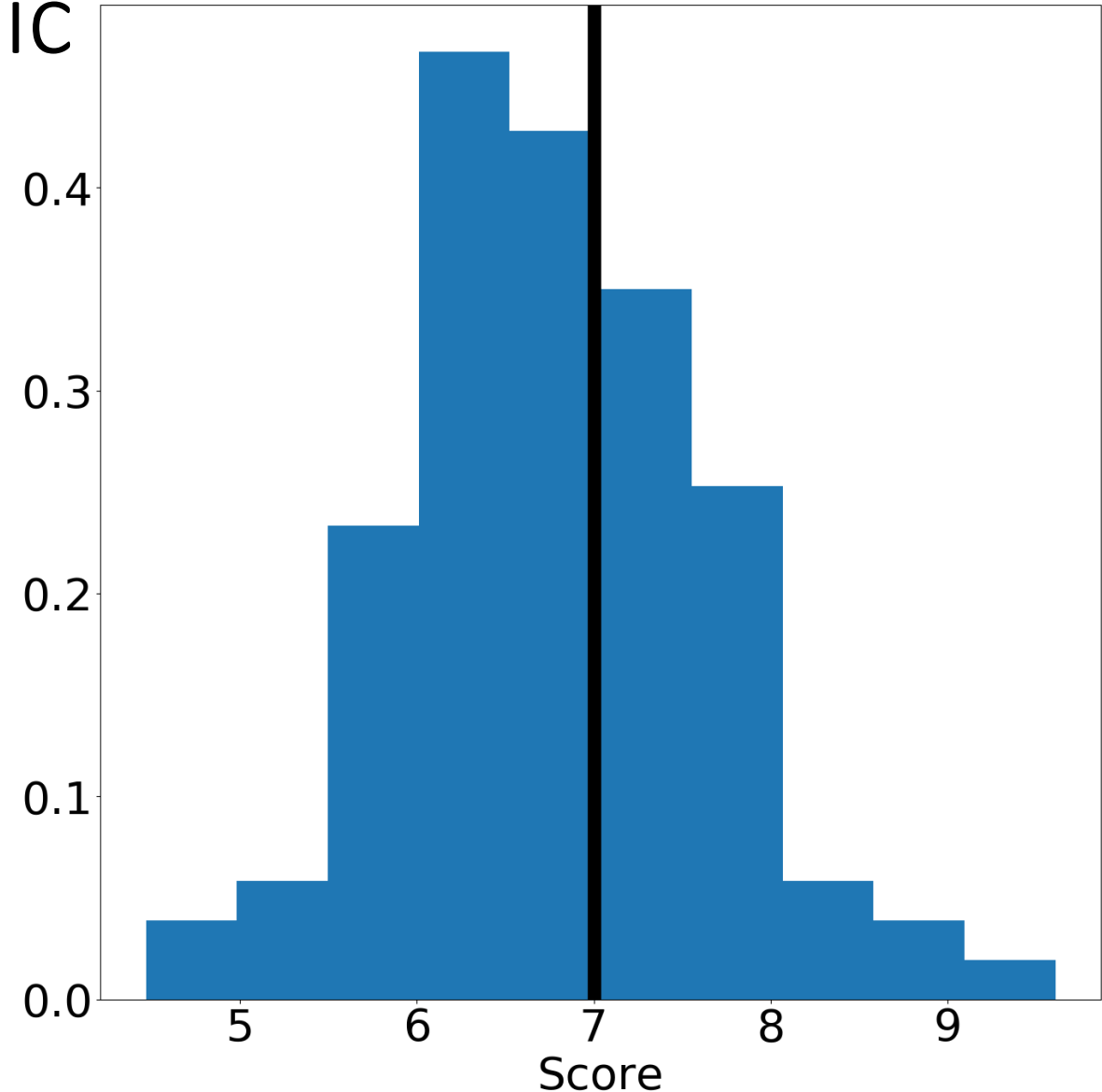


# Cluster similarity heuristic

- Simple
  - Constant  $\tau$  SG at all constellation locations
  - Constellation agnostic
  - Boring
- Sky-area weighted
  - Add a multiplicative term based on sky area
  - Bigger constellations are more important
- Sky-area spread
  - Smaller  $\tau$  for larger constellations
  - Penalizes for missing smaller constellations
  - Feels worse

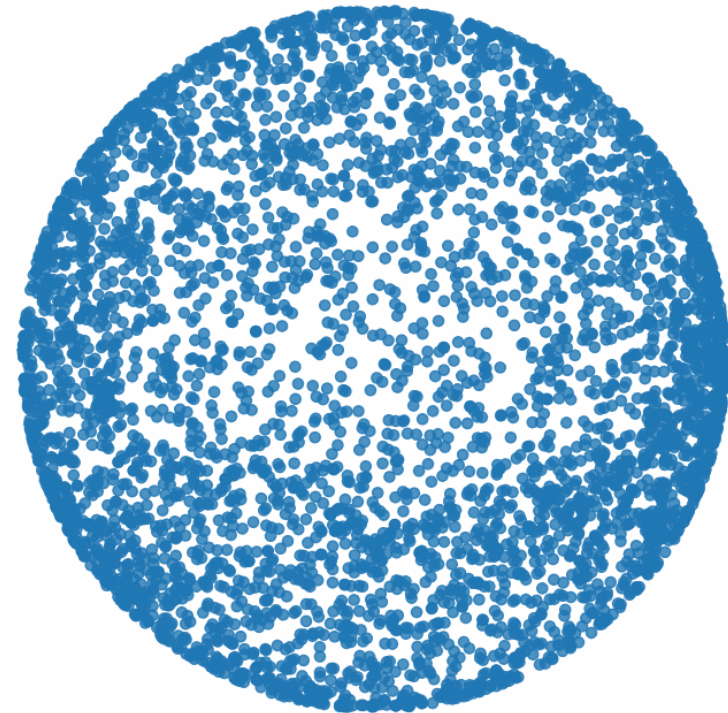
# Cluster similarity heuristic

- Sky-area weighted heuristic
- 88 randomly drawn centers
- Distributed around  $\frac{88}{4\pi}$  as expected

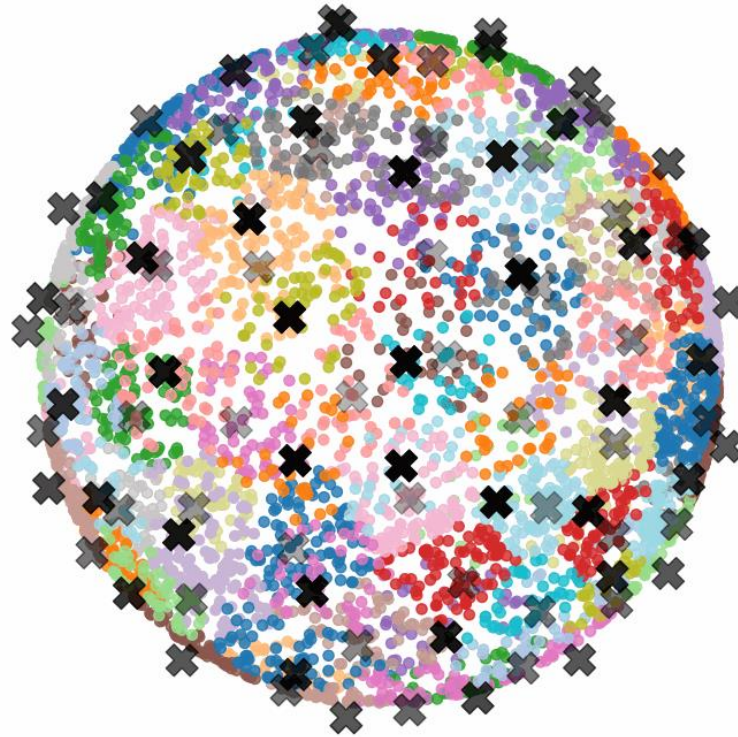


# K-center clustering

- Randomly initialize first cluster at one star
- Find star “furthest” away from all existing cluster centers and make that a new center
- Repeat until the desired amount of clusters is found
- Highly dependent on initial star



K-center clustering with 88 constellations



# Spherical k-means

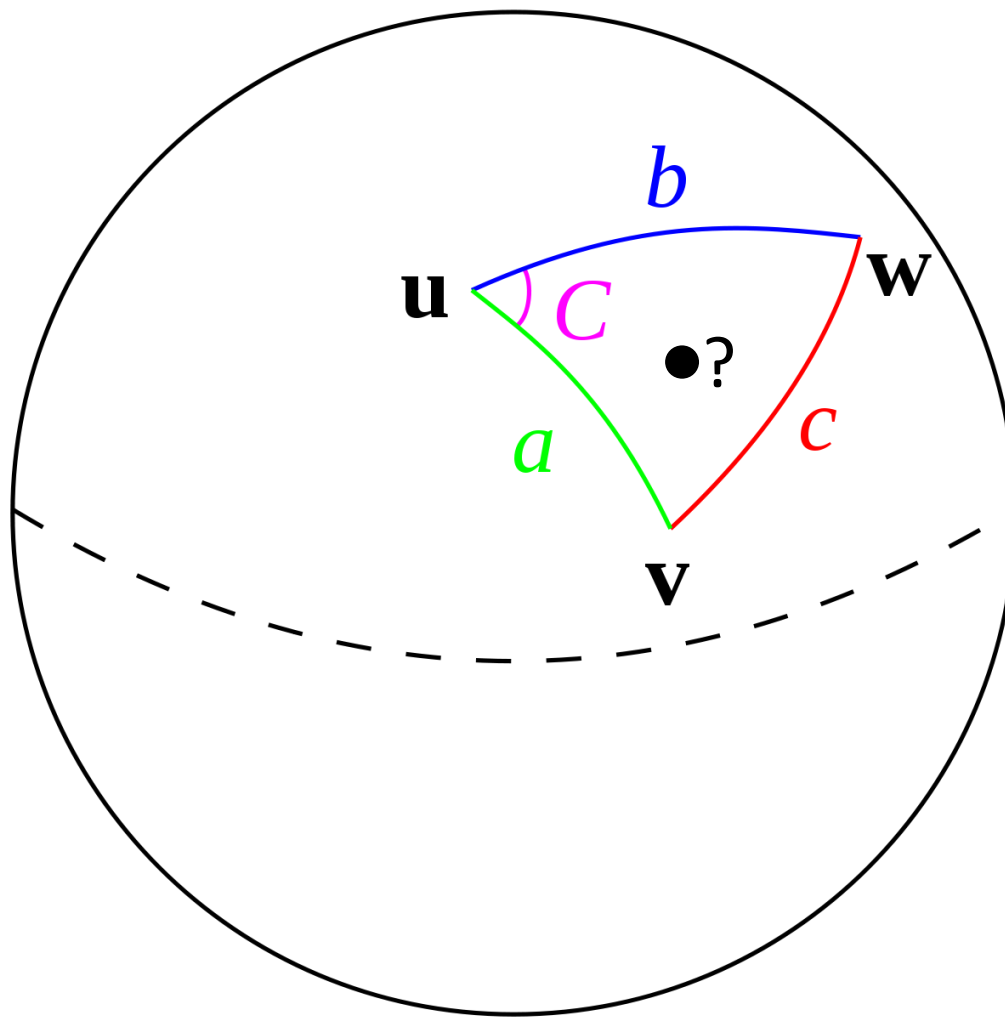
- Randomly initialize cluster centers s.t.  
 $\alpha \in \{0^\circ, 360^\circ\}, \delta \in \{-90^\circ, 90^\circ\}$
- Assign points to nearest cluster centers
- Update cluster centers to be the “center” of their current members
- Repeat until the total measured clustering distances changes “insignificantly”

$$\min \sum_{i,j} \mu_{ij} d_{ij}$$

Classes

$$\mu = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{pmatrix} \quad \begin{matrix} \text{Data} \\ \text{points} \end{matrix}$$

Center of a cluster of spherical points?



# Center of a cluster of spherical points?

$$p_j \text{ s. t. } \min \sum_{i,j:\mu_{ij}=1} 1 - \langle x_i | p_j \rangle$$

$$\frac{d}{d\alpha} \sum_{i,j:\mu_{ij}=1} d_{ij} = \frac{d}{d\delta} \sum_{i,j:\mu_{ij}=1} d_{ij} = 0$$

$$\tan(\alpha) = \frac{\Sigma y}{\Sigma x} \text{ and } \tan(\delta) = \frac{\Sigma z}{\sqrt{(\Sigma x)^2 + (\Sigma y)^2}}$$



Center of a cluster of spherical points?

$$p_j \text{ s. t. } \min \sum_{i,j:\mu_{ij}=1} 1 - \langle x_i | p_j \rangle$$

$$p_j = \frac{\{\Sigma x, \Sigma y, \Sigma z\}}{\sqrt{(\Sigma x)^2 + (\Sigma y)^2 + (\Sigma z)^2}}$$

$$p_j \propto \sum_{i:\mu_{ij}=1} x_i$$

# Extended spherical k-means

- Randomly initialize cluster centers s.t.  
 $\alpha \in \{0^\circ, 360^\circ\}, \delta \in \{-90^\circ, 90^\circ\}$
- Assign points to nearest cluster centers
- Update cluster centers (with weighted distances)
- Repeat

$$\min \sum_{i,j} \mu_{ij} w_i d_{ij}$$

$$\mu = \begin{matrix} & \begin{matrix} \text{Classes} \end{matrix} \\ \begin{matrix} \text{Data} \\ \text{points} \end{matrix} & \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{pmatrix} \end{matrix}$$

# Weighted center of a cluster of spherical points?

$$p_j \text{ s. t. } \min \sum_{i,j:\mu_{ij}=1} w_i (1 - \langle x_i | p_j \rangle)$$

$$p_j \propto \sum_{i:\mu_{ij}=1} w_i x_i$$

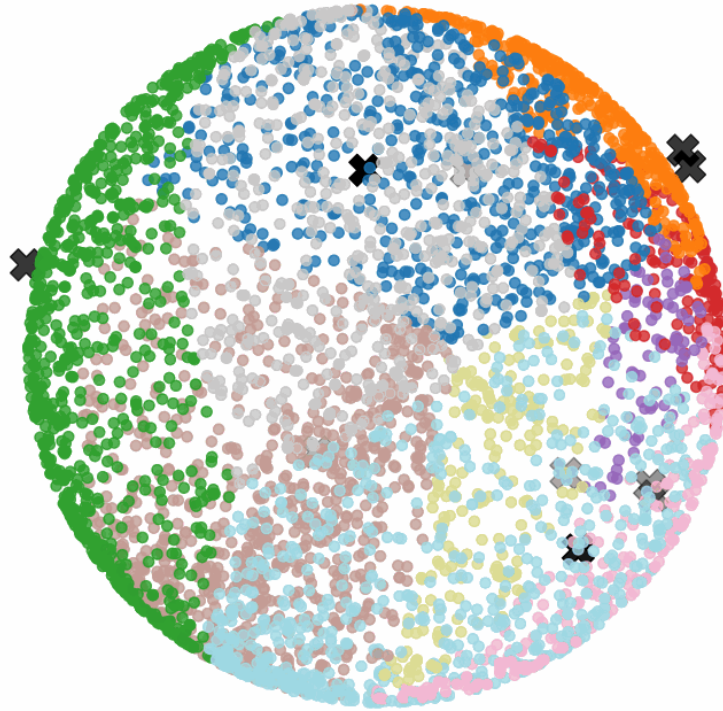
just normalize and we are good!

# Online spherical k-means

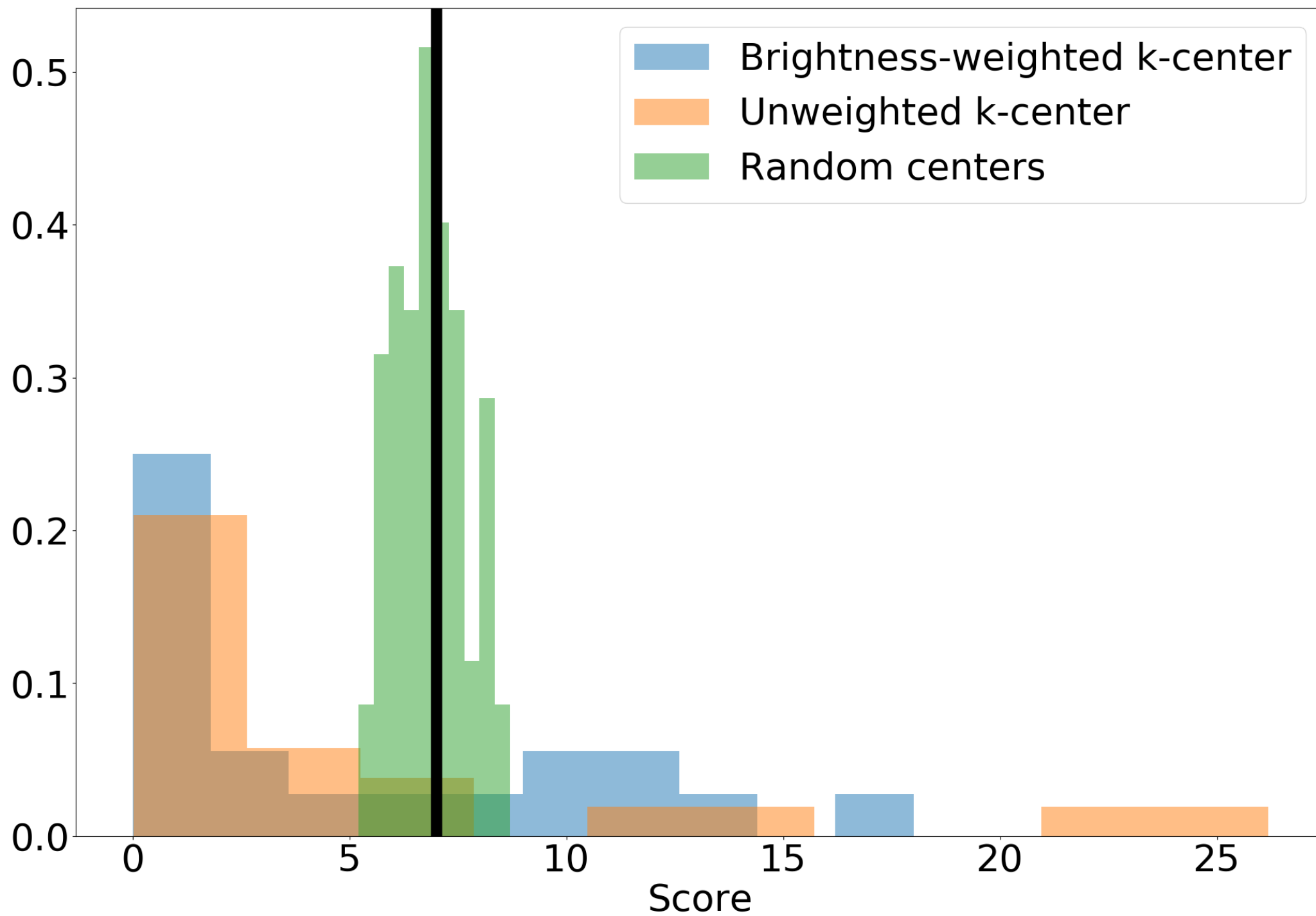
- Randomly initialize cluster centers s.t.  
 $\alpha \in \{0^\circ, 360^\circ\}, \delta \in \{-90^\circ, 90^\circ\}$
- Assign points to nearest cluster centers
- For each data point, update its cluster center s.t.  
 $p_{j,t+1} \propto p_{j,t} + \eta_t x_i$
- Repeat until tolerance is reached

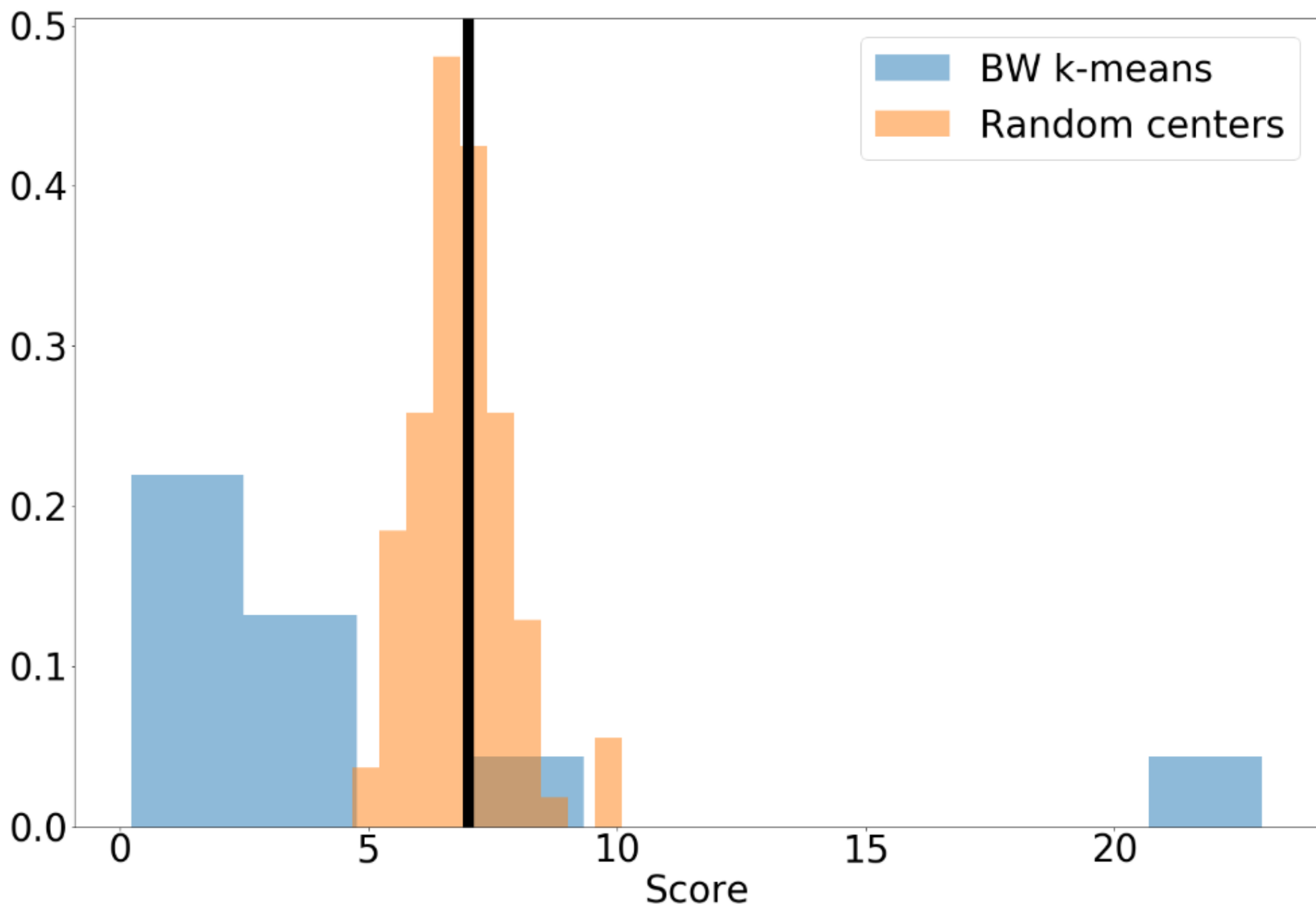
$$\eta_t = C$$
$$\eta_t = \frac{1}{|cluster\ size|}$$
$$\eta_t = \eta_0 \left( \frac{\eta_f}{\eta_0} \right)^{\frac{t}{N M}}$$

## K-means clustering with 10 constellations



# Results

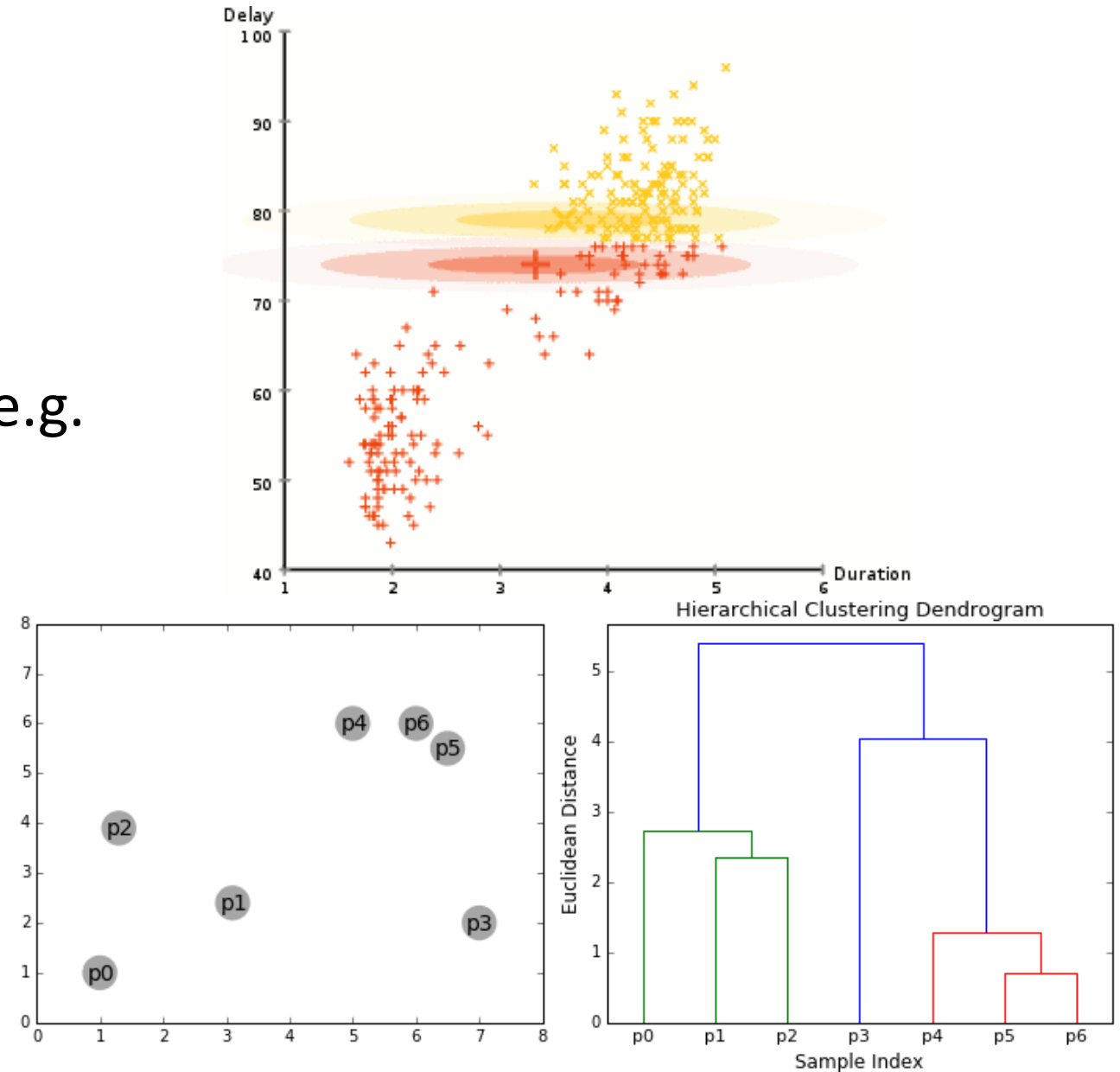






# Future work

- More OSKM learning rates
- Additional clustering methods (e.g. hierarchical clustering (SLINK, CLINK), Gaussian mixture expectation maximization)
- Intuitive visualizations
- A machine learns to name constellations?
- Interactive web applet?



# References

- Buchta, C., Kober, M., Feinerer, I., & Hornik, K. (2012). Spherical k-means clustering. *Journal of Statistical Software*, 50(10), 1-22.
- Straub, J. Bayesian Inference with the von-Mises-Fisher Distribution in 3D.