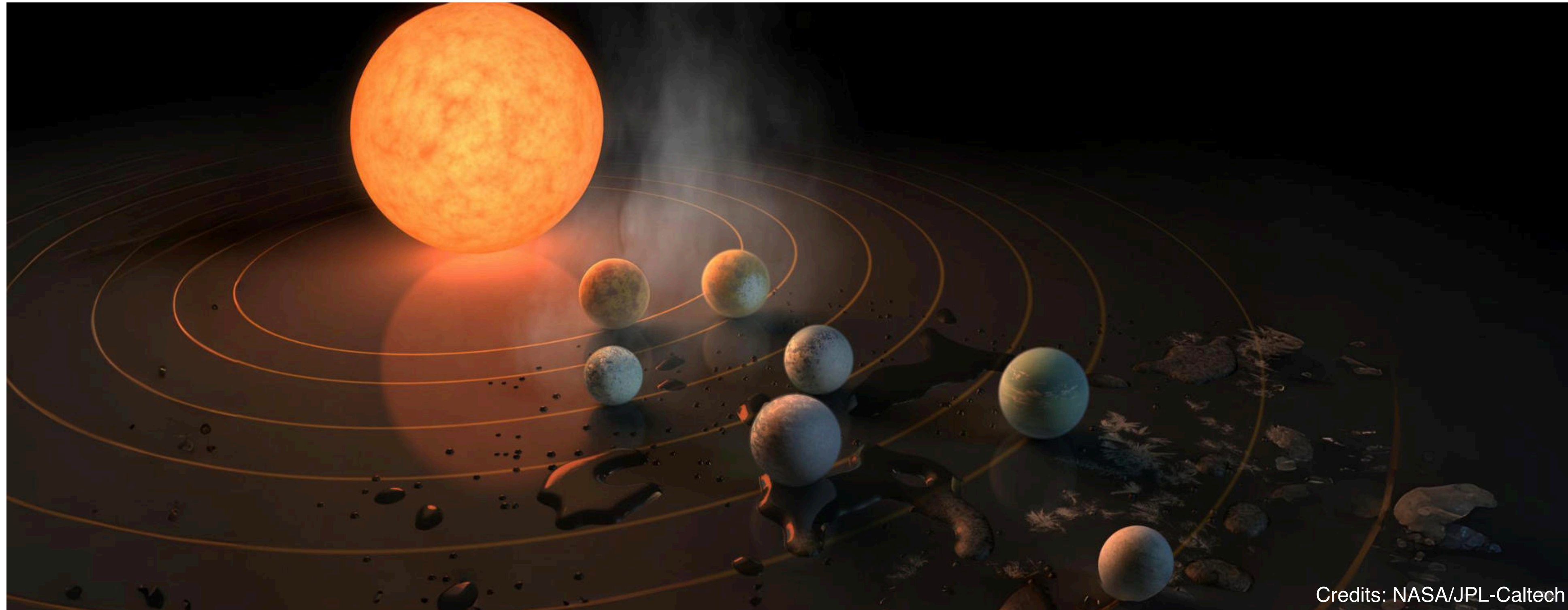


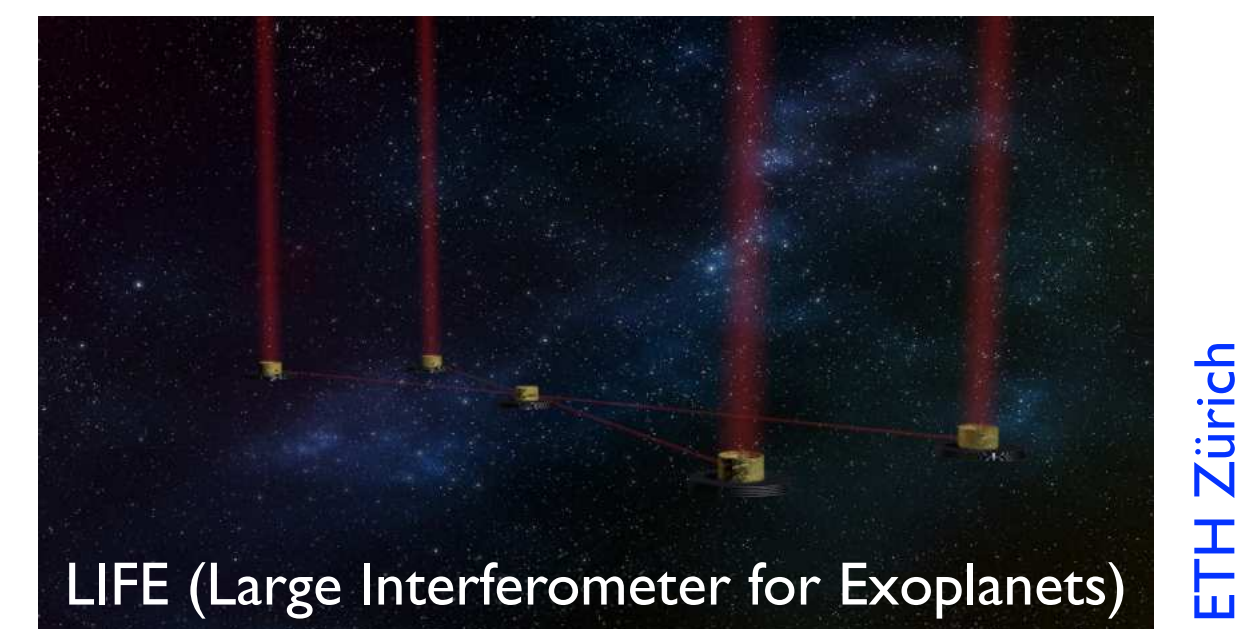
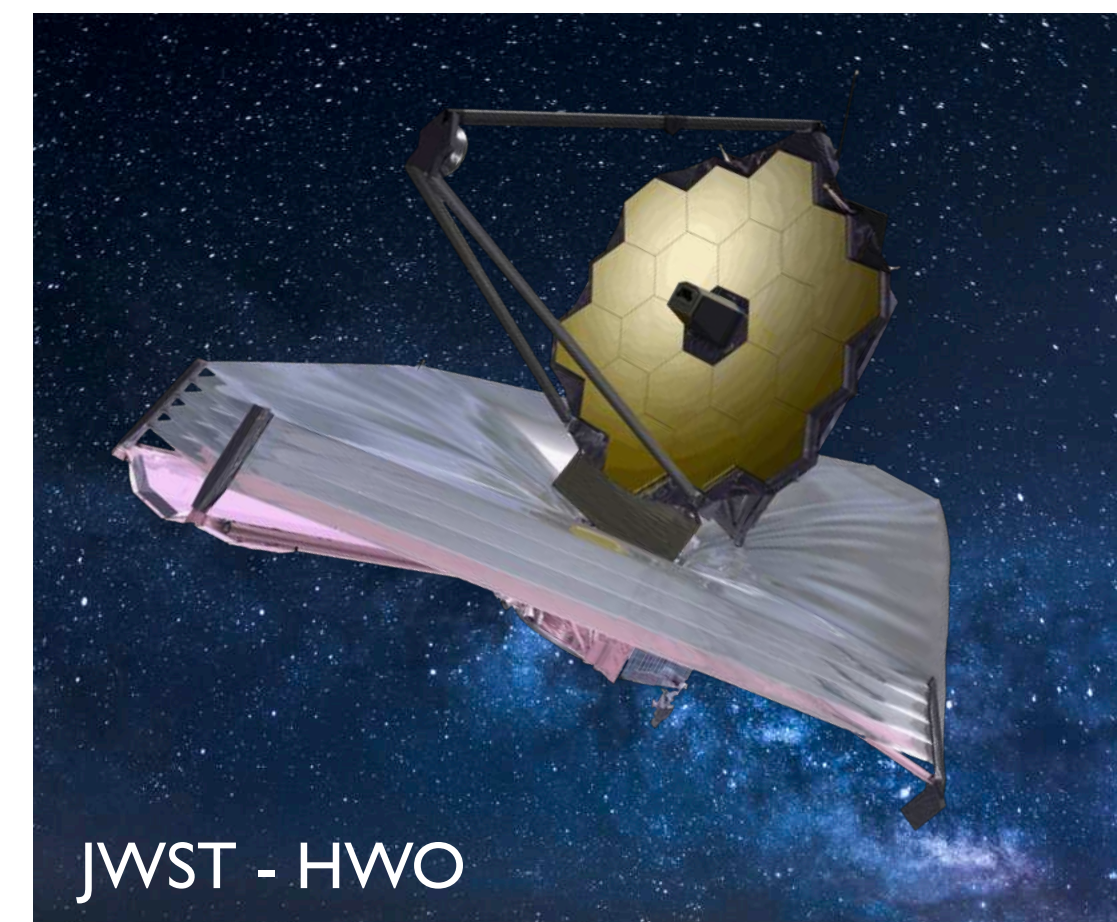
Create your own planetary systems



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Is the Earth, and the Solar System in general, unique?



Finding another Earth will soon be possible, **if we know where to search !**

Blind search



We probe the entire sky in the search for an Earth-like planet.

Optimized search



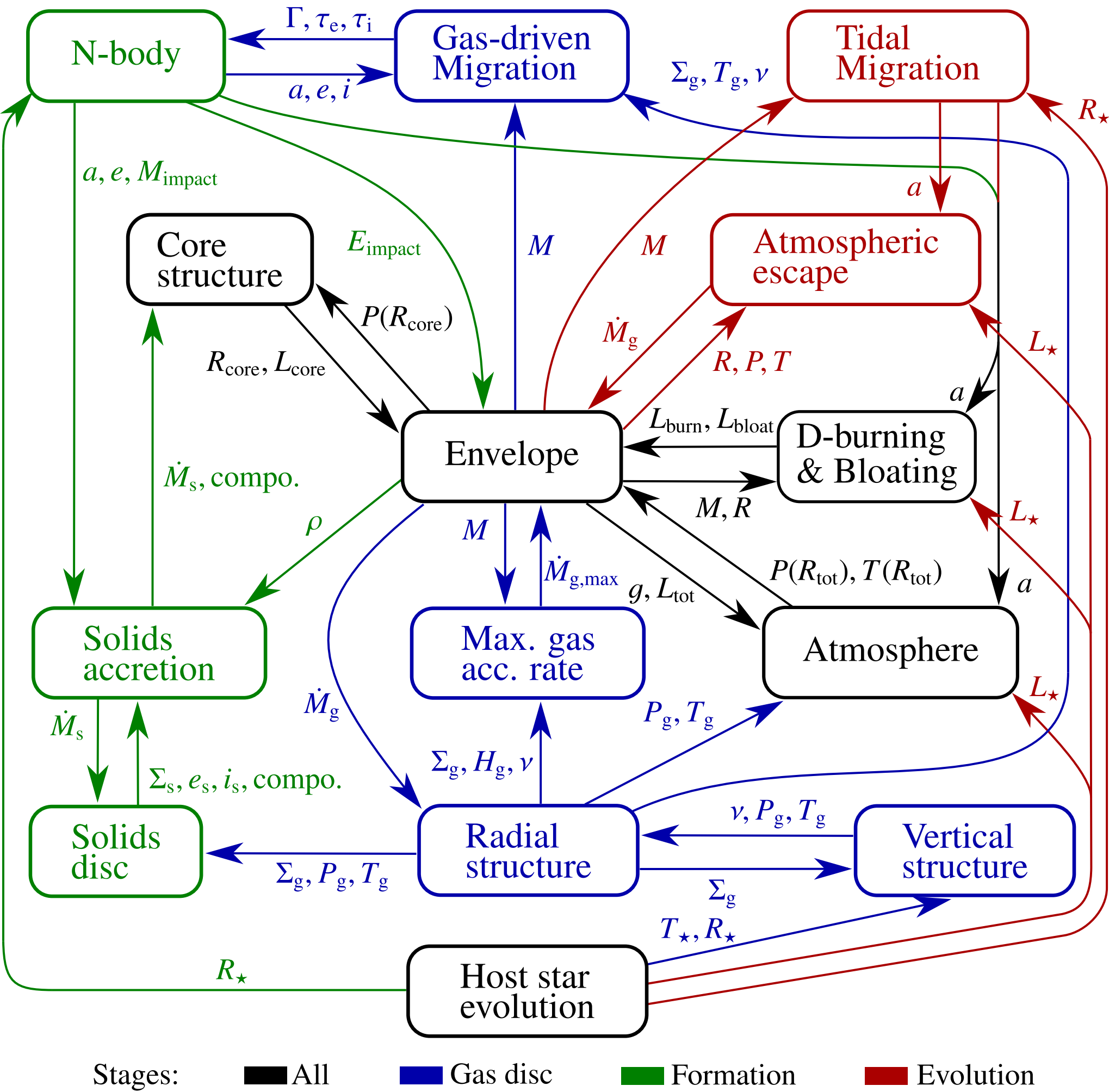
We find a way to guide the search by providing some context.

Architecture of planetary systems = **correlation** between **properties** of bodies in the **same system**

Understand the formation of planetary *systems* via end-to-end models

Numerical model

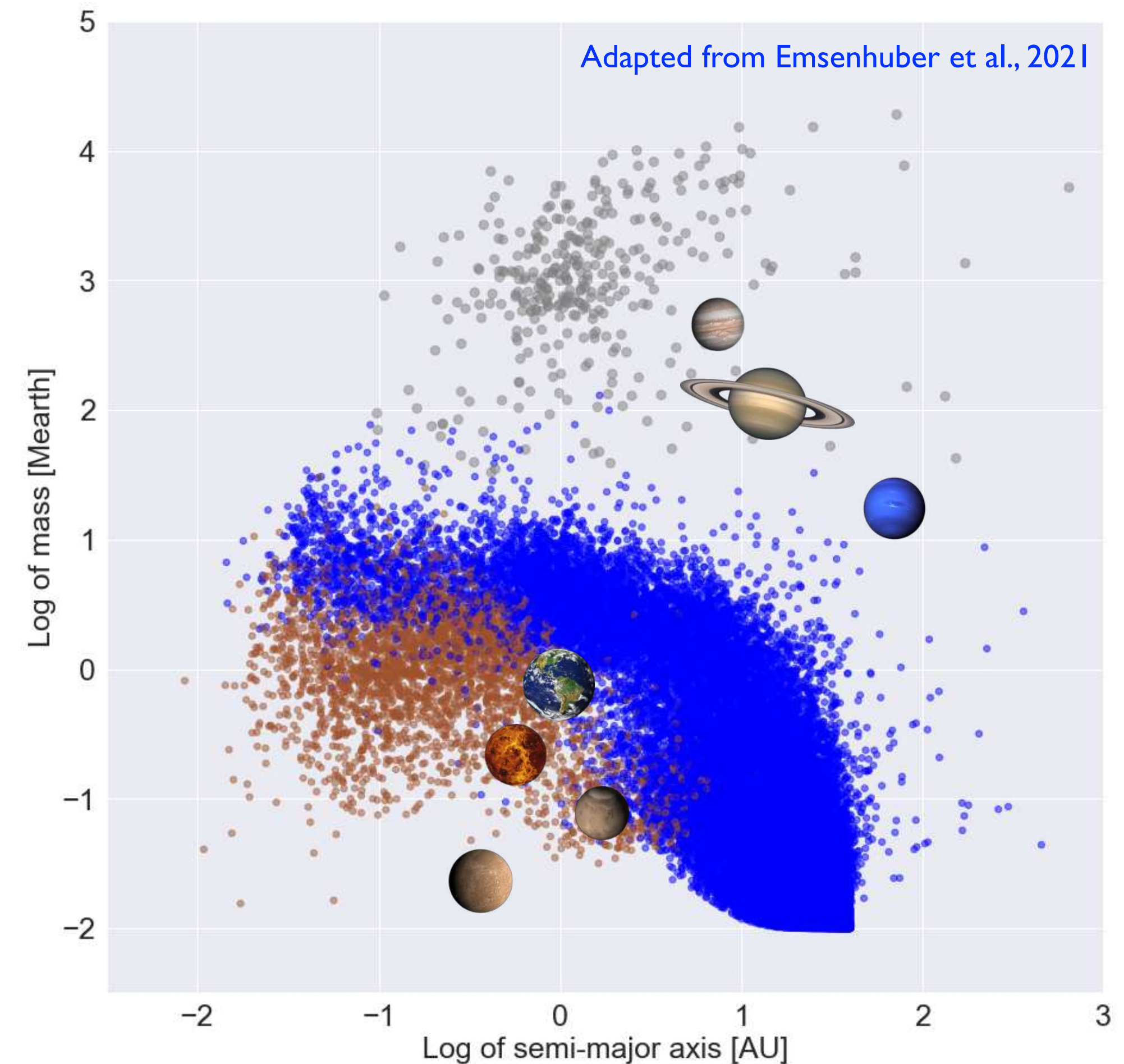
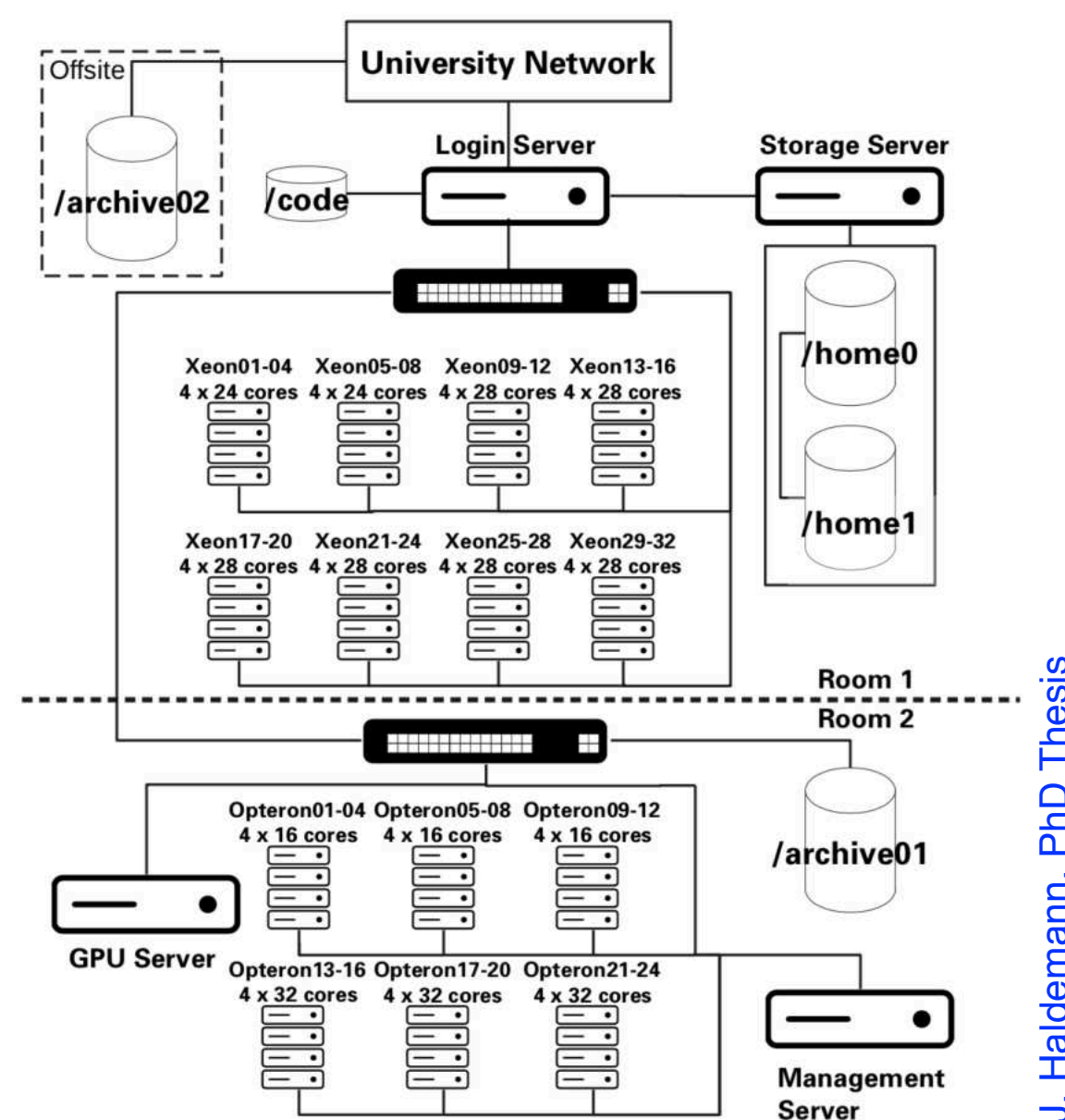
In Bern, we have developed a convoluted model that is capable of generating synthetic populations.



The Bern model

The Bern model is capable of producing populations of planetary systems but it is quite computationally expensive.

Eg. 1 simulation of 1000 planetary systems with 100 planetary embryos takes ~1 Million CPU hours (months of computations in a cluster).



Your goals for this Hackathon

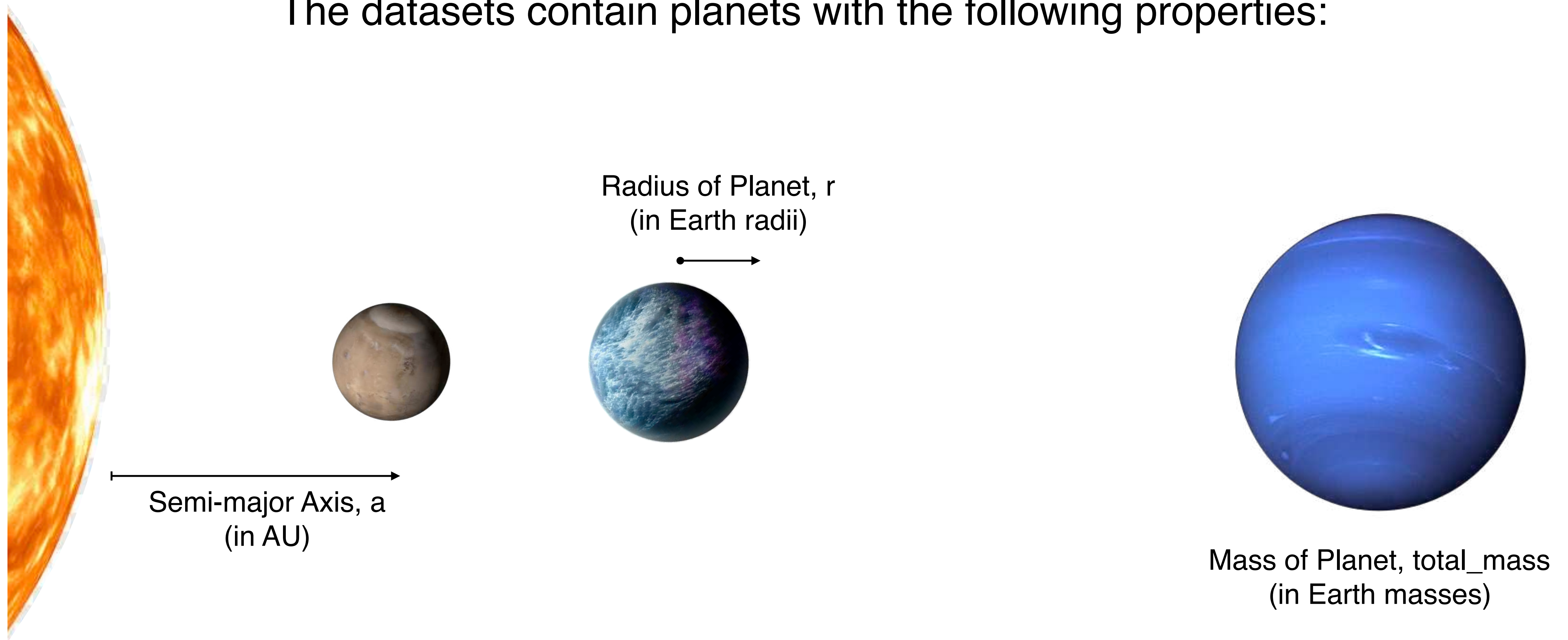
At the end of this hackathon, you should be able to:

1. Find correlations between the planets inside a planetary system;
2. Generate more planetary systems based on the statistics of the provided dataset(s).

You can use whatever algorithm you want, and help from your favorite AI assistant.



The datasets contain planets with the following properties:



Each planetary system is identified by the `system_number`