

Gaussian Processes for Galaxy Blend Identification in LSST

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LSST

- The Vera C. Rubin Observatory, currently under construction in Chile, will commence the 10-year Legacy Survey of Space & Time (LSST) beginning in October 2023
- **LSST will catalog an unprecedented number of galaxies**



PROBLEM: BLENDING

- Roughly half of all observed galaxies will overlap another galaxy along the same line of sight: “**blending**”
- Blending makes it difficult to measure galaxy shapes
- **Need to reliably identify instances of blending in images containing billions of galaxies**

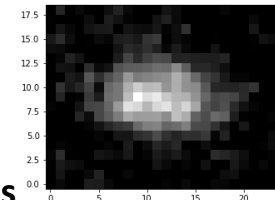
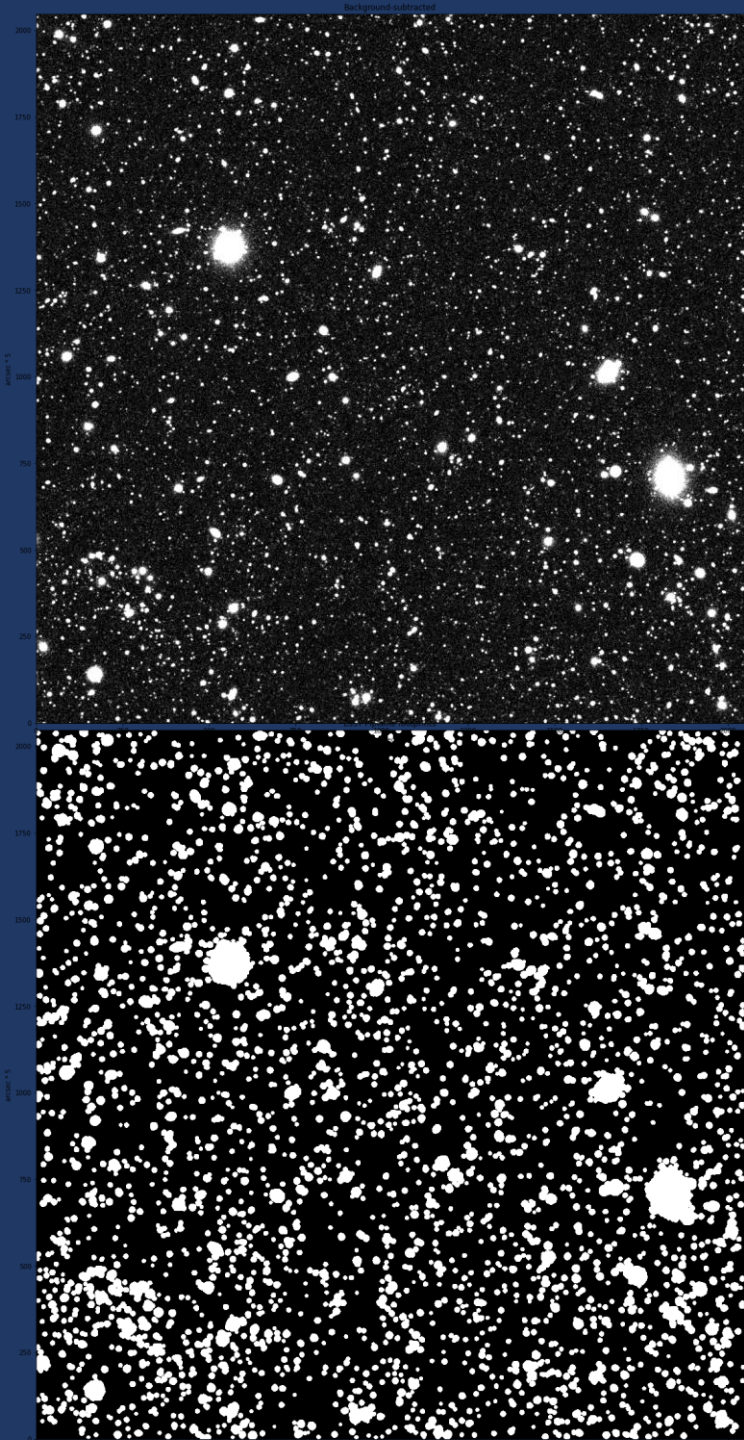


IMAGE SIMULATION

- **cosmoDC2 + DESC DC2 catalogs:**
comprehensive simulation of galactic light propagation, with distribution of galaxies based on the Outer Rim N-body simulation
 - Galaxy locations and light profiles taken from these catalogs
- Images rendered using GalSim, configured using expected LSST parameters
- Simulated 20 scenes this way, 2048^2 pixels each, containing 134,493 galaxies
 - i-band only for now
- Result: **Realistic images with realistic distributions of galaxies**
- Provides a **science-relevant training set** and allows for straightforward **estimates of classifier performance on realistic data distributions**



IMAGES TO FOOTPRINTS

For each simulated scene:

- Estimate and subtract **background**
 - Construct footprints
 - **Convolve** scene with point spread function
 - Identify bright pixels with **S/N > 5**
 - Contiguous blobs of bright pixels: **“footprints”**
 - **Expand** footprints by a few pixels to pick up diffuse edges of galaxies
 - 66% of galaxies are contained in footprints
- Define** a footprint as blended if it contains more than 1 galaxy; unblended otherwise
- 62% of footprints are blended
 - 38% of footprints are unblended

FOOTPRINTS TO MODEL INPUT

For each footprint:

- Focus on a **“cutout”** – a small square array of image pixels centered on footprint
- **Zero** out pixels not part of footprint
- **Normalize** pixel values
- **Flatten** cutout into 1D vector
- Reduce dimensionality using **PCA** embedding

PEAK FINDING

- Convolve each footprint by PSF
- In smoothed footprint, **count number of intensity peaks**
- Classify a footprint as blended if > 1 peak; unblended otherwise

Current default method in the Hyper Suprime-Cam data reduction pipeline and LSST Science Pipelines

GAUSSIAN PROCESS MODEL

Gaussian process: A collection of random variables, any finite subset of which is Gaussian-distributed

The random variables: For each possible value of the PCA-embedded footprint vectors, yield a number specifying “blendedness”

The Gaussian distribution: Assert a **prior** on the joint training+testing blendedness distribution:

$$\begin{bmatrix} \mathbf{y} \\ \mathbf{f}_* \end{bmatrix} \sim \mathcal{N} \left(0, \sigma^2 \begin{bmatrix} K_{\mathbb{F}\mathbb{F}} + \tau^2 I_n & K_{\mathbb{F}*} \\ K_{*\mathbb{F}} & K_{**} \end{bmatrix} \right)$$

GAUSSIAN PROCESS CLASSIFICATION

Given the known blendedness values y of training footprints (+1 or -1), we can **analytically compute** the **posterior** distribution for the blendedness f^* of test footprints:

$$\mathbf{f}^* | X_{train}, X_{test}^*, y \sim \mathcal{N}(\bar{\mathbf{f}}^*, \sigma^2 C)$$

$$\bar{\mathbf{f}}^* \doteq K_{*f} (K_{ff} + \tau^2 I_n)^{-1} \mathbf{y}$$

$$C \doteq K_{**} - K_{*f} (K_{ff} + \tau^2 I_n)^{-1} K_{f*}$$

Classify footprint as blended if posterior mean $f^* > 1$, unblended otherwise.

Given a random **blended** footprint,

GP classification has a 80.0% chance of classifying it correctly.
 Peak counting has a 78.9% chance of classifying it correctly.

Given a random **unblended** footprint,

GP classification has a 94.2% chance of classifying it correctly.
 Peak counting has a 75.4% chance of classifying it correctly.

Unlike peak finding, the **Gaussian process model naturally assigns probability estimates** to its predictions
 Relatively well-calibrated compared to other models

