

# Identifying strong gravitational lenses using CNN

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# Outline

- 1 Basic functions
- 2 Data-set
- 3 Network model
- 4 Network configurations
- 5 Improving the performance
- 6 Improving rotational invariance

# Inhaltsverzeichnis

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## Basic functions

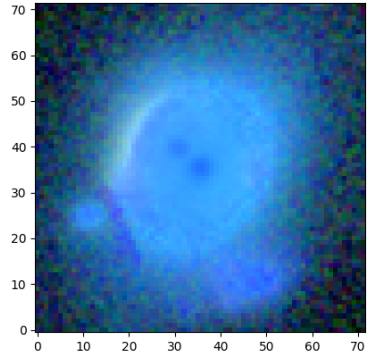
- Load data in FITS format
- Split data into training, validation and test set
- Train and test the network performance
- Dump on disk and load the trained network
- Predict the result on a singular image

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# Data-set

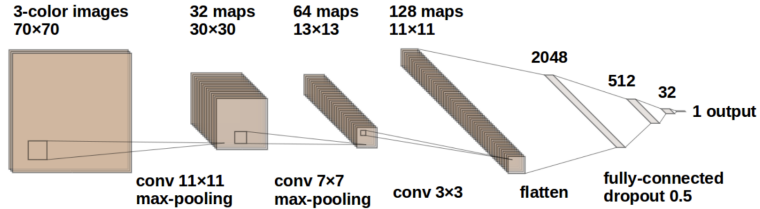
- 40K positive (artificial) and 40K negative examples
- Split into training, validation and test set like 56%, 14% and 30% respectively
- Training and validation shuffled with *validation\_split* = 0.2
- Test data as a separate set



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# Network model



- **relu** activation between the layers
- **sigmoid** on the output neuron
- **Total** of around 27M parameters



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# Network configurations

## ■ Adopted

- ☐ **loss** = "binary\_crossentropy"
- ☐ **batch\_size** = 128
- ☐ **epochs** = 35
- ☐ **learning\_rate** = 0.0006
- ☐ **Dropout** = 0.5 to prevent overfitting
- ☐ **Weight decay** (applied to kernels) to favor parameters of small magnitude

## ■ Improved

- ☐ **optimizer** = «adam»
- ☐ **shuffle** = True
- ☐ **EarlyStopping** at epoch 33

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## Improving the performance

- Changing network hyper-parameters doesn't improve the accuracy significantly
  - Started off with a 2 neuron output and **categorical\_crossentropy** loss function
  - **binary\_crossentropy** delivers better accuracy
  - Adding and removing one convolutional layer
- Accuracy with adopted hyper-parameters close to 98%

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# Rotational invariance

## Problem:

- Feedforwarding the same image under different rotations results in different network outputs
- Average standard deviation within 4 rotations on test set around 4%

**Objective:** Improve rotational invariance without significant decrease in accuracy

## Two possible approaches:

- Applying rotations to the input images, i.e. **data augmentation**
- Applying rotations to the convolution filters

# Hardcoding rotational invariance

## Idea:

- Simultaneously feed several rotated versions of the input image to convolutional layer
- 4 rotations performed  $0^\circ$ ,  $90^\circ$ ,  $270^\circ$ ,  $360^\circ$

## Precisely:

- New rotational layer (overloaded **Conv2D**)
- Convolution is calculated for 4 rotated inputs
- Maximum valued across those convolutions is taken as a **result**
- Finally add **bias**

**Note:** No claim to be efficient, i.e. just a proof of concept

```
class RotationalConv2D(layers.Conv2D):
    def call(self, inputs):
        r0 = self.convolution_op(
            rot90(inputs, k=0) , self.kernel)    # 0° rotation
        r90 = self.convolution_op(
            rot90(inputs, k=1) , self.kernel)    # 90° rotation
        r180 = self.convolution_op(
            rot90(inputs, k=2) , self.kernel)    # 180° rotation
        r270 = self.convolution_op(
            rot90(inputs, k=3) , self.kernel)    # 270° rotation

        # result := maximum output within rotation group
        result = maximum(maximum(r0,r90),maximum(r180,r270))

        if self.use_bias:
            result = result + self.bias
        return result
```



# Results and discussion

## Results:

- Invariance to local rotations and therefore invariance to global rotations of the input image
- Accuracy close to 95%

## What is next:

- More rotations
- Only use the pixels within a circle circumscribed in the square filter - or padding
- Different architectures (e.g., ResNet instead of CNN)
- Data augmentation (e.g. normalize images)