Learning an astronomical catalog of the visible universe through scalable Bayesian inference

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The DESI Collaboration

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An astronomical image

An image from the Sloan Digital Sky Survey covering roughly one quarter square degree of the sky.

Faint light sources

Most light sources are near the detection limit.

Outline

- 1. our graphical model for astronomical images (Celeste)
- 2. scaling approximate posterior inference to catalog the visible universe
- 3. model extensions

The Celeste graphical model

Scientific color priors

Galaxies: light-density model

The light density for galaxy s is modeled as mixture of two extremal galaxy prototypes:

$$
h_{s}(w) = \theta_{s} h_{s1}(w) + (1 - \theta_{s}) h_{s0}(w).
$$

Each prototype $(i = 0 \text{ or } i = 1)$ is a mixture of bivariate normal distributions:

$$
h_{si}(w) = \sum_{j=1}^{J} \bar{\eta}_{ij} \phi(w; \mu_s, \bar{\nu}_{ij} Q_s).
$$

Shared covariance matrix Q_s accounts for the scale σ_s , rotation φ_s , and axis ratio $\rho_s.$

An elliptical galaxy, $\theta_{\rm s}=0$

A spiral galaxy, $\theta_s = 1$

Idealized sky view

The brightness for sky position w is

$$
G_b(w) = \sum_{s=1}^S \ell_{sb} g_s(w)
$$

where

$$
g_s(w) = \begin{cases} 1 \{\mu_s = w\}, & \text{if } a_s = 0 \text{ ("star")} \\ h_s(w), & \text{if } a_s = 1 \text{ ("galaxy").} \end{cases}
$$

Astronomical images

Images differ from the idealized sky view due to

1. pixelation and point spread

$$
f_{nbm}(w) = \sum_{k=1}^{K} \bar{\alpha}_{nbk} \phi(w_m; w + \bar{\xi}_{nbk}, \bar{\tau}_{nbk})
$$

$$
G_{nbm} = G_b * f_{nbm}
$$

2. background radiation and calibration

$$
F_{nbm} = \iota_{nb} \left[\epsilon_{nb} + G_{nbm} \right]
$$

3. finite exposure duration

$$
x_{nbm} | (a_s, r_s, c_s)_{s=1}^S \sim \text{Poisson} (F_{nbm})
$$

Intractable posterior

Let $\Theta = (a_s, r_s, c_s)_{s=1}^S$. The posterior on Θ is intractable because of coupling between the sources:

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

and

$$
p(x) = \int p(x|\Theta)p(\Theta) d\Theta
$$

=
$$
\int \prod_{n=1}^{N} \prod_{b=1}^{B} \prod_{m=1}^{M} p(x_{nbm}|\Theta)p(\Theta) d\Theta.
$$

Variational inference

Variational inference approximates the exact posterior p with a simpler distribution $q^* \in Q$.

Variational inference for Celeste

 \triangleright An approximating distribution that factorizes across light sources (a "structured mean-field" assumption) makes most expectations tractable:

$$
q(\Theta) = \prod_{s=1}^S q(\Theta_s).
$$

- \triangleright The delta method for moments approximates the remaining expectations.
- \triangleright Existing catalogs provide good initial settings for the variational parameters.
- \triangleright Light sources are unlikely to contribute photons to distant pixels.
- \blacktriangleright The model contains an auxiliary variable indicating the mixture component that generated each source's colors.
- \triangleright Newton's method converges in tens of iterations.

Validation from Stripe 82

Average error. Lower is better. Highlight scores are more than 2 standard deviations better.

Scaling inference to the visibile universe

The setting

Big data

- ▶ Sloan Digital Sky Survey: 55 TB of images; hundreds of millions of stars and galaxies
- ▶ Large Synoptic Survey (2019): 15 TB of images nightly

Fancy hardware

- \triangleright Cori supercomputer, Phase 1: 1,630 nodes, each with 32 cores.
- \triangleright Cori supercomputer, Phase 2: 9,300 nodes, each with 272 hardware threads. 30 teraflops.
- \blacktriangleright 1.5 PB array of SSDs

Julia programming language

- \blacktriangleright high-level syntax
- \triangleright as fast as C++ (when necessary)
- \blacktriangleright a single language for "hotspots" and the rest
- \triangleright multi-threading (experimental), not just multi-processing

Fast serial optimization algorithm

- \triangleright analytic expectations (and one in delta method for moments)
- \blacktriangleright block coordinate ascent
- ▶ Newton steps rather than L-BFGS or a first-order method
- \triangleright manually coded gradients and Hessians
- \triangleright 3x overhead from computing exact Hessians

Parallelism among nodes

A region of the sky, shown twice, divided into 25 overlapping boxes: A1,. . .,A9 and B1, ..., B16. Each box corresponds to a task: to optimize all the light sources within its boundaries.

Parallelism among threads

Light sources that do not overlap may be updated concurrently.

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[1] Pan, Xinghao, et al. "CYCLADES: Conflict-free Asynchronous Machine Learning." NIPS 2016.

Weak and strong scaling

Celeste light sources/second. We observe perfect scaling up to 64 nodes. The we are limited by interconnect bandwidth.

Hero run: catalog of the Sloan Digital Sky Survey

- ▶ 512 nodes \times 32 cores/node = 16,384 cores
- ▶ 16,384 cores \times 16 hours = 250,000 core hours
- \triangleright input: 55 TB of astronomical images
- \triangleright output: catalog of 250 million light sources

A deep generative model for galaxies

A deep generative model for galaxies

$$
z_n \sim \mathcal{N}(0, I)
$$

$$
x_n | z_n \sim \mathcal{N}(f_\mu(z), f_\sigma(z))
$$

Example
\n
$$
z_n = [0.1, -0.5, 0.2, 0.1]^\intercal
$$
\n
$$
f_\mu(z_n) =
$$
\n
$$
f_\sigma(z_n) =
$$
\n
$$
x_n =
$$

Autoencoder architecture

Sample fits

Each row corresponds to a different example from a test set. The left column shows the input x. The center column shows the output $f_{\mu}(z)$ for a z sampled from $\mathcal{N}(g_{\mu}(x), g_{\sigma}(x))$. The right column shows the output $f_{\sigma}(z)$ for the same z.

Second-order stochastic variational inference

Second-order Stochastic Variational Inference

Require: ω is the initial vector of variational parameters; $\delta \in (\delta_{\min}, \delta_{\max})$ is the initial trust-region radius; $\gamma > 1$ is the trust region expansion factor; and $\eta_1 \in (0,1)$ and $n_2 > 0$ are constants.

1: **for**
$$
i \leftarrow 1
$$
 to M **do**
\n2: **Sample** $e_1, ..., e_N$ iid from base distribution ϵ .
\n3: $g \leftarrow \nabla_{\nu} \hat{L}(\nu; e_1, ..., e_N)|_{\omega}$
\n4: $H \leftarrow \nabla_{\nu}^2 \hat{L}(\nu; e_1, ..., e_N)|_{\omega}$
\n5: $\omega' \leftarrow \arg \max_{\nu} \{g^T \nu + \nu^T H \nu : ||\nu|| \le \delta\}$ \triangleright non-convex quadratic optimization
\n6: $\beta \leftarrow g^T \omega' + \omega'^T H \omega'$ \triangleright the expected improvement
\n7: **Sample** $e'_1, ..., e'_N$ iid from base distribution ϵ .
\n8: $\alpha \leftarrow \hat{L}(\omega'; e'_1, ..., e'_N) - \hat{L}(\omega; e'_1, ..., e'_N)$ \triangleright the observed improvement
\n9: **if** $\alpha/\beta > \eta_1$ and $||g|| \ge \eta_2 \delta$ **then**
\n10: $\omega \leftarrow \omega'$ $\delta \leftarrow \max(\gamma \delta, \delta_{max})$
\n11: $\delta \leftarrow \max(\gamma \delta, \delta_{max})$
\n12: **else**
\n13: $\delta \leftarrow \delta/\gamma$
\n14: **if** $\delta < \delta_{min}$ or $i = M$ **then return** ω

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68X fewer iterations than ADVI/SGD.

Case study: empirical convergence rates

Open questions

- \blacktriangleright How do we more accurately approximate the posterior distribution?
	- \triangleright normalizing flows without an encoder network
	- \blacktriangleright hybrid VI/MCMC
	- \blacktriangleright linear response variational Bayes (LRVB)
- \blacktriangleright How do we model a spatially varying point spread function (PSF)?
	- \triangleright Variational autoencoders fit independent PSFs well.
	- \triangleright But it isn't easy to account for dependence among the PSFs of nearby astronomical objects.
- \blacktriangleright How can we easily account for the details we don't yet account for?
	- \triangleright cosmic rays, airplanes, and satelights
	- \triangleright camera saturation (censoring) and imaging artifacts
	- \triangleright terrestrial vs extraterestrial background radiation
	- \triangleright transient events: supernovae, exoplanets, and near-Earth asteroids
	- \blacktriangleright additional imaging datasets, spectrographic datasets, calibration datasets

Thank you!