



Machine Learning techniques for non-linear Regression and matrix inversion in the Sloan Digital Sky Survey

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<http://astrophysics.arc.nasa.gov/~mway/CESS2009.pdf>

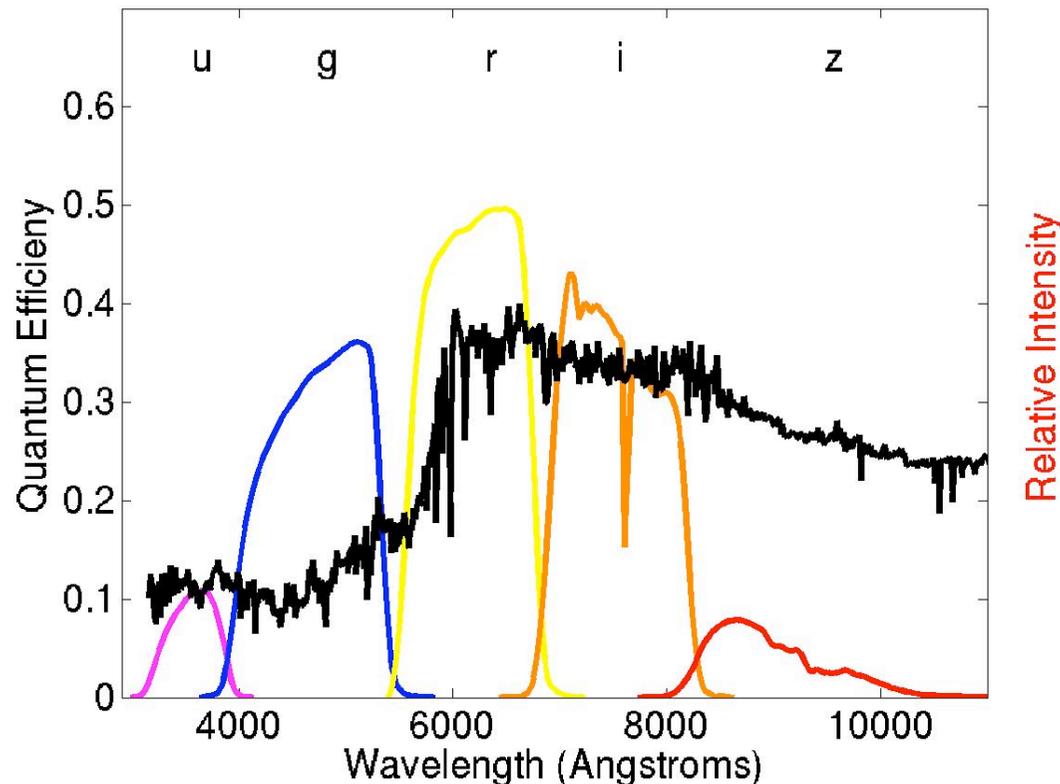
- What are Photometric Redshifts?
- Some common training set methods
- What is Gaussian Process Regression?
- Do different kinds of Kernels matter?
- How do I invert these huge non-sparse matrices?
- How many galaxies do I need?
- Some results

What are Photometric Redshifts?

Photometric Redshifts: A **rough** estimate of the redshift of a galaxy without having to measure a spectrum.

$$Z_{\text{spec}} = (\lambda_{\text{measured}} - \lambda_{\text{rest}}) / \lambda_{\text{rest}}$$

$$Z_{\text{photo}} = z(\mathbf{C}, \mathbf{m})$$

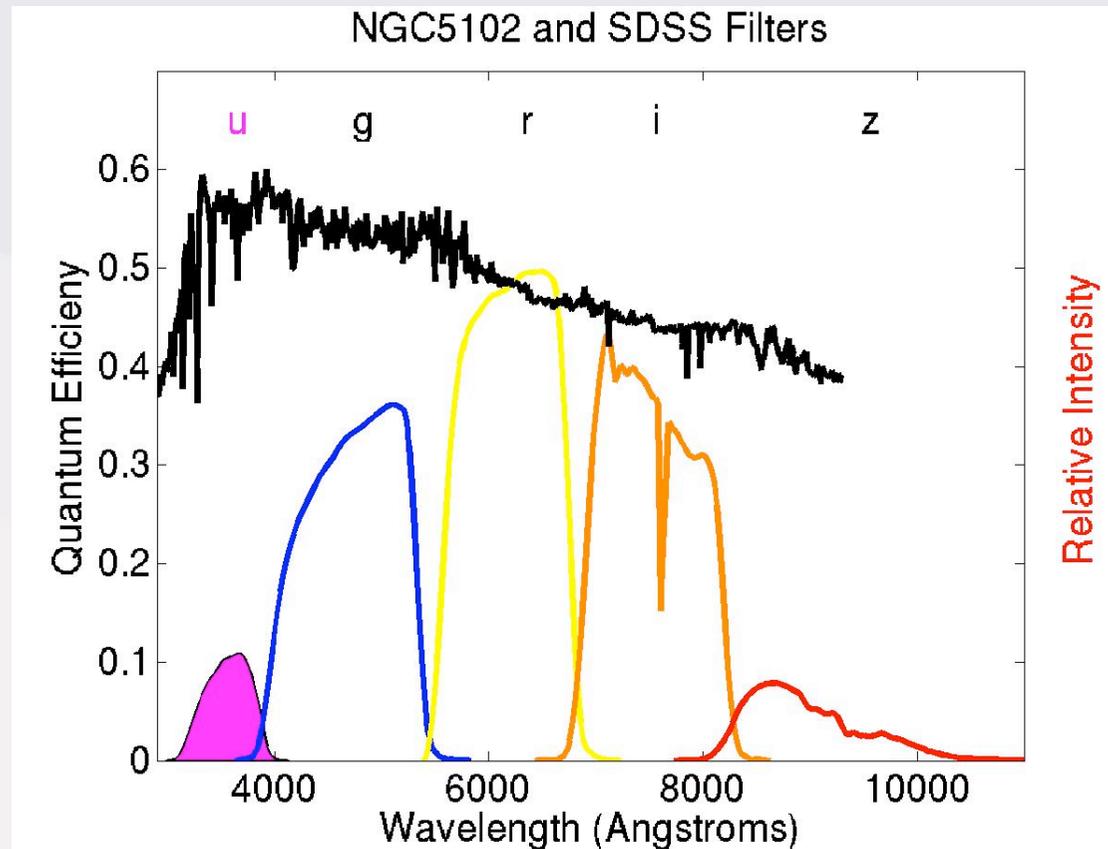


What are Photometric Redshifts?

$$Z_{\text{spec}} = (\lambda_{\text{measured}} - \lambda_{\text{rest}}) / \lambda_{\text{rest}}$$

$z=0.0$

$$z_{\text{photo}} = z(C, m)$$



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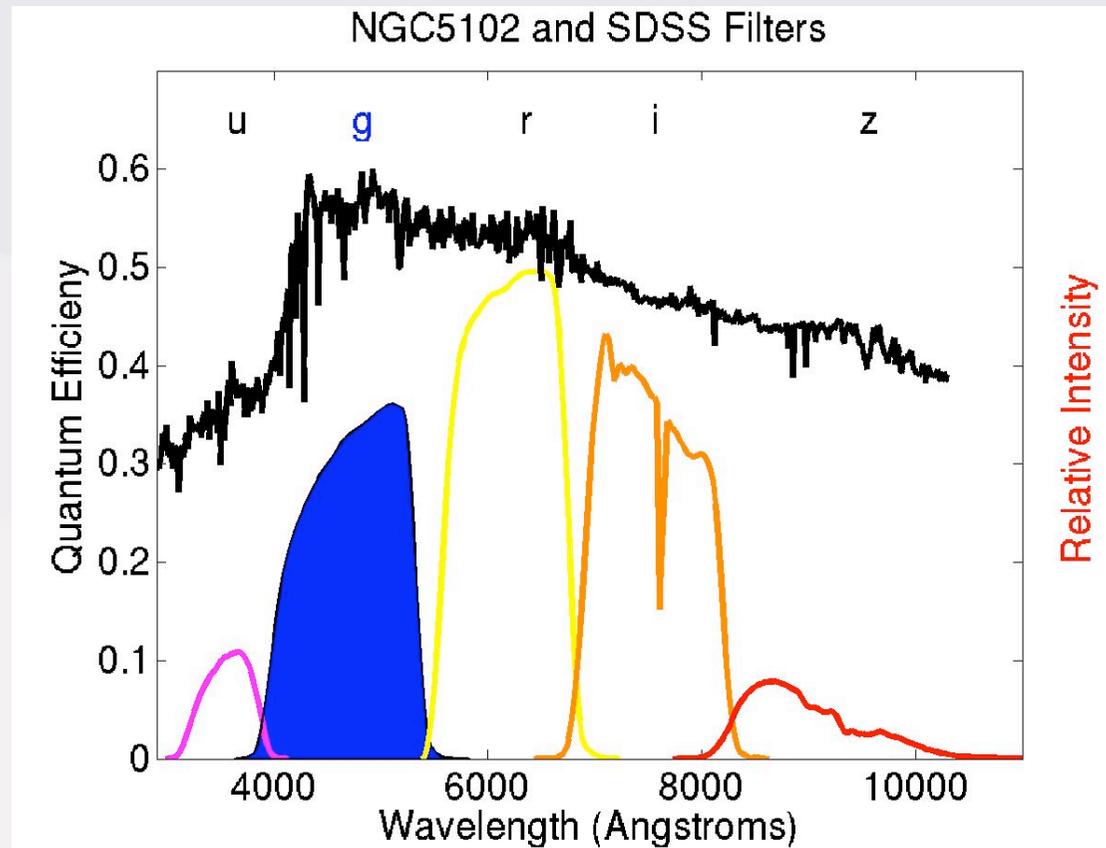


What are Photometric Redshifts?

$$Z_{\text{spec}} = (\lambda_{\text{measured}} - \lambda_{\text{rest}}) / \lambda_{\text{rest}}$$

$$Z_{\text{photo}} = z(C, m)$$

$z \sim 0.06$ (18000 km/s)



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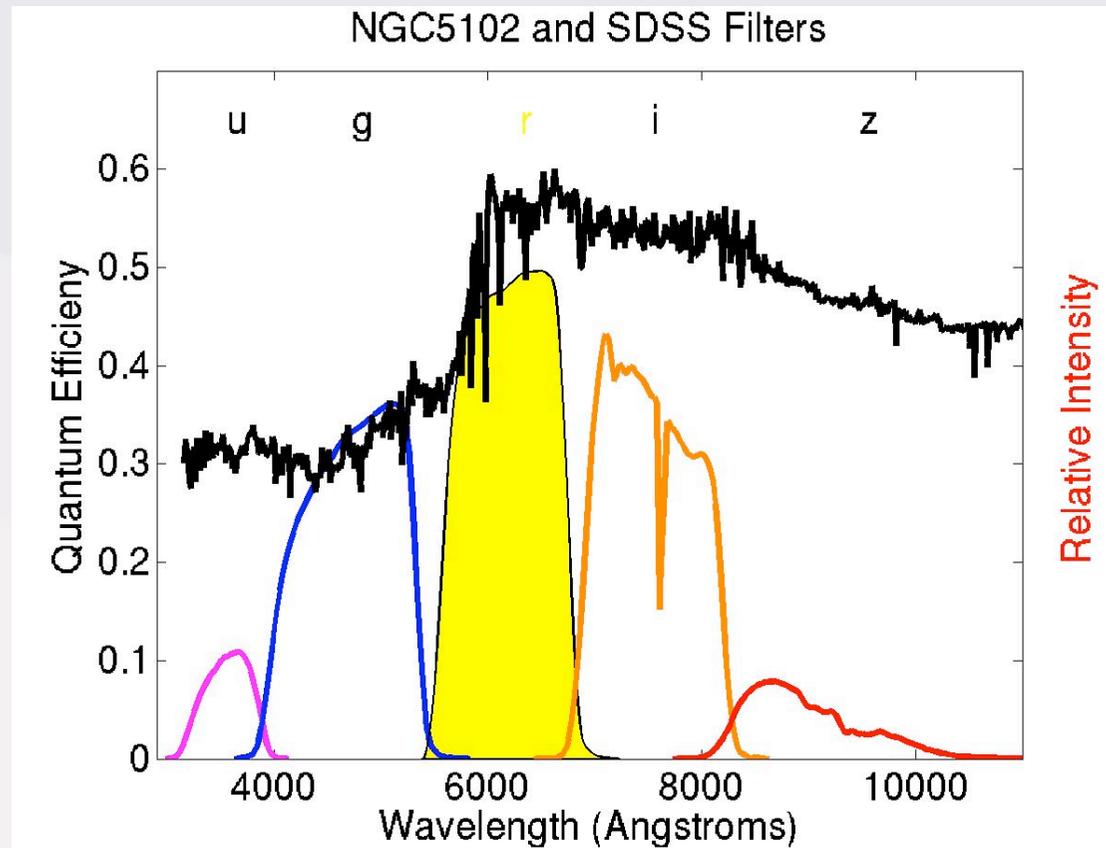


What are Photometric Redshifts?

$$Z_{\text{spec}} = (\lambda_{\text{measured}} - \lambda_{\text{rest}}) / \lambda_{\text{rest}}$$

$z \sim 0.6$

$$z_{\text{photo}} = z(C, m)$$



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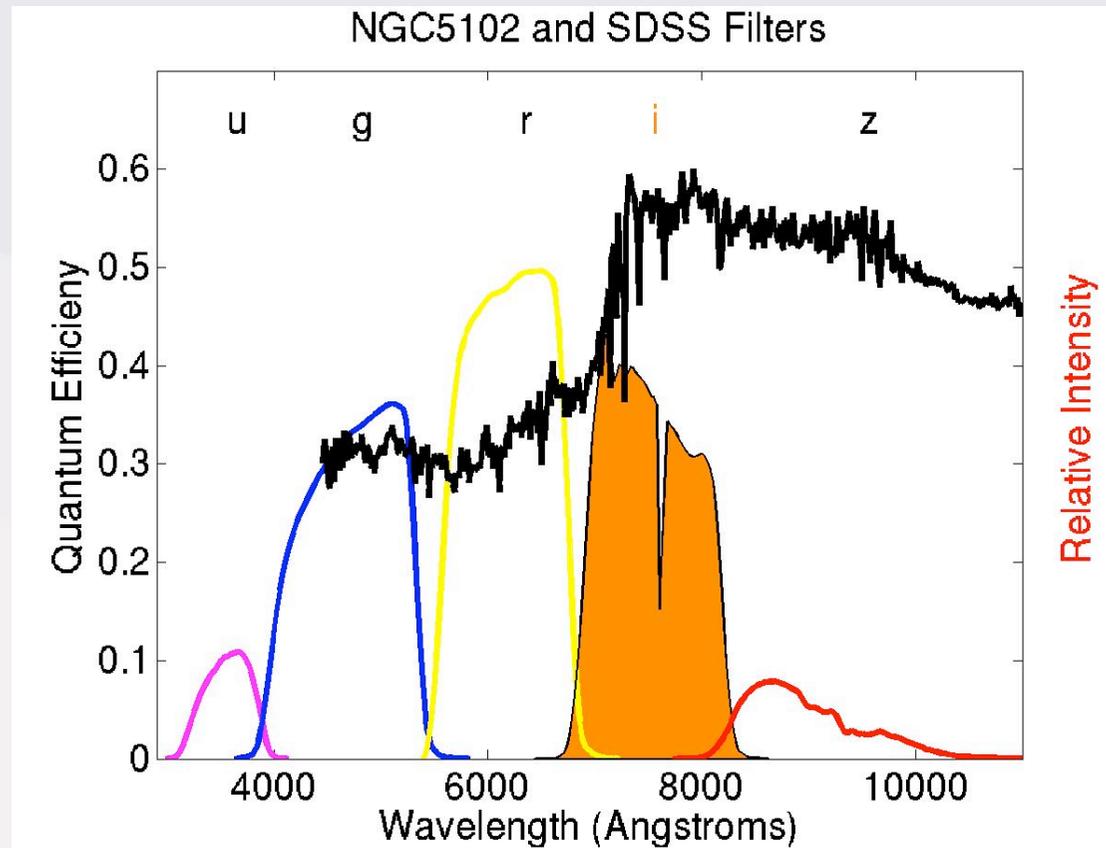


What are Photometric Redshifts?

$$Z_{\text{spec}} = (\lambda_{\text{measured}} - \lambda_{\text{rest}}) / \lambda_{\text{rest}}$$

$$z_{\text{photo}} = z(C, m)$$

$z \sim 0.90$



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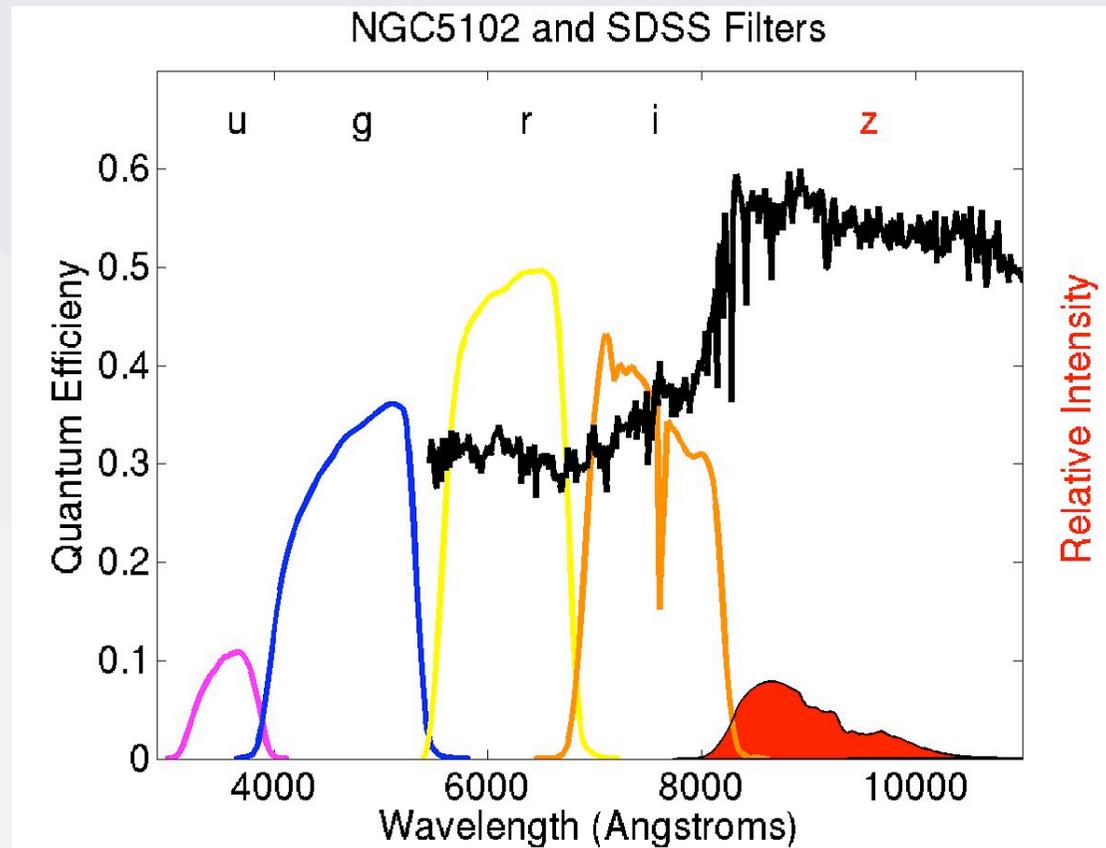


What are Photometric Redshifts?

$$Z_{\text{spec}} = (\lambda_{\text{measured}} - \lambda_{\text{rest}}) / \lambda_{\text{rest}}$$

$$z_{\text{photo}} = z(C, m)$$

$z \sim 1.10$



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Photo-z methods

1.) Spectral Energy Distribution (SED) Fitting:

- model based approach
- uses redshifts derived from spectra of artificial galaxies (e.g. Bruzual & Charlot)

2.) Training-Set methods:

- **empirical approach**
- **uses *spectroscopic* redshifts from a sub-sample of galaxies with the same band-pass filters**

Photo-z The Empirical Approach

Training Set Methods need a sub-sample of Galaxies:

1. of known spectroscopic redshift with a comparable range of **magnitudes** (u g r i z) as found in our Photometric survey objects
 2. such that I can train u-g-r-i-z to predict redshift without actually knowing the redshift in a larger sample: u-g-r-i-z \leftrightarrow redshift
- These will be our “Training Samples”





“Training Set” Methods

Galaxy Photometric Redshift Prediction History

u-g-r-i-z \leftrightarrow redshift

- Linear Regression was first tried in the 1960s
- Quadratic & Cubic Regression (1970s)
- Polynomial Regression (1980s)
- Neural Networks (1990s)
- Kd Trees & Bayesian Classification Approaches (1990s)
- Support Vector Machines & GP Regression (2000s)

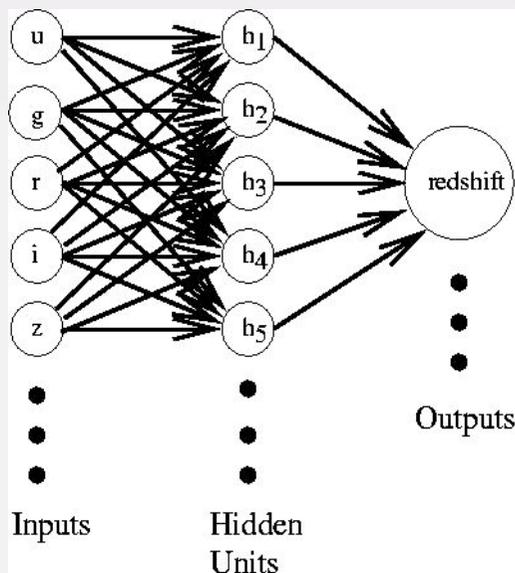


Gaussian Process Regression fitting

Gaussian Process Regression \Leftrightarrow Kernel Methods

Kernel Methods have replaced Neural Networks in much of the Machine Learning literature

WHY?: given a large # of hidden units \Rightarrow GP (Neal 1996).



$$h_n > 100$$

$\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$

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Kernel Methods - Gaussian Process Regression

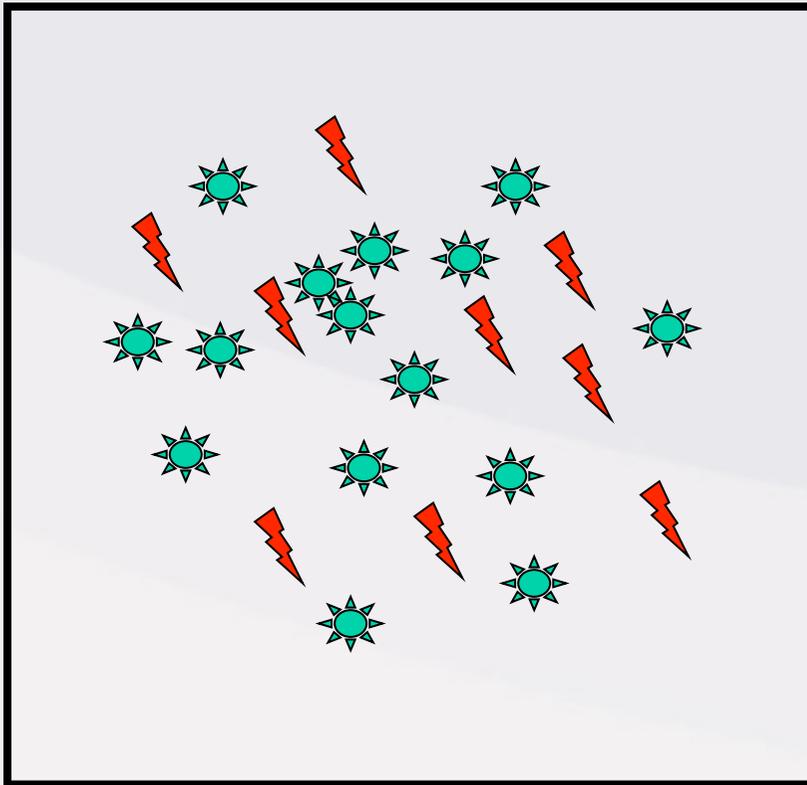
GP regression builds a linear model in a very high dimensional *parameter space* (“feature space” \rightarrow Hilbert space).

- One can map the data using a function $F(x)$ [kernel] into this high (or infinite) dimensional *parameter space* where one can perform linear operations.



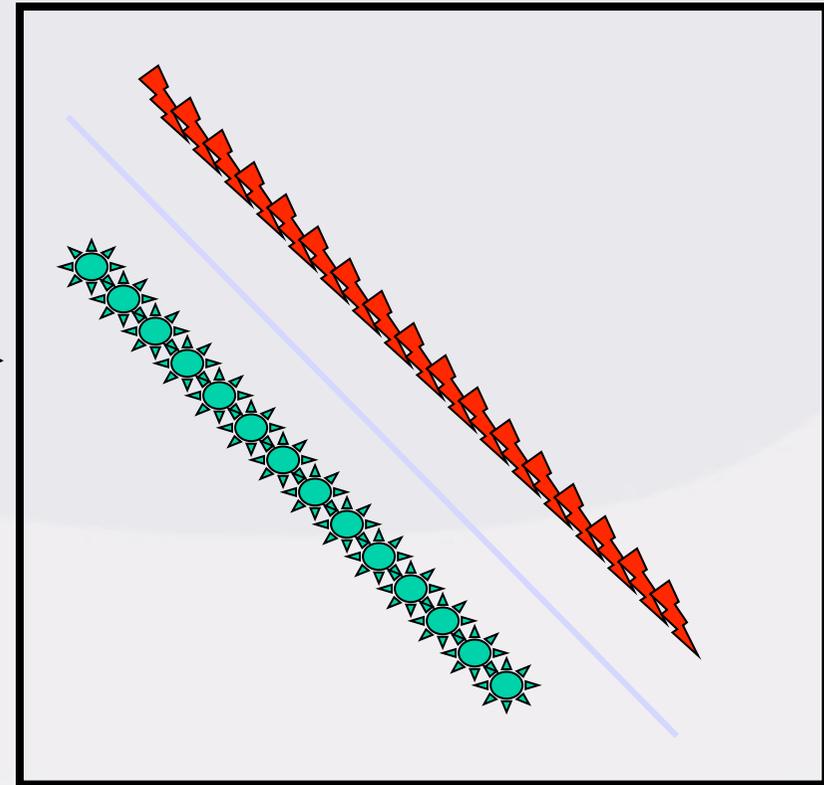
The value of kernels

Original Data without Kernel



Data in original space: highly complex decision boundaries.

Mapped Data using Kernel



Data in high dimensional feature space after mapping through $F(x)$ can yield simple decision boundaries.

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GP Regression (Kernels)

GP Advantages:

- Small input data training samples (good for higher redshifts?) yet low errors
- Realistic estimation of individual redshift errors



GP Disadvantages:

- Possibly large CPU time requirements (**Part I**)
 - The Kernel (Covariance Matrix) **can** be large:
 $K = (\lambda^2 I + XX^T)^2$ if $X = 5 \times 180,000$ (our case) then
 K is a matrix $180,000 \times 180,000$ and we have:
$$y^* = K^* (\lambda^2 I + K)^{-1} y$$
 - Need to invert this large K matrix - $O(N^3)$ operation
- Kernel Selection is ambiguous? (**Part II**)



GPR: Part I

Pick a transfer/covariance function (Kernel)

Matern Class Fcn

Radial Basis Fcn

$$k(r) = \frac{2^{l-\nu}}{\Gamma(\nu)} \left(\frac{\sqrt{2\nu r}}{l} \right)^\nu J_\nu \left(\frac{\sqrt{2\nu r}}{l} \right) \quad \nu \rightarrow \infty$$

$$k(r) = \exp\left(\frac{r^2}{2l^2}\right)$$

Rational Quadratic

Polynomial

Neural Nets

$$k_{RQ}(r) = 1 + \left(\frac{r^2}{2\alpha l^2} \right)^{-\alpha}$$

$$k(x, x') = \left(\sigma_o^2 + x^T \sum_p x' \right)^p$$

$$k_{NN}(x, x') = \frac{2}{\pi} \sin^{-1} \left(\frac{2x^T \Sigma x'}{\sqrt{(1 + 2x^T \Sigma x)(1 + 2x'^T \Sigma x')}} \right)$$

That matrix inversion...

With our SDSS (DR3) Main Galaxy spectroscopic sample (180,000 galaxies) the matrix size is 180,000 x 180,000

- Need a SSI supercomputer with a LOT of ram and cpu time?
- One can take a random sample of ~1000 galaxies & invert that while bootstrapping n times from full sample [**Paper I**]
- **How about some low-rank matrix approximations?**
Remember these are **non-sparse** matrices! [**Paper II**]



Matrix Inversion

We would prefer to try and invert a larger fraction of that matrix. 1000 galaxies isn't much to train on.

- 32bit computers are limited to 2GB of RAM.
 $O(1000 \times 1000)$
- Reasonably priced 64bit desktops can be purchase with upwards of 16GB of RAM $O(20,000 \times 20,000)$





Matrix Inversion

Low-rank approximation works well?

- Cholesky Decomposition, Subset of Regressors, Projected Process Approx, etc...
- With Les Foster + Students (SJSU) we've written a paper (JMLR) to invert these non-sparse matrices with sizes of 80000 x 80000 and above
 - To be published in a few months (referee process completed)



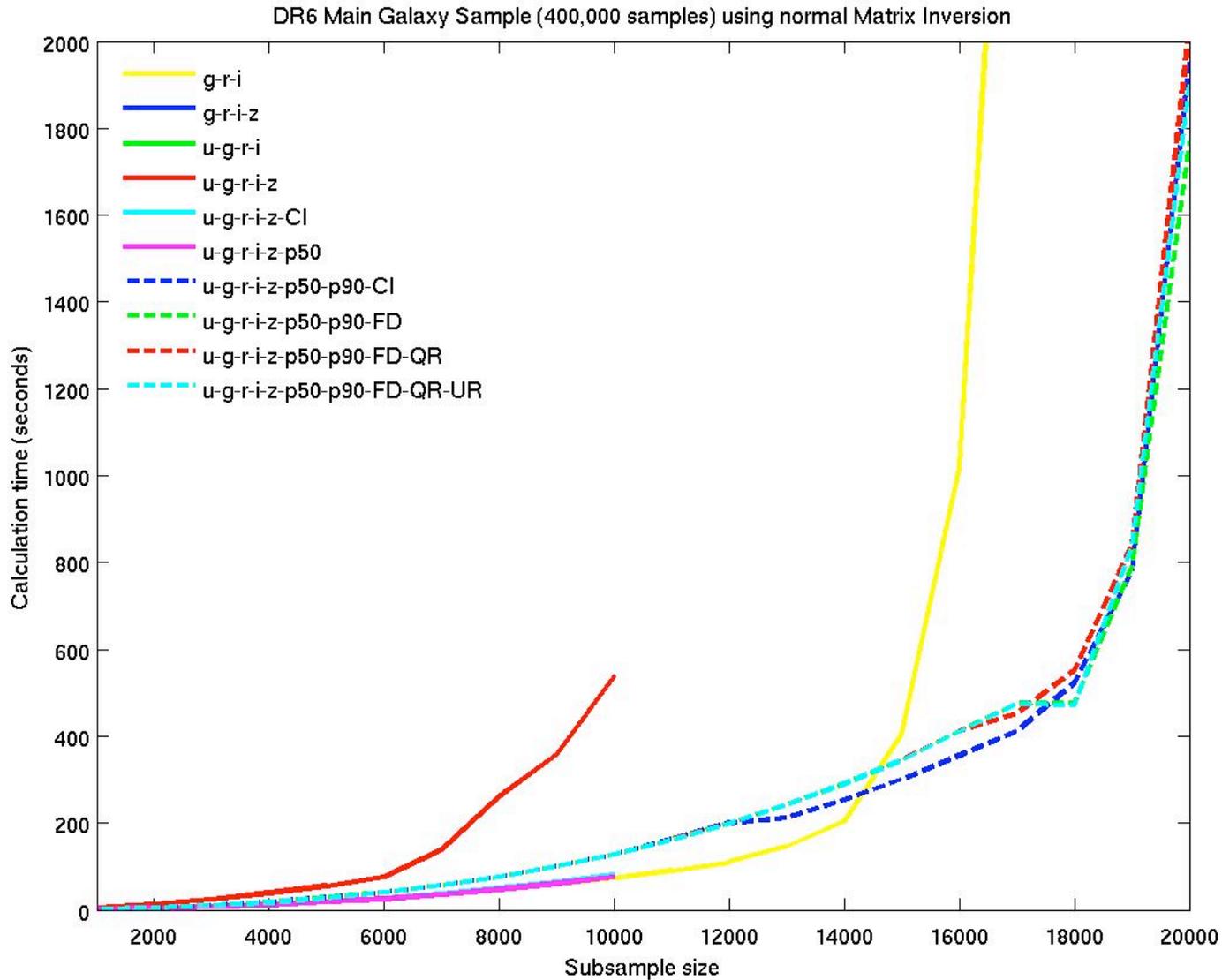


Time to Invert!

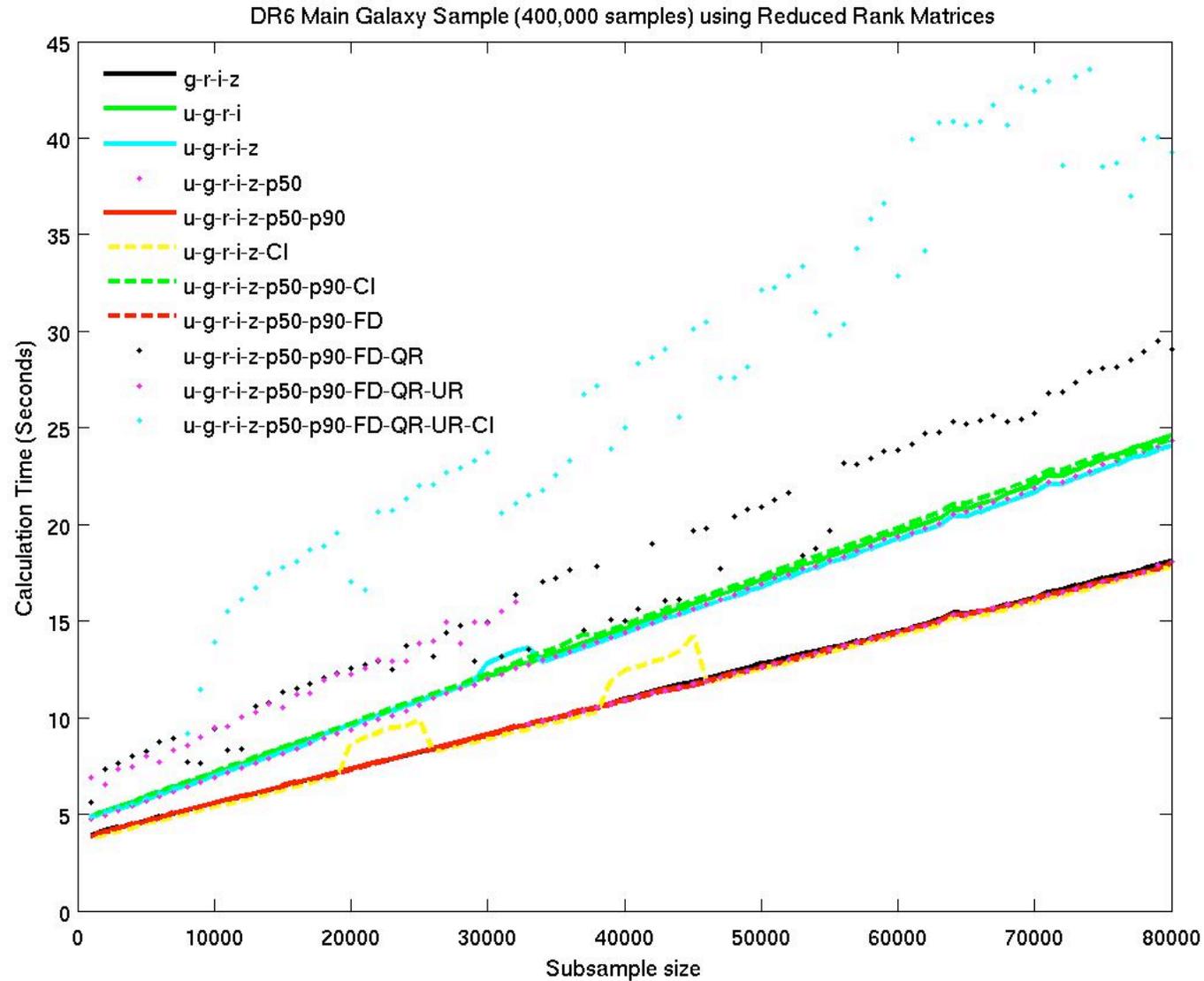
- **TIME & MEMORY:** These rank-reduction methods are much much faster than brute force inversion and use much less RAM
- We also discovered we only need $\sim 30,000$ points to gain enough training samples to minimize our rms error in the SDSS dataset



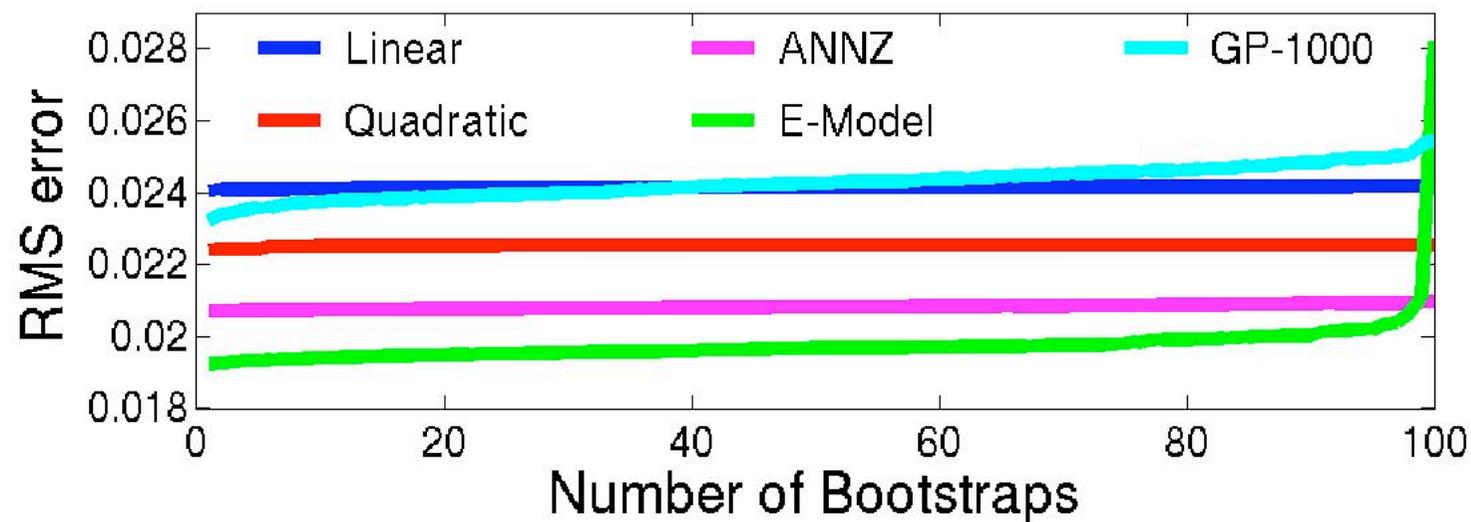
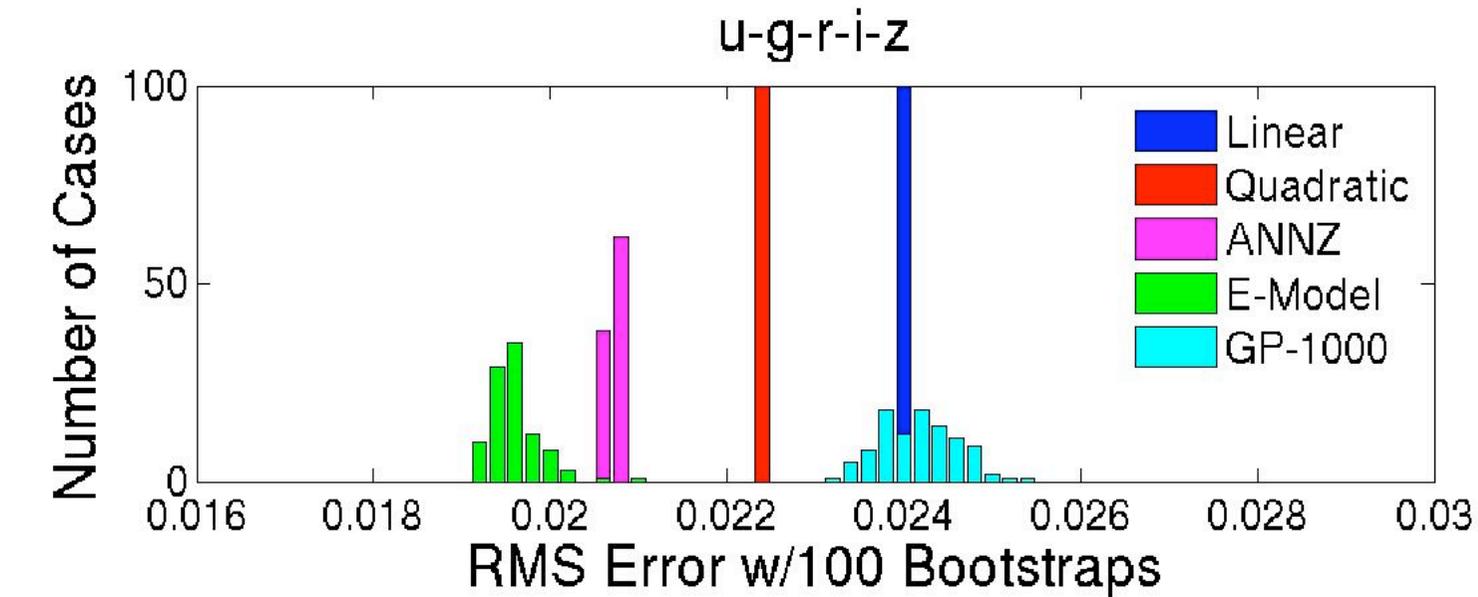
Normal Matrix Inversion Timing Results



Reduced Rank Timing Results

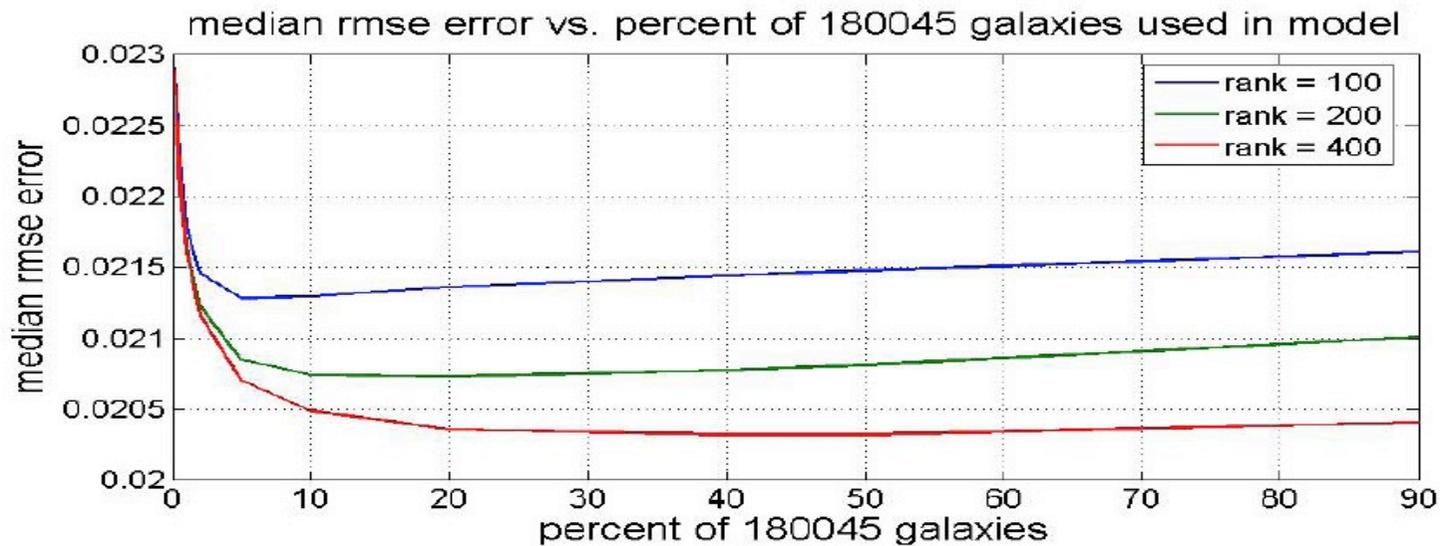
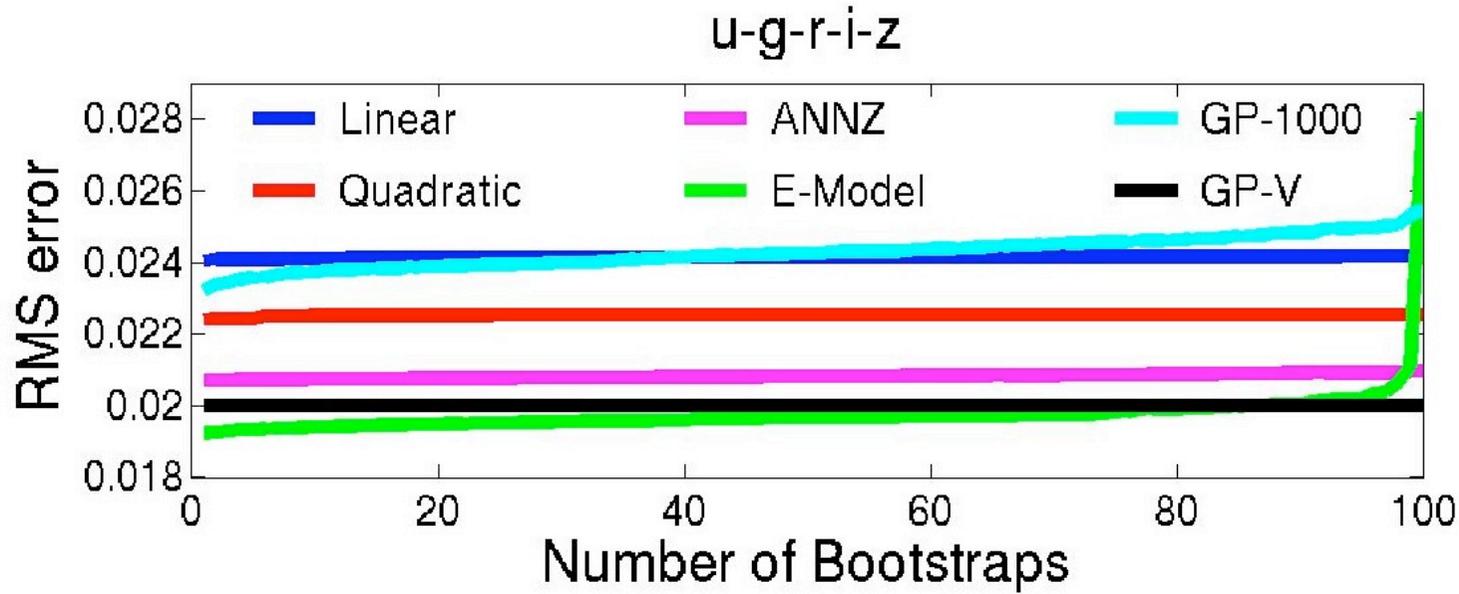


Paper I Results: Comparing Methods



Latest Results: Comparing Methods

↓ GP-V: Rank=1000 for 36000



↑ Beyond 20% (~36000) Rank 400 is fairly flat

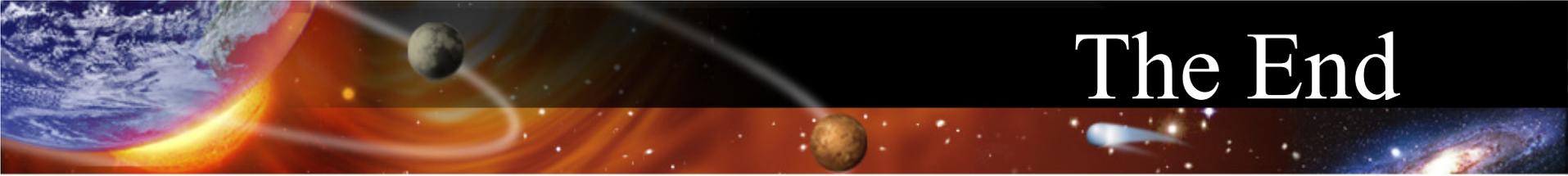




Conclusions

- Gaussian Process Regression is superior to most other regression methods for Photo-z
- GPR is feasible for large datasets with modern matrix inversion techniques
- **Interdisciplinary:** This was made possible by the cooperation of Earth Scientists, Astronomers, Machine Learning people and Mathematicians in 4 different groups.





The End

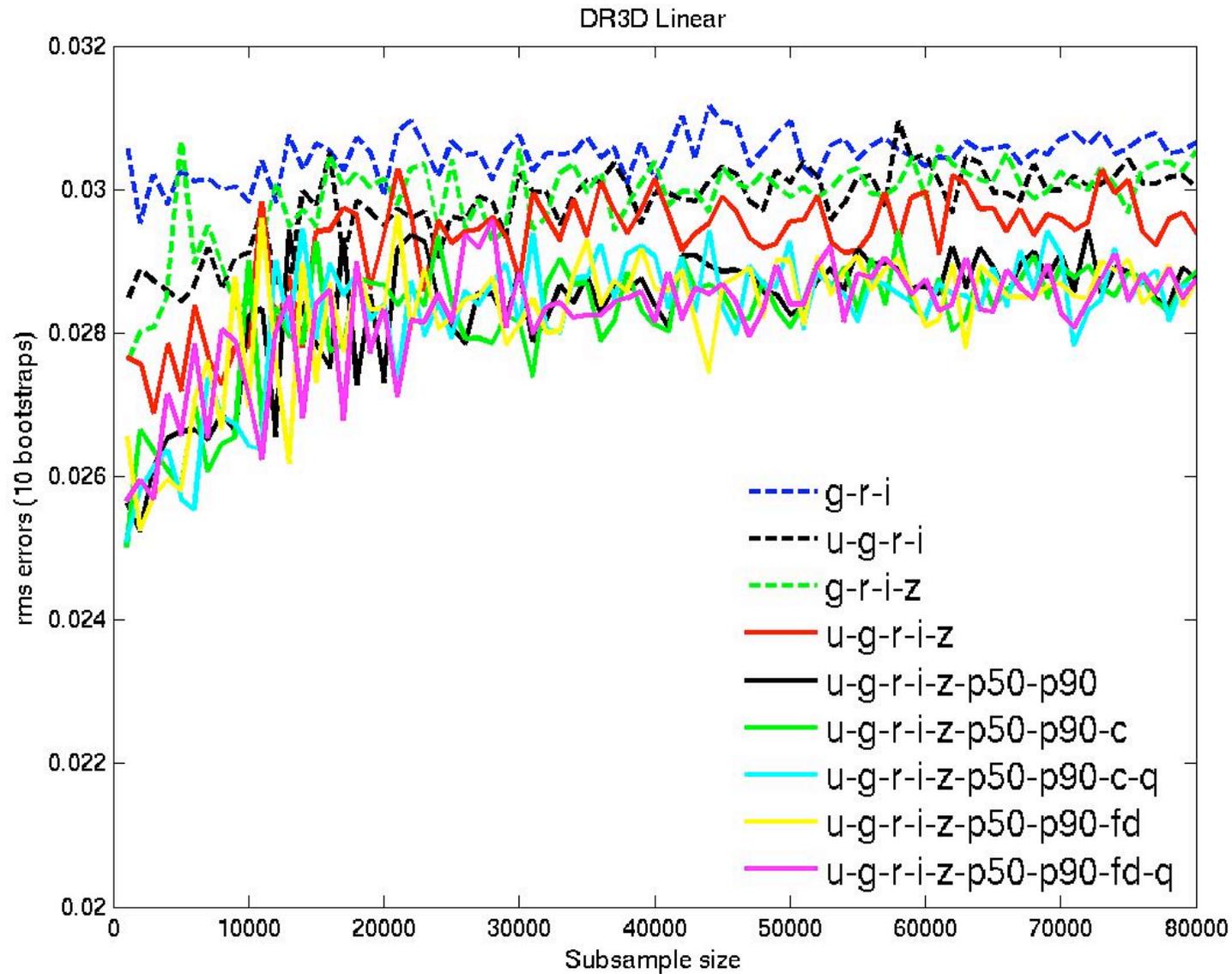
Thank You

[http://www.giss.nasa.gov/cess2009/
presentations/way.pdf](http://www.giss.nasa.gov/cess2009/presentations/way.pdf)

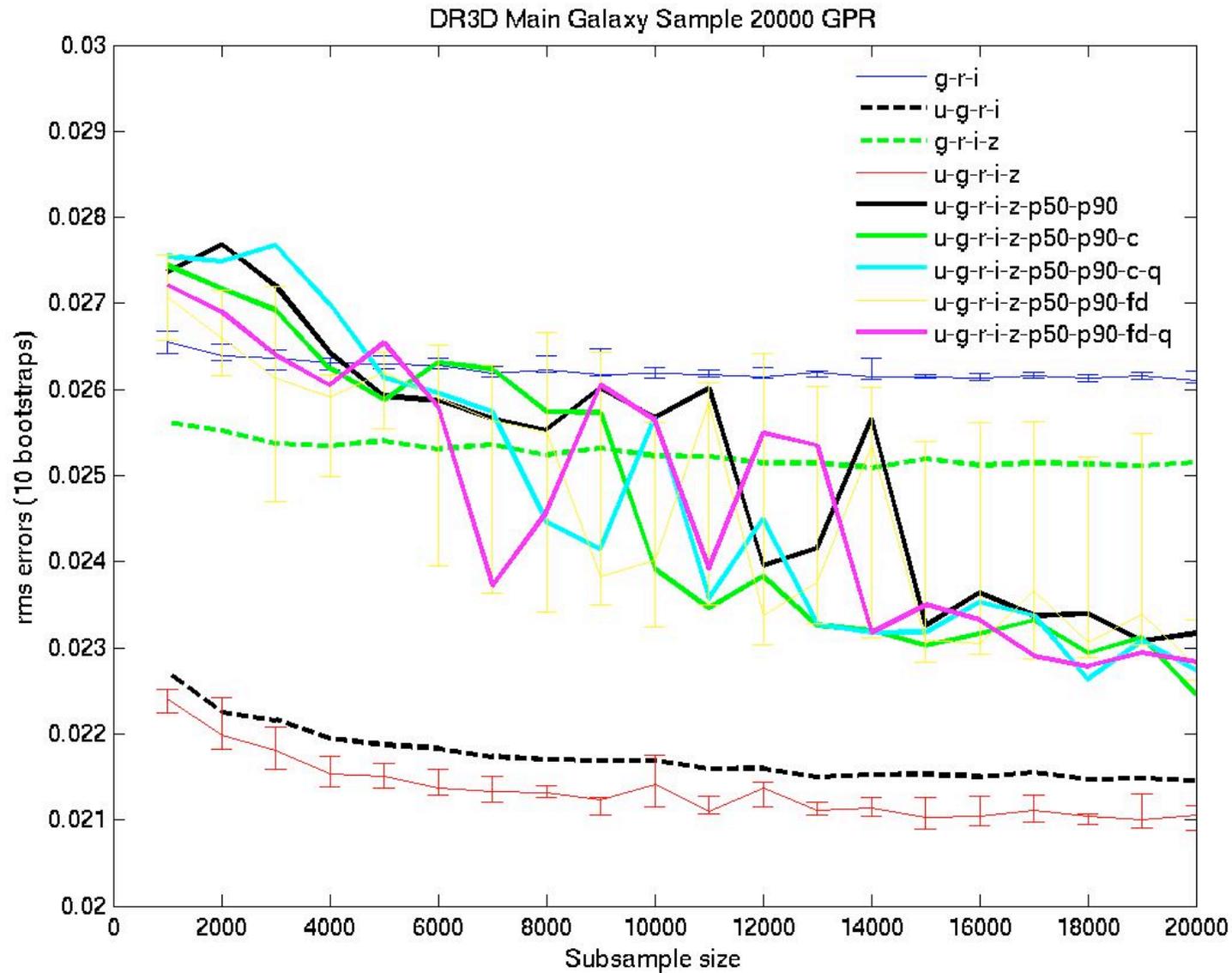
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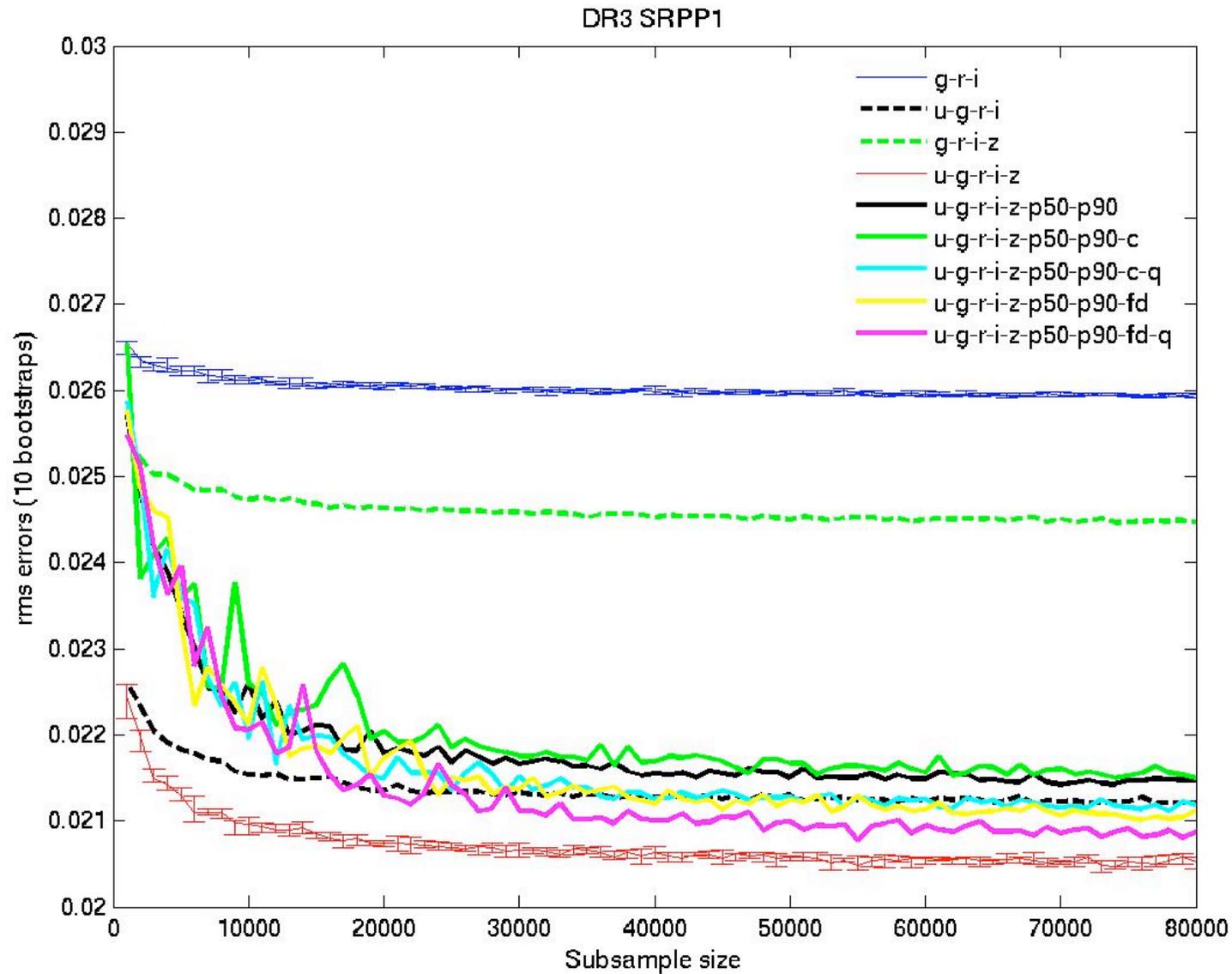
Main Galaxy Sample 80000 Linear



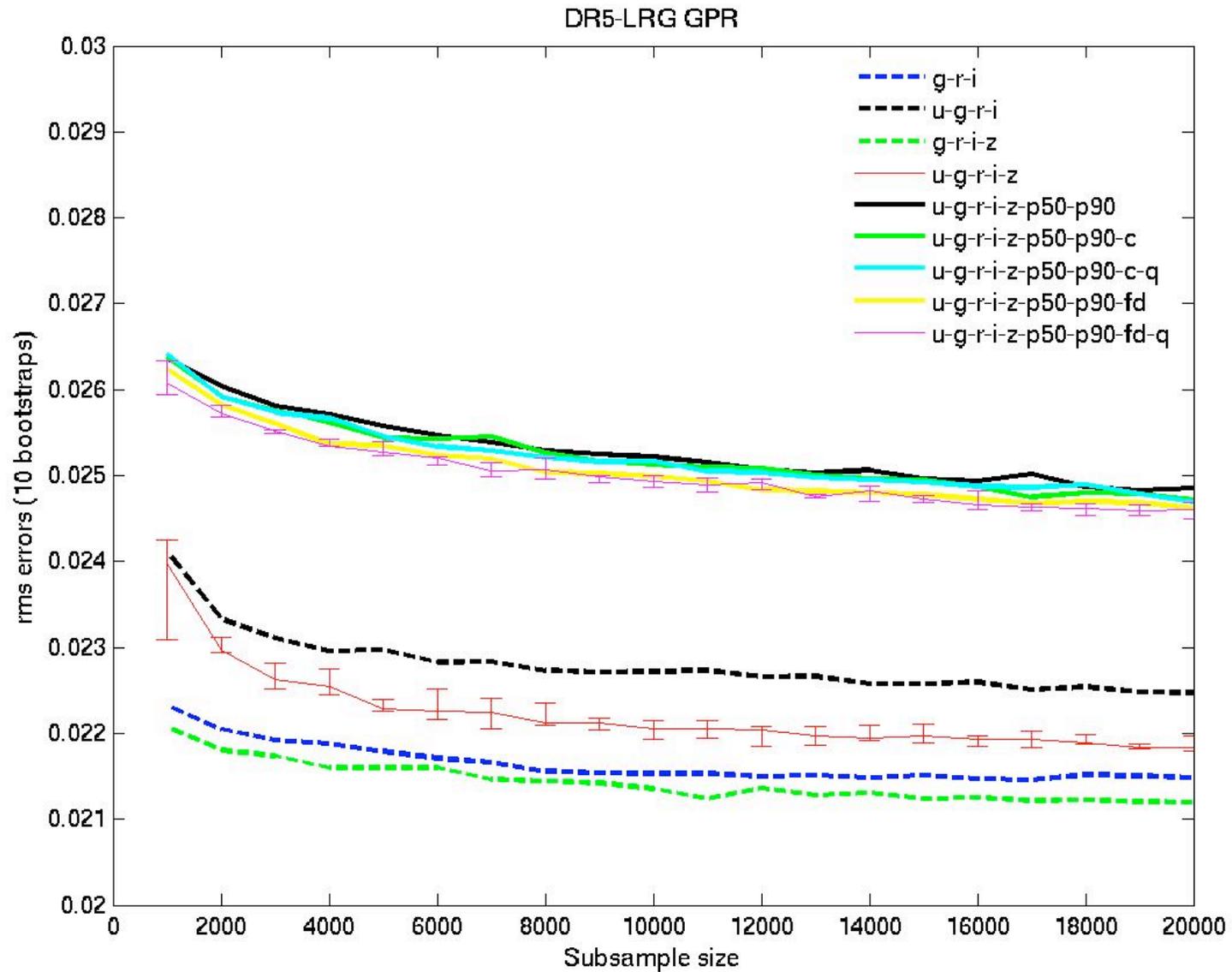
Main Galaxy Sample 20000 GPR



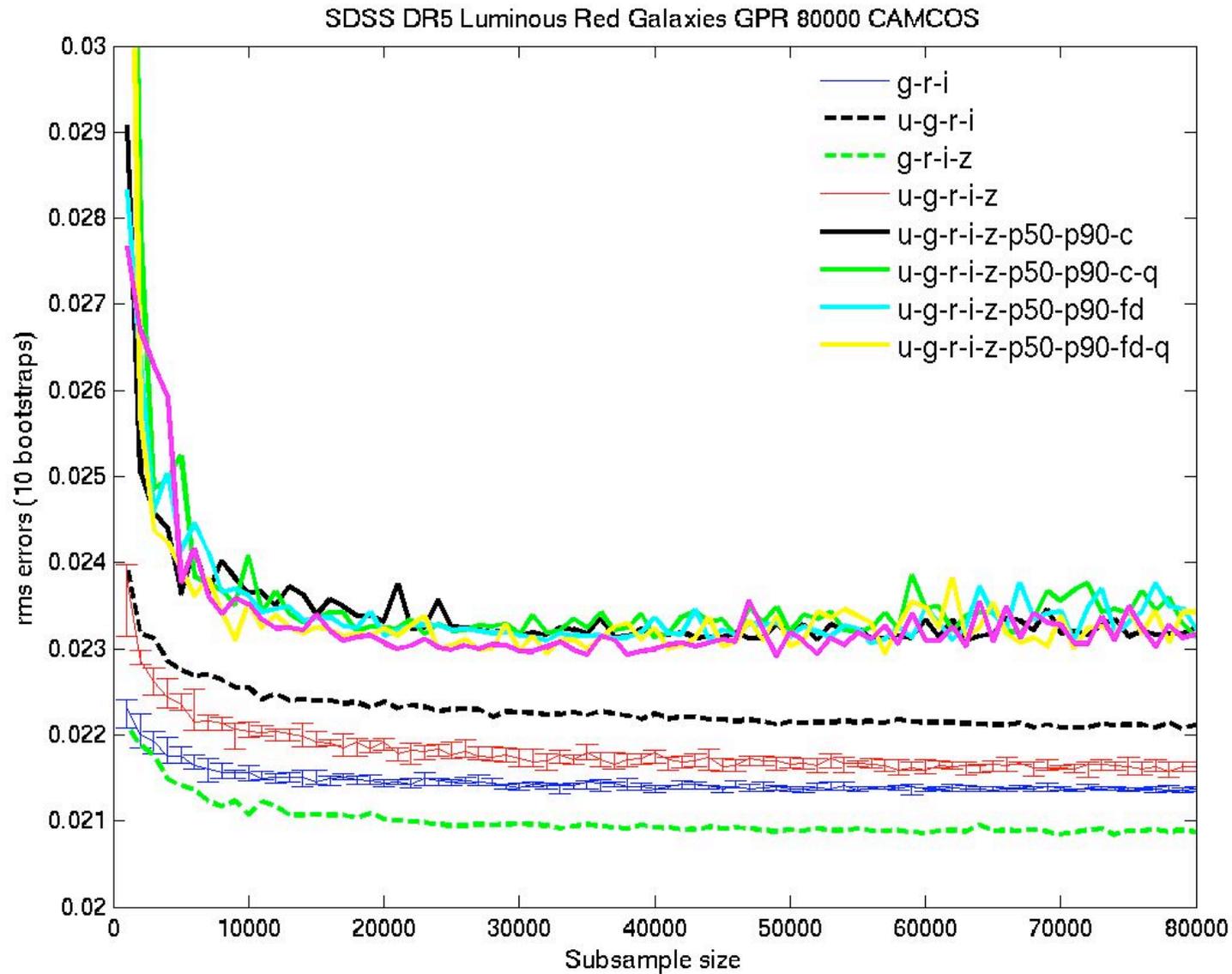
Main Galaxy Sample 80000 GPR



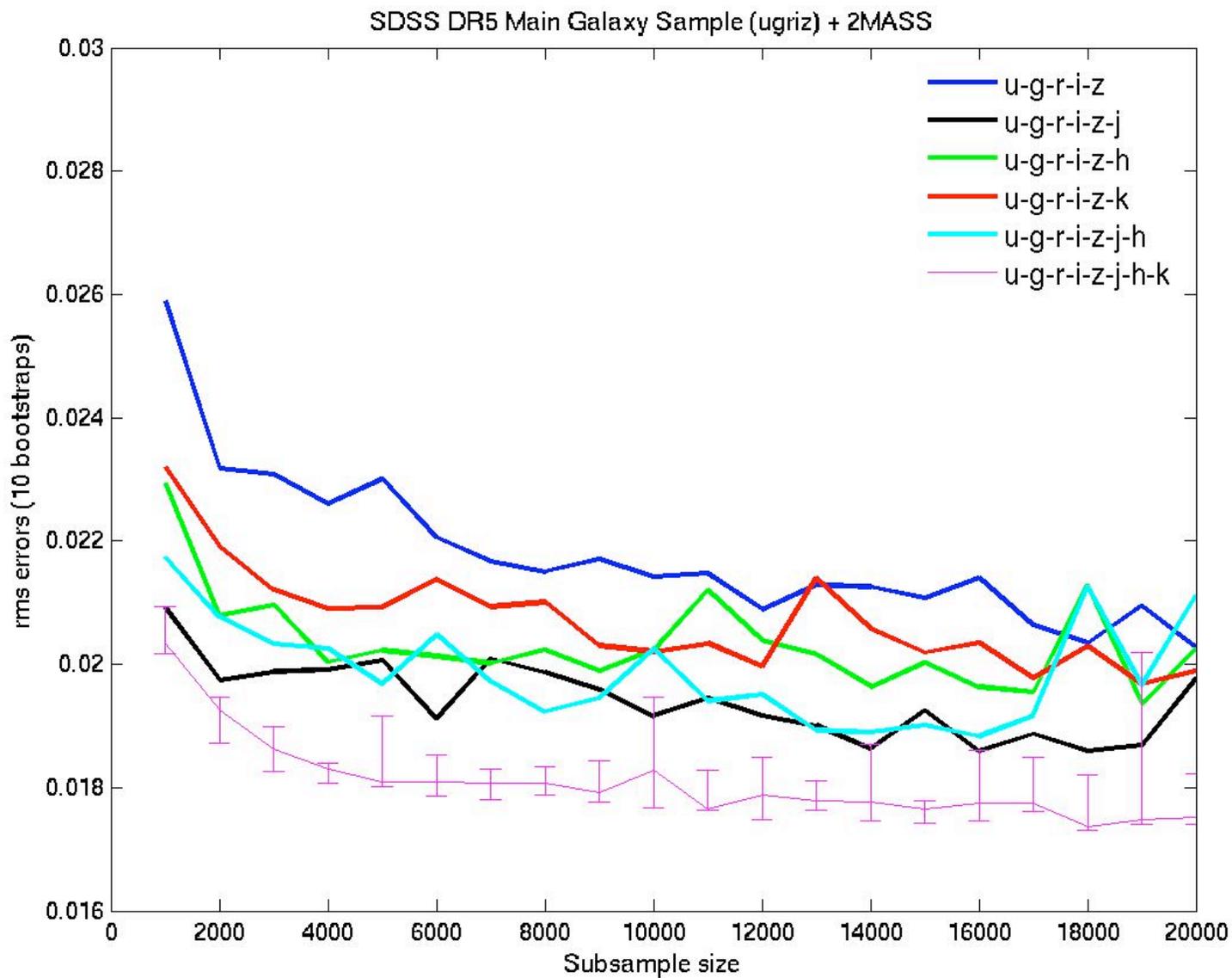
Luminous Red Galaxies 20000 GPR



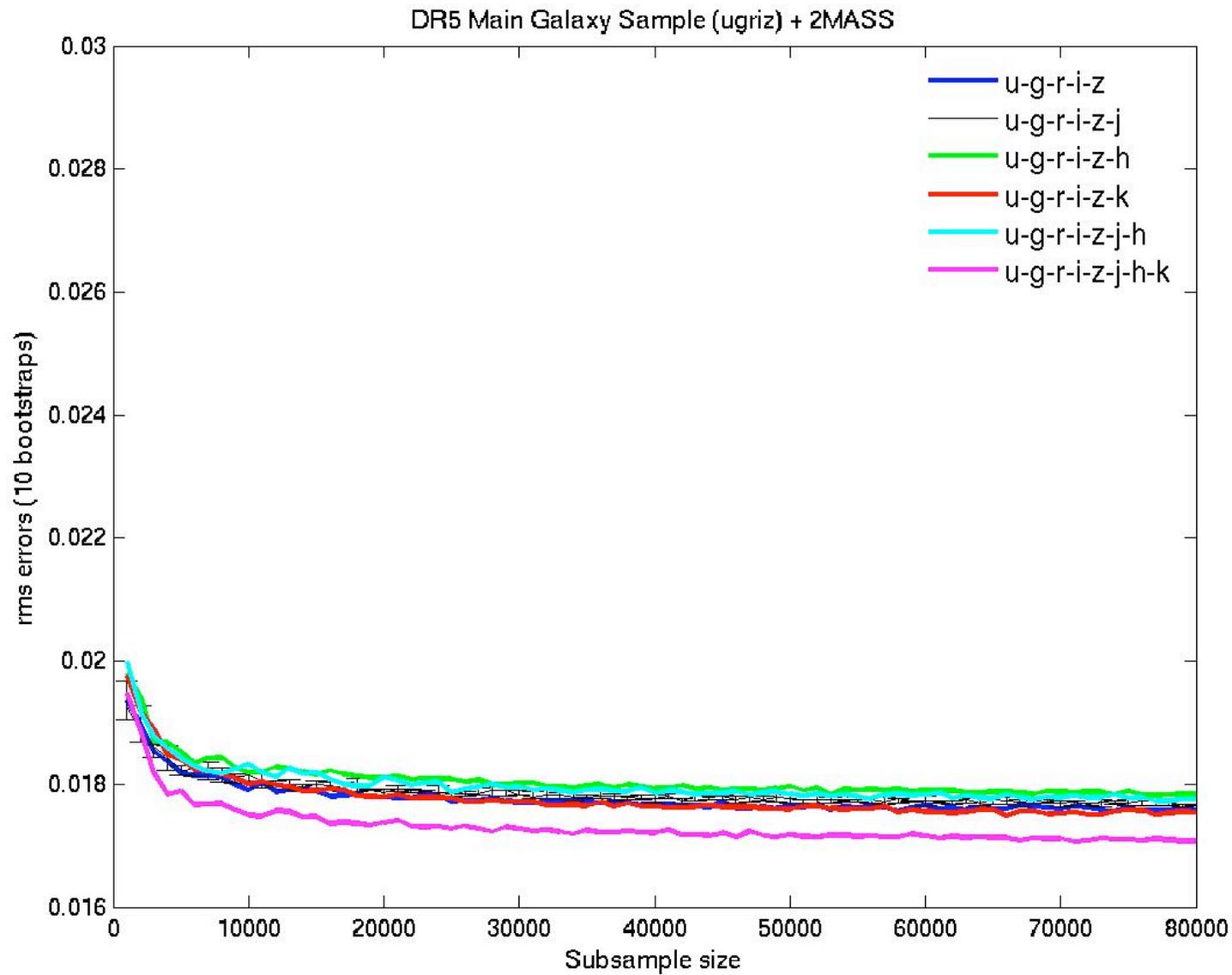
LRG 80000 GPR



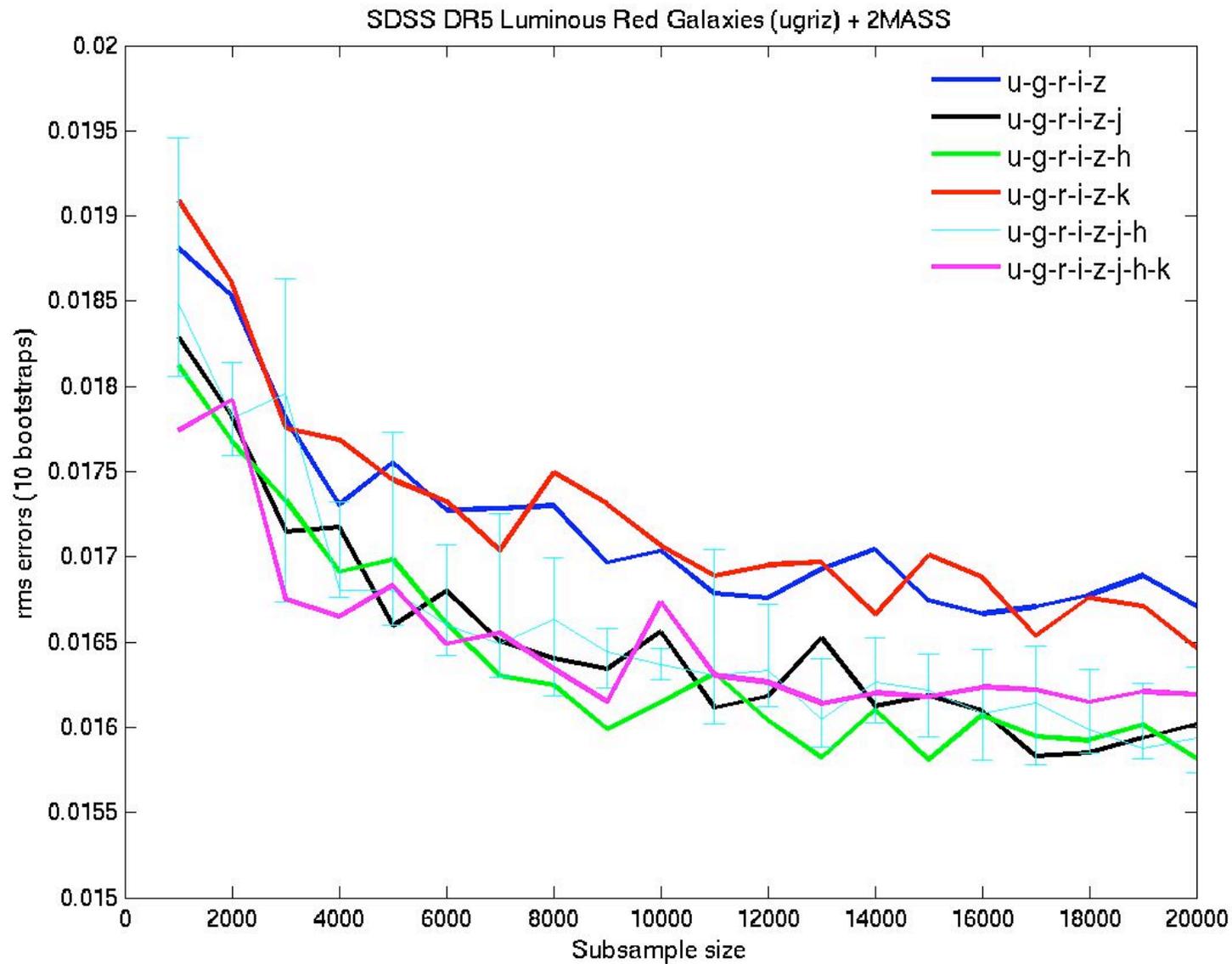
MGS + 2MASS 20000



MGS + 2MASS 80000



LRG+ 2MASS 20000



LRG+ 2MASS 80000

