

Identifying Notable Objects from Spitzer Enhanced Imaging Astronomical Observations

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Goals

- Identify and locate notable objects (outliers) within the sky
- Define an area of interest around that object
- Narrow down search area for manual analysis

Approach

Excess infrared light could mean:

- **Young Stellar Objects**
- Active Galactic Nuclei
- Colliding Galaxies

Hypotheses: Young Stellar Objects

- Notable objects can be identified as extrema in terms of infrared light
- Some notable objects are grouped into interesting structures

Data

- NASA/IPAC Infrared Science Archive:
 - Wide-field Infrared Survey Explorer (WISE)
 - Identifies objects, and readings on the energies they emit
 - 800m objects (records), 815 GB
 - Contains:
 - Location (right ascension, declination)
 - Movement
 - Colour
 - Readings across a number of bands

Unexpected Colour ➡ Interesting Object

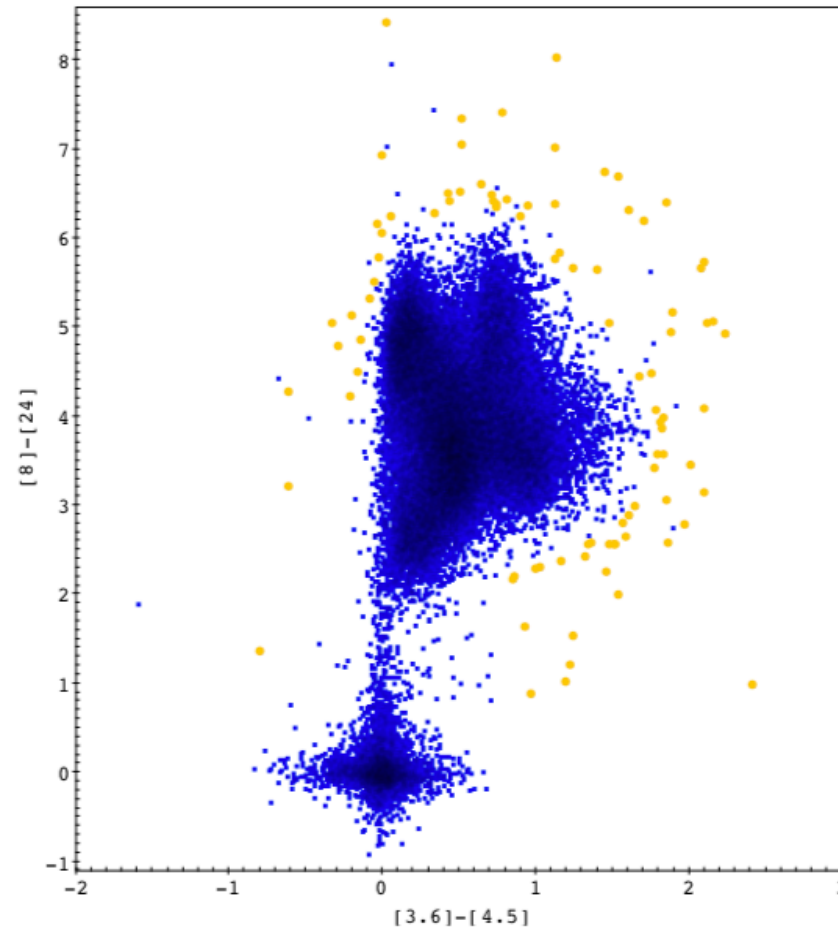


FIGURE 4: Color-color plot of SEIP sources, $\text{SNR} \geq 10$, not in the galactic plane, and not in major survey areas (blue), vetted color outliers (yellow).

Source: Gorjian et al.

Algorithm 1

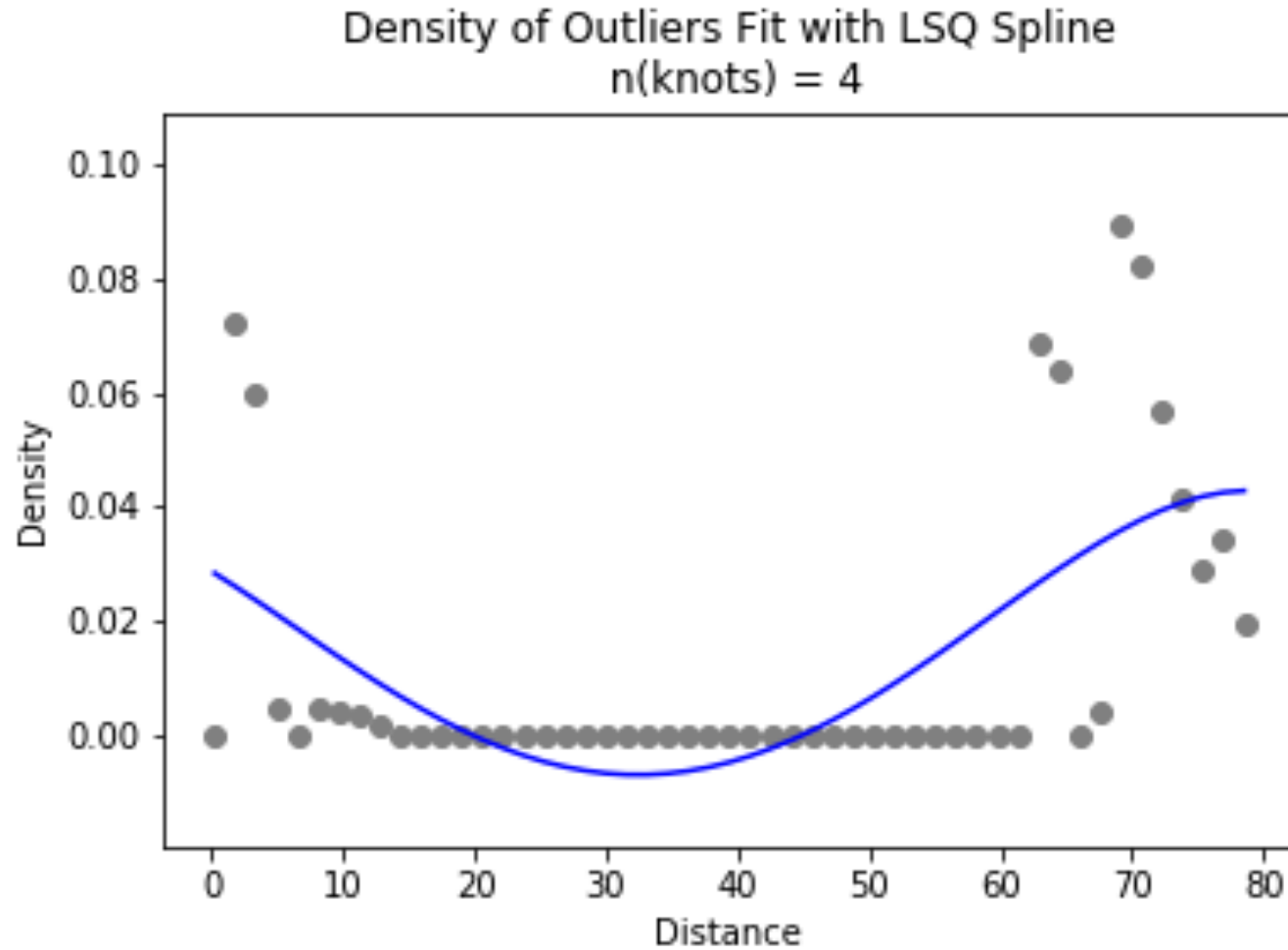
Algorithm I, Step 1: Preprocessing with K-Means Classification

- Canned K-Means (Dataproc Pending)
- Split points into two groups, $\sim N$ within each

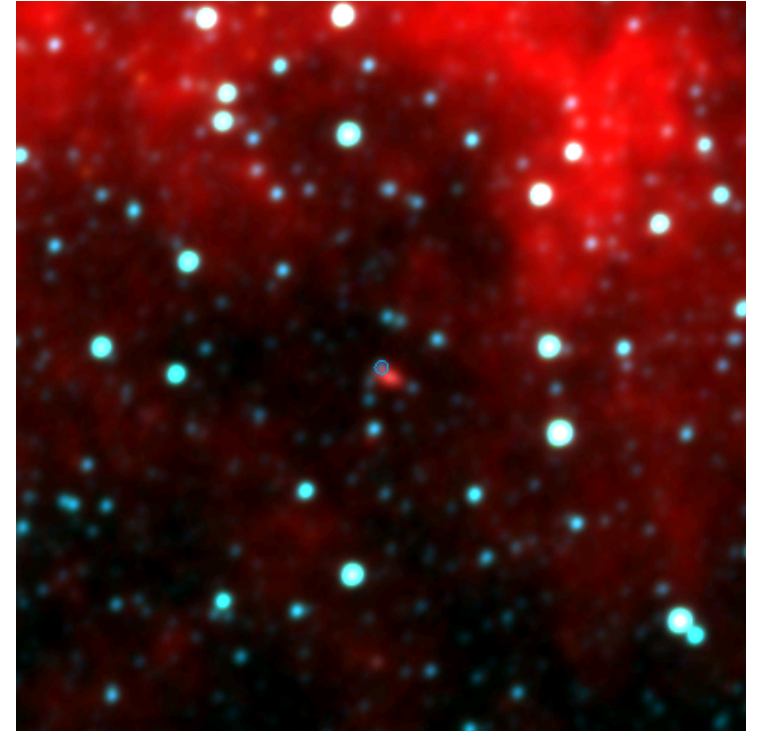
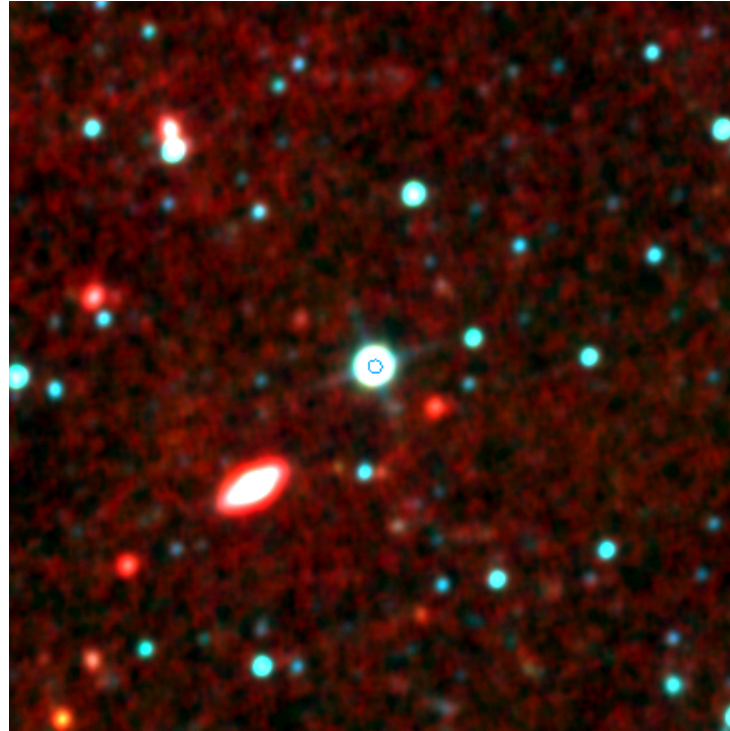
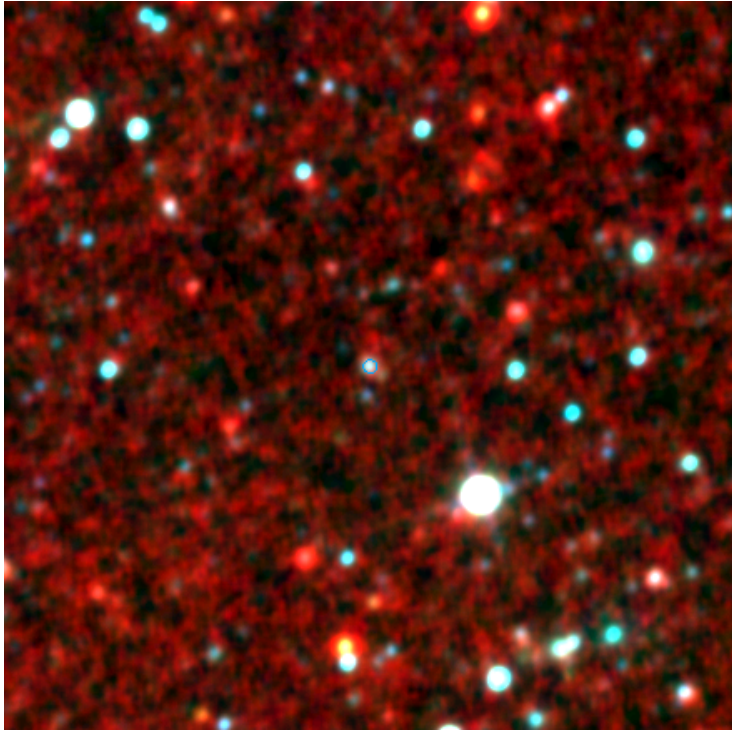
Algorithm 1, Step 2: Outliers as Nodes, Distances as Edges

- MRJob
- Within each group, take outliers: $x_i: x_i \geq \mu \pm 2\sigma$
- Developed algorithm with parameters N, P, K.
- Complexity:
 - If number of cases $< N(P)$: Does not run
 - Otherwise, approximately:
 - $(\sum_{i=1}^{(N-N*P)} (N * P + i)) * \frac{size - (N * P)}{(N * P)}$
 - Compare to:
 - $size^2$

Algorithm I: Distance Density with Fitted Spline



Algorithm I: Results



Algorithm II

Algorithm II (MapReduce)

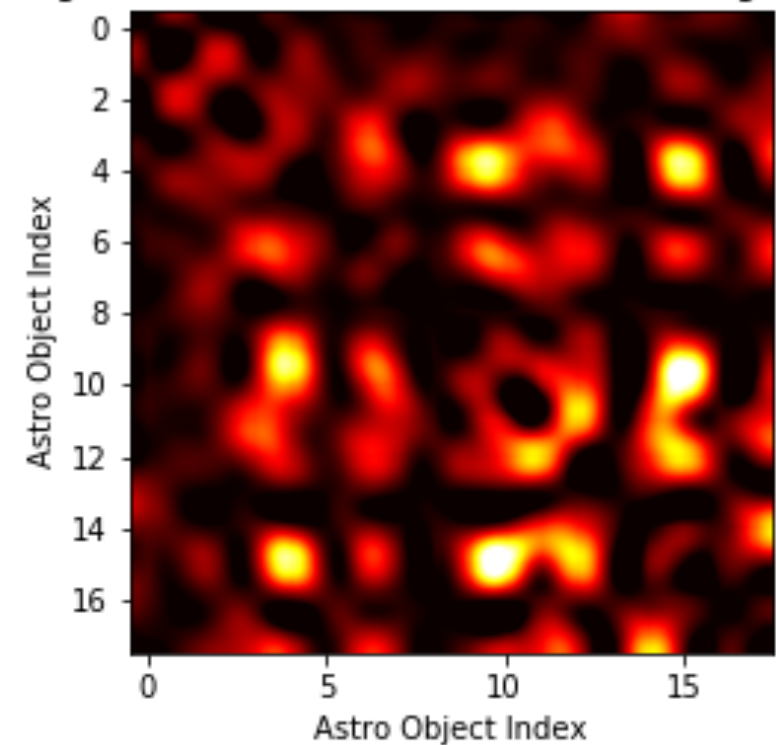
- Step 1: Split Sky (Dataproc Implementation in Progress)
 - Create grids of the entire sky
 - Create graphs of each grid



Algorithm II (MapReduce)

- Step 1: Split Sky (Dataproc Implementation in Progress)
 - Create grids of the entire sky
 - Create graphs of each grid
- Step 2: Random Walk
- (Dataproc in Progress)
- Step 3: Find Probabilistic Clusters (Coding In Progress)

Algorithm II: Random Walk Clusters (Single Box)



Runtime Comparison

Algorithm I

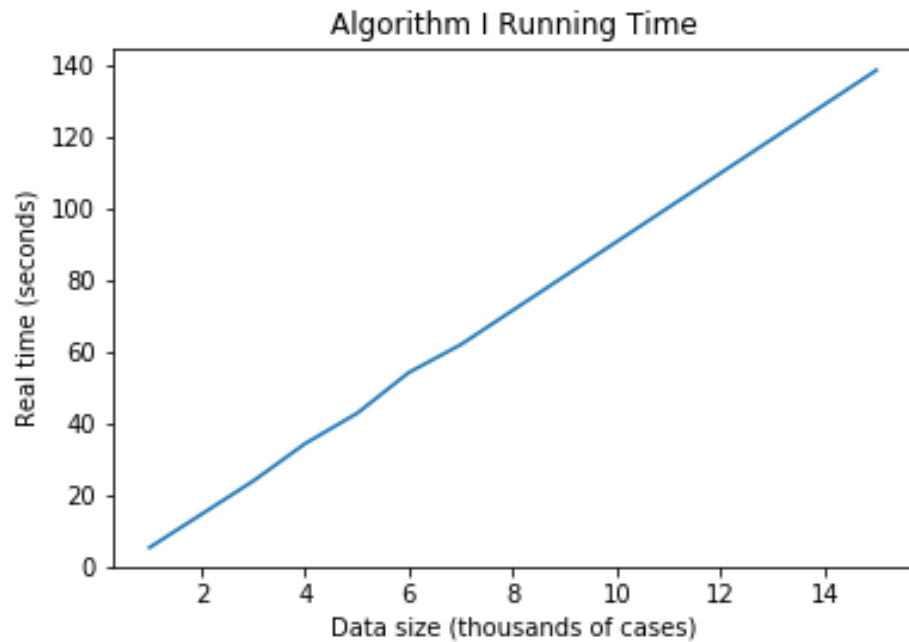
- Local:
 - > 85 min. 51 sec.
 - 365,601 rows
- Dataproc:
 - 8 min. 44 sec.
 - 25 workers with n1-standard-4 specs
 - 358,169 rows

Algorithm II (RandomWalk)

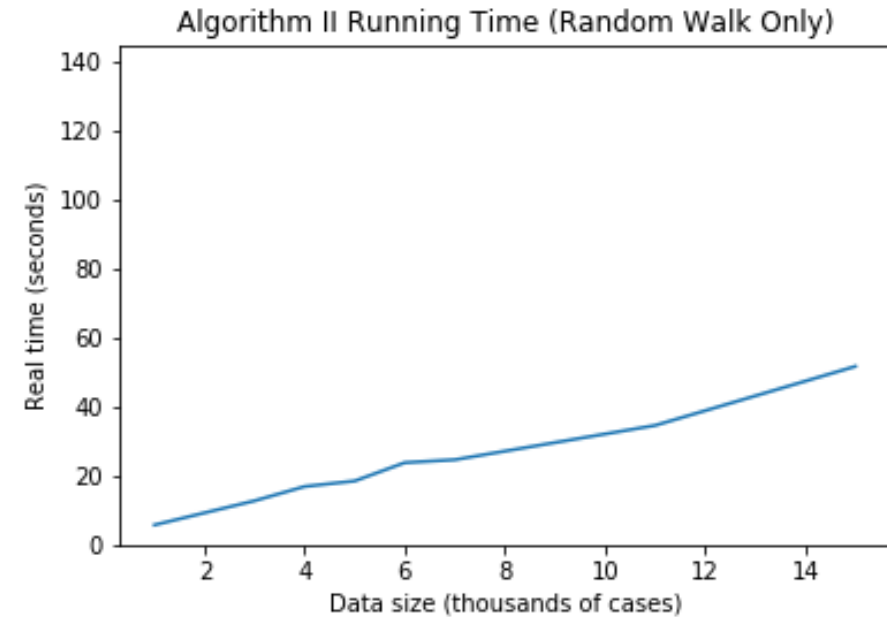
- Local:
 - 16 min. 9 sec.
 - 365,601 rows
- Dataproc:
 - In Progress

Runtime Comparison

Algorithm I



Algorithm II (RandomWalk)



Challenges

- **Problems:**

- Graph algorithms without all data in memory (sky is too large)
- Complexity too great for a fully connected graph

- **Solutions:**

- Running random sample (Algorithm I)
- Grids and streaming processing (Algorithm II)