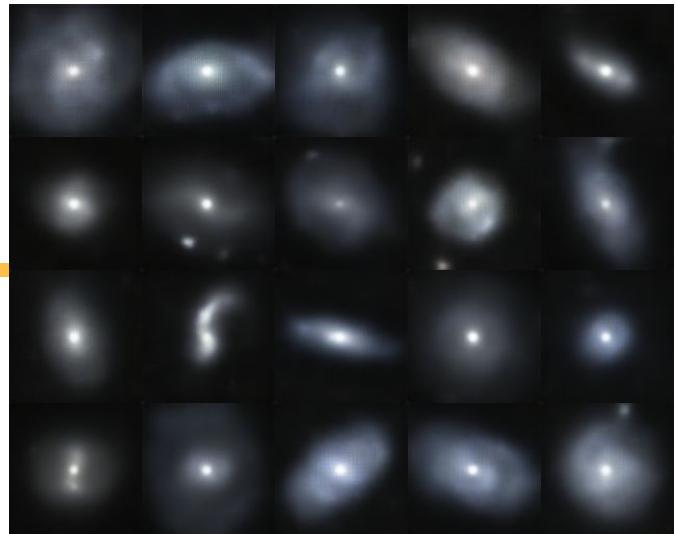


This galaxy does not exist

Matias Carrasco Kind, NCSA



This person does not exist



<https://thispersondoesnotexist.com/>

<https://arxiv.org/abs/1812.04948>

Are we ever going to get this good?

.

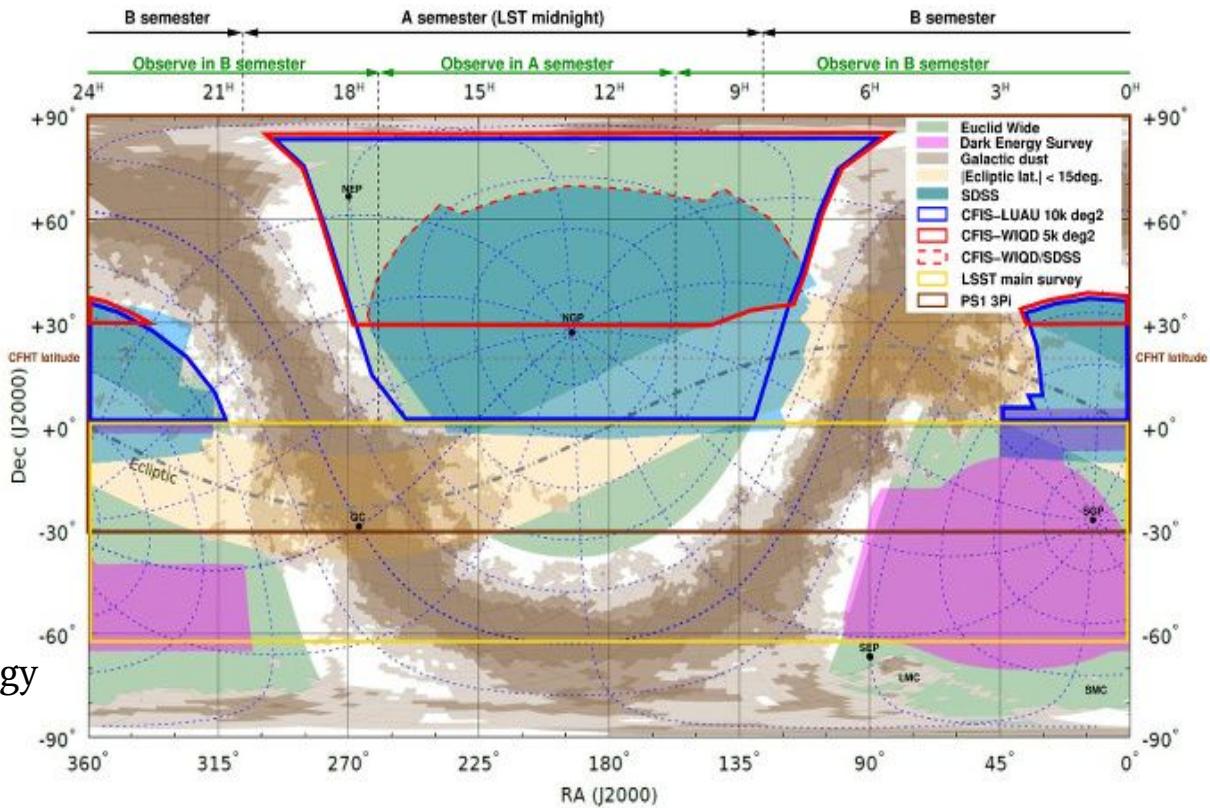
.

.

No, and probably don't need to

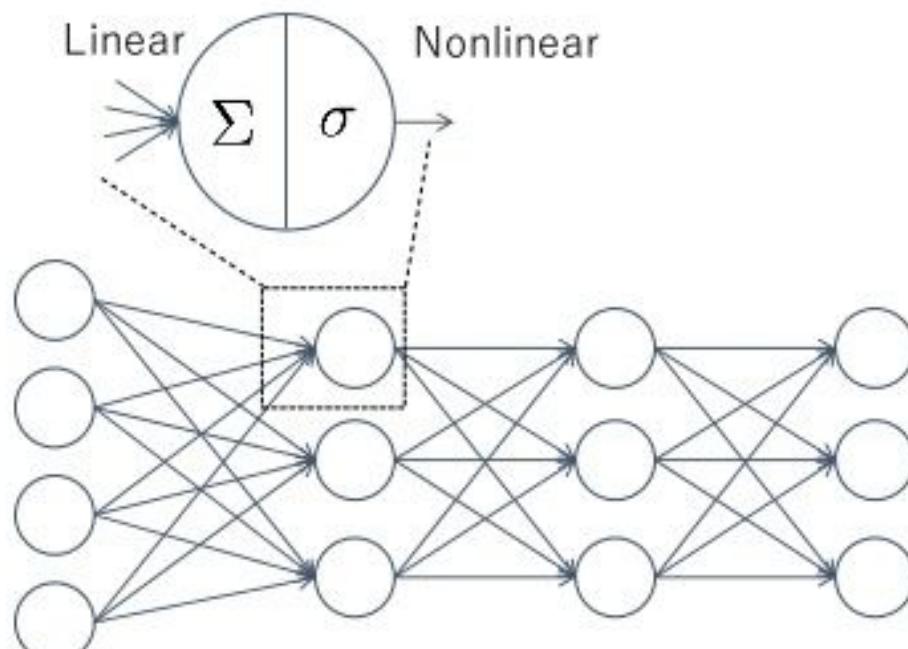
Introduction

- DES DR1 ~ 300M galaxies $r \sim 24$
- LSST DR1 ~ 9B galaxies $r \sim 25$
- LSST DR11 ~ 18B galaxies $r \sim 27.5$
- For galaxies with $i < 17$,
DR1 ~ 60K galaxies and
LSST DR1 ~ 250K
- Single visits from LSST will be
same depth as DES final
coadds ~ 25
- LSST overlaps DES completely
- Photo-z still only option for cosmology
- Big data problem → compression
techniques



Deep Learning brief Introduction

There are many different architectures, but this is the basic NN component

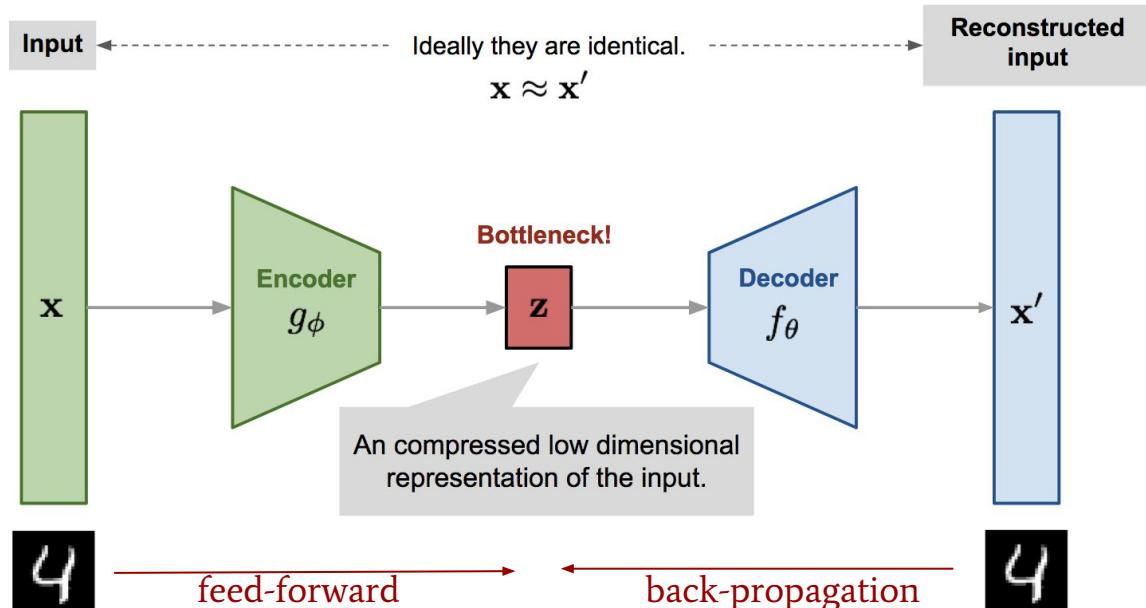


NN: DAG (Directed acyclic graph) of non-linear (sigmoid, relu) operations which are deterministic and differentiable.

Different kind of layers:
Fully connected, CNN, Pooling, etc...

Use feedforward/backpropagation with SGD

Autoencoders



- Around since the 80's
- Data compression
- Anomaly detection
- Denoising
- Regular Machine Learning
- PCA

$$z = g_\phi(x)$$

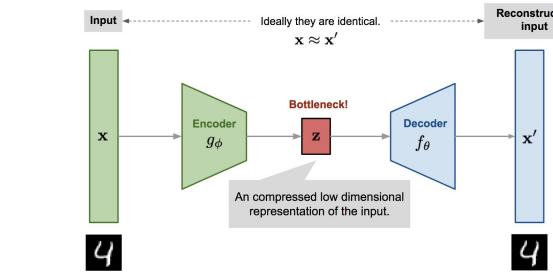
$$x' = f_\theta(g_\phi(x))$$

$$\mathcal{L}(x, x') + \text{reg.}$$

$$\ell_1 = \lambda \sum_i |a_i^{(h)}|$$

$$\mathcal{L}(x, x') = \|x - x'\|^2$$

Autoencoders Applications: Image compression



rec 1

rec 2

rec 3

rec 4

rec 5

rec 6

rec 7

rec 8



rec 1

rec 2

rec 3

rec 4

rec 5

rec 6

rec 7

rec 8

Compress images from 220x220x3 pixels to 50-vector (2000x), for fast similarity search, anomaly detection, etc...

No need decoder (only for Loss)

Working on a service for image similarity ranking for DES images

Galaxy selection and similarity search

1 's similar galaxy



2 's similar galaxy



3 's similar galaxy



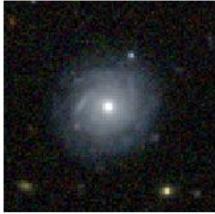
4 's similar galaxy



5 's similar galaxy



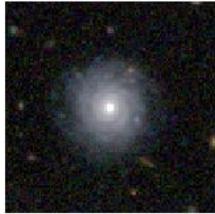
6 's similar galaxy



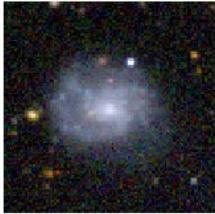
7 's similar galaxy



8 's similar galaxy



9 's similar galaxy



0 's similar galaxy



1 's similar galaxy



2 's similar galaxy



3 's similar galaxy



4 's similar galaxy



5 's similar galaxy



6 's similar galaxy



7 's similar galaxy



8 's similar galaxy



9 's similar galaxy



10 's similar galaxy



11 's similar galaxy



Autoencoders Applications: Data compression

Mon. Not. R. Astron. Soc. **000**, 1–12 (2014) Printed 11 June 2018 (MNRAS style file v2.2)

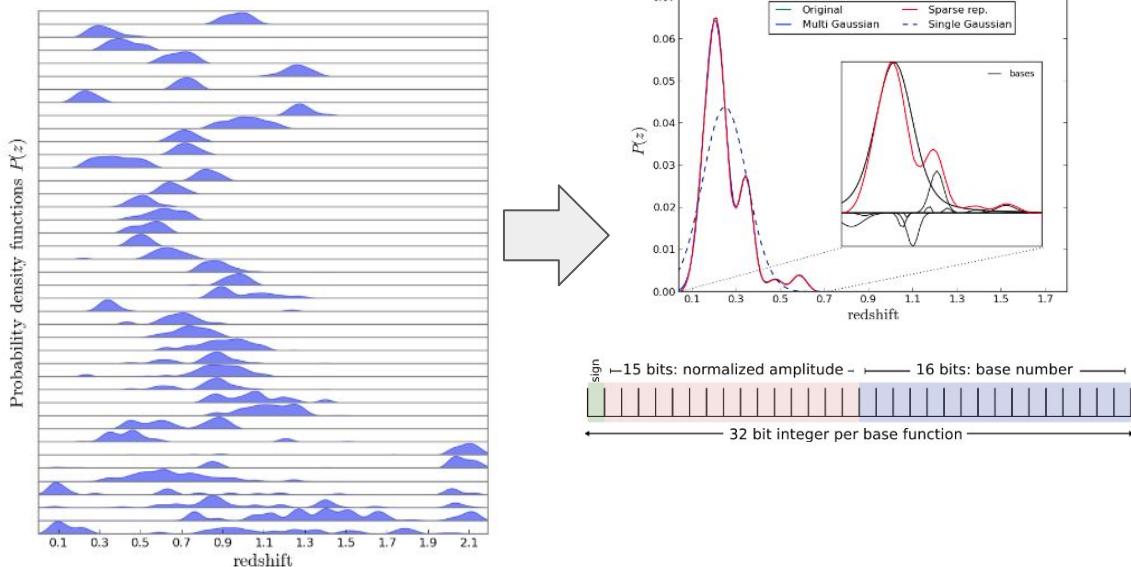
Sparse Representation of Photometric Redshift PDFs: Preparing for Petascale Astronomy

Matias Carrasco Kind* and Robert J. Brunner

Department of Astronomy, University of Illinois, Urbana, IL 61820 USA

<https://arxiv.org/pdf/1404.6442.pdf>

How to compress photo-z PDF information for millions of galaxies and multiple methods? With Sparse with can achieve 99% accuracy and 95% compression. Can we do better?



Autoencoders Applications: Data compression

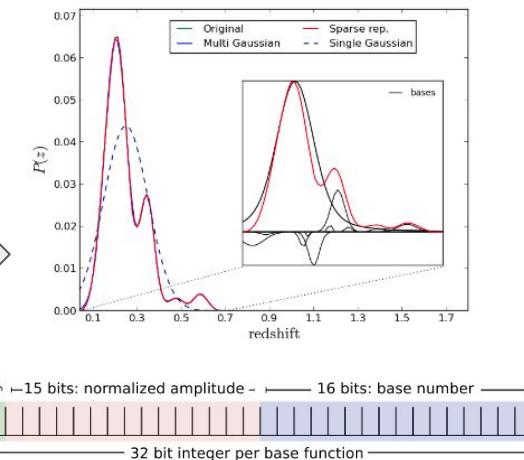
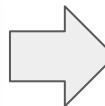
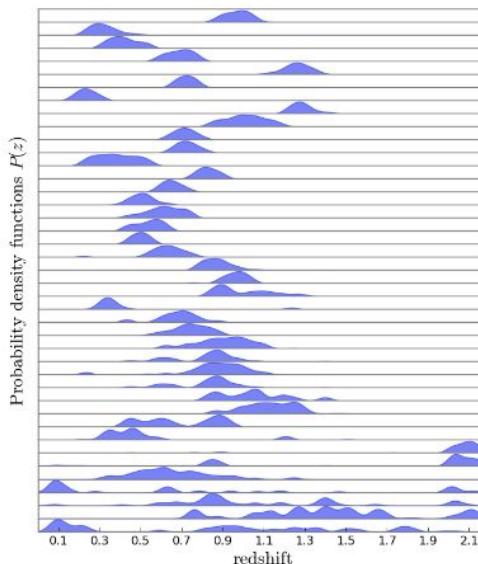
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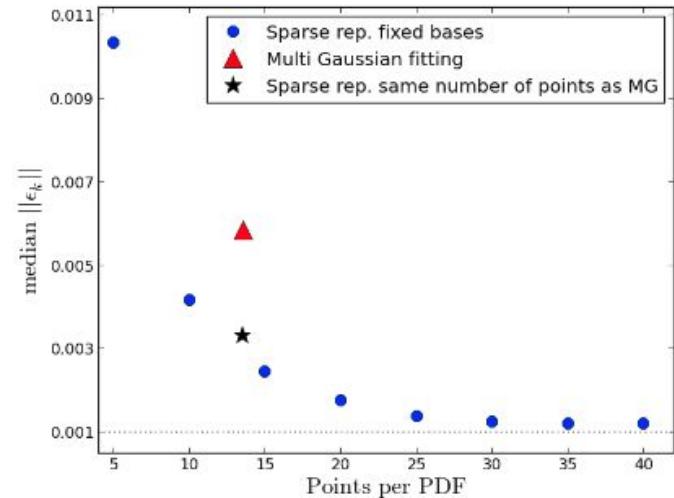
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Autoencoders Applications: Data compression

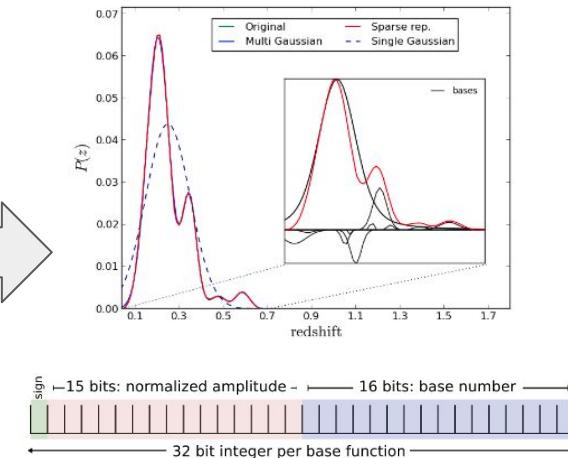
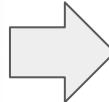
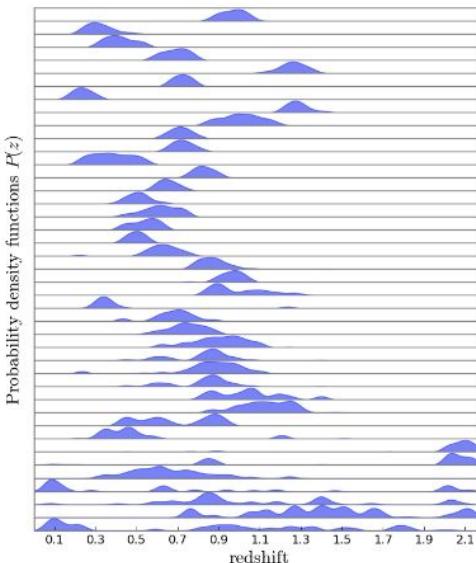
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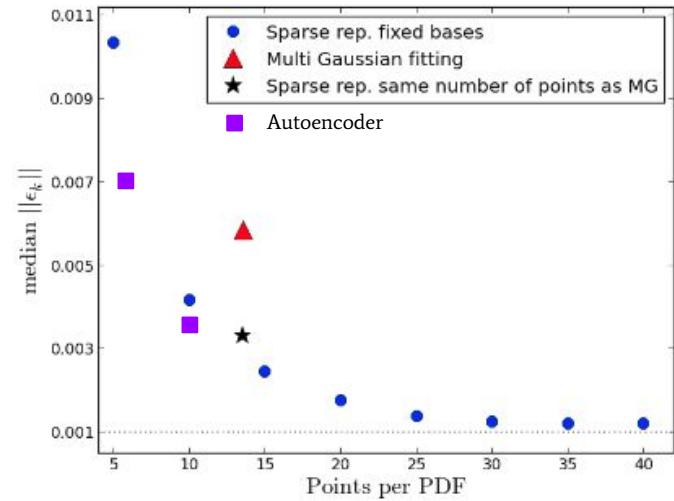
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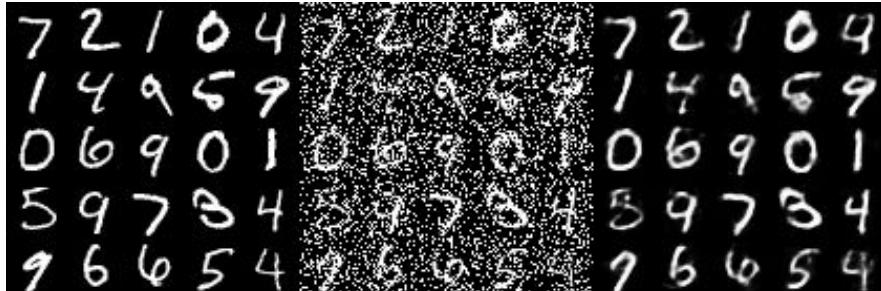
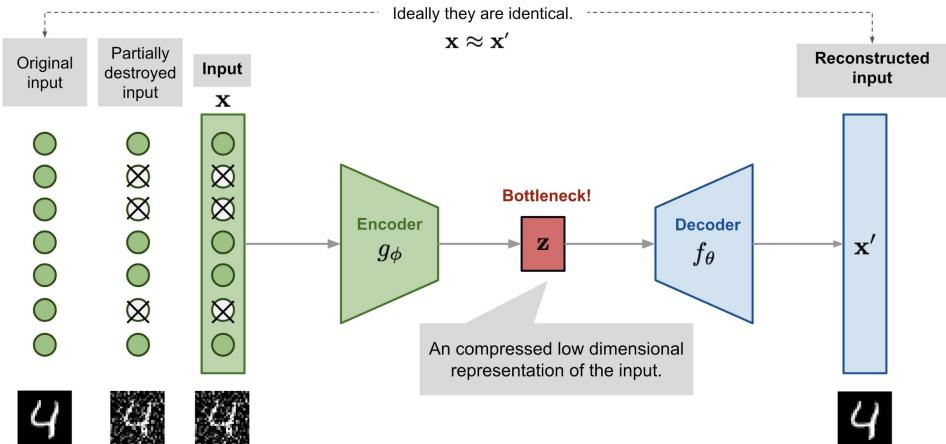


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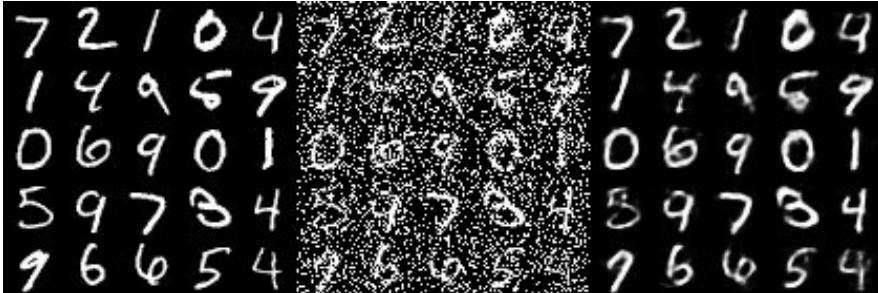
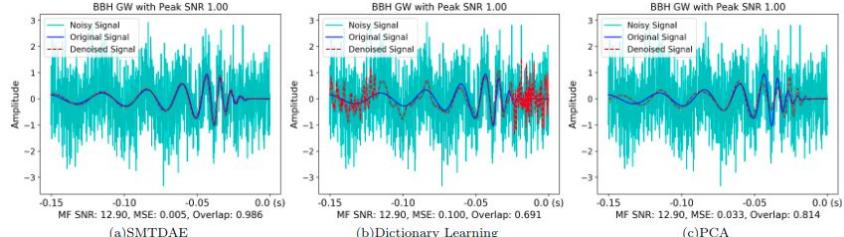
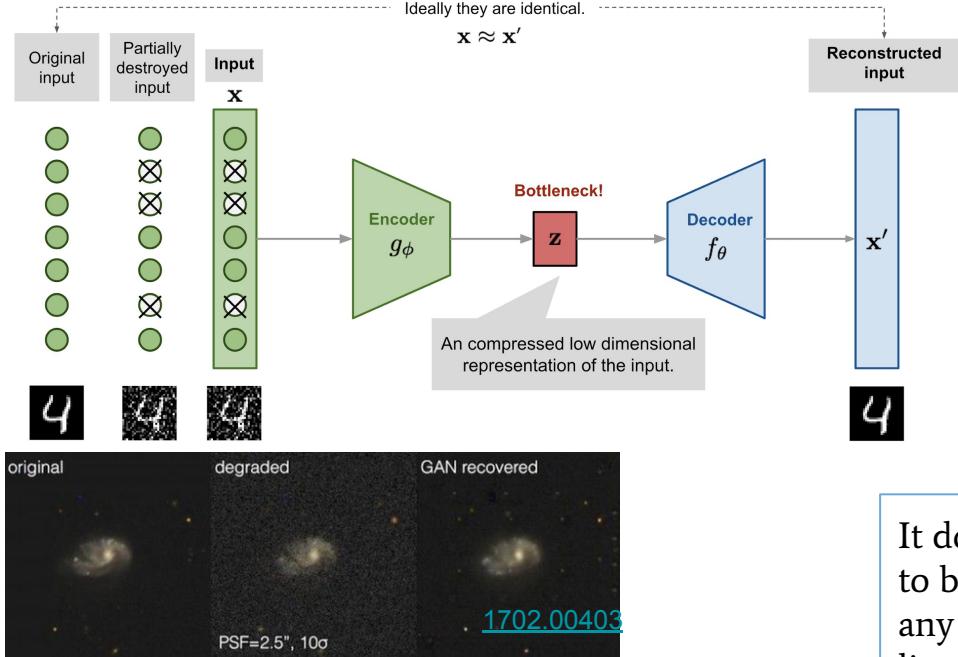


Need powerful decoder, small latent space, no regularization ... ongoing/open project

Autoencoders Applications: Denoising



Autoencoders Applications: Denoising



It doesn't need
to be noise, but
any (even non
linear)
transformation

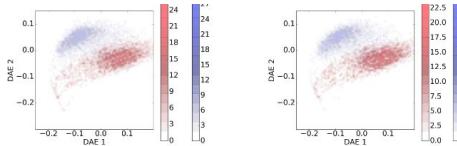


Fig. 1. Histogram of the training set and the test set on the DAE diagram. In the new plane, galaxies classified as star-forming galaxies in the COSMOS2015 catalog are depicted in blue, while the quiescent galaxies are shown in red.

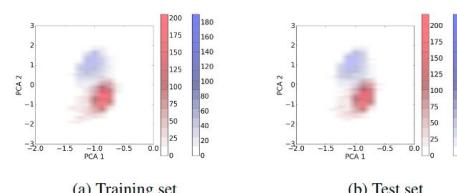
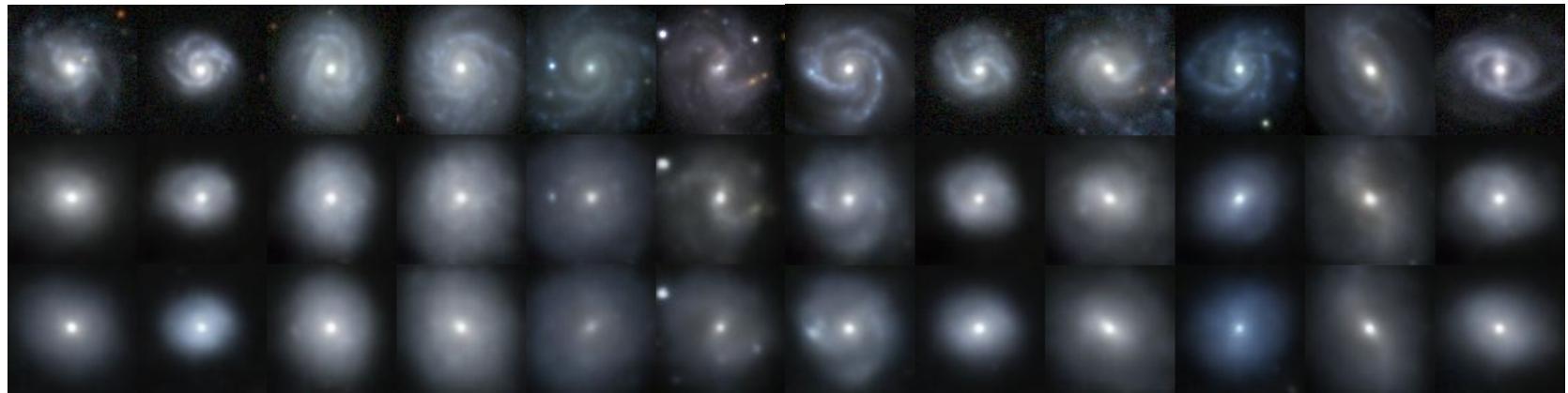


Fig. 2. Histogram of the training set and the test set projected on the two PCA components.

1705.05620

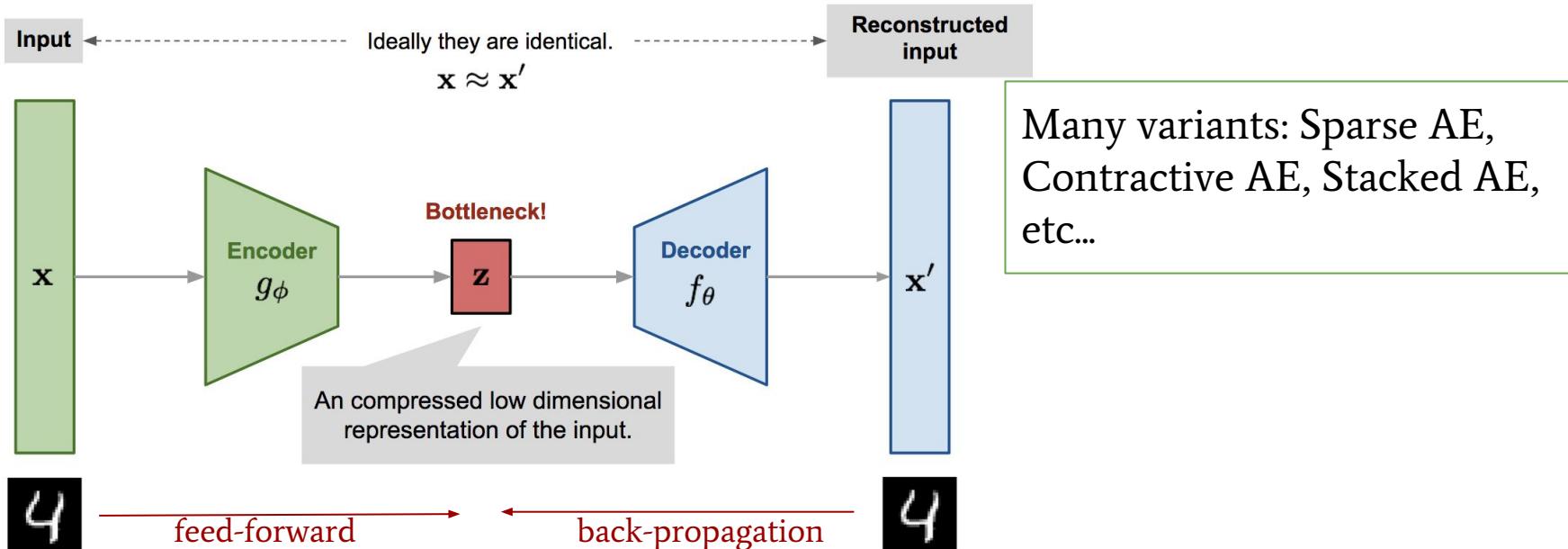
Autoencoders Applications: Reconstruction



Blurry images and structure is lost, but angular sizes, radial profiles and brightness are a match.

What if we can make the model learn properties at the same time as images.

Autoencoders Summary



$$z = g_\phi(x)$$

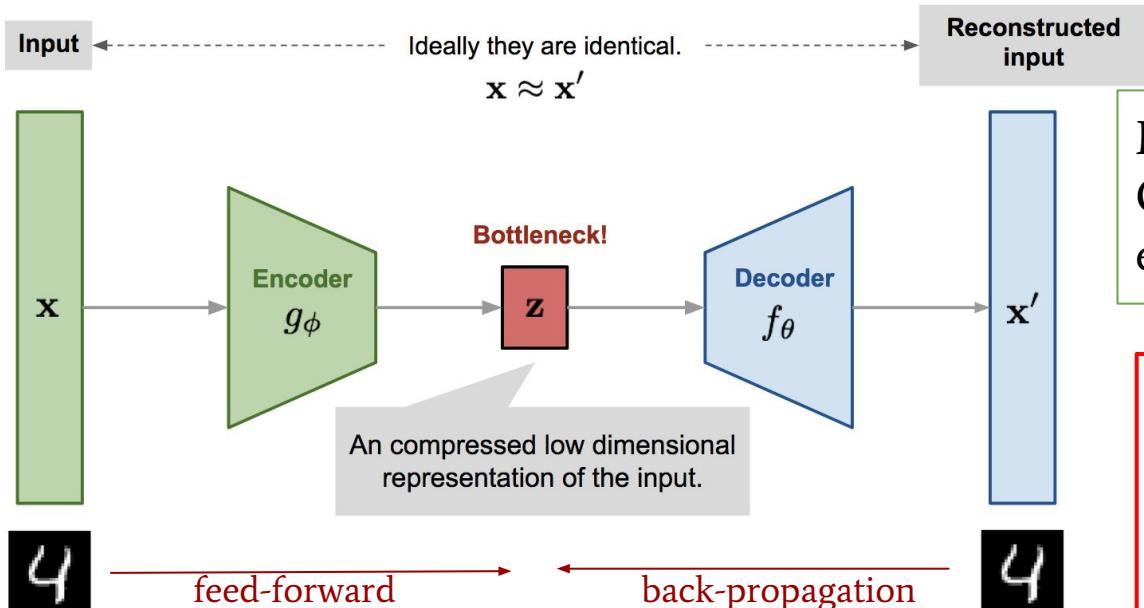
$$x' = f_\theta(g_\phi(x))$$

$$\mathcal{L}(x, x') + \text{reg.}$$

$$\ell_1 = \lambda \sum_i |a_i^{(h)}|$$

$$\mathcal{L}(x, x') = \|x - x'\|^2$$

Autoencoders Summary



Many variants: Sparse AE,
Contractive AE, Stacked AE,
etc...

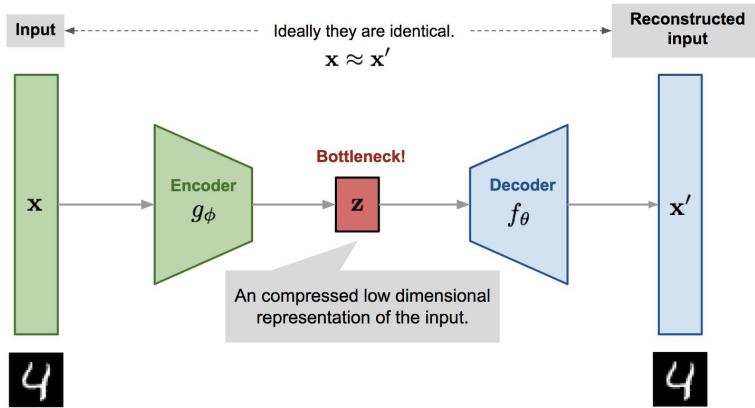
We have no control over z
which is randomly
distributed.

If we can manipulate z we
can generate data that in the
space of X .

$$\begin{aligned} z &= g_\phi(x) \\ x' &= f_\theta(g_\phi(x)) \\ \mathcal{L}(x, x') + \text{reg.} & \\ \ell_1 &= \lambda \sum_i |a_i^{(h)}| \\ \mathcal{L}(x, x') &= \|x - x'\|^2 \end{aligned}$$

$$p(z) = \mathcal{N}(0, I)$$

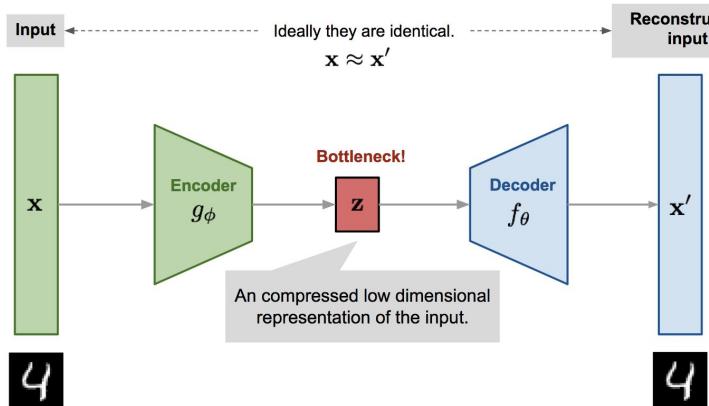
Can we sample z to generate fake data?



- Map x to a distribution $p(z|x)$
- Sample from distribution $z_i \sim p(z)$
- Generate fake data $x'_i \sim p_\theta(x'|z)$
- Probabilistic approach

$$p(x, z) = p(x|z)p(z)$$

Can we sample z to generate fake data?



Exist θ for max the likelihood

$$p(x) = \int p(x|z, \theta)p(z)dz$$

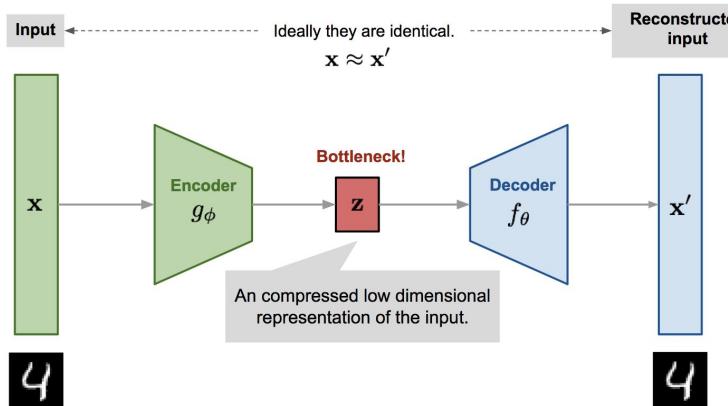
$$p(z|x) = \frac{p(x|z)p(z)}{p(x)}$$

Too expensive

- Map x to a distribution $p(z|x)$
- Sample from distribution $z_i \sim p(z)$
- Generate fake data $x'_i \sim p_\theta(x'|z)$
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$$p(x, z) = p(x|z)p(z)$$

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4

- Map x to a distribution
- Sample from distribution
- Generate fake data
- Probabilistic approach

$$p(x, z) = p(x|z)p(z)$$

Exist θ for max the likelihood

$$p(x) = \int p(x|z, \theta)p(z)dz$$

Too expensive

$$p(z|x) = \frac{p(x|z)p(z)}{p(x)}$$

4

We need an approximate posterior (prob. encoder)

$$q_\lambda(z|x) \approx p(z|x)$$

And we can use q to be Gaussian (there are other alternatives)

$$q_\lambda(z|x) = \mathcal{N}(z; \mu_\lambda(x), \sigma_\lambda(x))$$

$$p(z) = \mathcal{N}(0, I)$$

Variational “Autoencoder”

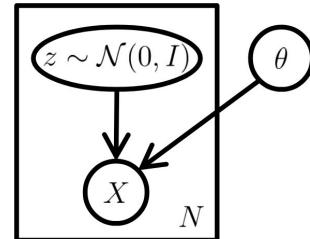
Variational AutoEncoders

How to compare $q(z|x)$ and $p(z|x)$?

Using the Kullback-Leibler (KL) divergence $\text{KL}(p||q) = -\sum p(x) \log \frac{q(x)}{p(x)}$
which compares distributions.

$$\text{KL}(q_\lambda(z|x)||p(z|x)) = \mathbb{E}_q[\log q_\lambda(z|x)] - \mathbb{E}_q[\log p(z|x)]$$

$$\text{KL}(q_\lambda(z|x)||p(z|x)) = \mathbb{E}_q[\log q_\lambda(z|x)] - \mathbb{E}_q[\log p(x|z) + \log p(z) - \log p(x)]$$



Variational AutoEncoders

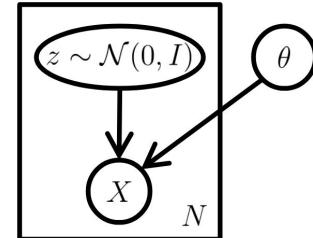
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$$\log p(x) - \text{KL}(q_\lambda(z|x)||p(z|x)) = \mathbb{E}_q[\log p(x|z)] - \text{KL}(q_\lambda(z|x)||p(z))$$



Variational AutoEncoders

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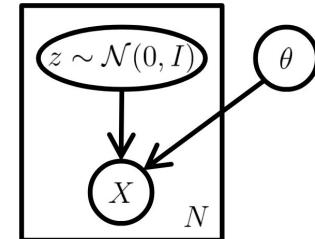
$$\log p(x) - \text{KL}(q_\lambda(z|x)||p(z|x)) = \mathbb{E}_q[\log p(x|z)] - \text{KL}(q_\lambda(z|x)||p(z))$$

We want to maximize!

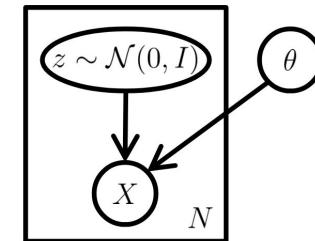
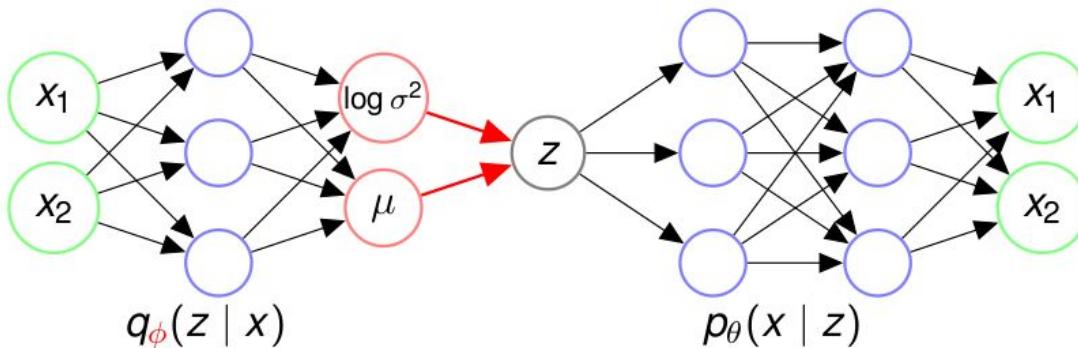
By construction the KL divergence is always ≥ 0

Evidence Lower Bound (ELBO)
Loss function = - ELBO

Loss function = “Reconstruction” + “Regularization”
But is not really an autoencoder



Variational AutoEncoders



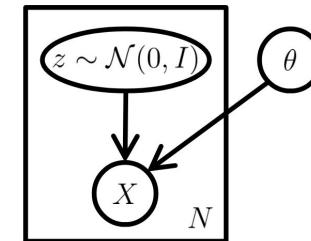
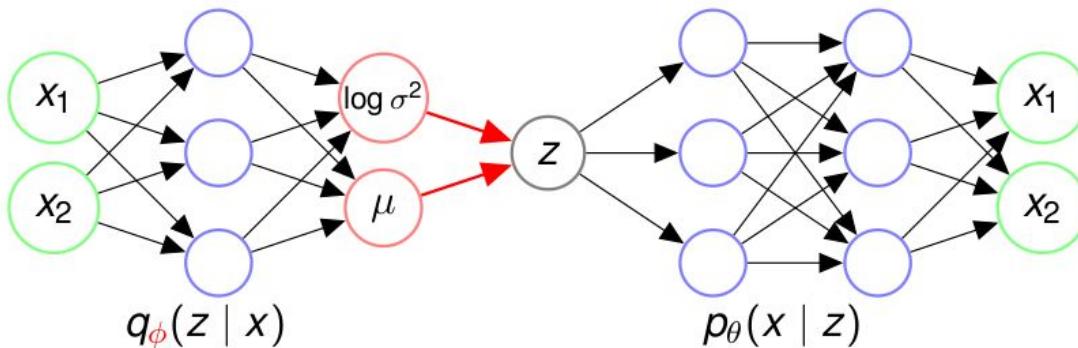
We need:

$$p(z) = \mathcal{N}(0, I)$$

$$q_{\lambda}(z|x) = \mathcal{N}(z; \mu_{\lambda}(x), \sigma_{\lambda}(x))$$

$$Loss_{VAE} = -\mathbb{E}_q[\log p(x|z)] + \mathbb{KL}(q(z|x)||p(z))$$

Variational AutoEncoders



We need:

$$p(z) = \mathcal{N}(0, I)$$

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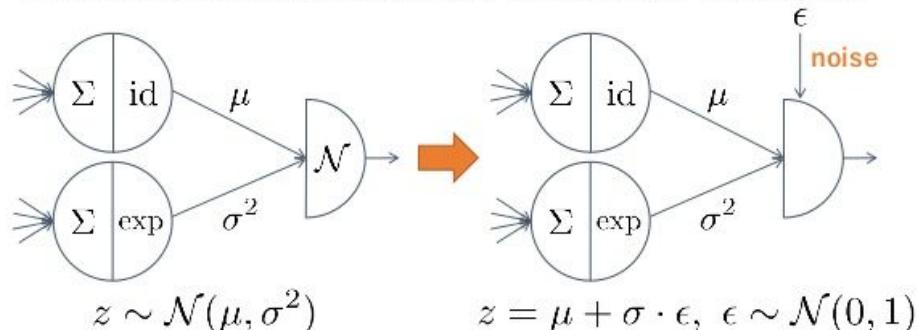
One last problem: Sampling z directly from μ and σ introduces an stochastic node which is untrackable for backpropagation, i.e., can't use SGD to tune parameters since info is lost.

$$\text{Loss}_{VAE} = -\mathbb{E}_q[\log p(x|z)] + \text{KL}(q(z|x)||p(z))$$

Reparameterization trick

$$\text{Loss}_{VAE} = -\mathbb{E}_q[\log p(x|z)] + \mathbb{KL}(q(z|x)||p(z))$$

Write the sampling procedure as a differentiable computation



We need:

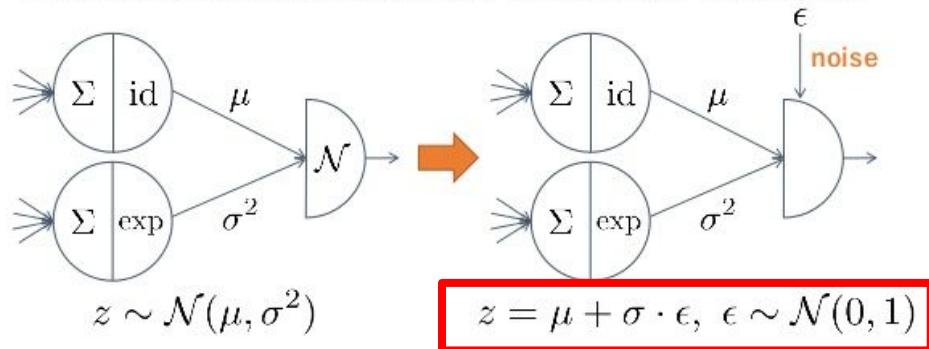
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Reparameterization trick

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Write the sampling procedure as a differentiable computation



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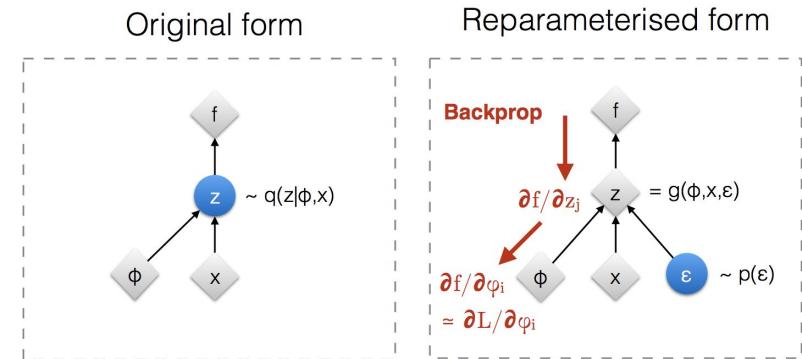
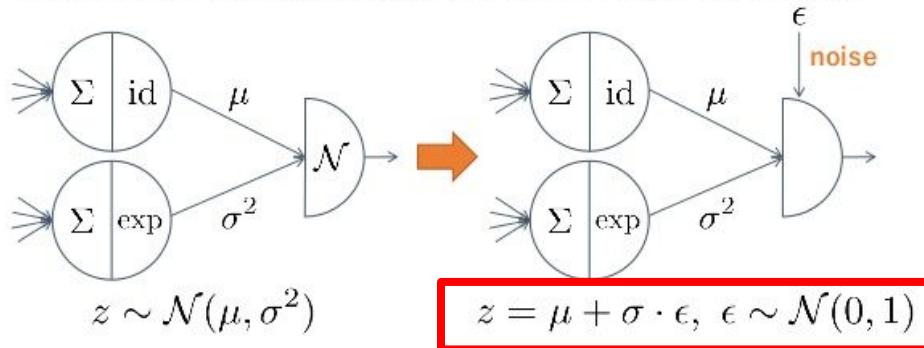
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Write the sampling procedure as a differentiable computation



We need:

$$p(z) = \mathcal{N}(0, I)$$

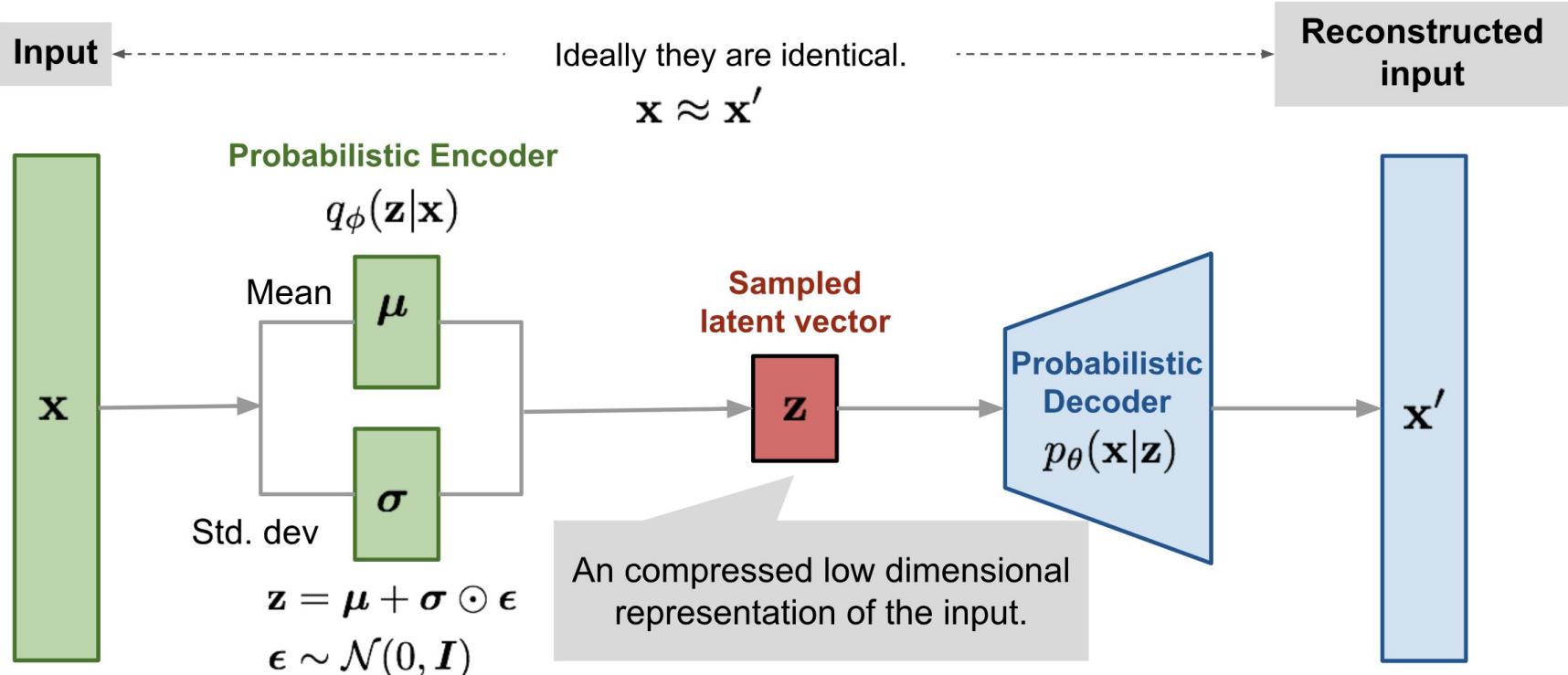
$$q_\lambda(z|x) = \mathcal{N}(z; \mu_\lambda(x), \sigma_\lambda(x))$$

: Deterministic node

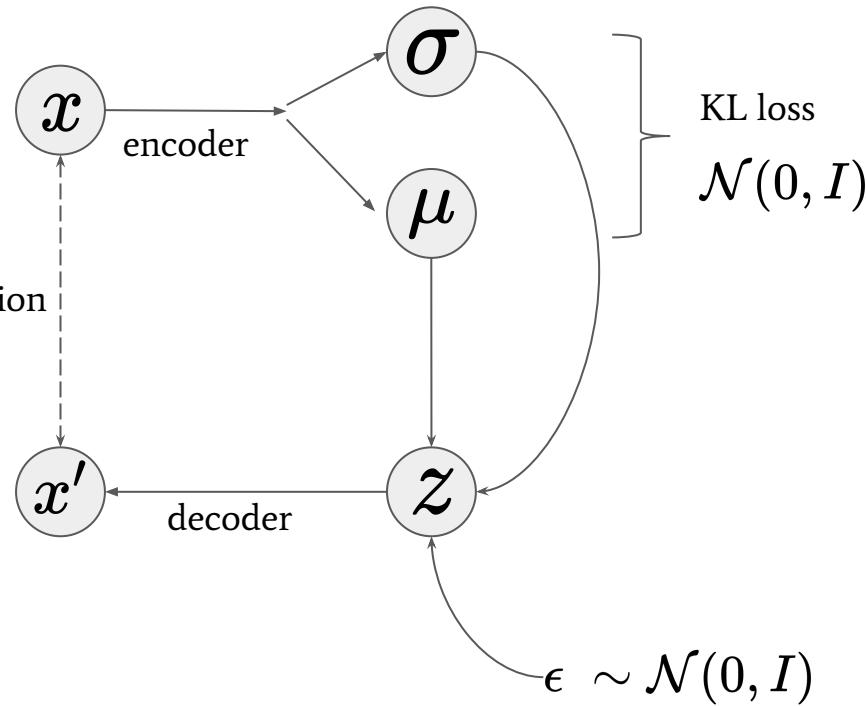
: Random node

[Kingma, 2013]
[Bengio, 2013]
[Kingma and Welling 2014]
[Rezende et al 2014]

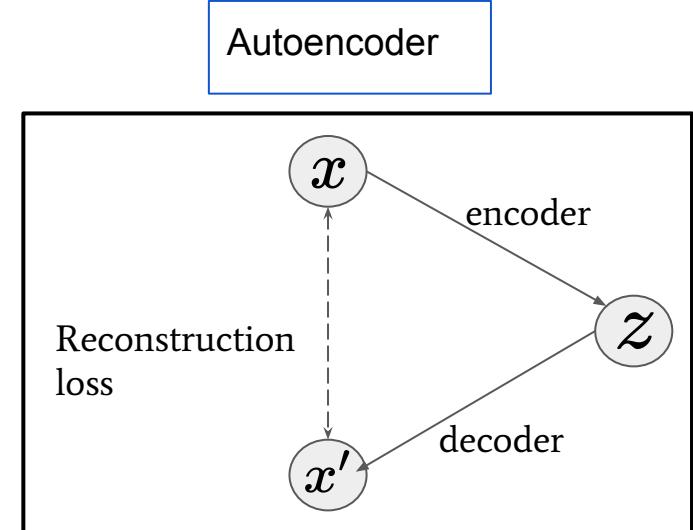
Summarizing VAE



Summarizing VAE

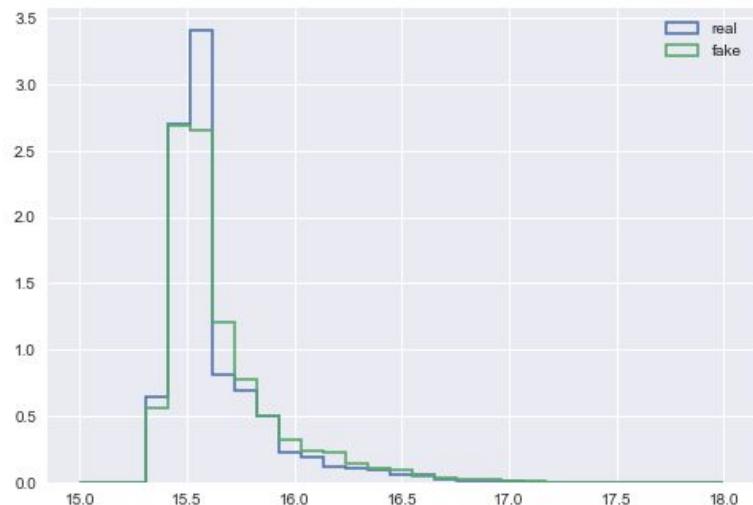
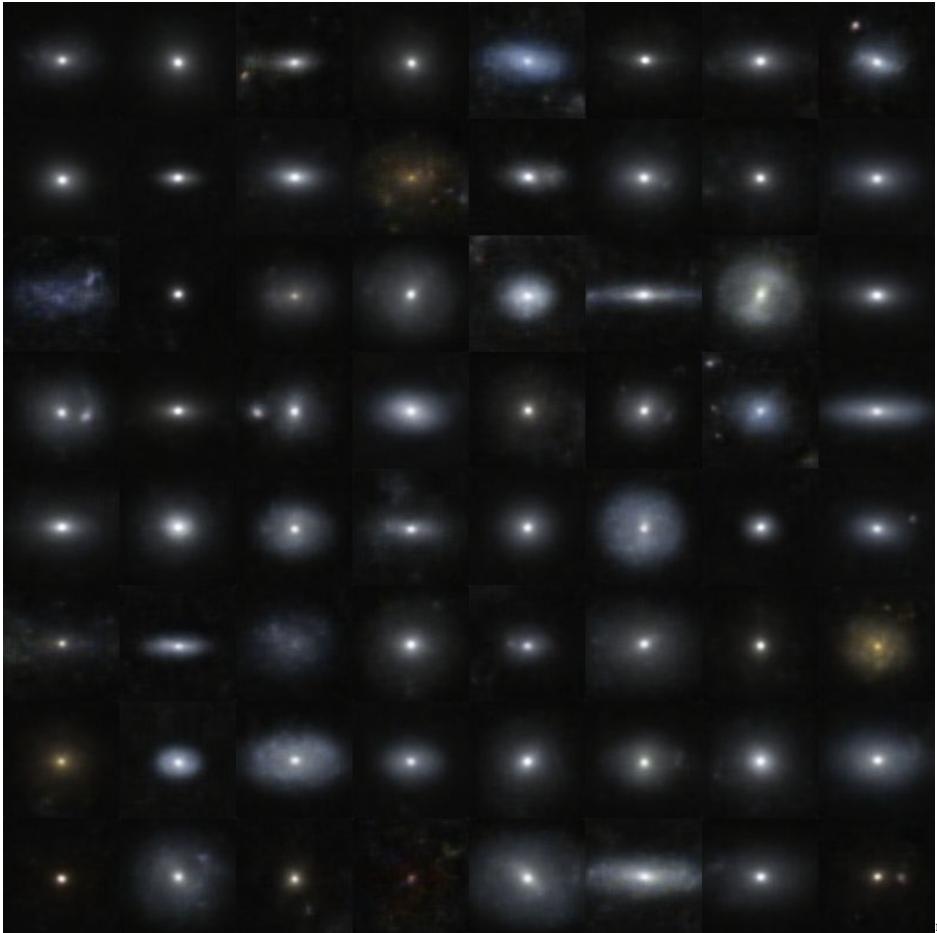


Variational Autoencoder



Many extensions:
PixelVAE, MGVAE, etc....

VAE Sampling example (no reconstruction)



We can generate samples from z ,
next step is can we constrain what's
being sampled?

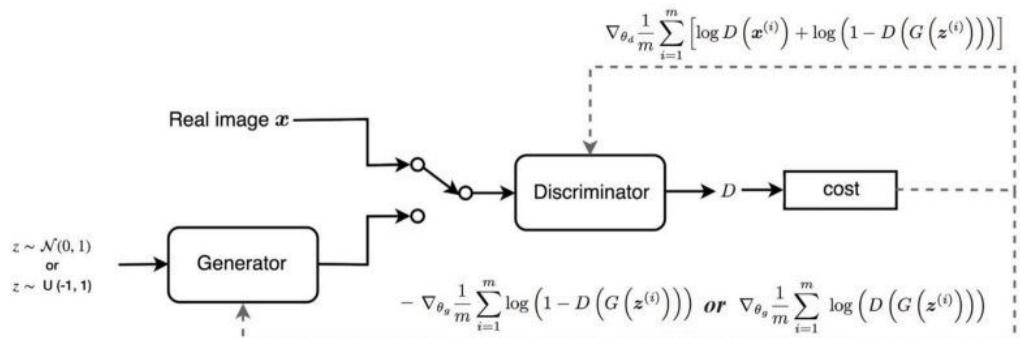
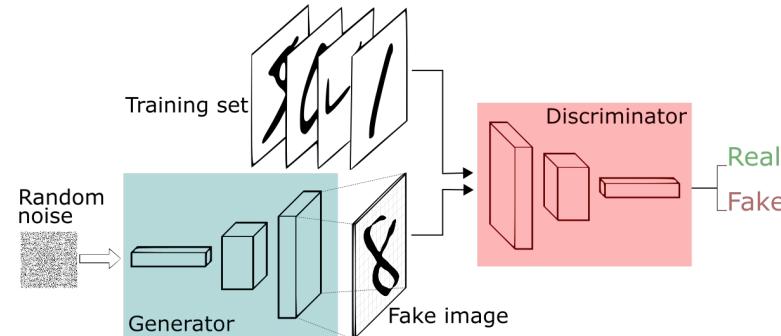
Generative Adversarial Networks (GAN)

Gan can be VERY good to specific image generation and create realistic images. Very powerful discriminator



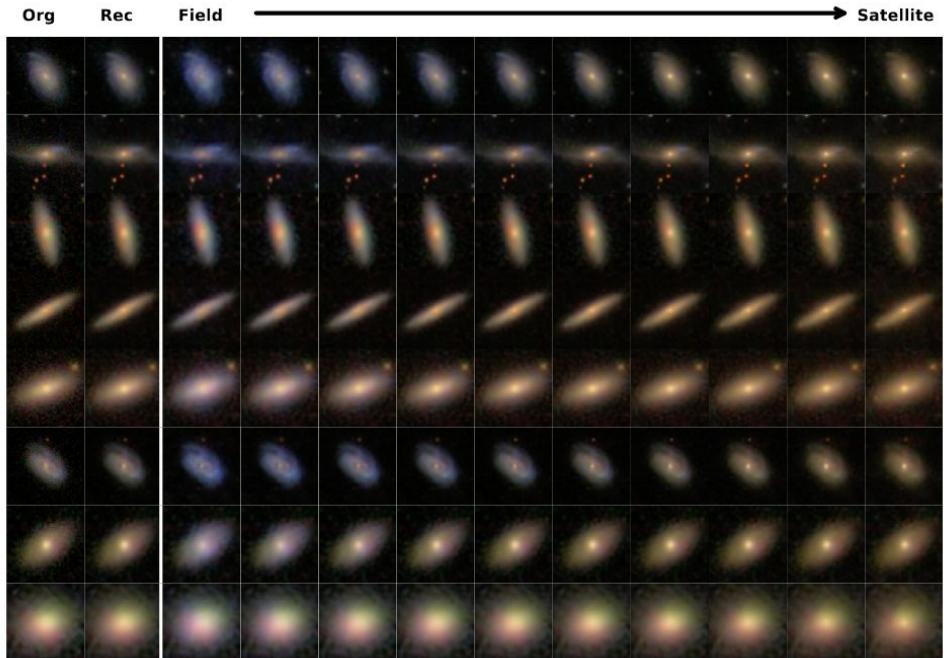
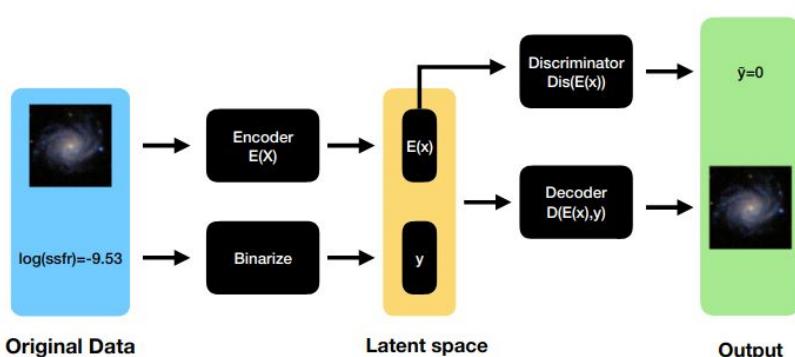
But:

- Very hard to train (unstable)
- Not really sampling methods
- Hard to evaluate likelihood of data $p(x)$
- Tend to underfit data distribution
- Main goal is to fool the discriminator



Very powerful if combined with VAE

AE + Discriminator

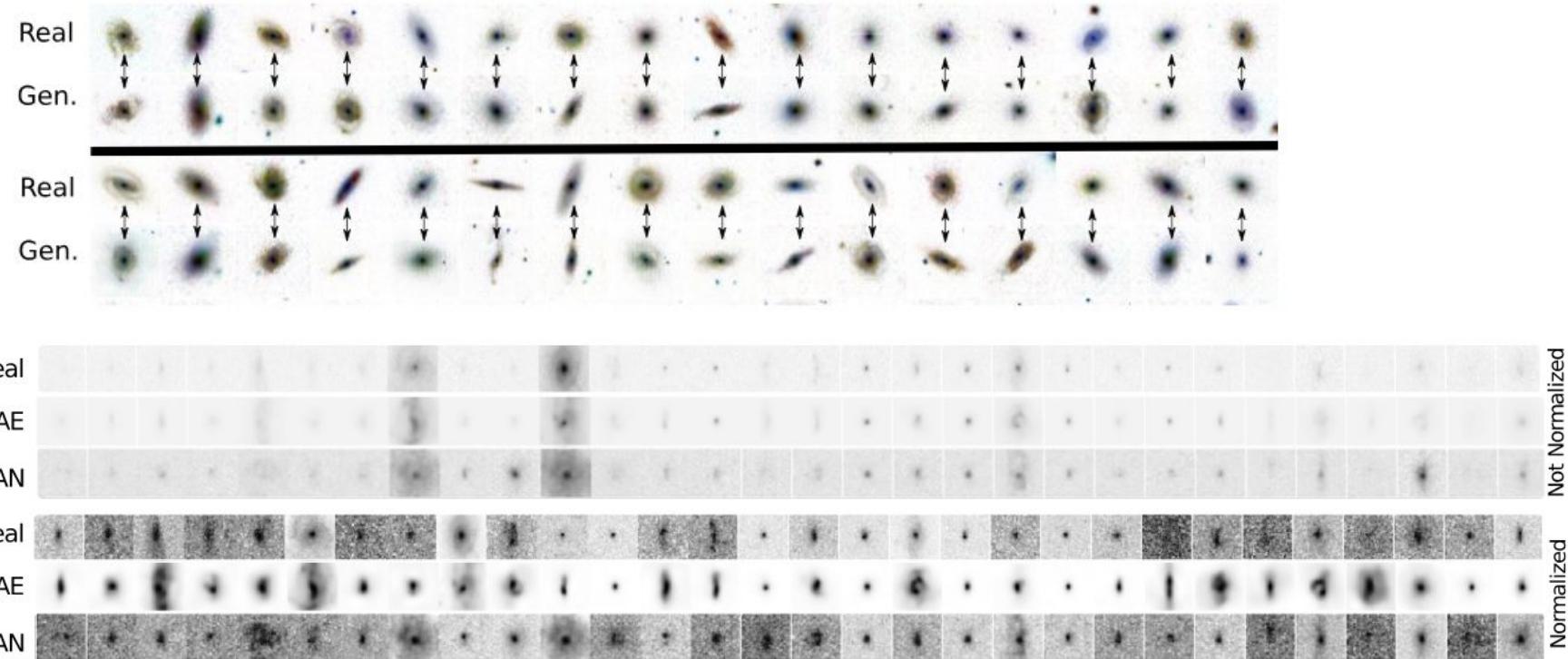


[Schawinski K., Turp M.-D., Zhang C., 2018, A&A, 616, L16](#)



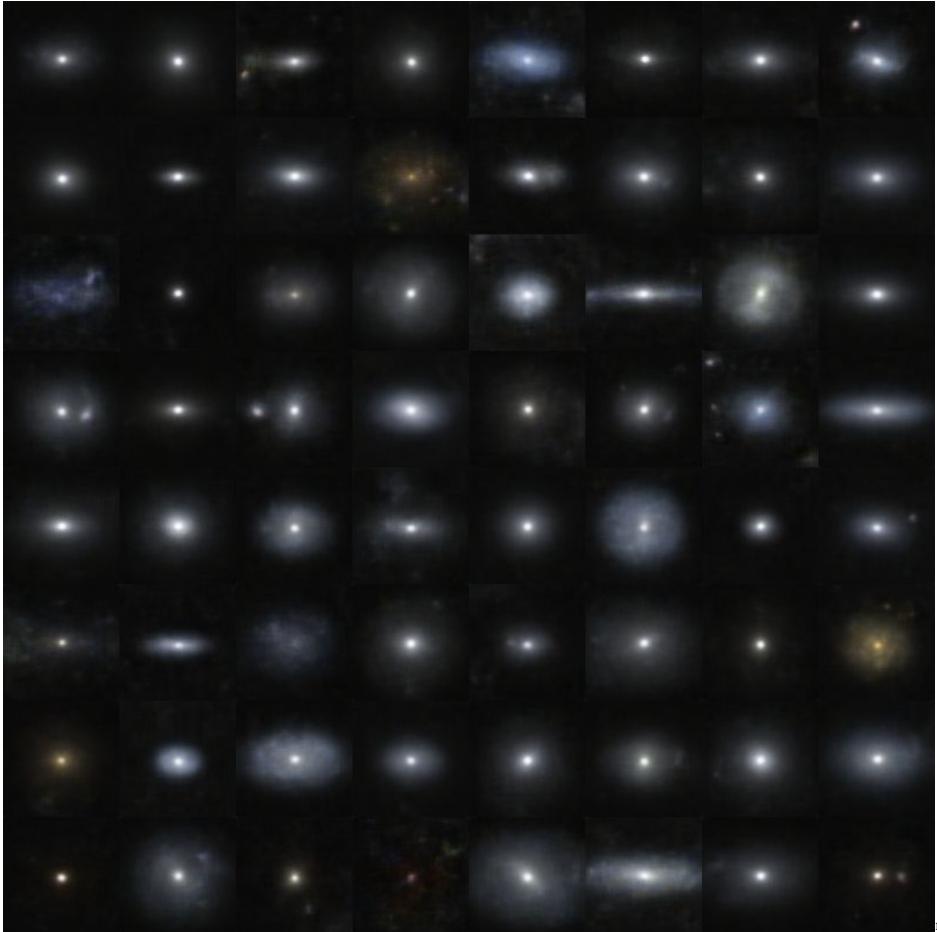
Fader Network: arXiv:1706.00409

GAN + VAE



[Ravanbakhsh S., Lanusse F., Mandelbaum R., Schneider J., Poczos B., 2016, arXiv e-prints, arXiv:1609.05796](https://arxiv.org/abs/1609.05796)

VAE Sampling example (no reconstruction)



We can generate samples from z ,
next step is can we constrain what's
being sampled?

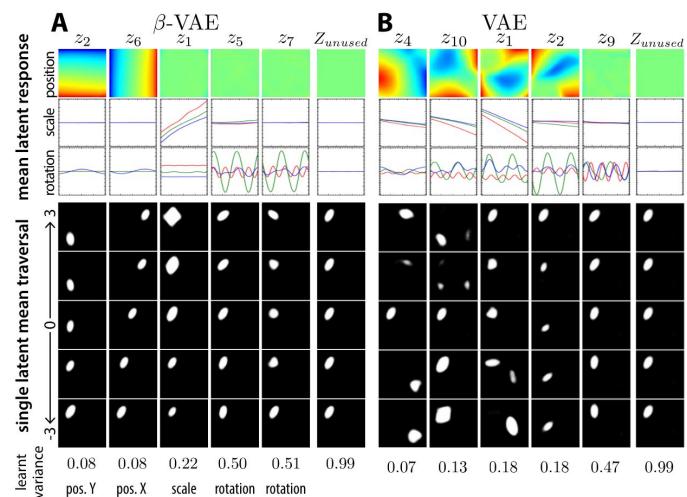
β -VAE: Disentangle VAE

In VAE we have some control over the latent space but every dimension in z can represent multiple-features (entanglement), how can we reduce the correlation between those dimensions?

$$Loss_{VAE} = -\mathbb{E}_q[\log p(x|z)] + \text{KL}(q(z|x)||p(z))$$

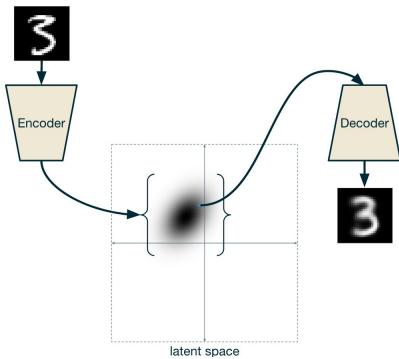
$$Loss_{\beta-VAE} = -\mathbb{E}_q[\log p(x|z)] + \beta \text{KL}(q(z|x)||p(z))$$

Trade-off between reconstruction loss and penalty loss in $q(z|x)$. → The higher β the higher is the independence of z -space component but less realistic. No labels just feature disentanglement.

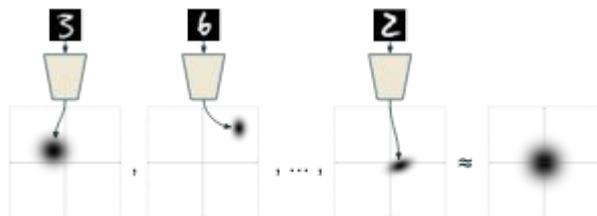


[beta-VAE: Learning Basic Visual Concepts with a Constrained Variational Framework](#)

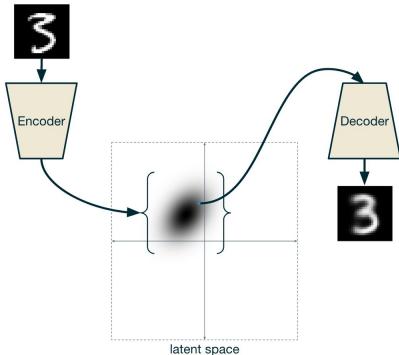
Conditional VAE: Adding labels



$p(z)$ tend to look like
this

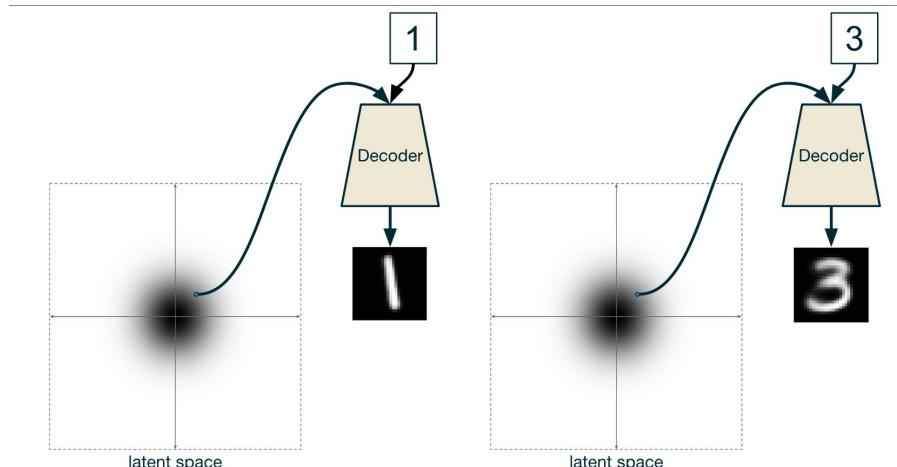
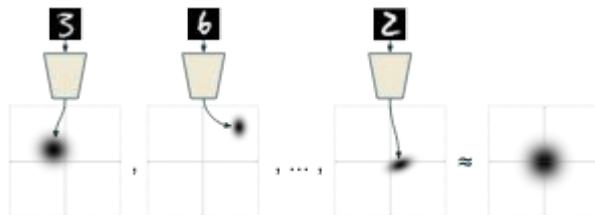


Conditional VAE: Adding labels

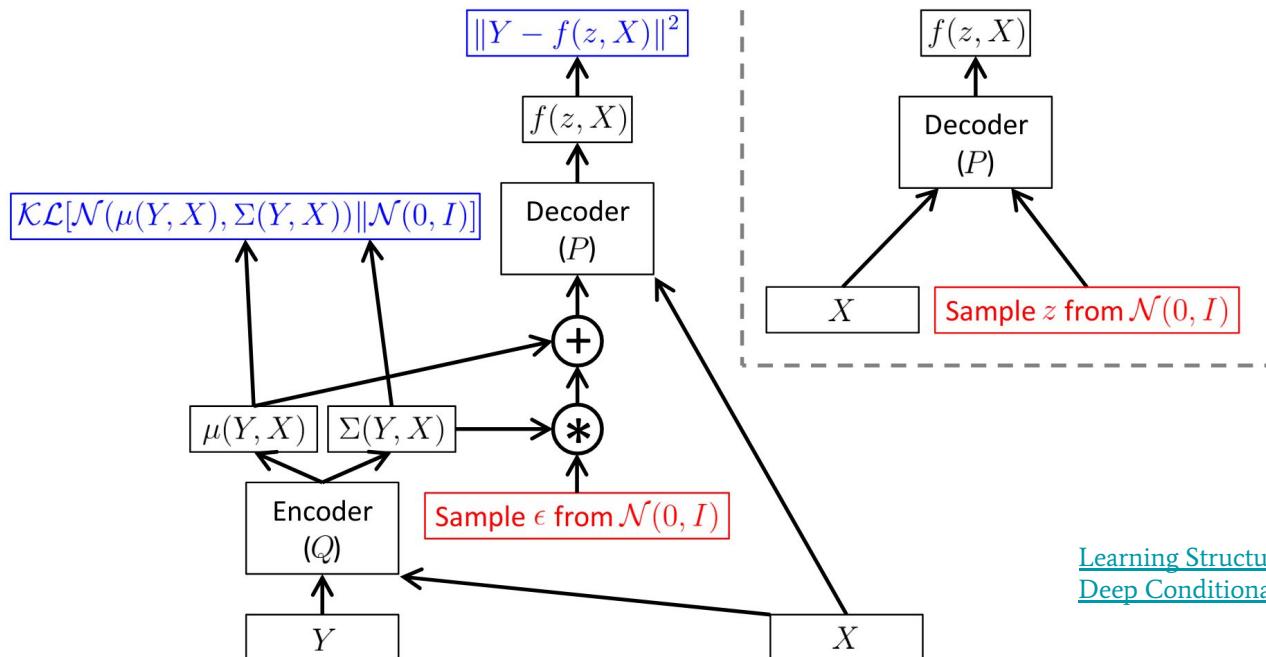


Conditional VAE tries to generate labeled samples. Labels are not used directly in training.

$p(z)$ tend to look like this



CVAE: Adding labels



[Learning Structured Output Representation using Deep Conditional Generative Models](#)

$$Loss_{CVAE} = -\mathbb{E}_q[\log p(x|z, c)] + \mathbb{KL}(q(z|x, c)||p(z, c))$$

CVAE: Examples



angle

eccentricity

brightness

angle

eccentricity

brightness

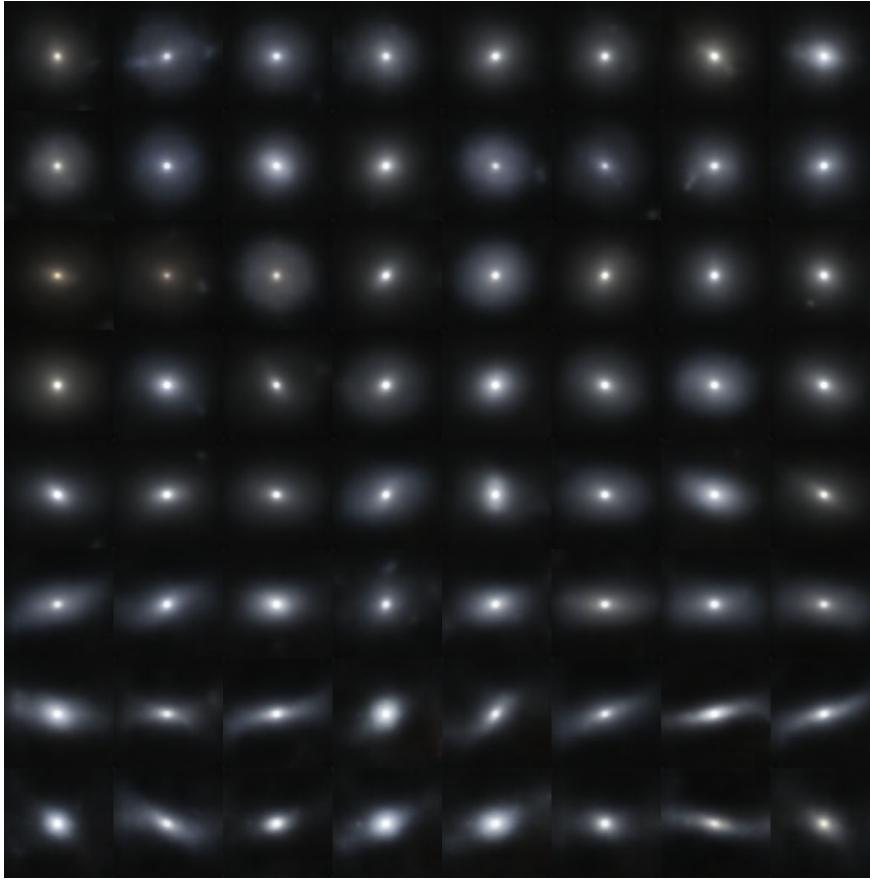
CVAE: Examples



25,000 galaxies for training
5,000 galaxies for validation

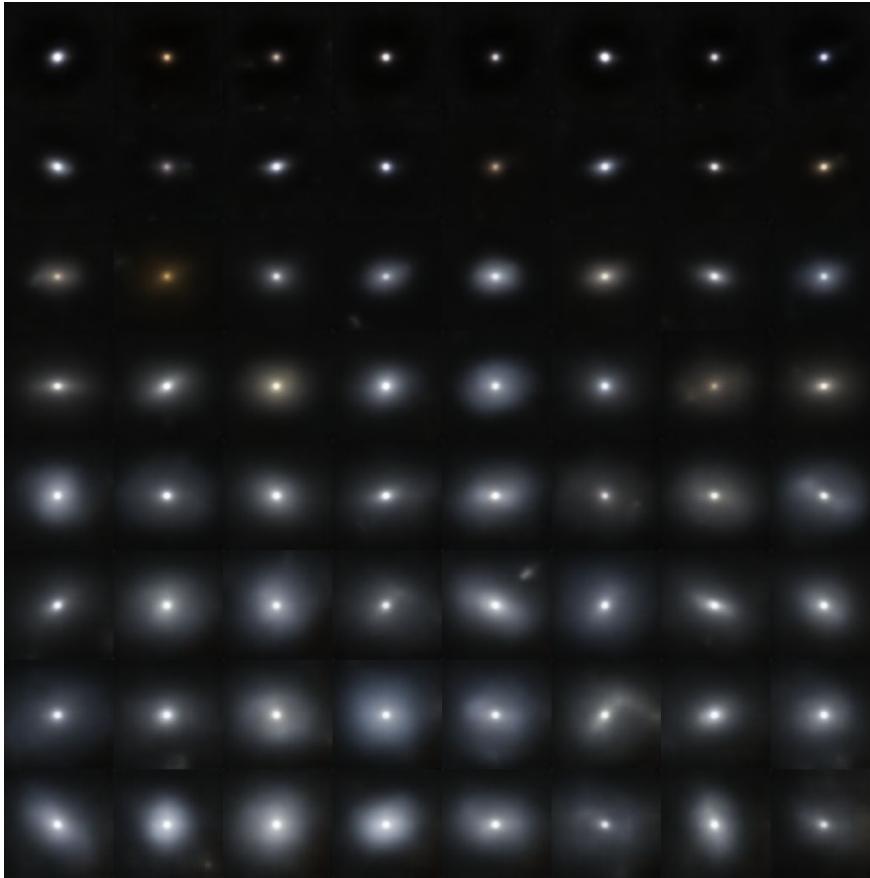
Sampling by concentration

CVAE: Examples



Sampling by eccentricity

CVAE: Examples



Sampling by area, not same as concentration



Bowen, Carrasco-Kind, et al. in prep.

Multimodal VAE: Training modalities

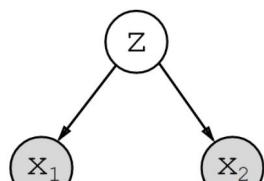
Multimodal Generative Models for Scalable Weakly-Supervised Learning

Mike Wu
 Department of Computer Science
 Stanford University
 Stanford, CA 94025
 wumike@stanford.edu

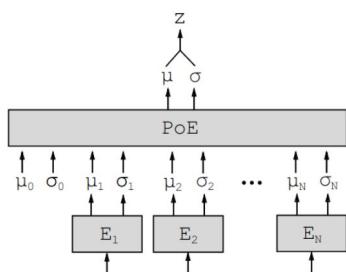
Noah Goodman
 Departments of Computer Science and Psychology
 Stanford University
 Stanford, CA 94025
 ngoodman@stanford.edu

[multimodal-generative-models-for-scalable-weakly-supervised-learning](#)

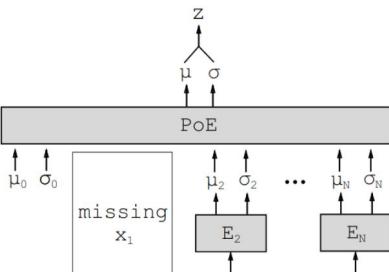
Learning joint representation of conditionally independent modalities using product of experts.



(a)



(b)



(c)

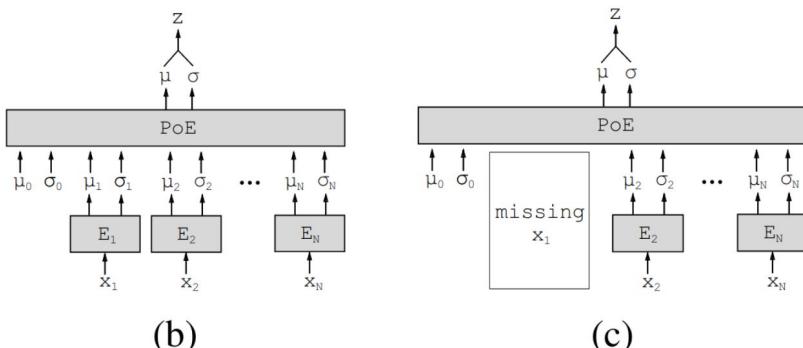
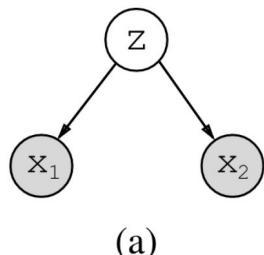
Multimodal VAE: Training modalities

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[multimodal-generative-models-for-scalable-weakly-supervised-learning](#)



Learning joint representation of conditionally independent modalities using product of experts.

We can:

- Conditional sample with certain attributes
- Sample without any limitations
- Change the attribute of an existing input data
- Similarity search and anomaly detection
- Predict one modality from the others
- Sample and train with missing modalities

MVAE

Learning joint representation of
conditionally independent modalities.

$$p(x_1, x_2, \dots, x_n, z) = p(z)p(x_1|z)p(x_2|z) \cdots p(x_n|z)$$

$$\text{ELBO}(X) \triangleq \mathbb{E}_{q_\phi(z|X)} \left[\sum_{x_i \in X} \lambda_i \log p_\theta(x_i|z) \right] - \beta \text{KL}[q_\phi(z|X), p(z)]$$

Joint probability

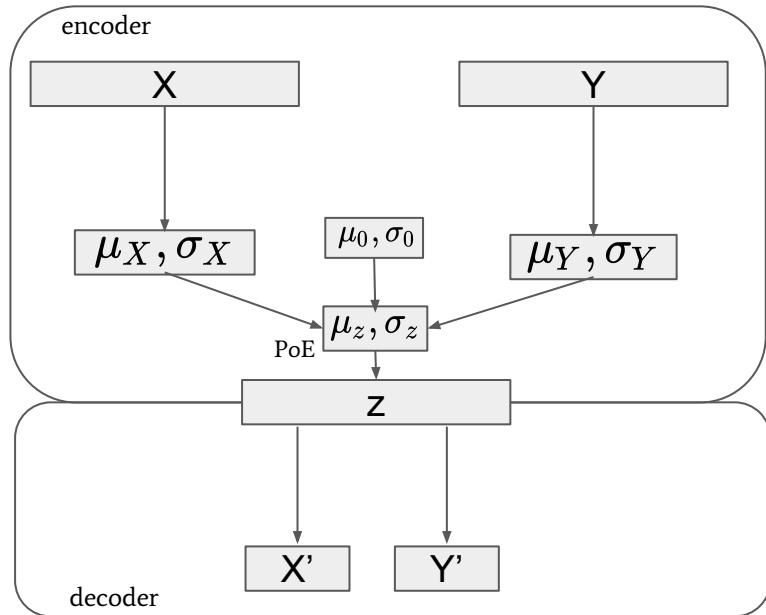
$$p(z|x_1, \dots, x_N) \propto \frac{\prod_{i=1}^N p(z|x_i)}{\prod_{i=1}^{N-1} p(z)} \approx \frac{\prod_{i=1}^N [\tilde{q}(z|x_i)p(z)]}{\prod_{i=1}^{N-1} p(z)} = p(z) \prod_{i=1}^N \tilde{q}(z|x_i).$$

$$q(z|X) \propto p(z) \prod_{x_i \in X} \tilde{q}(z|x_i)$$

Evaluate ELBO for the whole sample,
and for individual modalities

$$\text{ELBO}(x_1, \dots, x_N) + \sum_{i=1}^N \text{ELBO}(x_i) + \sum_{j=1}^k \text{ELBO}(X_j)$$

MVAE 2 Modality Example



2 modalities example,
 X are input images
 Y are features (magnitude, area, concentration, etc...)
 z is latent space

$$p(X, Y, z)$$

We can sample independently

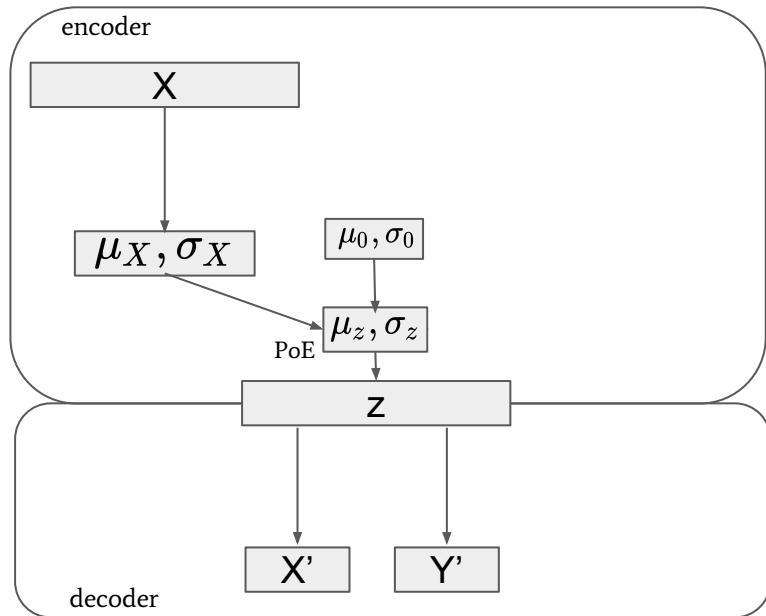
$$p(X|z) \quad p(Y|z) \quad p(X, Y|z)$$

$$p(z, X, Y) \propto p(z) \hat{q}(z|X) \hat{q}(z|Y)$$

$$ELBO(X, Y) + ELBO(X) + ELBO(Y)$$

$$ELBO(X) \triangleq \mathbb{E}_{q_\phi(z|X)} \left[\sum_{x_i \in X} \lambda_i \log p_\theta(x_i|z) \right] - \beta \text{KL}[q_\phi(z|X), p(z)]$$

MVAE 2 Modality Example



2 modalities example,
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$$p(X, Y, z)$$

We can sample independently

$$p(X|z) \quad p(Y|z) \quad p(X, Y|z)$$

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$$ELBO(X, Y) + ELBO(X) + ELBO(Y)$$

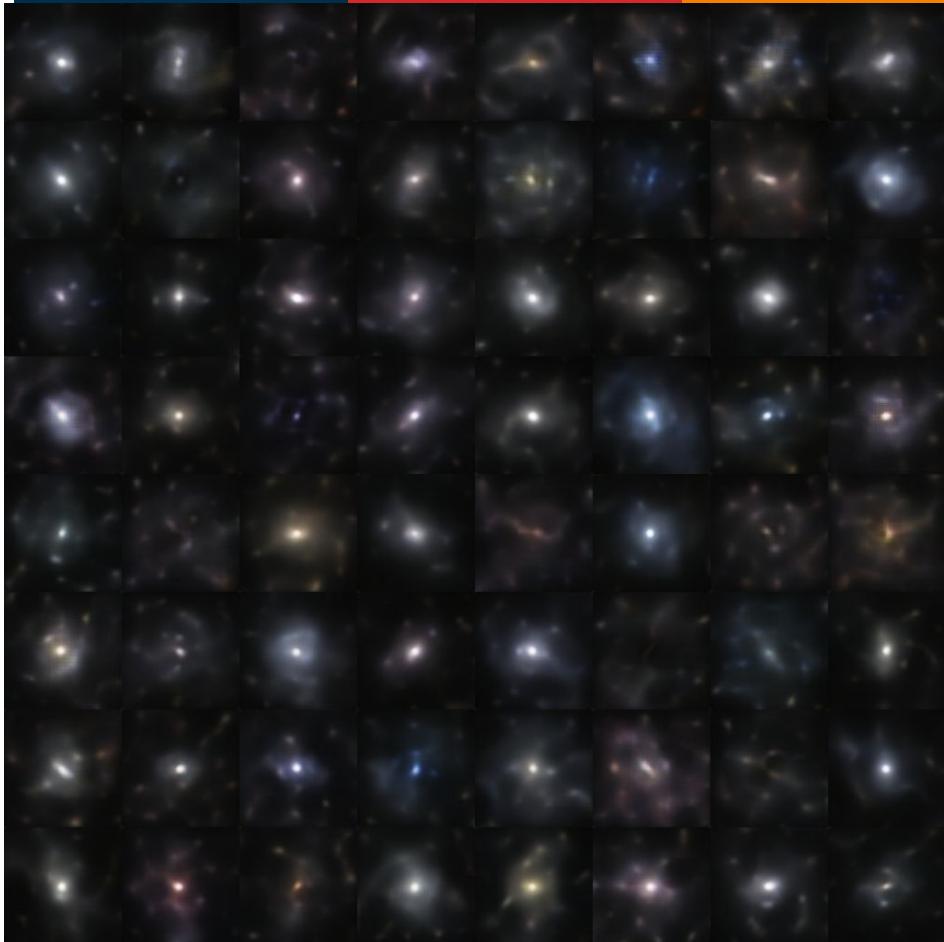
$$ELBO(X) \triangleq \mathbb{E}_{q_\phi(z|X)} \left[\sum_{x_i \in X} \lambda_i \log p_\theta(x_i|z) \right] - \beta \text{KL}[q_\phi(z|X), p(z)]$$

MVAE: Examples



Sampling for a
fixed image

MVAE: Examples

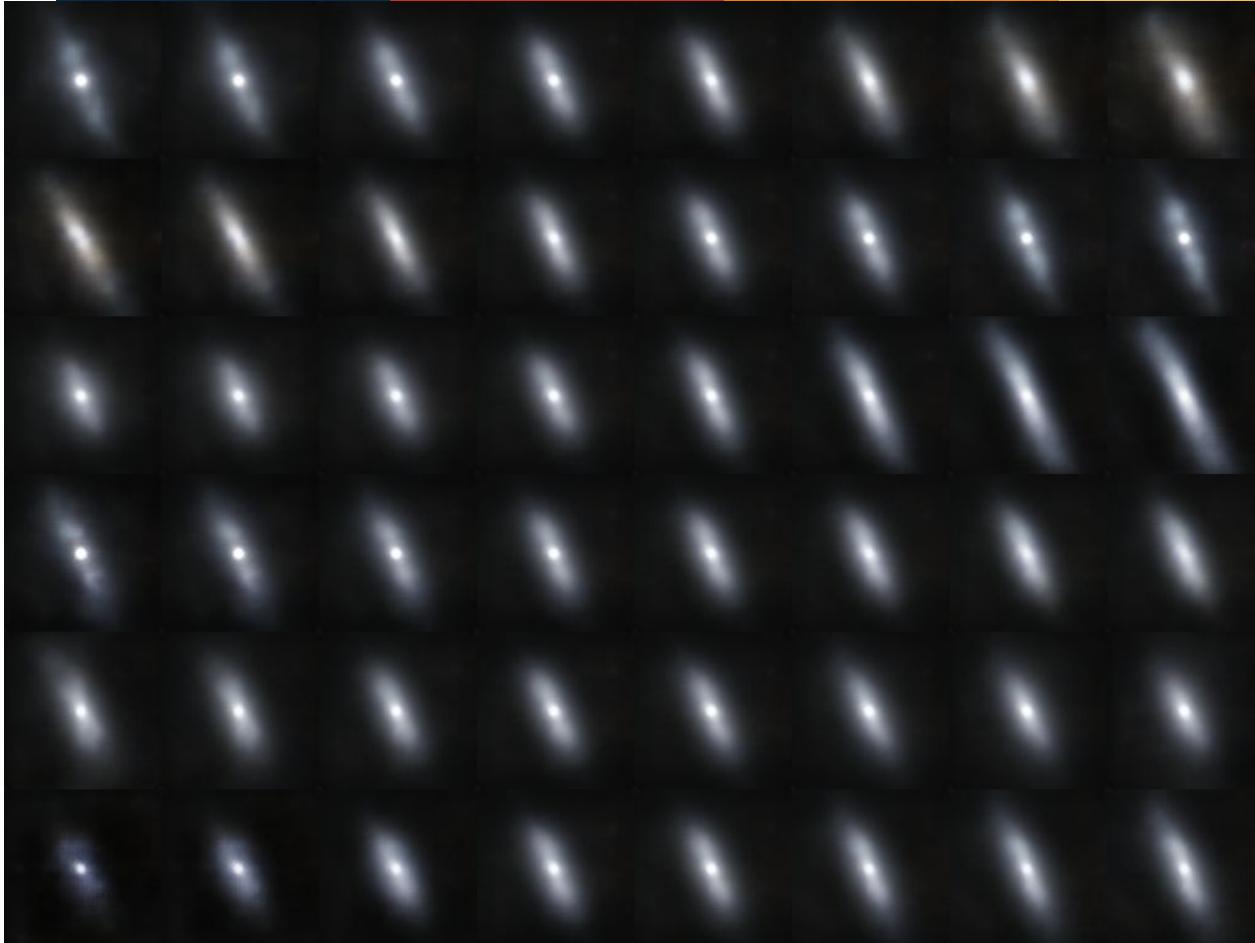


Unconstrained sampling, very small β . Lots of structure, less control over modalities

$$\text{ELBO}(X) \triangleq \mathbb{E}_{q_\phi(z|X)} \left[\sum_{x_i \in X} \lambda_i \log p_\theta(x_i|z) \right] - \beta \text{KL}[q_\phi(z|X), p(z)]$$



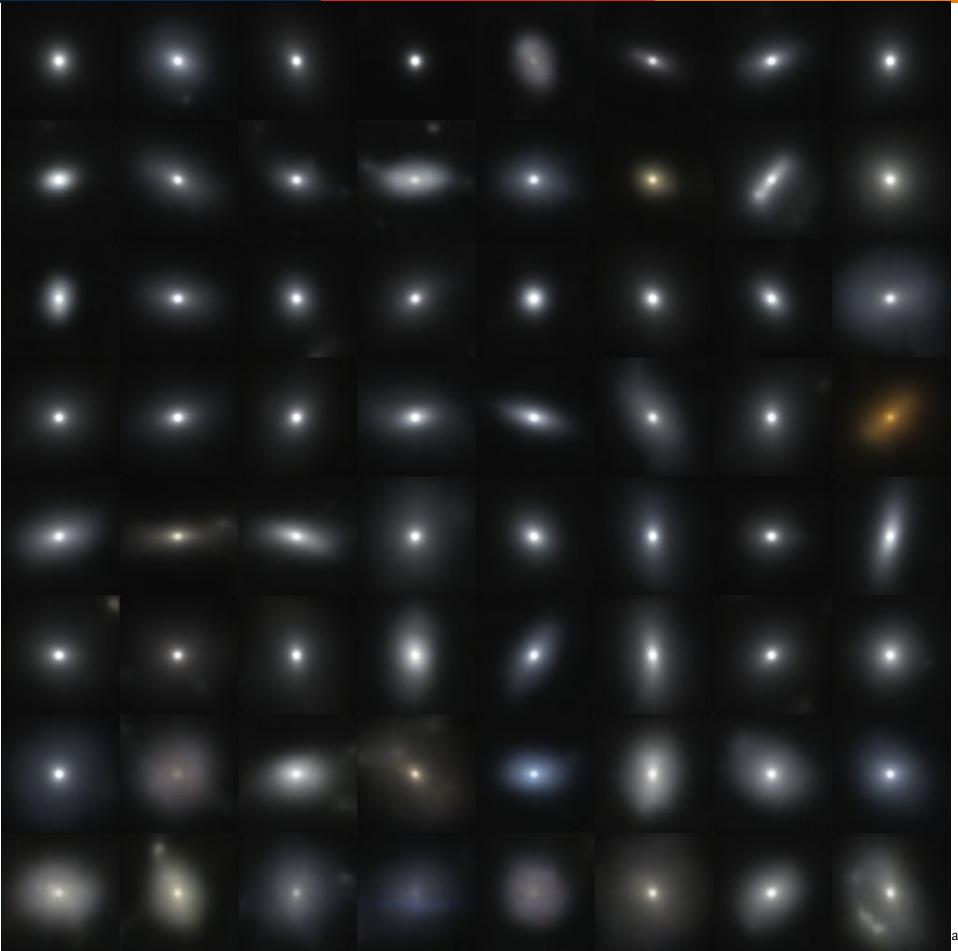
MVAE: Examples



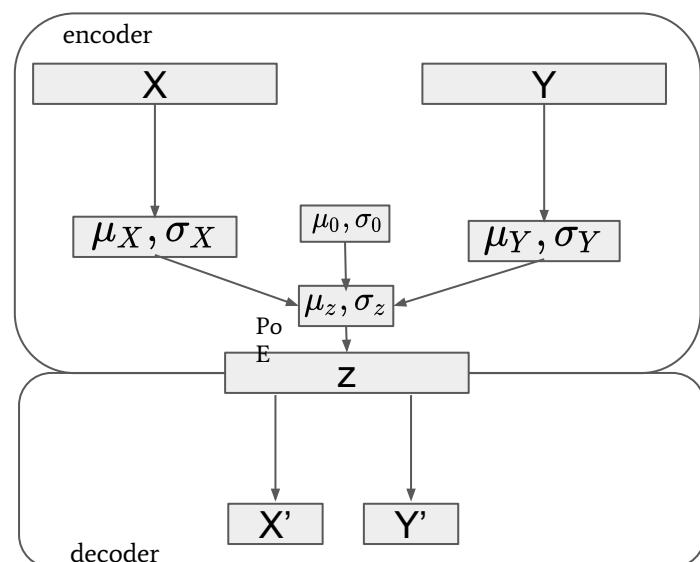
Fix galaxy, sampling over features.

MAG_R, MAG_I, ECC,
Concentration, Angle, Area

MVAE: Examples



Samples with changing concentration
(increasing downwards)

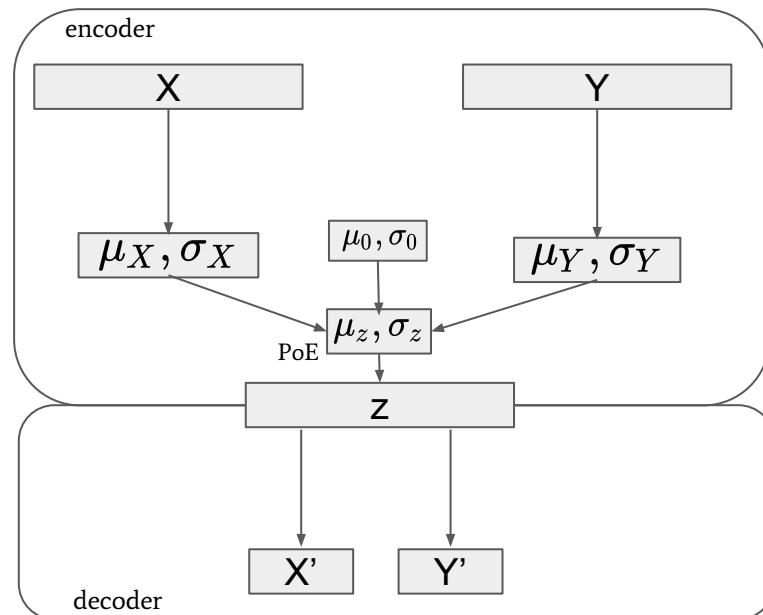
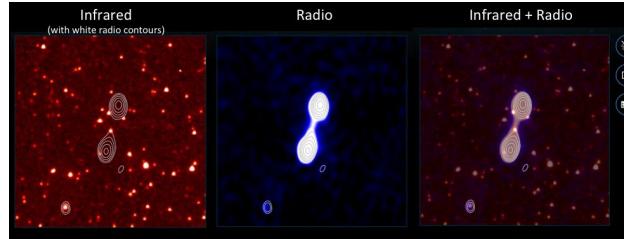
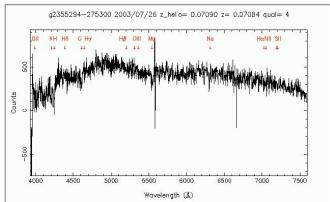


MVAE: Examples



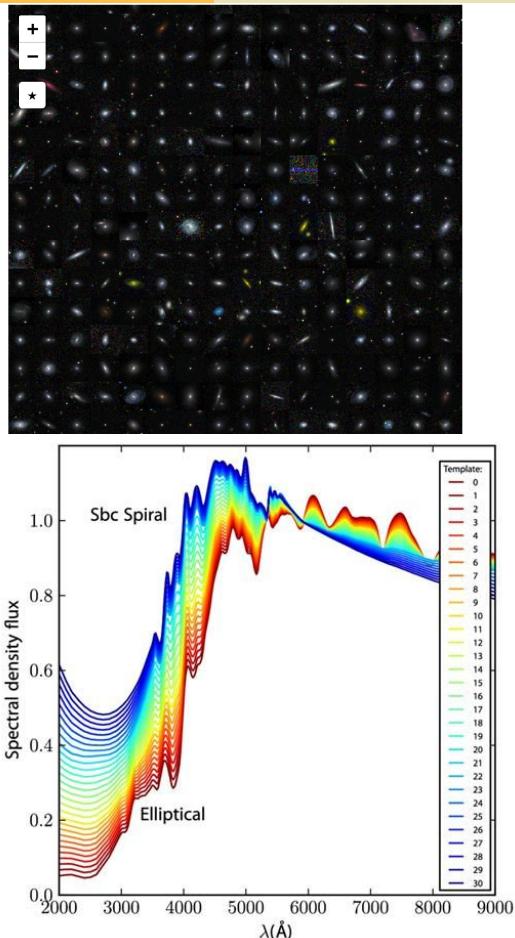
Samples with changing area
(increasing downwards)

MVAE: It opens interesting options



Conclusions / Potential open projects

- Use VAE for data/image compression and similarity search of galaxy images for comparative studies
 - Elliptical stacking for diffuse extended halo S/N
 - Modern Hubble sequence and census
 - Search of similar galaxies and anomalies
 - Denoising/deconvolving
- Use CVAE/MVAE and TL to generate sampling of realistic galaxy images conditioned to diverse priors
 - Create a uniform training sample for photo-z's
 - Break color/redshift degeneracy
 - Conditioning on redshift, template, brightness,
 - Galaxy evolutions studies
 - Sampling procedures for galaxy images
 - Combine multiple modalities
- Develop photo-z compression techniques considering information from galaxy images
- Anomaly detection with extended Isolation Forest
- There is plans to classify DES images ([prototype](#))



Thank you!

Questions?

Matias Carrasco Kind -- NCSA

mcarras2@illinois.edu

github.com/mgkind

matias-ck.com

Create realistic samplings of galaxy images with no prior (DES)

Real



Ours



CAVEP

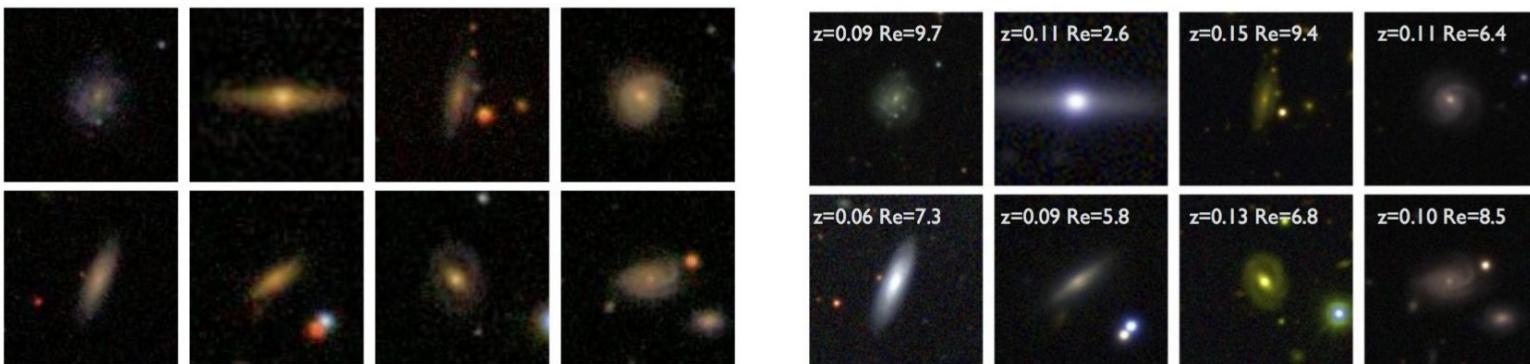


Learn from one survey to another

Knowledge transfer of Deep Learning for galaxy morphology from one survey to another

H. Domínguez Sánchez^{1*}, M. Huertas-Company^{1,2,3}, M. Bernardi¹, S. Kaviraj⁴, J.L. Fischer¹, T. M. C. Abbott⁵, F. B. Abdalla^{6,7}, J. Annis⁸, S. Avila⁹, D. Brooks⁶, E. Buckley-Geer⁸, A. Carnero Rosell^{10,11}, M. Carrasco Kind^{12,13}, J. Carretero¹⁴, C. E. Cunha¹⁵, C. B. D'Andrea¹, L. N. da Costa^{10,11}, C. Davis¹⁵, J. De Vicente¹⁶, P. Doel⁶, A. E. Evrard^{17,18}, P. Fosalba^{19,20}, J. Frieman^{8,21}, J. García-Bellido²², E. Gaztanaga^{19,20}, D. W. Gerdes^{17,18}, D. Gruen^{15,23}, R. A. Gruendl^{12,13}, J. Gschwend^{10,11}, G. Gutierrez⁸, W. G. Hartley^{6,24}, D. L. Hollowood²⁵, K. Honscheid^{26,27}, B. Hoyle^{28,29}, D. J. James³⁰, K. Kuehn³¹, N. Kuropatkin⁸, O. Lahav⁶, M. A. G. Maia^{10,11}, M. March¹, P. Melchior³², F. Menanteau^{12,13}, R. Miquel^{14,33}, B. Nord⁸, A. A. Plazas³⁴, E. Sanchez¹⁶, V. Scarpine⁸, R. Schindler²³, M. Schubnell¹⁸, M. Smith³⁵, R. C. Smith⁵, M. Soares-Santos³⁶, F. Sobreira^{37,10}, E. Suchyta³⁹, M. E. C. Swanson¹³, G. Tarle¹⁸, D. Thomas⁹, A. R. Walker⁵, and J. Zuntz⁴⁰

SDSS (GalaxyZoo) transfer learning
to DES images for morphological
classification



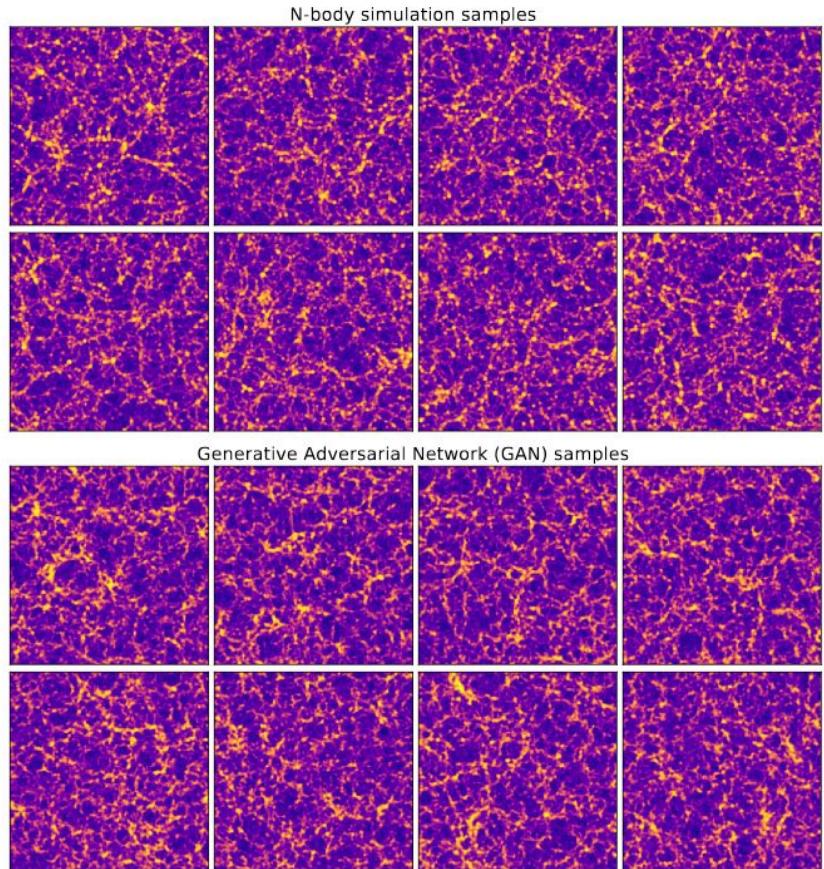
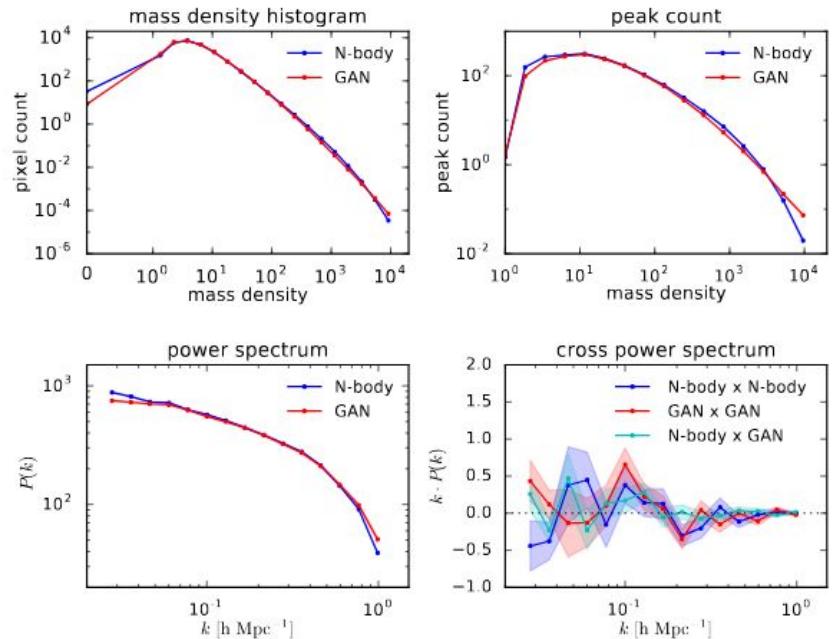
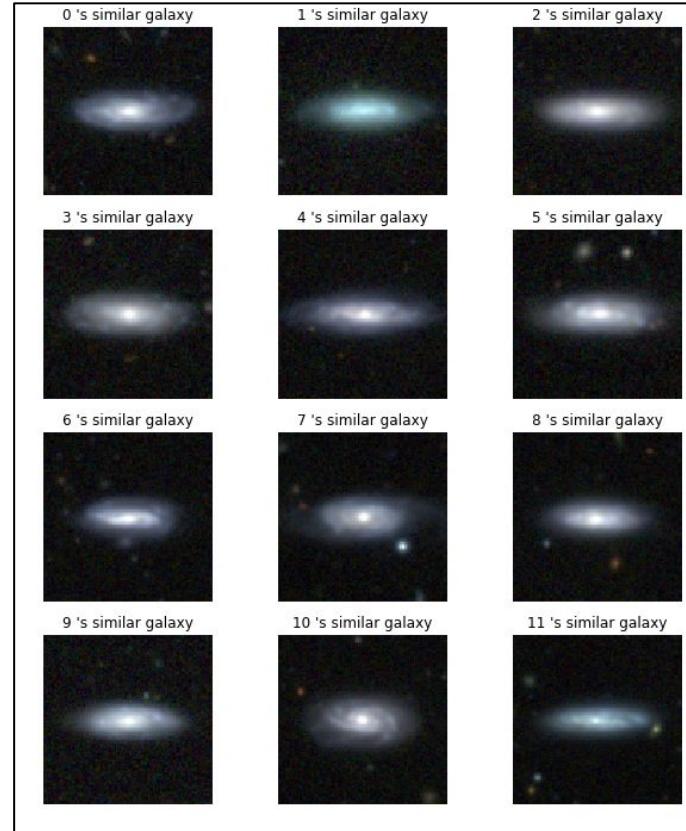
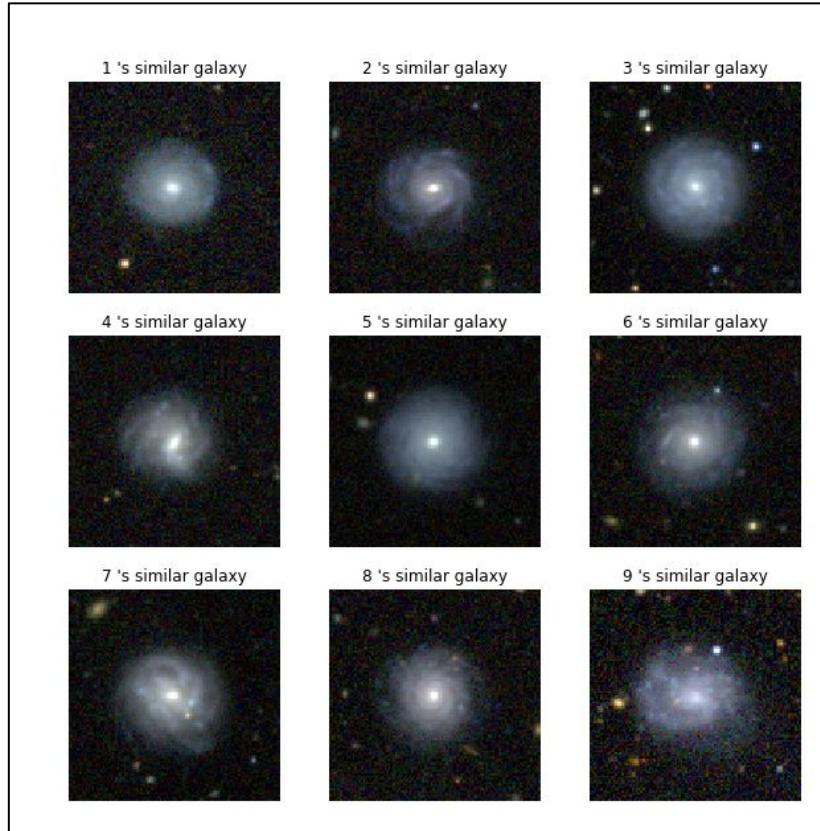


Figure 1: Samples from N-body simulation and from GAN for the box size of 500 Mpc. Note that the transformation in Equation 3.1 with $a = 20$ was applied to the images shown above for better clarity.



Rodriguez A.C., et al., 2018, Computational Astrophysics and Cosmology, 5, 4

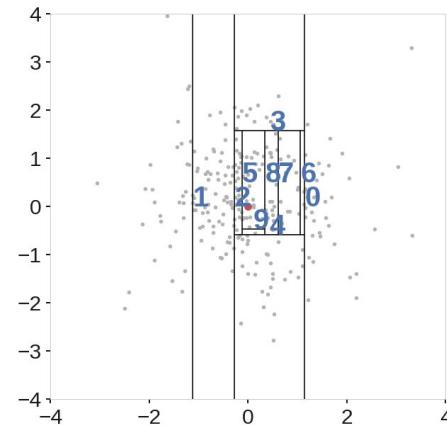
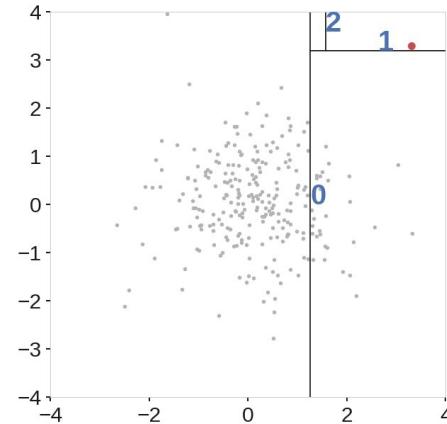
Galaxy selection and similarity search using VAE → DES



Anomaly Detection with Isolation Forest

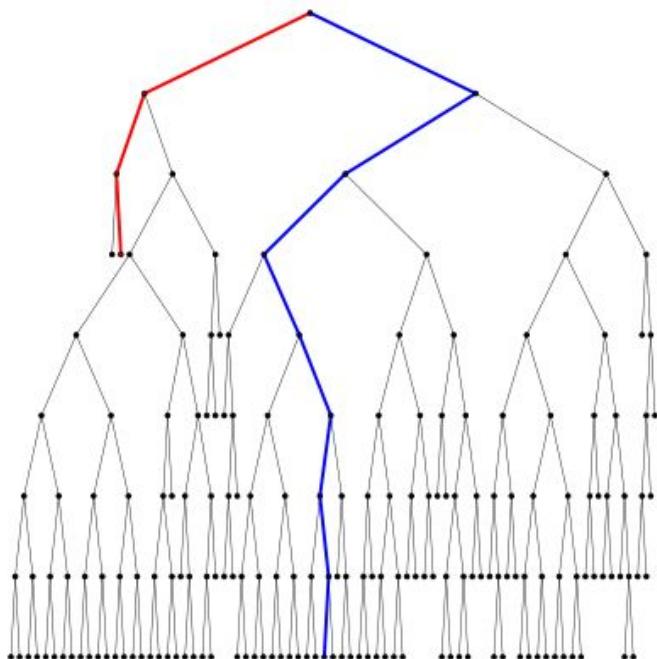
- Few and different to be isolated quicker
- For each tree:
 - Get a sample of the data
 - Randomly select a dimension
 - Randomly pick a value in that dimension
 - Draw a straight line through the data at that value and split data
 - Repeat until tree is complete
- Generate multiple trees → forest
- Anomalies will be isolated in only a few steps
- Nominal points in more
- To score points:
 - Run point down tree, record path
 - Repeat for each tree, aggregate scores
 - Score distribution

$$s(x, n) = 2^{-\frac{E(h(x))}{c(n)}}$$

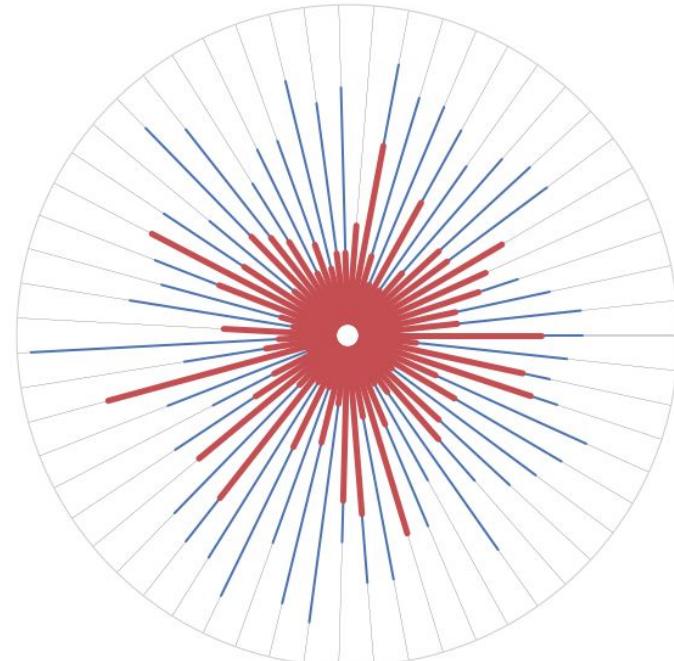


Anomaly Detection with Isolation Forest

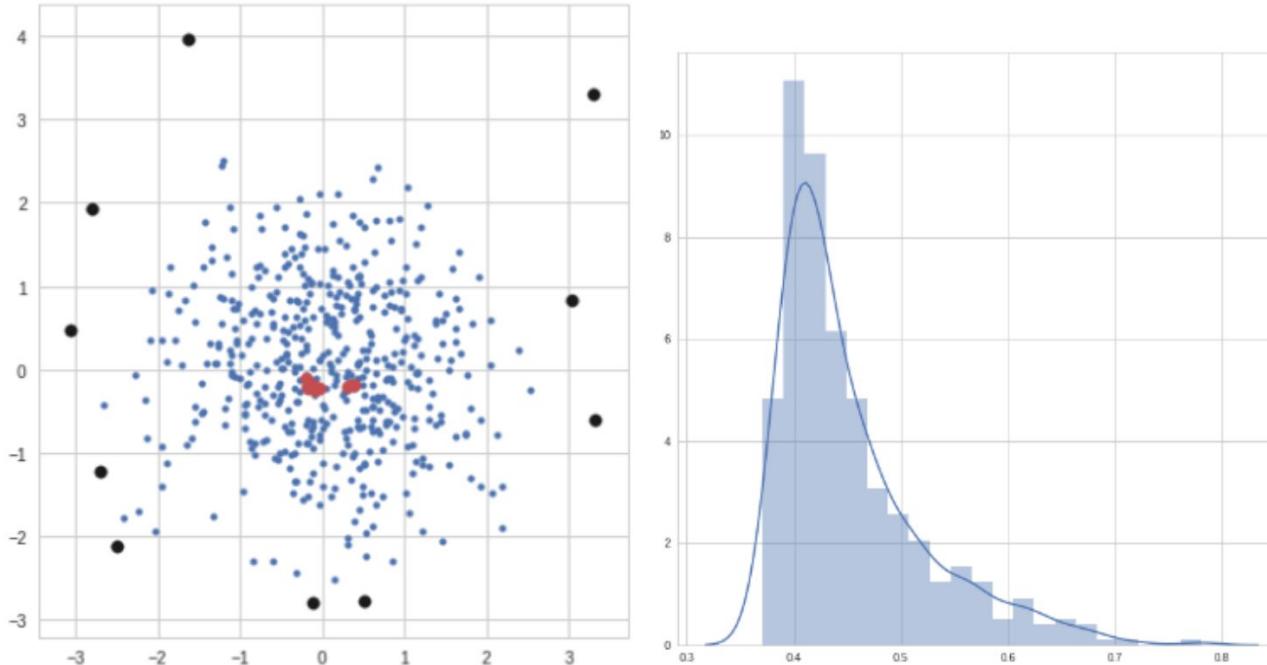
Single Tree scores for
anomaly and **nominal** points



Forest plotted radially.
Scores for **anomaly** and
nominal shown as lines



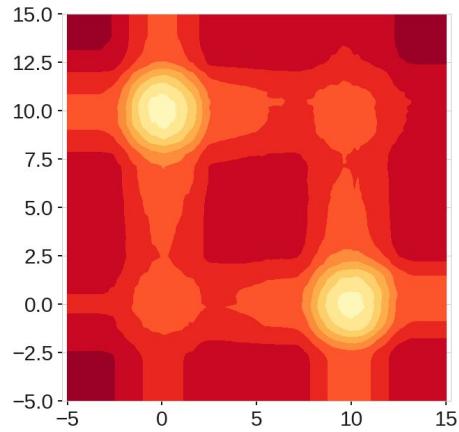
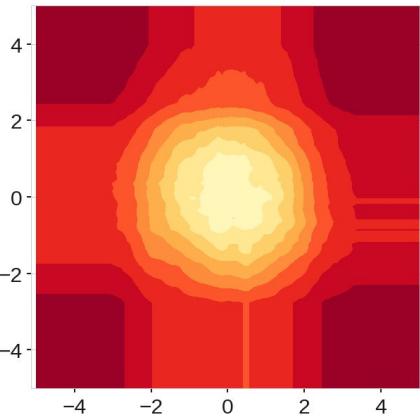
Anomaly Detection with Isolation Forest



Anomaly Detection with Extended Isolation Forest

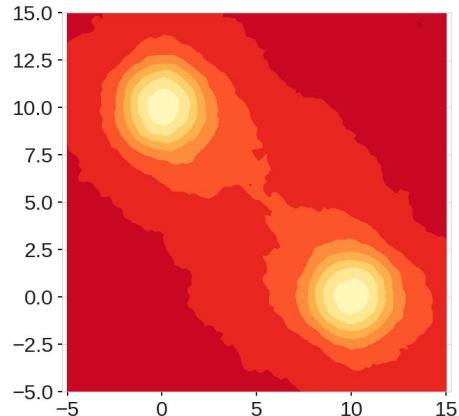
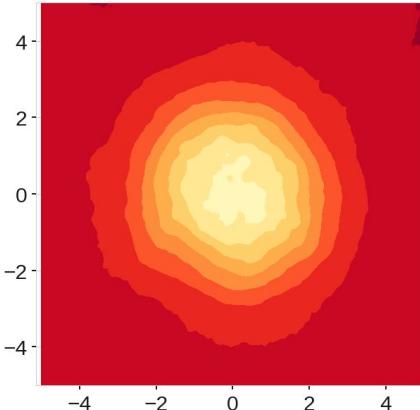
Isolation Forest:

- ✓ Model free
- ✓ Computationally efficient
- ✓ Readily applicable to parallelization
- ✓ Readily application to high dimensional data
- ✗ Inconsistent scoring seen in score maps

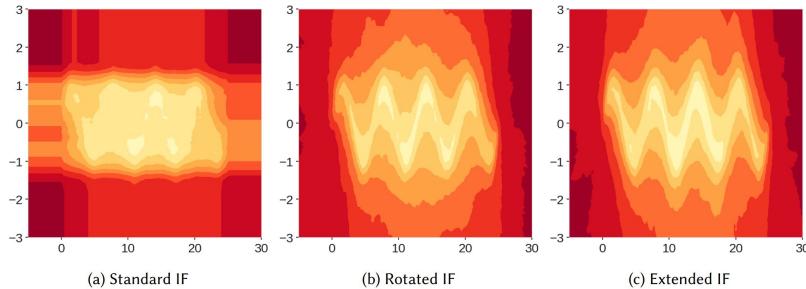


Extended Isolation Forest:

- ✓ Model free
- ✓ Computationally efficient
- ✓ Readily applicable to parallelization
- ✓ Readily application to high dimensional data
- ✓ Consistent scoring



Anomaly Detection with Extended Isolation Forest



Algorithm 2 $iTree(X, e, l)$

Require: X - input data, e - current tree height, l - height limit

Ensure: an iTree

```

1: if  $e \geq l$  or  $|X| \leq 1$  then
2:   return exNode{Size  $\leftarrow |X|$ }
3: else
4:   randomly select a normal vector  $n \in \mathbb{R}^{|X|}$  by drawing each coordinate of  $\vec{n}$  from a uniform
      distribution.
5:   randomly select an intercept point  $p \in \mathbb{R}^{|X|}$  in the range of  $X$ 
6:   set coordinates of  $n$  to zero according to extension level
7:    $X_l \leftarrow filter(X, (X - p) \cdot n \leq 0)$ 
8:    $X_r \leftarrow filter(X, (X - p) \cdot n > 0)$ 
9:   return inNode{ Left  $\leftarrow iTree(X_l, e + 1, l)$ ,
      Right  $\leftarrow iTree(X_r, e + 1, l)$ ,
      Normal  $\leftarrow n$ ,
      Intercept  $\leftarrow p$ }
10: end if
```

[Hariri, Carrasco Kind & Brunner, 2018](#)

