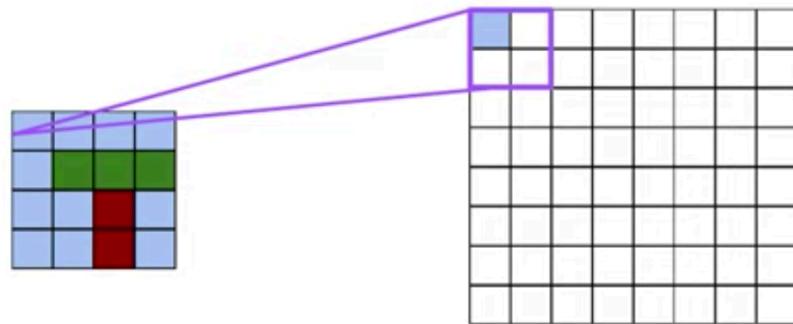
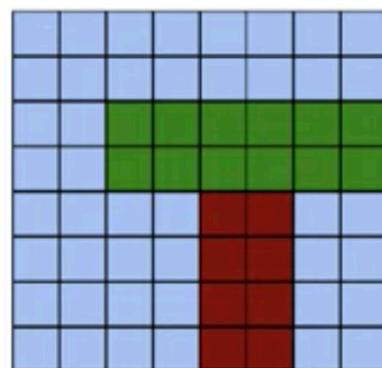
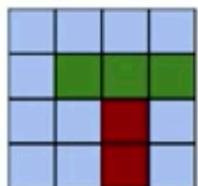


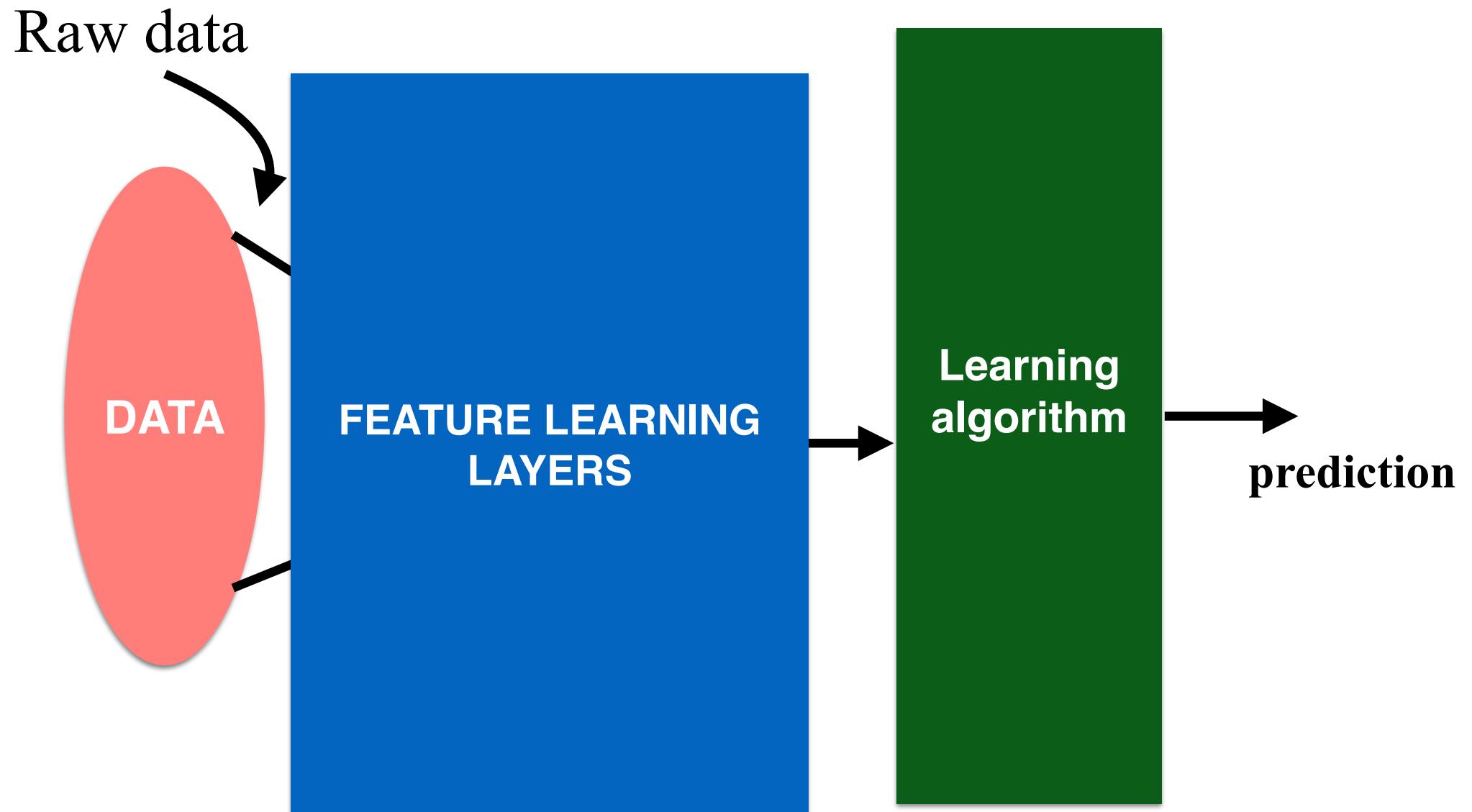
# UNPOOLING OPERATION (INVERSE OF POOLING)



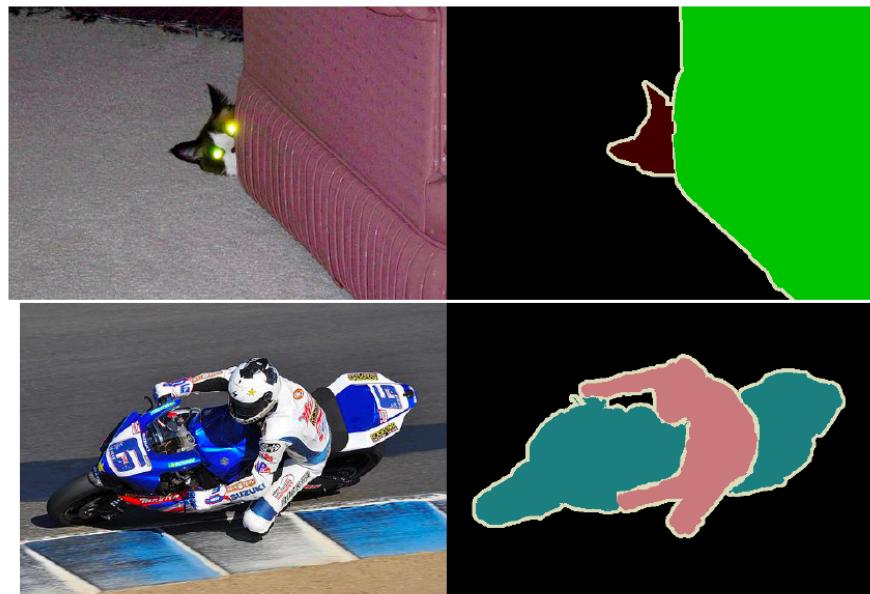
COPY PIXELS IN A  
GIVEN WINDOW



GENERATES  
LARGER IMAGES  
FROM SMALLER  
ONES

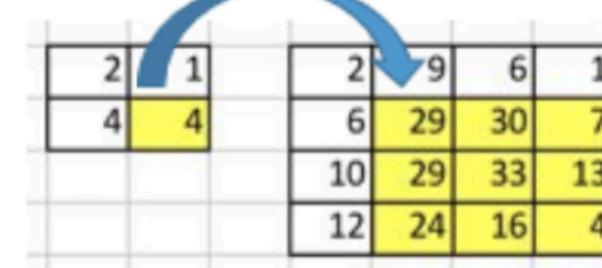
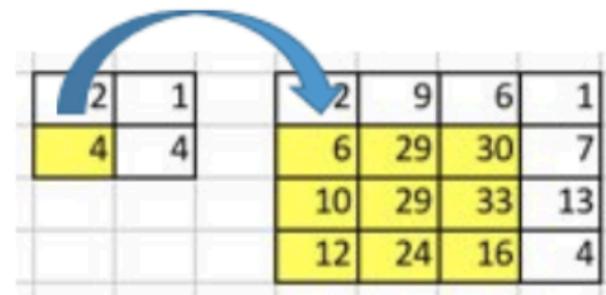
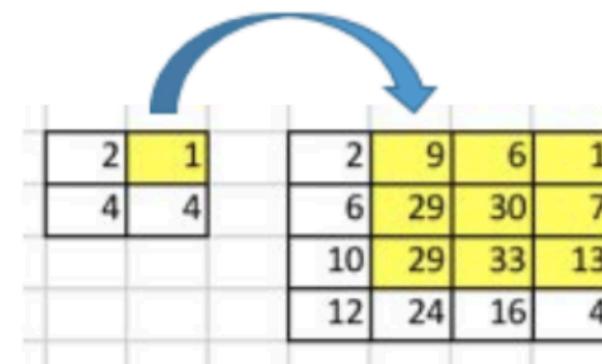
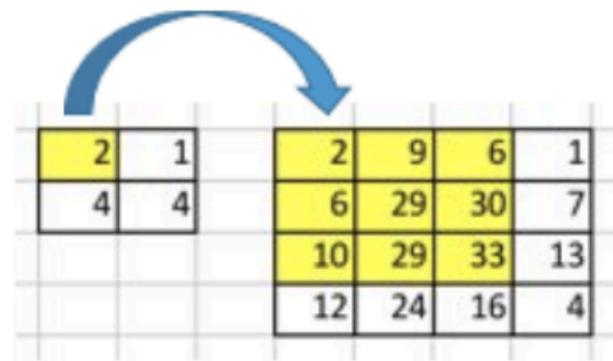


# FIRST: IMAGE SEGMENTATION WITH ENCODERS-DECODERS



# TRANSPOSED CONVOLUTION

ALLOWS TO INCREASE THE SIZE



Going Backward of Convolution

EXAMPLE TAKEN FROM HERE

# CONVOLUTION MATRIX

	0	1	2
0	1	4	1
1	1	4	3
2	3	3	1

Kernel (3, 3)

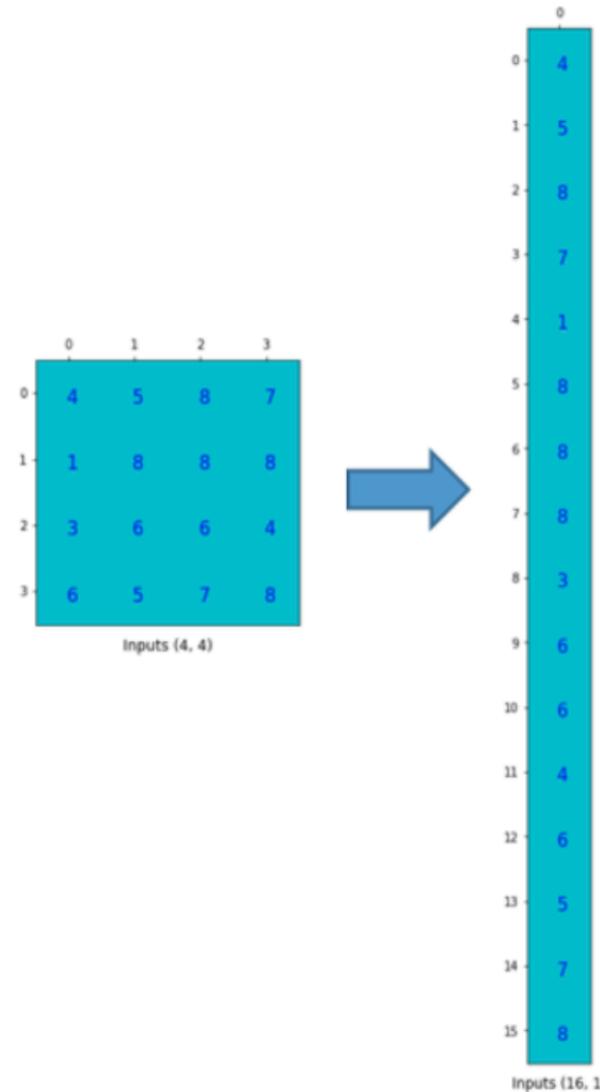
THE KERNEL CAN BE ARRANGED IN FORM OF A MATRIX:

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	4	1	0	1	4	3	0	3	3	1	0	0	0	0	0
1	0	1	4	1	0	1	4	3	0	3	3	1	0	0	0	0
2	0	0	0	0	1	4	1	0	1	4	3	0	3	3	1	0
3	0	0	0	0	0	1	4	1	0	1	4	3	0	3	3	1

Convolution Matrix (4, 16)

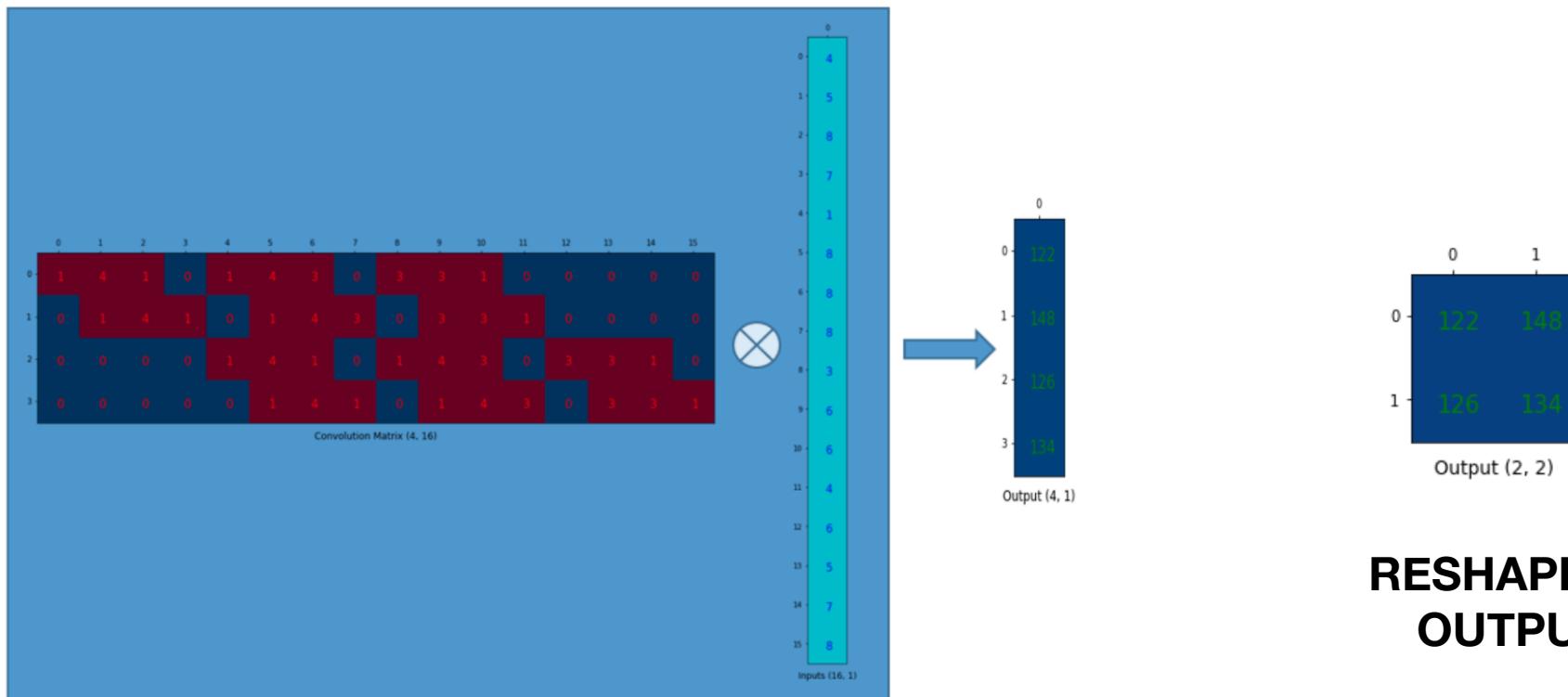
EXAMPLE TAKEN FROM HERE

## THE INPUT IS FLATTENED INTO A COLUMN VECTOR



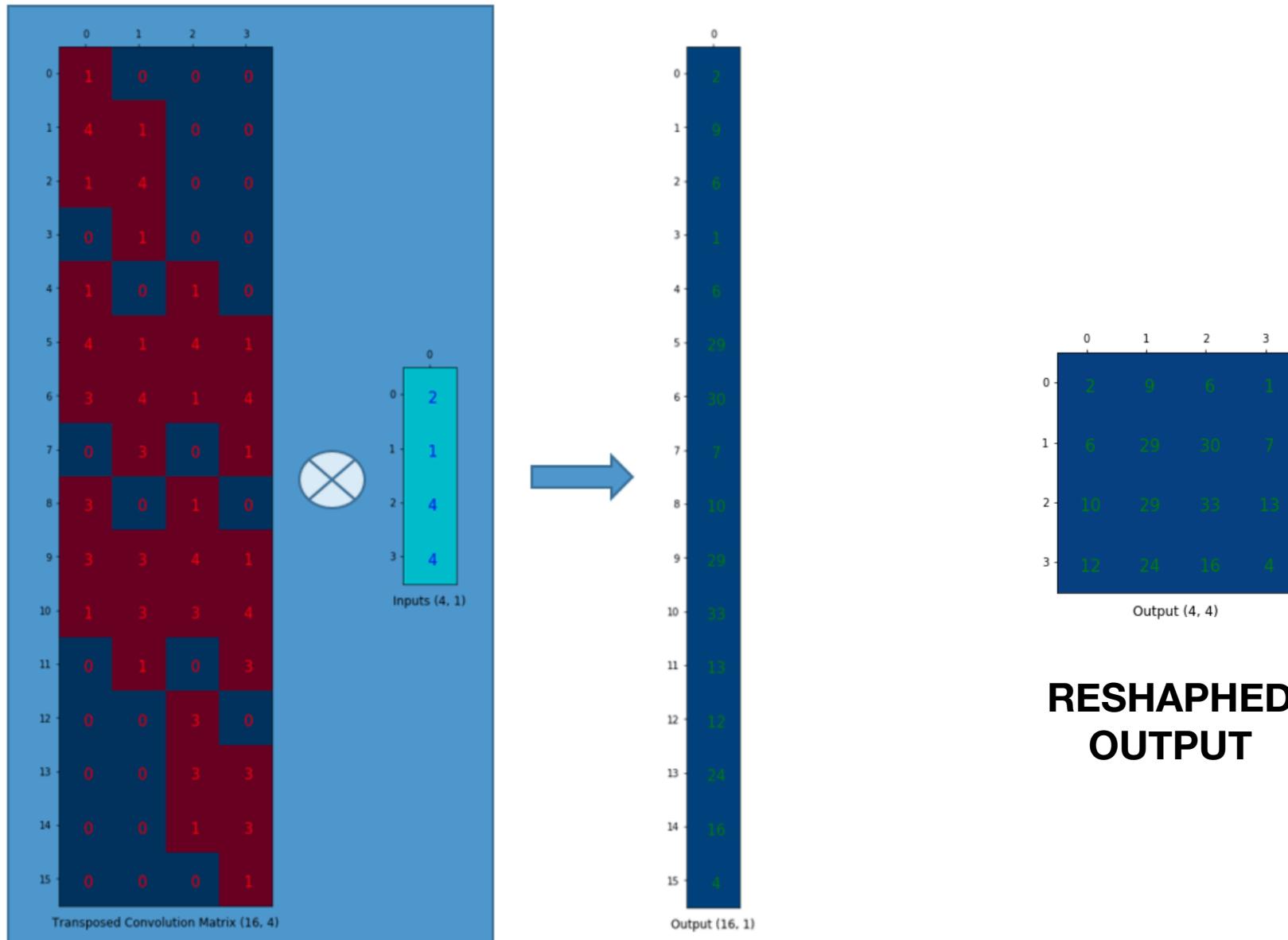
EXAMPLE TAKEN FROM HERE

# THE CONVOLUTION IS TRANSFORMED INTO A PRODUCT OF MATRICES



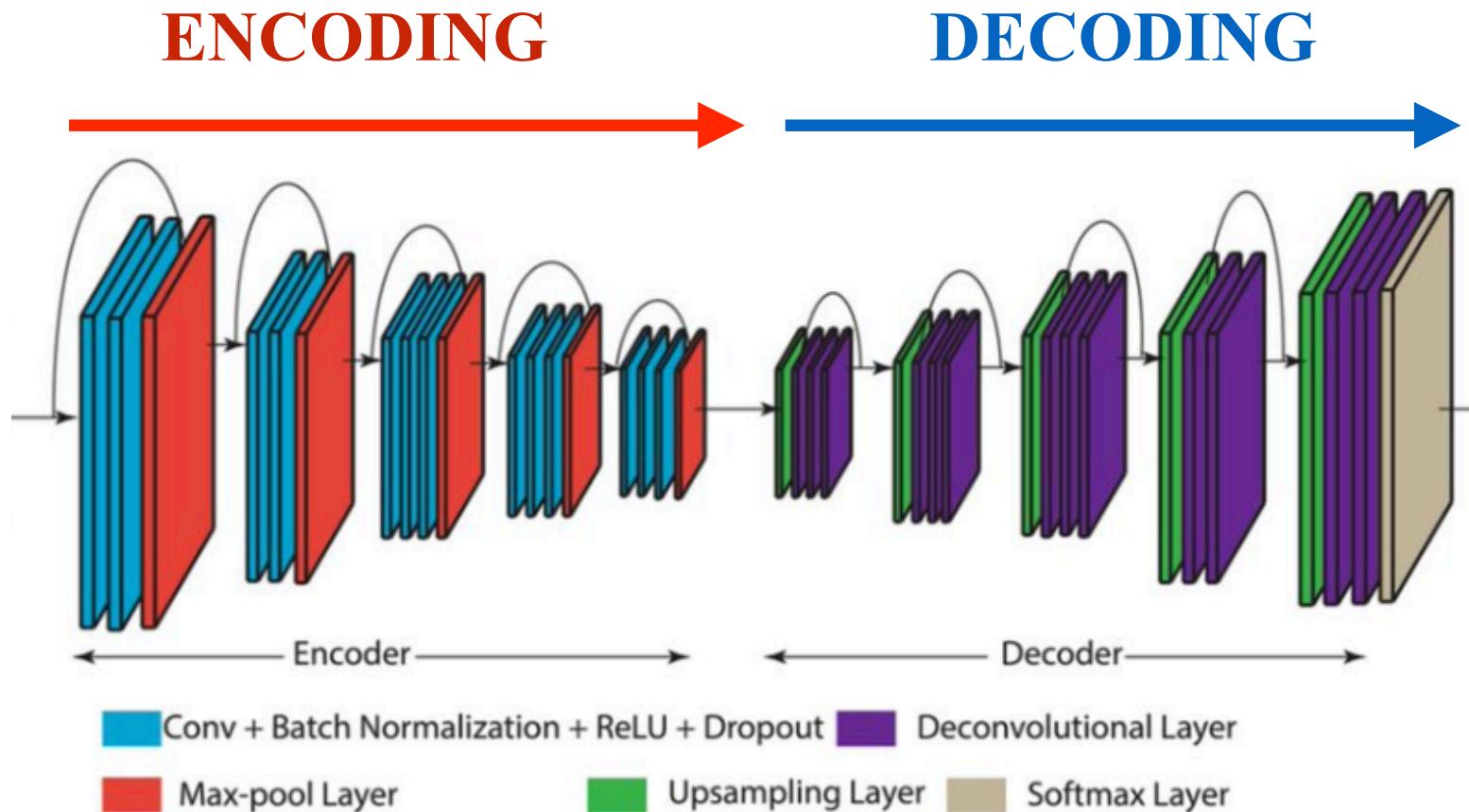
EXAMPLE TAKEN FROM HERE

# THE TRANSPOSED CONVOLUTION IS THE INVERSE OPERATION



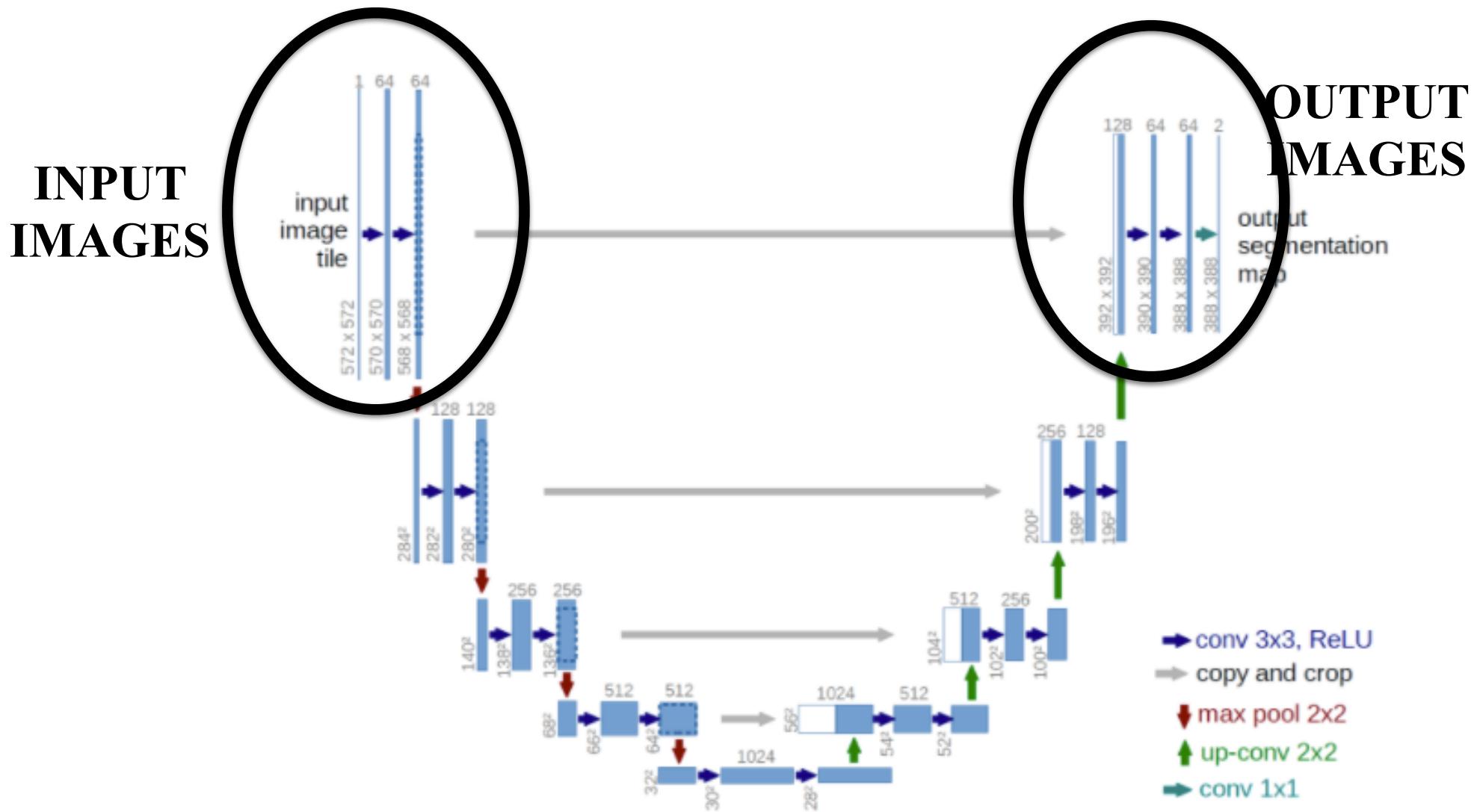
EXAMPLE TAKEN FROM HERE

# ENCODER-DECODERS GO FROM IMAGE 2 IMAGE

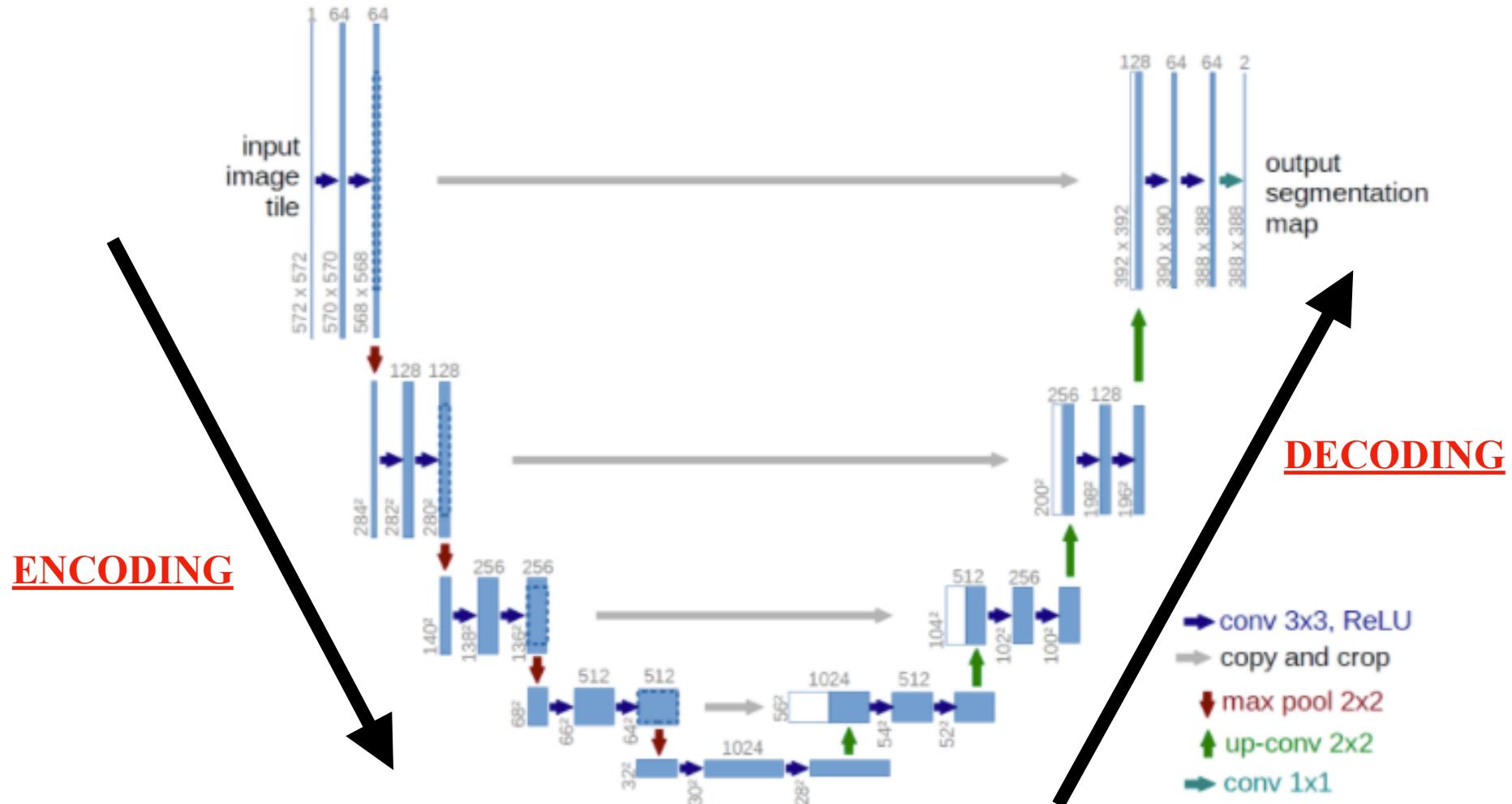


WE CALL THIS FULLY CONVOLUTIONAL  
NEURAL NETWORKS

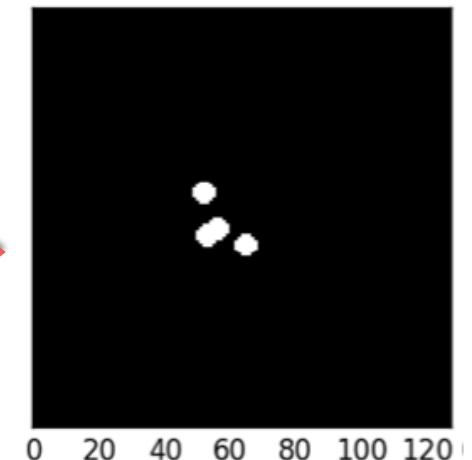
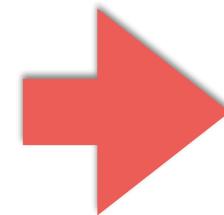
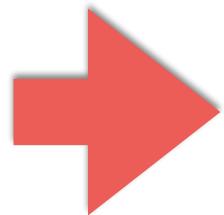
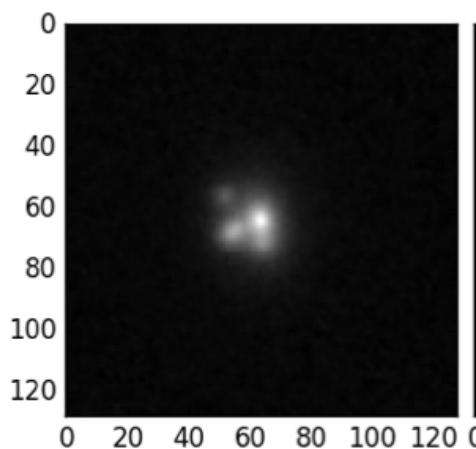
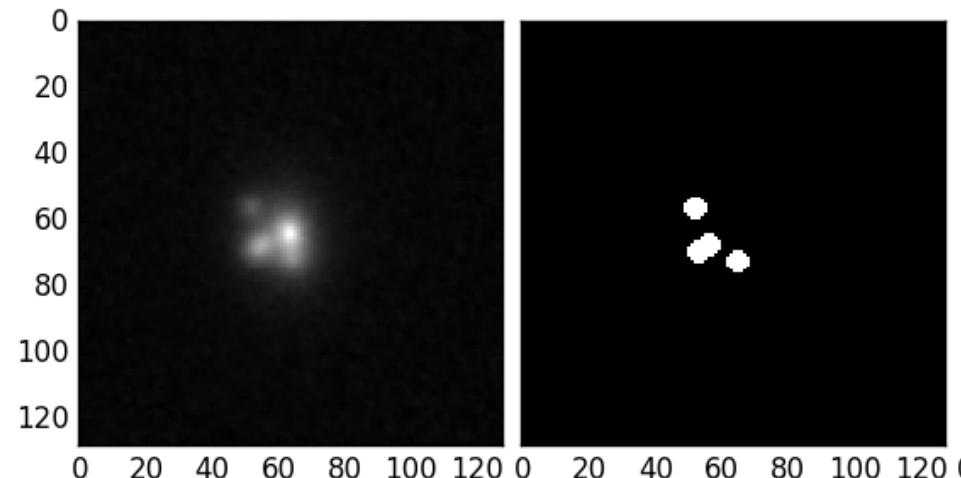
# ENCODING-DECODING TO EXTRACT IMAGE FEATURES: U-NET



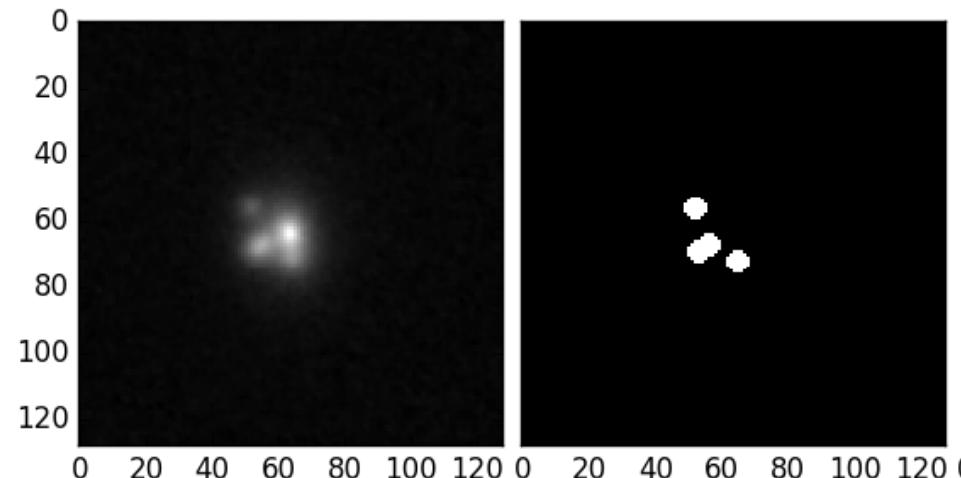
# ENCODING-DECODING TO EXTRACT IMAGE FEATURES: THE U-NET



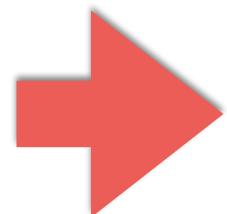
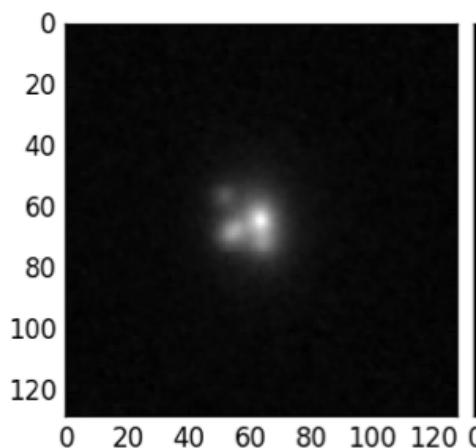
**VERY SIMPLE SERSIC  
ANALYTIC  
SIMULATIONS  
+ UNRESOLVED  
CLUMPS**



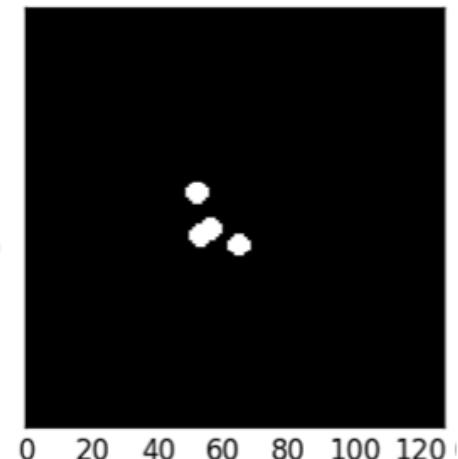
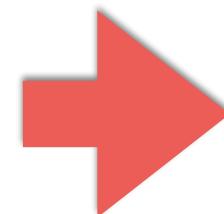
**VERY SIMPLE SERSIC  
ANALYTIC  
SIMULATIONS  
+ UNRESOLVED  
CLUMPS**



**CLUMP  
POSITION IS  
KNOWN**

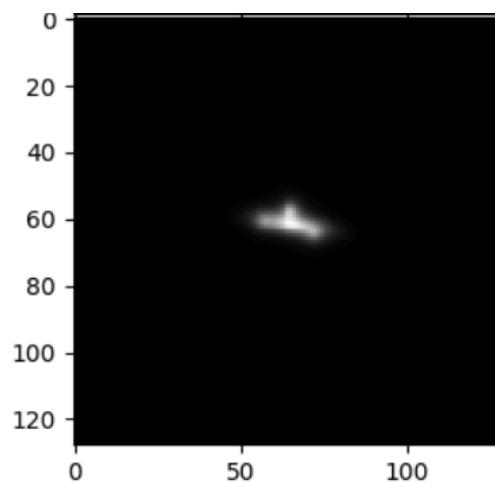


**U-NET**

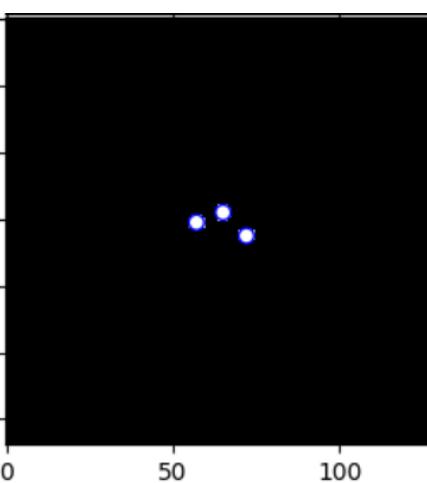


**WHAT LOSS FUNCTION?**

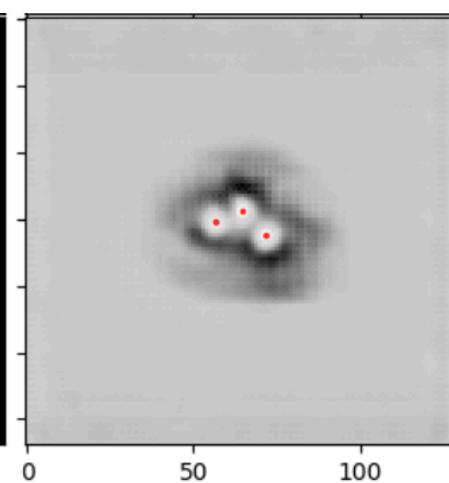
**SIMULATED  
GALAXY**



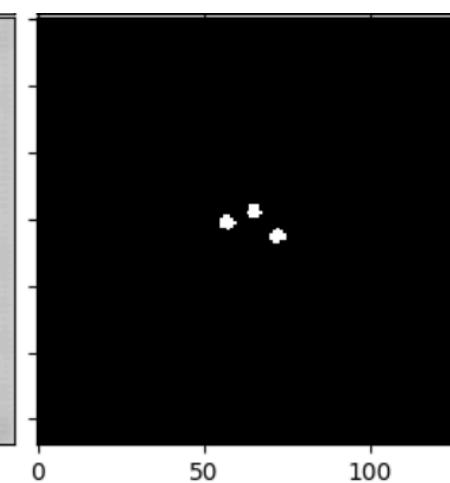
**CLUMP  
MASK**



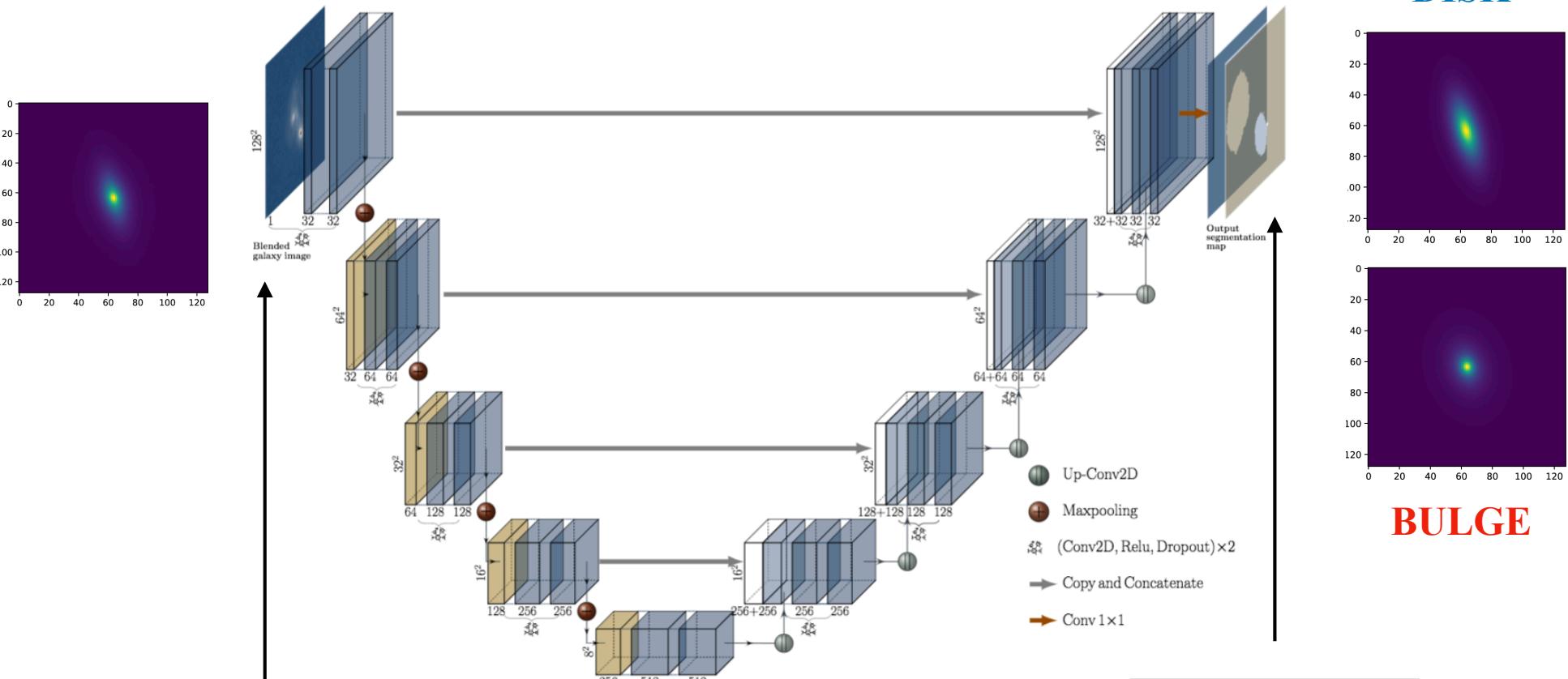
**NETWORK  
PROBA  
MAP**



**NETWORK  
OUTPUT  
THRESHOLDED  
(SEXTRACTOR)**



# ALSO REGRESSION...

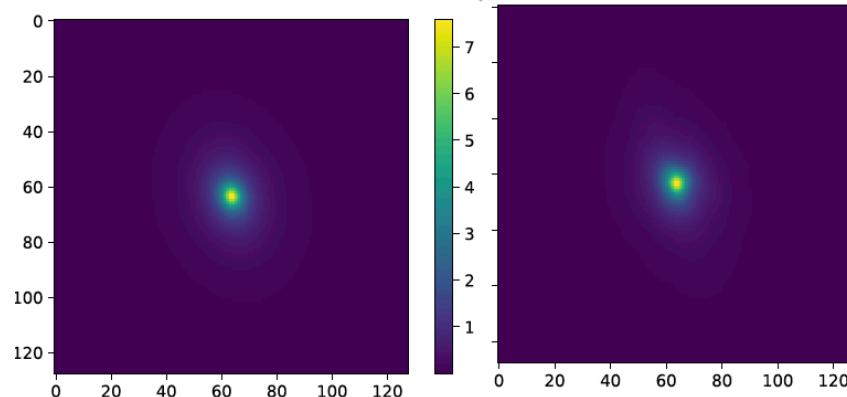


**OUTPUT IMAGE  
OF BULGE AND  
DISK  
COMPONENTS**

**BULGE  
AND DISK  
PARAMET  
ERS (SIZE,  
INCLINATI  
ON ETC)**

**Tuccillo, MHC+18,19**

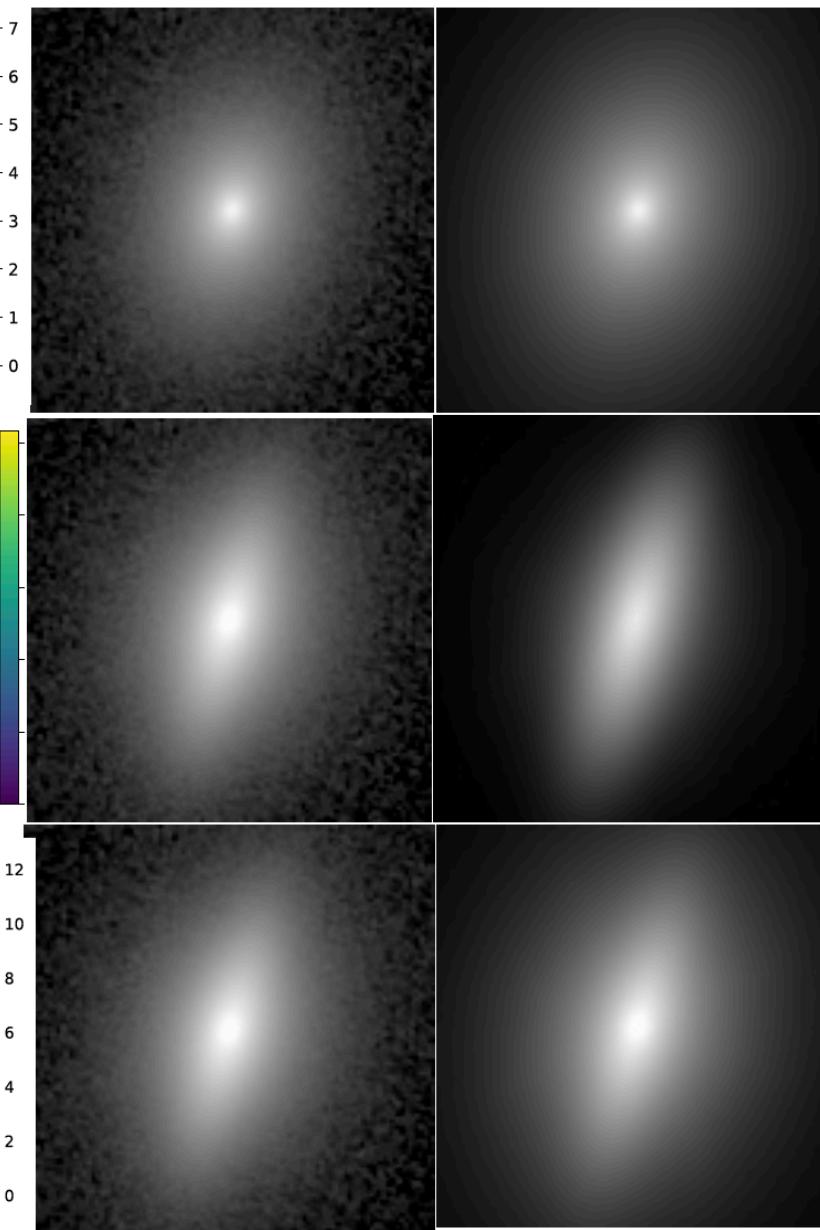
# DEEP LEARNING



ORIGINAL

RECONSTRUCTION

# GALFIT



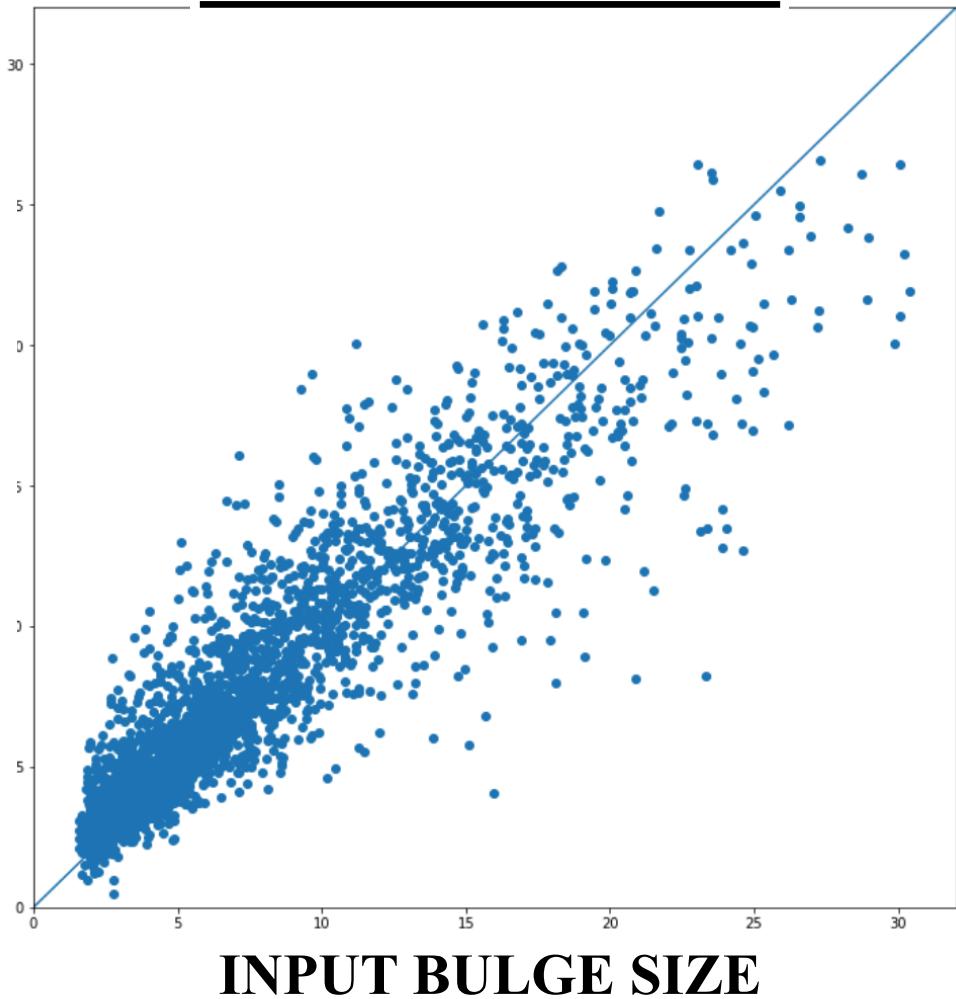
ORIGINAL

RECONSTRUCTION

**PRELIMINARY!!**

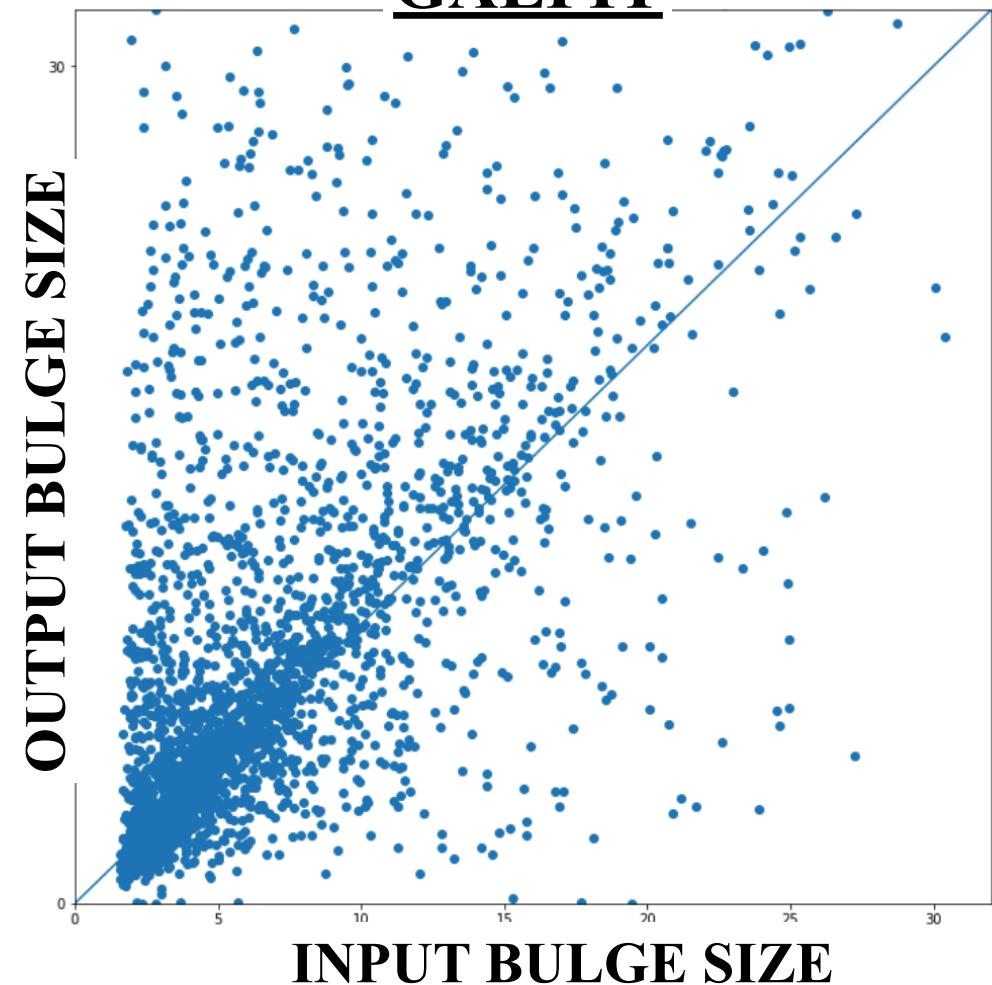
**DEEP LEARNING**

OUTPUT BULGE SIZE



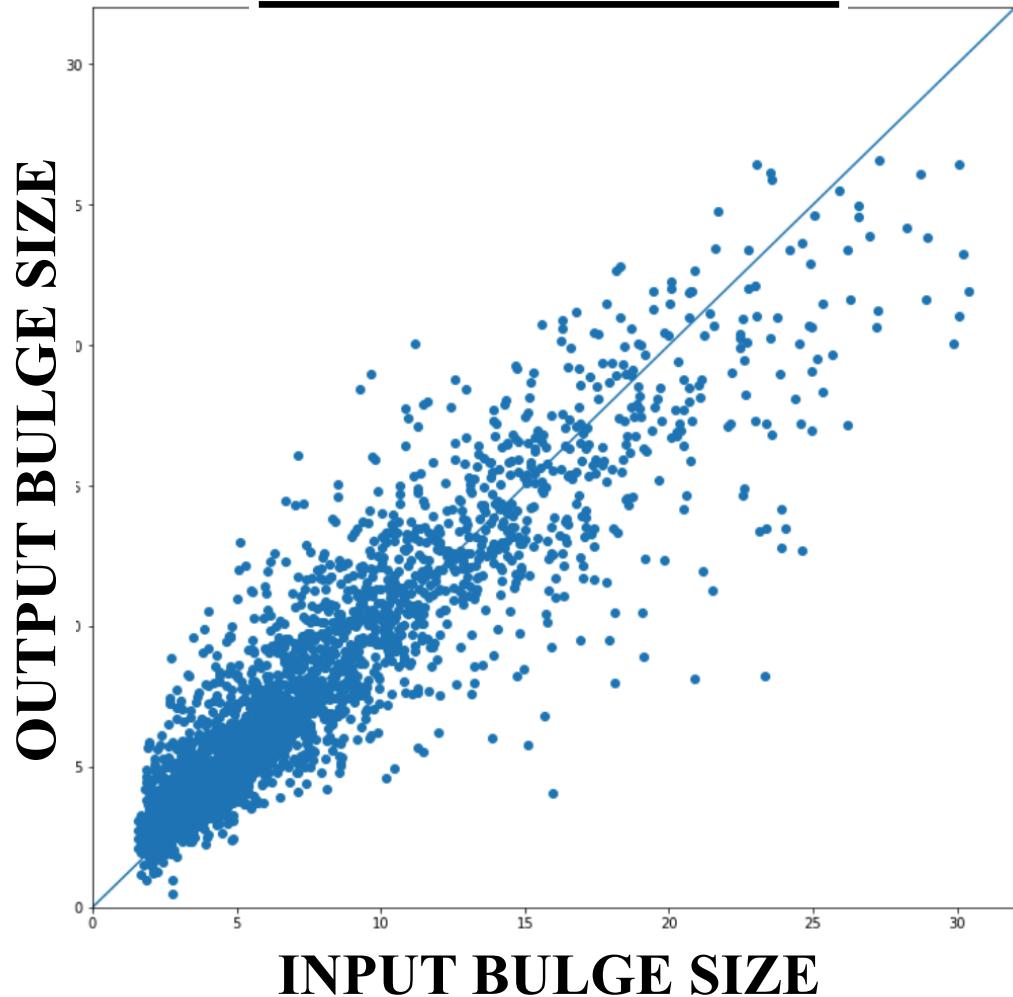
**GALFIT**

OUTPUT BULGE SIZE



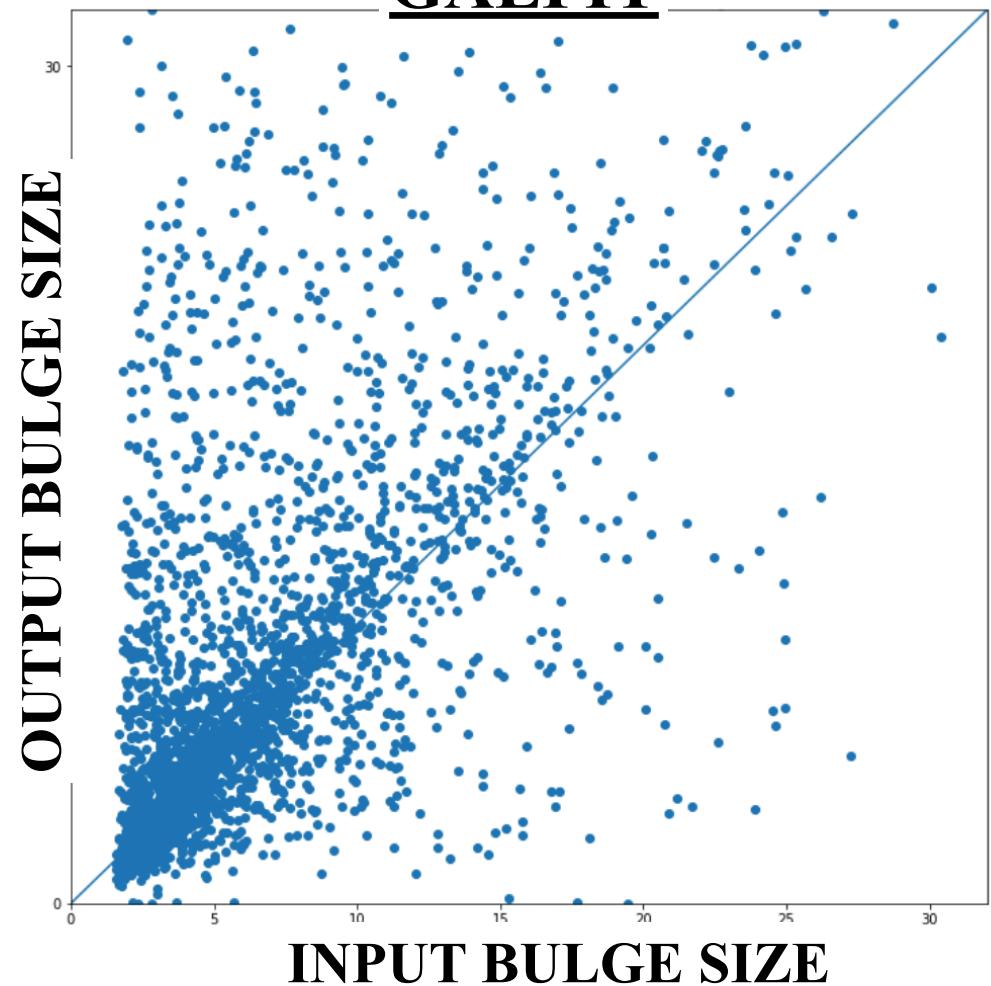
**4s [ONCE TRAINED]**

**DEEP LEARNING**



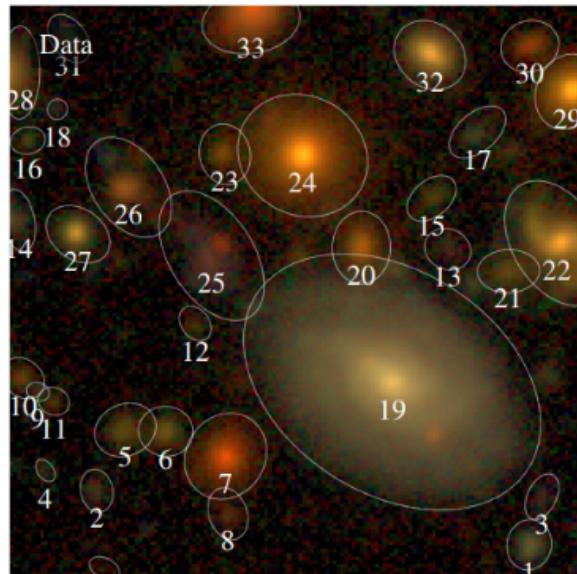
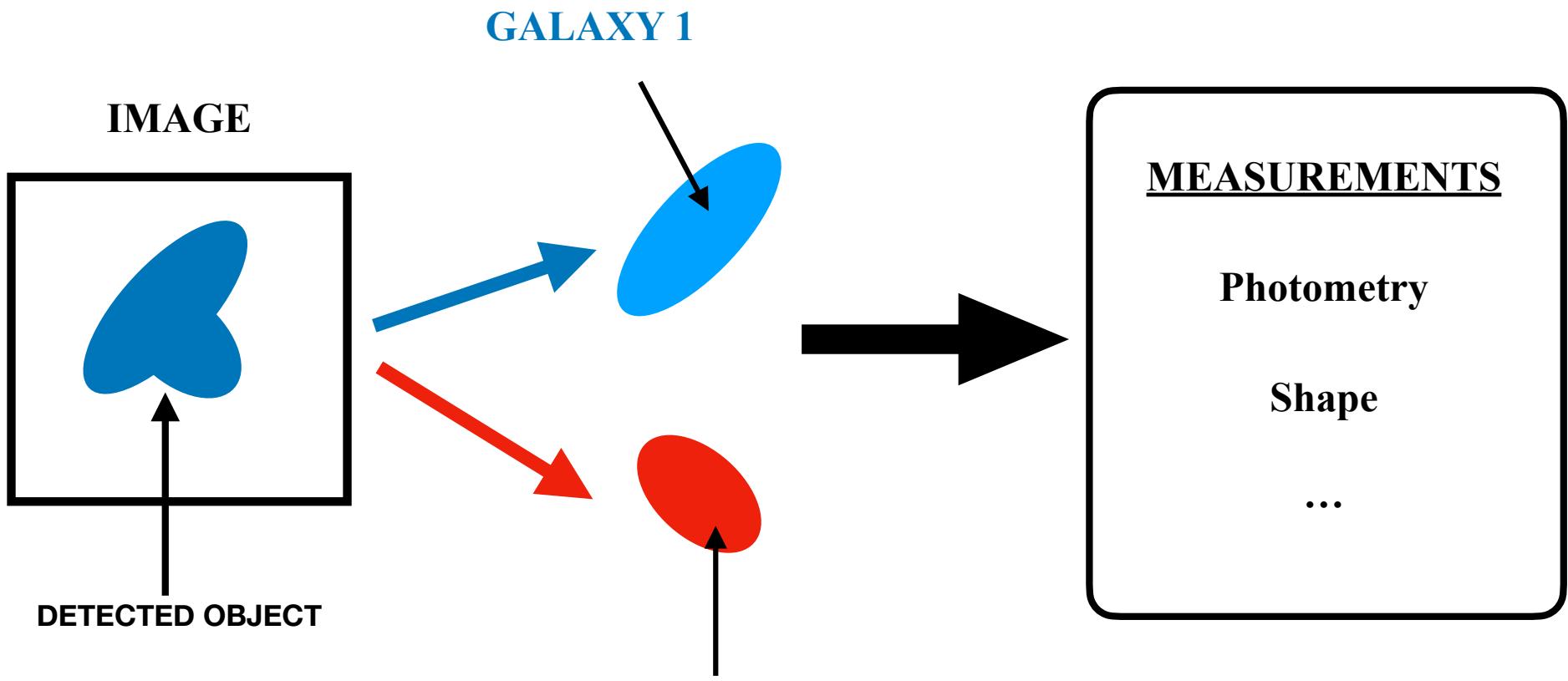
**4hrs**

**GALFIT**

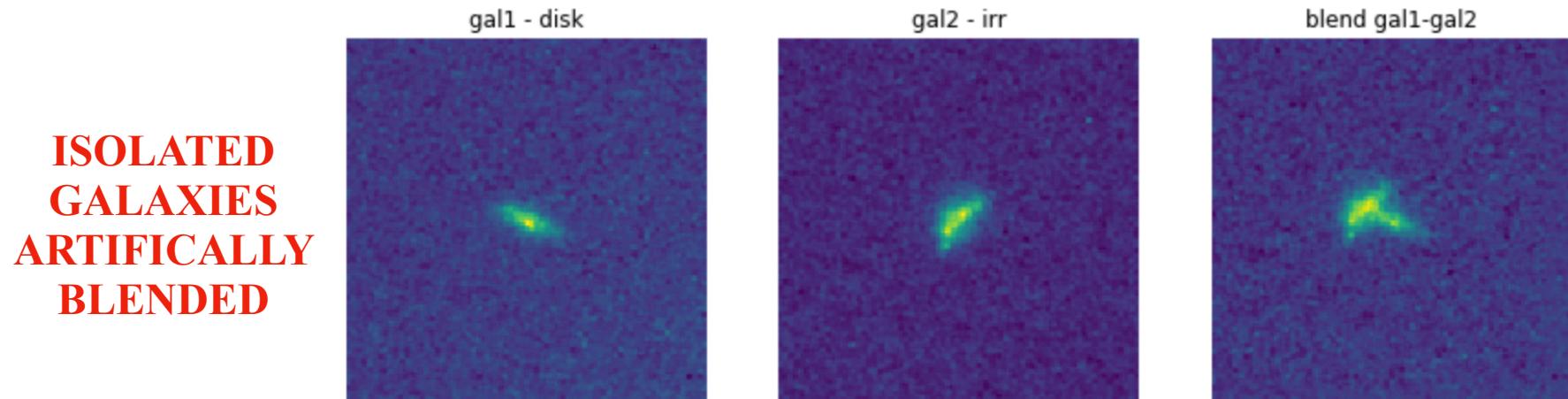
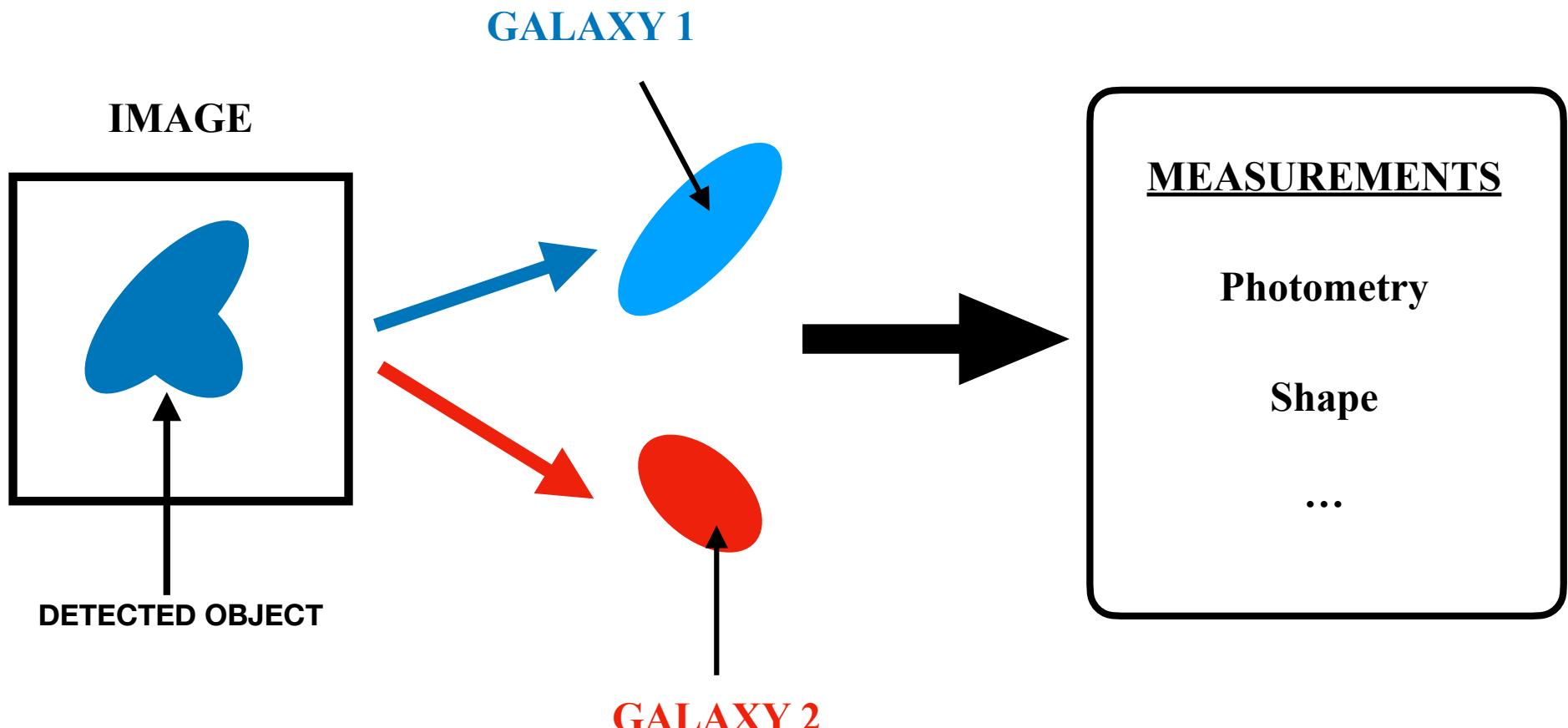


**PRELIMINARY!!**

**Tuccillo, MHC+18,19**



**>50% of objects will be affected by blending in future deep surveys such as LSST**



# U-NET (ENCODER DECODER)

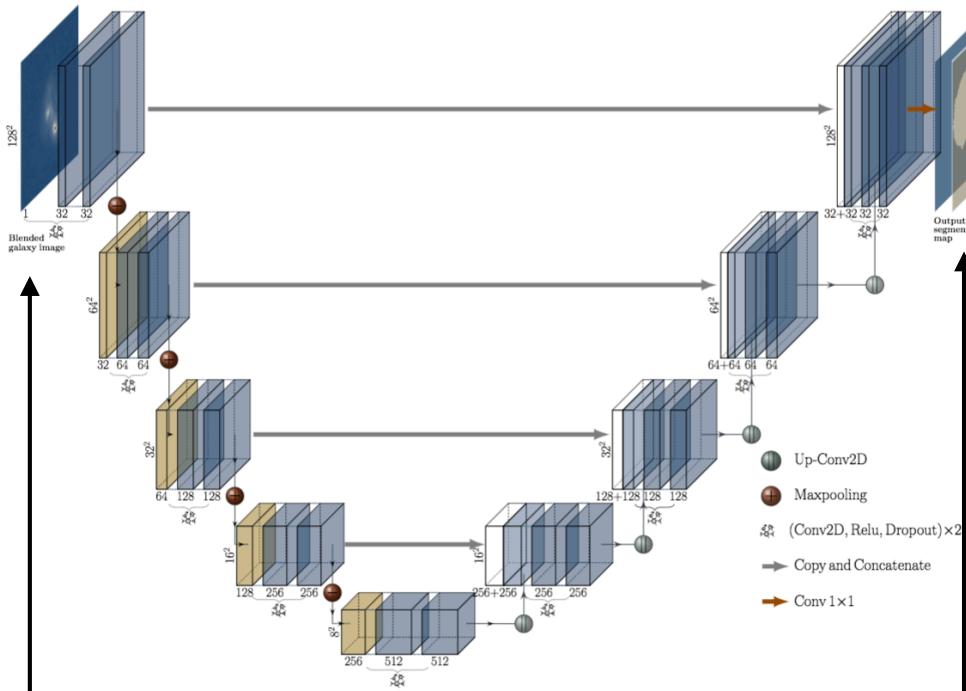
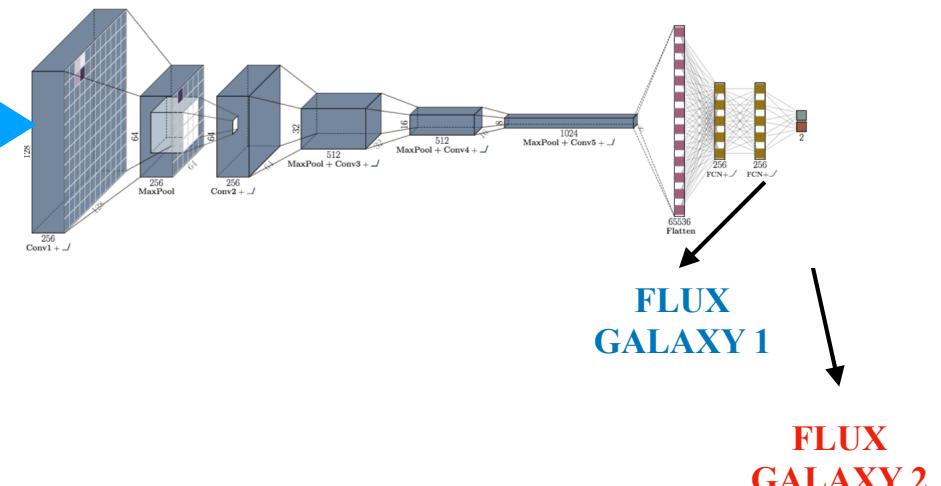
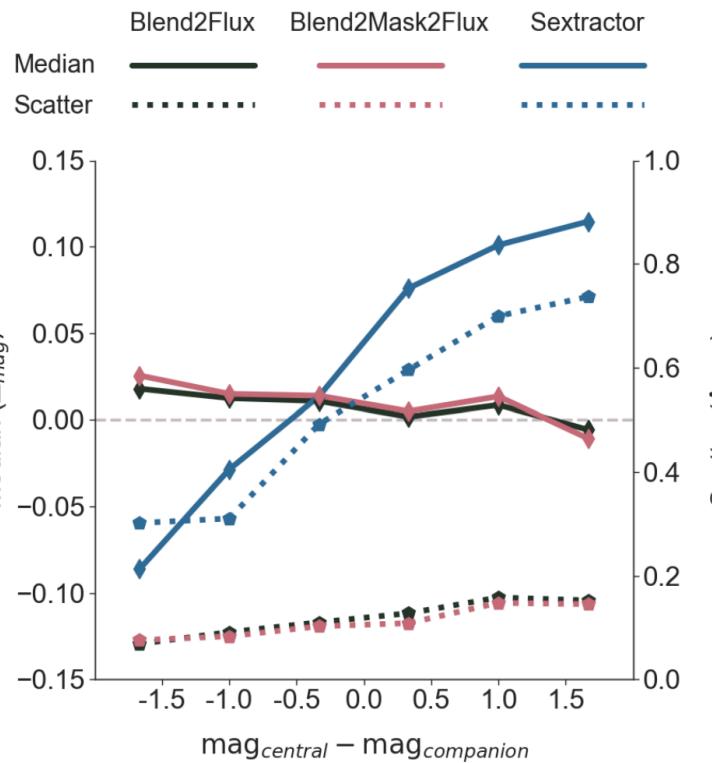
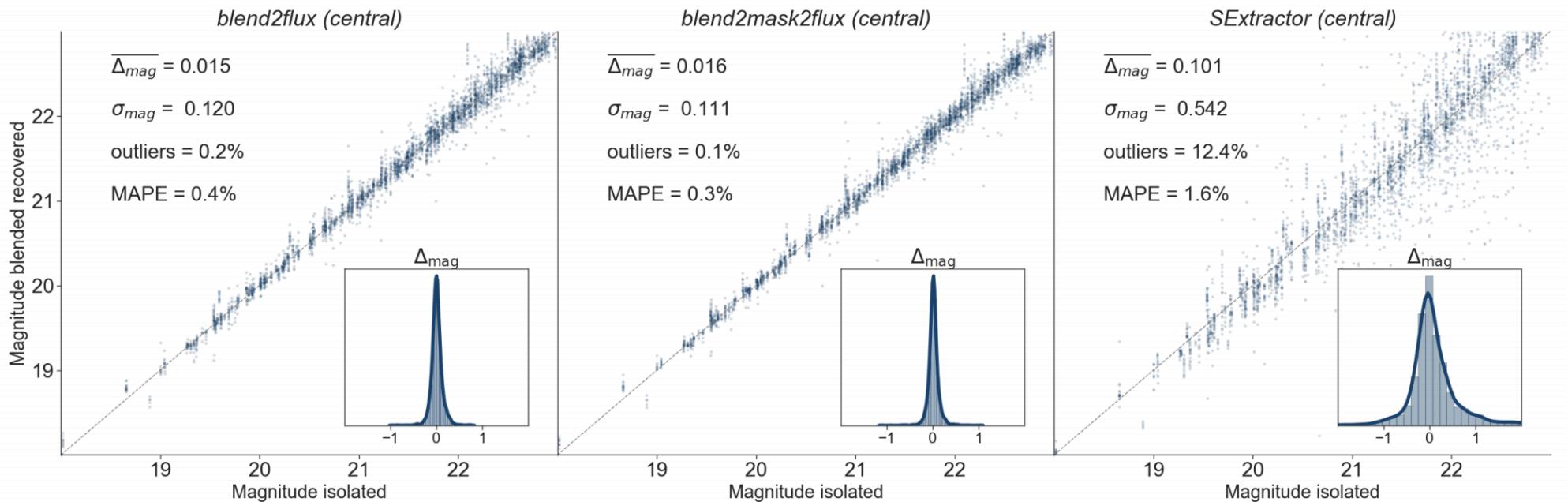


IMAGE OF  
BLENDED  
OBJECTS

OUTPUT  
SEGMENTATIO  
N MAP (BINARY  
2 CHANNELS)

# VANILLA CNN

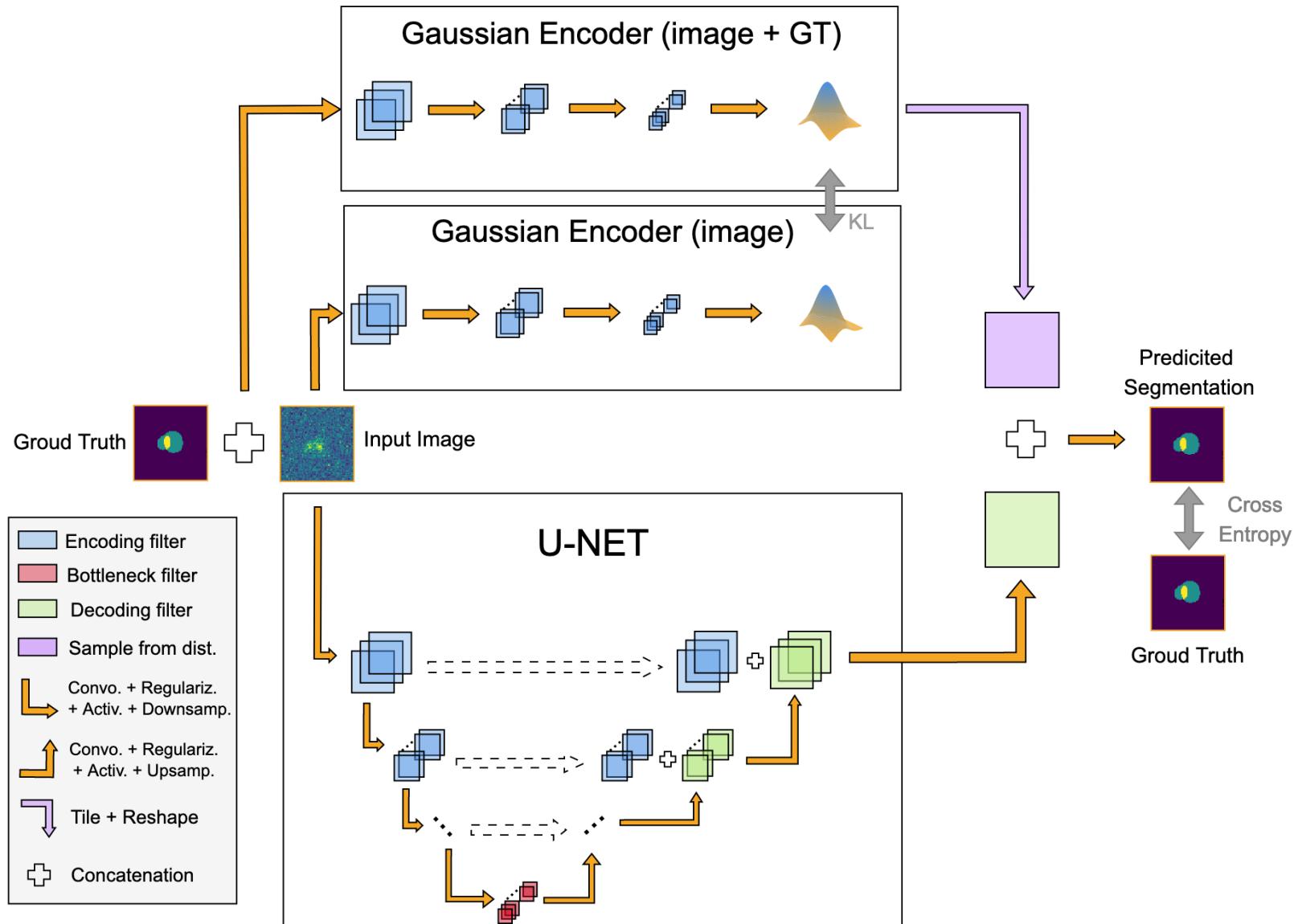


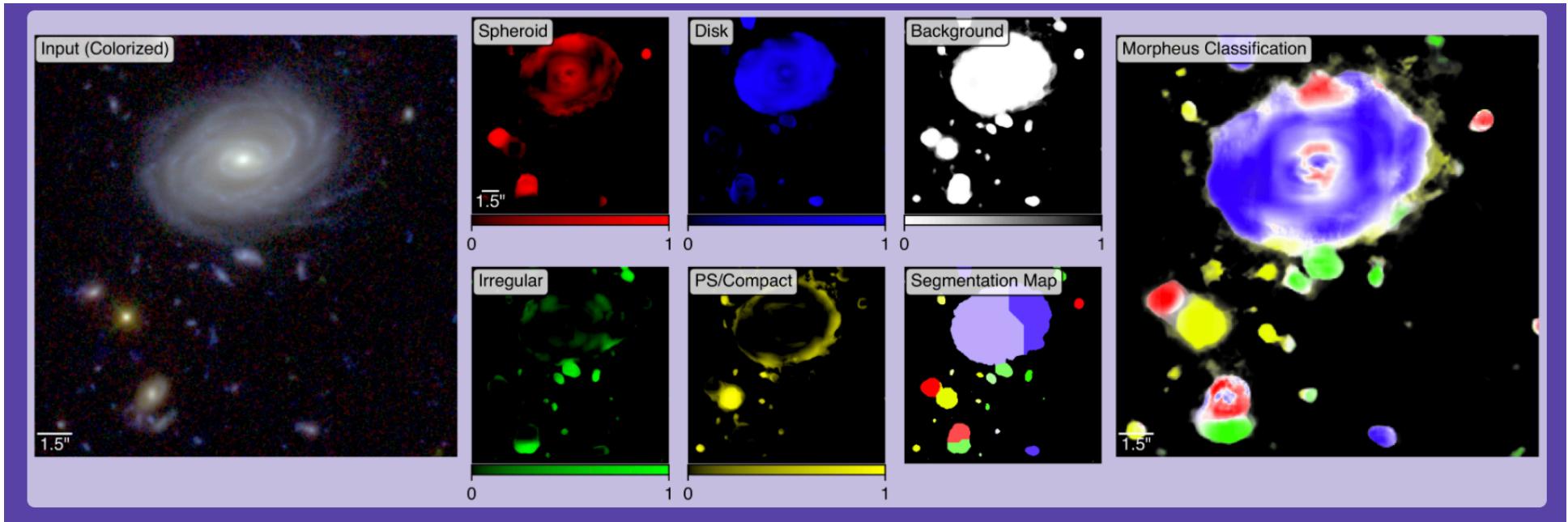


## LESSONS LEARNED:

- It is easy to do better than SExtractor
- Masks do not provide additional information

# PROBABILISTIC U-NET

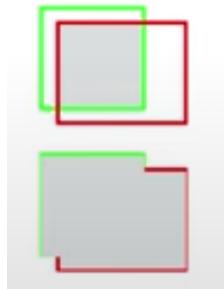




[https://www.youtube.com/watch?v=hEL1h\\_dODkU#action=share](https://www.youtube.com/watch?v=hEL1h_dODkU#action=share)

# EVALUATION METRICS FOR IMAGE SEGMENTATION

WE TYPICALLY USE THE INTERSECTION OVER UNION LOSS



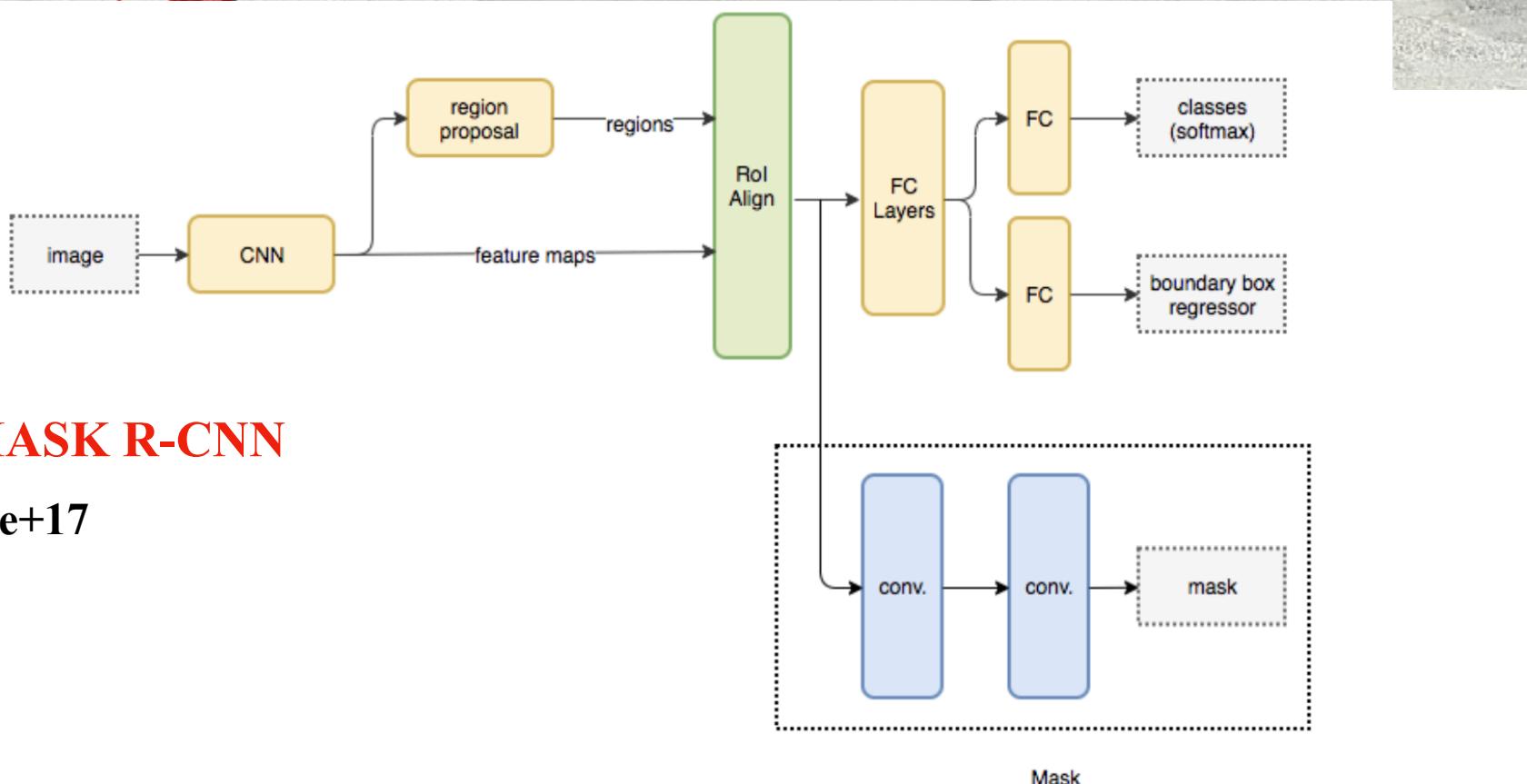
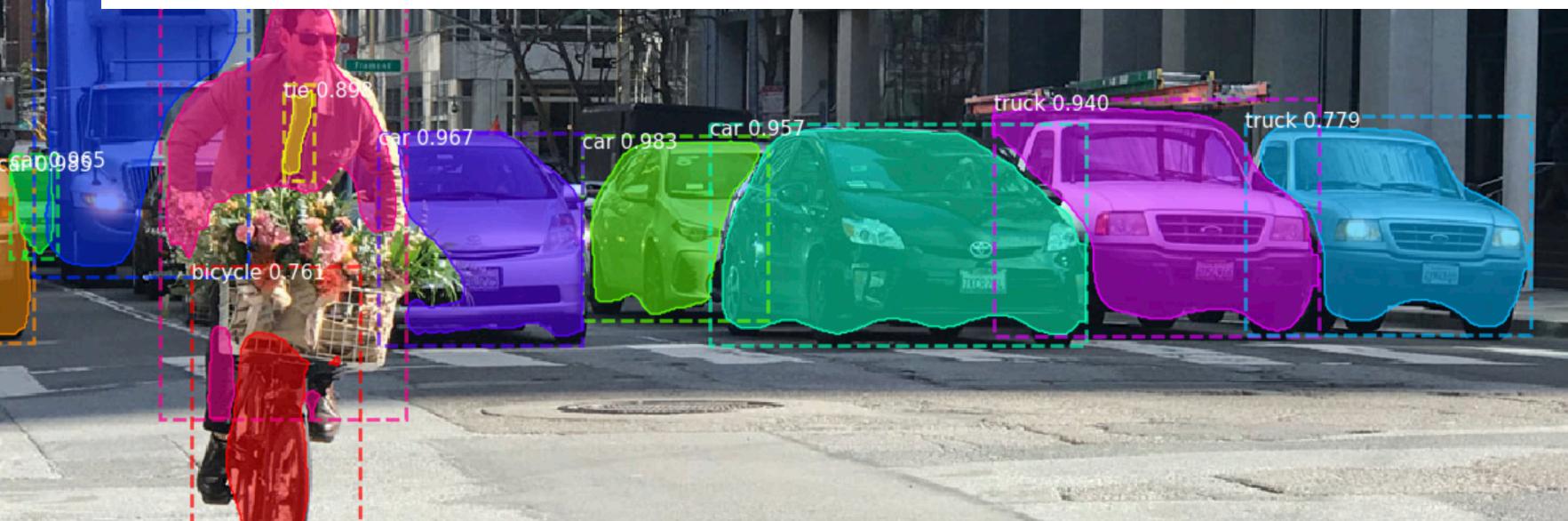
$$\mathcal{J}(\mathbf{P}, \mathbf{T}) = \frac{\mathbf{P} \cap \mathbf{T}}{\mathbf{P} \cup \mathbf{T}}$$

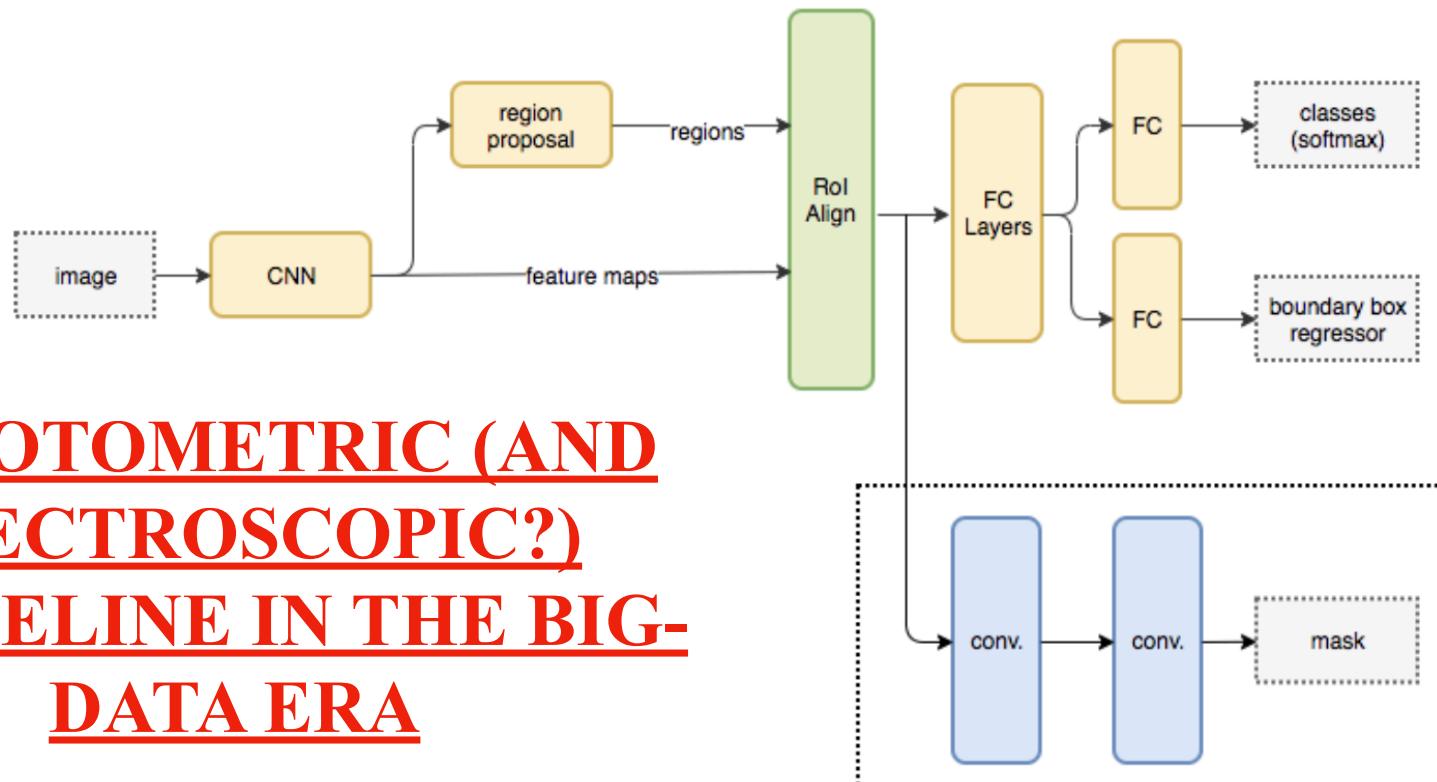
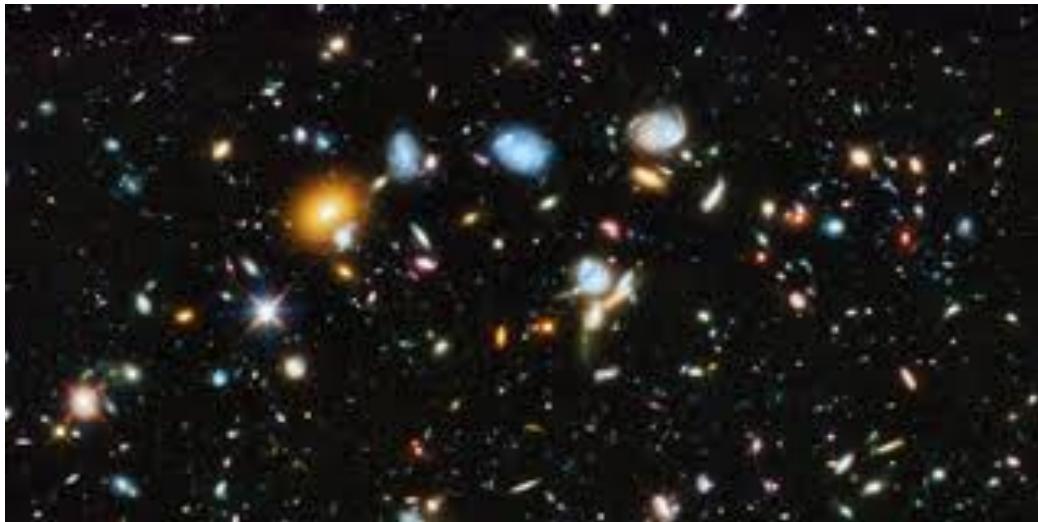
**HOWEVER, THIS IS NOT DIFFERENTIABLE,  
CANNOT BE USED FOR TRAINING**



He+18 Mask R-CNN

# SIMULTANEOUS DETECTION + SEGMENTATION + CLASSIFICATION

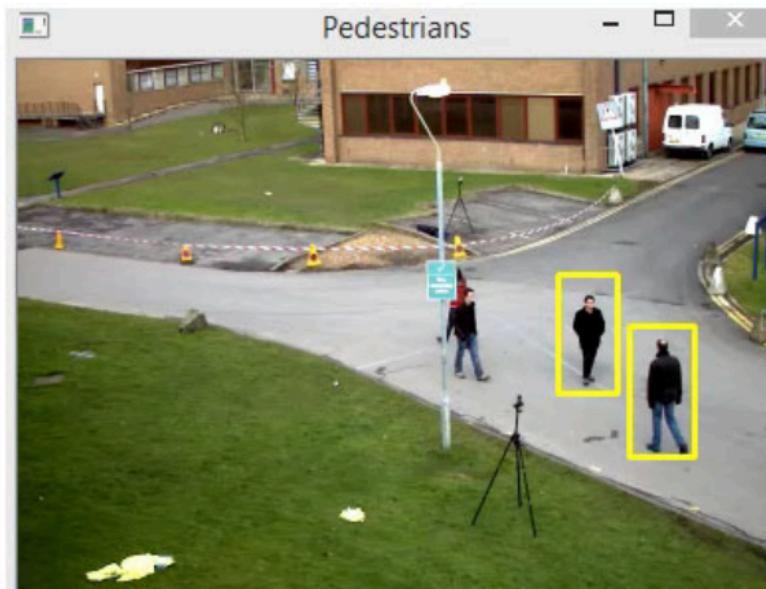


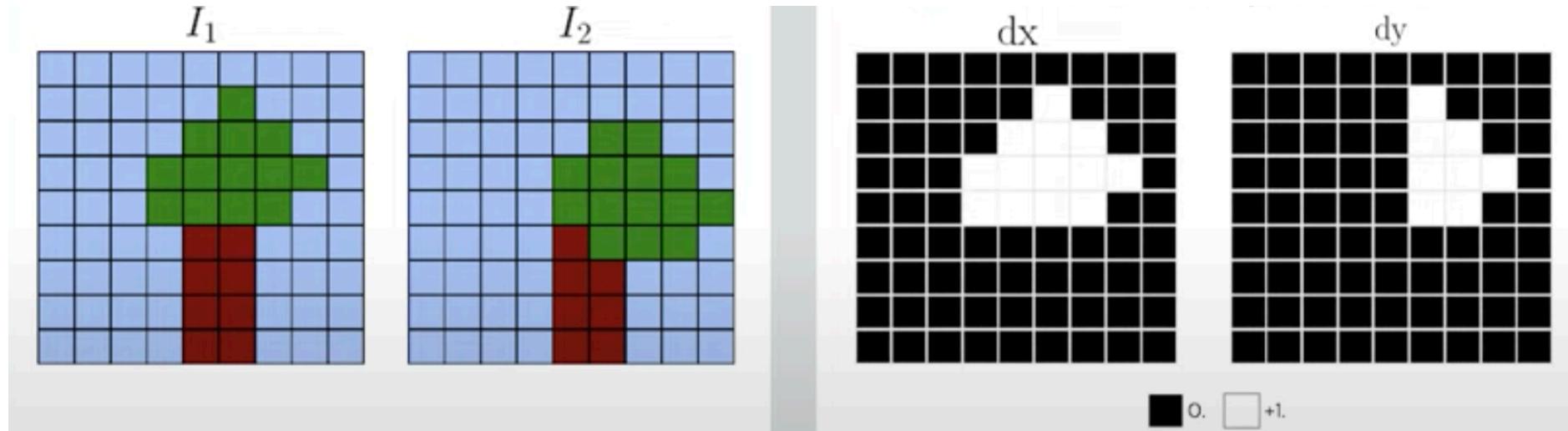


## A PHOTOMETRIC (AND SPECTROSCOPIC?) PIPELINE IN THE BIG- DATA ERA

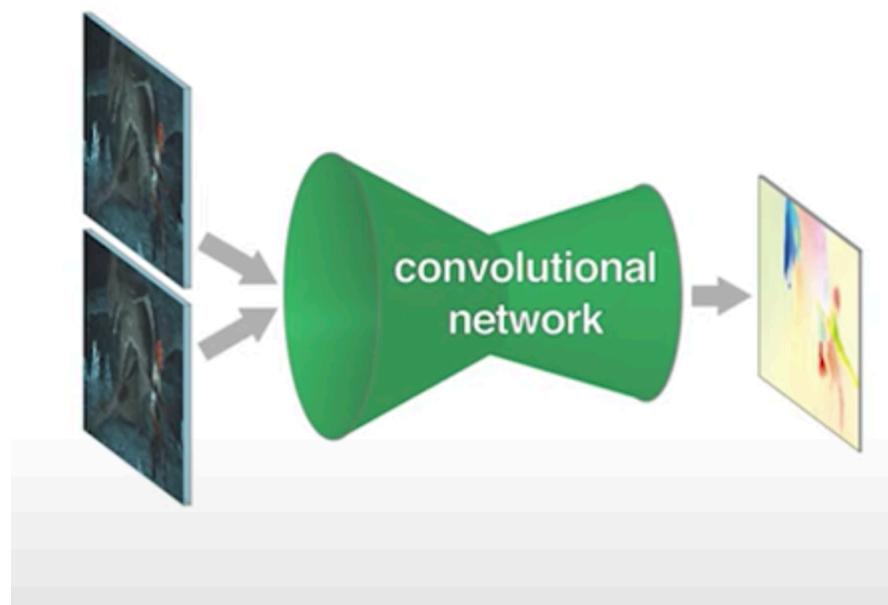
# BEYOND SINGLE IMAGE INPUT...

Inputs	Task definitions	Models	Challenges
Pairs of images	Optical flow estimation	Image-based models	Obtaining labels
Videos	Action recognition	3D convnets	A note on efficiency
Recurrent (not covered)			





## FLOW NET



ENCODER-DECODER

EUCLIDIAN DISTANCE LOSS