Astronomical signal and image processing

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Course report

- The minimum length is 9 pages (12 pt font) of text (2 pages based on each of the four practical sessions + 0.5 page introduction + 0.5 page summary) + figures, tables, references
- For reporting the work done in each of the sessions please follow the advice of the teachers
- Keep in mind the learning outcomes (slide 4) when preparing your report
- For writing the report you can use any word processing software that you are familiar with. Please, save the report as PDF
- Deadline for handing-in the reports on 15th August
 - For late submission we will deduct 5% per (working) day !!

Learning outcomes

After completing the course the students should be able to:

- (1) Describe the principles behind some advanced astronomical imaging techniques and identify suitable topics in astrophysics that can be studies with them;
- (2) Understand the physics behind some of the most important medical imaging modalities and describe their value in clinical applications;
- (3) Identify and discuss the differences and similarities in the challenges faced when analyzing data in these two different disciplines;
- (4) Describe the theoretical basis and suitability of several image/signal processing and analysis methods commonly used in astronomy and medical imaging;
- (5) Identify suitable algorithms and apply them to astronomical and/or medical imaging datasets to enhance their scientific and/or clinical value;
- (6) Produce a written course report

Practical session IV

Thursday 14.6. Astronomical signal and image processing

10:00 - 11:30 Astronomical imaging: PSF, alignment, convolution, deconvolution, subtraction

- 11:45 12:30 Tutorial on astronomical imaging
- 12:30 13:30 Lunch
- 13:30 15:00 Astronomical spectroscopy: spatial and spectral resolution, classification
- 15:00 16:00 Tutorial on astronomical spectroscopy and independent work

Astronomical imaging

Telescopes



Nordic Optical Telescope, La Palma, Canary Islands

THE HAZARDS OF A PHOTON'S LIFE



Point spread function (PSF)



Ideal (diffraction limited) PSF if no atmosphere $\theta \sim 1.22 \text{ x} \lambda / D$

(where λ is wavelength, D the diameter of the telescope and θ is in radians)





Atmospheric turbulence broadens the PSF resulting in a

 $I(r) = I(0) \exp(-r^2/2\sigma^2)$







Convolution

"real" signal additive noise $b(\vec{x}) = f(\vec{x}) * p(\vec{x}) + n(\vec{x})$

PSF

observed signal



 $ref(x, y) \otimes kernel(x, y, u, v) = im(x, y)$ Aland & Lupton 1998: A method for optimal image subtraction, arXiv:astro-ph/9712287

Convolution

"real" signal additive noise

$$b(\vec{x}) = f(\vec{x}) * p(\vec{x}) + n(\vec{x})$$

observed signal PSF

In the case of 1-D functions

$$(f * g)(x) = \int_{-\infty}^{\infty} f(\tau)g(x - \tau) d\tau$$

In the case of discrete 1-D functions

$$(f * g)_j = \sum_{k=-m/2+1}^{m/2} f_k g_{j-k}$$



$$(f * g)(x) = \int_{-\infty}^{\infty} f(\tau)g(x - \tau) d\tau$$

 $(f * g)_j = \sum_{k=-m/2+1}^{m/2} f_k g_{j-k}$

Signal-to-Noise Ratio

• Most important measure of the level of 'goodness' of your observation

$$\frac{S}{N} = \frac{signal}{\sqrt{noise_1^2 + noise_2^2 + \dots + noise_n^2}}$$

where $noise_1$, $noise_2$, ... are different sources of noise

• With convolution $\operatorname{can} \frac{S}{R} = \frac{N_s}{\sqrt{N_s}}$ or increase the S/N



Signal-to-Noise Ratio

• Most important measure of the level of 'goodness' of your observation

$$\frac{S}{N} = \frac{signal}{\sqrt{noise_1^2 + noise_2^2 + \dots + noise_n^2}}$$

where *noise*₁, *noise*₂, ... are different sources of noise



Discovery of supernovae by precise alignment, PSF matching and subtraction of images





VLT/VIMOS B 10 hours V 5 hours R 15 hours I 30 hours

Melinder et al. 2011, 20

Melinder et al. 2011, 2012



Discovery of supernovae by precise alignment, PSF matching and subtraction of images





Dust obscured SNe characterised at radio wavelengths









(h) Day 1055



(l) Day 1314



Dust obscured SNe characterised at IR wavelengths



"Dark" SNe in U/LIRGs

- Detailed comparison between CCSN rates and cosmic SF history can provide a useful consistency check and information on the mass range for CCSN progenitors
- CCSN rates need to be corrected for the fraction of CCSNe "missed" in the nuclear regions of U/LIRGs



"Dark" SNe in U/LIRGs

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- CCSN rates need to be corrected for the fraction of CCSNe "missed" in the nuclear regions of U/LIRGs



Supernova progenitors



Mattila+ 2008, 2010; Maund+ 2014

Supergiants

Core-collapse

Supernova progenitors



Mattila+ 2008, 2010; Maund+ 2014

Supergiants

Core-collapse

$ref(x, y) \otimes kernel(x, y, u, v) = im(x, y) + bg(x, y)$



 $ref(x,y) \otimes kernel(x,y,u,v) = im(x,y) + bg(x,y)$

 $kernel(x, y, u, v) = \sum_{n} \sum_{d_n^x} \sum_{d_n^y} \sum_{\delta^x} \sum_{\delta^y} \left[a_n \underbrace{x^{\delta^x} y^{\delta^y}}_{3} \underbrace{e^{-(u^2 + v^2)/2\sigma_n^2}}_{1} \underbrace{u^{d_n^x} v^{d_n^y}}_{2}\right]$



$$ref(x,y) \otimes kernel(x,y,u,v) = im(x,y) + bg(x,y)$$

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The convolution kernel consists of a set of Gaussian functions (1) which are modified by polynomials (2) and a model for the spatial variations of the kernel (3) where $0 < d_n^y + d_n^x \le D_n$, and $0 < \delta^y + \delta^x \le D^k$.



 $ref(x, y) \otimes kernel(x, y, u, v) = im(x, y) + bg(x, y)$

 $kernel(x, y, u, v) = \sum_{n} \sum_{d_n^x} \sum_{d_n^y} \sum_{\delta^x} \sum_{\delta^y} \left[a_n \underbrace{x^{\delta^x} y^{\delta^y}}_{3} \underbrace{e^{-(u^2 + v^2)/2\sigma_n^2}}_{1} \underbrace{u^{d_n^x} v^{d_n^y}}_{2}\right]$

$$bg(x,y) = \sum_{i} \sum_{j} a_{i} x^{i} y^{j}$$



Convolution: Optimal Image Subtraction



- n number of Gaussian functions in the kernel
- σ_n sigmas of the Gaussians
- D_n polynomial degrees associated with each of the n gaussians
- D^k degree of the polynomial transform for the spatial variations of the kernel
- D^{bg} degree of the polynomial used to model the background variations
- N_x number of stamps along x-axis
- N_y number of stamps along y-axis
- S_k width of the convolution kernel
- \mathbf{S}_s width of the region used for fitting the background
- N_c minimum number of counts in the middle of a stamp

 N_{min} minimum value of a pixel to be included in the fit

 N_{sat} maximum value of a pixel to be included in the fit

Astro q@B 51.3 .E43 R47 1990

THE RESTORATION OF HST IMAGES AND SPECTRA



Proceedings of a Workshop held at the Space Telescope Science Institute Baltimore, Maryland 20-21 August 1990

Edited by R.L. White and R.J. Allen





Preface

This volume presents the proceedings of the workshop on The Restoration of HST Images and Spectra, held at the Space Telescope Science Institute in Baltimore on 1990 August 21-22. The workshop was organized on short notice and was held less than 2 months after the spherical aberration in the Hubble Space Telescope's mirror was discovered. Consequently, relatively little real HST data were available for restoration experiments, and only a few of the workshop participants had access even to that data. Nevertheless, the papers in this volume cover the issues, problems, and techniques quite well and give an indication of directions for future research. Many of the participants have subsequently obtained HST data and have been further studying the problem; we expect that this is only the first in a series of workshops on this topic and that future workshops will have more results of direct relevance to HST.

We have long expected that eventually sophisticated image processing techniques would be applied to HST data; the presence of spherical aberration in HST has pushed us into the restoration game with a vengeance! If there is a bright side to this problem, it is that it may lead astronomers to become more knowledgable about the uses and limits of image restoration methods for a wide range of astronomical data analysis problems.

The Problem

The HST primary mirror is too flat. The difference Δ between the designed mirror surface and the actual surface varies as $\Delta = 2.3 \,\mu m \,(r/R)^4$, where r is the radial distance from the center of the mirror and R = 1.2 m is the radius of the mirror. This error leads to an optical path length error twice as large; the minimum resulting wavefront RMS error is 0.5 waves at $\lambda = 5000$ Å. This error has been determined independently from measurements in orbit and from the flawed ground test equipment which was used to figure the mirror. The measurements currently differ by 10%, but the difference seems to be due to aberrations within the Wide Field/Planetary Camera used to make the measurements, so there is relatively little uncertainty about the nature of problem.



Figure 1. Schematic optical diagram showing effect of spherical aberration on paraxial and marginal rays. Desired surface shape is shown with dashed line.

As a consequence of this aberration, light reflected from the center of the HST primary mirror ("paraxial" rays) does not focus at the same point as light reflected from the edge of the mirror ("marginal" rays). The marginal focus is about 4 cm beyond the paraxial



Figure 2. Grey scale representation of a bright star obtained on 15 July 1990 with the Planetary Camera. The field of view of this 200 pixels square sub-image is 8.6×8.6 arcsec.





Figure 3. The encircled energy and intensity profile of the star in Figure 2 out to a radius of 4 arcsec.




Figure 3-1: Principle of Adaptive Optics VLT/NACO User manual







FWHM = 0.1" (AO corrected)

Deconvolution

We have observed data *I* (intensity distribution) corresponding to an observation of a "real image" O through an imaging system characterised by the PSF *P* and additive noise *N*.

$$I(x, y) = \int_{x_1 = -\infty}^{+\infty} \int_{y_1 = -\infty}^{+\infty} P(x - x_1, y - y_1) O(x_1, y_1) dx_1 dy_1$$

+
$$N(x, y)$$

= $(P * O)(x, y) + N(x, y),$

The Convolution Theorem: Convolution in either domain is equivalent to multiplication in the other.

In Fourier space:

$$\hat{I}(u, v) = \hat{O}(u, v)\hat{P}(u, v) + \hat{N}(u, v).$$

Starck, Pantin & Murtagh 2002: Deconvolution in Astronomy

Deconvolution

In Fourier space:

$$\hat{I}(u, v) = \hat{O}(u, v)\hat{P}(u, v) + \hat{N}(u, v).$$

$$\frac{\hat{I}(u, v)}{\hat{P}(u, v)} = \hat{O}(u, v) + \frac{\hat{N}(u, v)}{\hat{P}(u, v)}.$$

This method, sometimes called the *Fourier-quotient method*, is very fast. We need to do only a Fourier transform and an inverse Fourier transform. However, in the presence of noise, this method cannot be used.

Starck, Pantin & Murtagh 2002: Deconvolution in Astronomy

THE ASTRONOMICAL JOURNAL

VOLUME 79, NUMBER 6

JUNE 1974

An iterative technique for the rectification of observed distributions

L. B. Lucy*

Departments of Physics and Astronomy, The University of Pittsburgh, Pittsburgh, Pennsylvania 15213 (Received 15 January 1974; revised 26 March 1974)

An iterative technique is described for generating estimates to the solutions of rectification and deconvolution problems in statistical astronomy. The technique, which derives from Bayes' theorem on conditional probabilities, conserves the constraints on frequency distributions (i.e., normalization and non-negativeness) and, at each iteration, increases the likelihood of the observed sample. The behavior of the technique is explored by applying it to problems whose solutions are known in the limit of infinite sample size, and excellent results are obtained after a few iterations. The astronomical use of the technique is illustrated by applying it to the problem of rectifying distributions of $v \sin i$ for aspect effect; calculations are also reported illustrating the technique's possible use for correcting radio-astronomical observations for beam-smoothing. Application to the problem of obtaining unbiased, smoothed histograms is also suggested.

Application of the Richardson-Lucy algorithm in astronomy



Dopita et al. 1996: Hubble Space Telescope Observations of Planetary Nebulaea

Application of the Richardson-Lucy algorithm to medical images



Lai et al. 2003, Journal of Microscopy







PSF1 PSF3 PSF4 PSF2

Star6.

/ HE0435-1223

1 arcmin Coubin et al. 2011, arXiv:1009.1473



Ν

E 🔫





N

1 arcm



Astronomical spectroscopy

Spectroscopic observations

• Determine the flux density as a function of wavelength (spectral energy distribution, spectral lines, physical conditions, velocities etc.)

- Use a mask with a narrow aperture (slit) to cut the 2D image to 1D
- Use a diffraction grating (or a grism) to disperse the incident light beam into spectrum
- Spectrographs use an imaging device (CCD) to record the dispersed light



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A Schematic Diagram of a Slit Spectrograph



A Schematic Diagram of a Slit Spectrograph

Spectroscopic observations

Spectral resolution R = Nm

where m is the diffraction order and N the total number of grooves

- Resolving power of a spectrograph R = $\lambda / \Delta \lambda$ = c / $\Delta velocity$
- For example
 - Low-resolution R = 500 at 650nm gives $\Delta \lambda$ = 1.3nm (600 km/s)
 - High-resolution T = 50 000 gives $\Delta \lambda = 0.013$ nm (6 km/s)



Data reductions: spectroscopy

- Reductions in 2D
 - Correct for CCD bias (and dark current)
 - Correct for detector non-uniformity (and fringes!) flat fielding
 - Subtract background emission (from sky, host galaxy etc.)
 - Extract the spectrum
- Reductions in 1D
 - Wavelength calibration
 - Use a standard emission line source (arc lamp)
 - Spectrophotometric calibration
 - Use a well-characterised spectrophotometric standard star





Spectroscopic data



object

spectrophotometric standard star

arc lamp for wavelength calibration

bias frame

flat field frame

Spectroscopic data



extracted background sky spectrum



after extraction



Extraction of the spectrum

- Selecting your extraction aperture
- Fitting the trace of the spectrum
- Fitting the background on both sides of your target
- Extracting the spectrum



Wavelength calibration

- Identifying the detected arclamp emission lines in observed spectrum
- Measuring their accurate positions
- Fitting a dispersion solution for the spectrum



Flux calibration

- Determine the sensitivity function for the observation
- Apply the flux calibration and atmospheric extinction correction for your spectrum







"Spectroscopic observations indicate at least two types of supernovae. Nine objects form an extremely homogeneous group provisionally called type I"
Rudolph Minkowski (1941)

Rudolph Minkowski (1895-197

Supernova types



Supernova types



Pastorello+ 2007











PESSTO spectroscopic classification of optical transients

ATel #5335; <u>T. Kangas, E. Kankare, S. Mattila (University of Turku),</u> C. Inserra (QUB), M. Fraser (QUB), R. Scalzo (ANU), M. Nicholl (QUB), A. Gal-Yam, O. Yaron (Weizmann), S. Benetti, A. Pastorello, (INAF - Padova), S. Valenti (LCOGT/UCSB), S. Taubenberger (MPA Garching), S. J. Smartt, K. Smith, D. Young (QUB), M. Sullivan (Uni. of Southampton), C. Knapic, M. Molinaro, R. Smareglia (Trieste), C. Baltay, N. Filman, E. Hadjiyska, R. McKinnon, D. Rabinowitz, E. S. Walker (Yale University), U. Feindt, M. Kowalski (Universitat Bonn), P. Nugent (LBL Berkeley) on 28 Aug 2013; 18:50 UT Distributed as an Instant Email Notice Supernovae

Credential Certification: Seppo Mattila (seppo.mattila@utu.fi)

Subjects: Optical, Supernovae

PESSTO, the Public ESO Spectroscopic Survey for Transient Objects (see Valenti et al., ATel #4037; http://www.pessto.org), reports the following supernova classifications. Targets were supplied by the La Silla-Quest survey (see Hadjiyska et al., ATel #3812) and the OGLE-IV Transient Search (see Wyrzykowski et al., ATeL #4495). All observations were performed on the ESO New Technology Telescope at La Silla on 2013 August 27 (UT), using EFOSC2 and Grism 13 (3985-9315A, 18A resolution). Classifications were done with SNID (Blondin & Tonry, 2007, ApJ, 666, 1024) and GELATO (Harutyunyan et al., 2008, A&A, 488, 383). Classification spectra can be obtained from http://www.pessto.org_via WISeREP (Yaron & Gal-Yam, 2012, PASP, 124, 668).



Name	RA (J2000)	Dec (J2000)	Disc. Date	Disc. Source	Disc Mag	z Type	e Phase	Notes
LSQ13bor	03:25:49.08	-19:18:10.5	2013-08-11	LSQ	19.9	~0.11 SN :	[a ~9d past max	1
LSQ13btf	01:39:20.89	-19:49:29.4	2013-08-15	LSQ	20.5	-0.19 SN :	[a ~2d pre max	(1)
LS013bth	03:44:10.80	-19:51:12.8	2013-08-15	LSO	20.1	~0.09 SN :	ta ~7d past max	0.32
LS013bwl	23:33:55.42	+04:31:00.3	2013-08-20	LSQ	18.4	[~0.07 SN]	la ~11d past max	
LS013bxv	00:39:22.04	-24:05:01.3	2013-08-21	LSO	19.1	-0.14 IIn		(2)
LS013byc	04:08:43.69	-21:38:08.9	2013-08-25	LSO	19.5	~0.04 SN]	tbc i	(3)
LS013byn	01:36:41.14	-17:53:59.1	2013-08-25	LSO	19.4	~0.11 SN]	la ~7d pre max	1.00
OGLE-2013-SN-051	00:32:19.54	-66:25:44.2	2013-08-16	OGLE	18.8	~0.07 SN	La ~7d past max	1

 Best match found with SN 2005hk a couple of days before maximum light.

PESSTO spectroscopic classification of optical transients

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LS013bth	03:44:10.80	-19:51:12.8	2013-08-15	LSO	20.1	~0.09	SN Ia	~7d past max	1
LS013bwl	23:33:55.42	+04:31:00.3	2013-08-20	LSO	18.4	i ~0.07	SN Ia	~11d past max	i i
LS013bxv	00:39:22.04	-24:05:01.3	2013-08-21	LSO	19.1	~0.14	IIn		(2)
LSQ13byc	04:08:43.69	-21:38:08.9	2013-08-25	LSQ	19.5	~0.04	SN Ibc		(3)
LSQ13byn	01:36:41.14	-17:53:59.1	2013-08-25	LSQ	19.4	j~0.11	SN Ia	~7d pre max	1
0GLE-2013-SN-051	00:32:19.54	-66:25:44.2	2013-08-16	OGLE	18.8	~0.07	SN Ia	~7d past max	1

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Circumnuclear SN optical follow-up: SN2013fc - a luminous type IIL in the circumnuclear ring of a LIRG





Classified by PESSTO (ESO NTT) at ~17 days post explosion (Kangas et al. 2013)





Spectra from ESO NTT, ANU 2.3, SALT/RSS

Surveys for astrophysical transients going all-sky !

Traditional pointed SN searches (e.g. LOSS) taken over by new wide field surveys

- Pan-STARRS Survey for Transients (PSST)
 - ~6000 sq degrees per night from Haleakala, Hawaii
- Catalina Real-time Transient Survey (CRTS)
 - Observes 33 000 sq degrees from Arizona and Siding Spring, Australia
- All-Sky Automated Survey for SuperNovae (ASAS-SN)
 - Observes 20 000 sq degrees from Haleakala, Hawaii and Cerro Tololo, Chile




GRAVITATIONAL-WAVE OPTICAL TRANSIENT OBSERVER

Astro Hayen

GOTO concept



Core GW-EM science

·Robotic, rapid-response system

•Deep enough to probe EM signatures of NS mergers within ~150 Mpc

•Wide enough to cover localisation uncertainty and have recent observations of visible sky

•Scalable and flexible design by deploying arrays of small (40cm) telescopes, each with a \sim 5 deg² FoV

•Adaptable survey speed, depth, FoV footprint and filter coverage as GW detectors evolve as well as our understanding of EM counterparts

The primary GW-EM sky survey mode will have multiple secondary science gains...



GW-EM hunters (North)



•47 deg² FoV •~121cm telescope •20.5 mag Palomar

ATLAS (2015-) •2 x 30 deg² FoV •2 x 50cm telescopes •~20.2-20.5 •Hawaii

Pan-STARRS (2014-)

- •7 deg² FoV
- •180cm telescope
- •~21 mag
- Hawaii

ASAS-SN (2013-)

•Set of small, wide-field commercial lenses •~17 mag



GOTO Phase II •40 deg² FoV •8 x 40cm telescopes •19.5-20.5 mag •I a Palma







Large Synoptic Survey Telescope Opening a Window of Discovery on the Dynamic Universe

- 8.4 m primary mirror
- 3.2 Gpixel camera (3.5 deg FOV)
- 1000 images per night 9600 deg² (41 250 deg² in the whole celestial sphere)
- ~450 calibration exposures
- ~20 TB of raw data per 24 hr
- 10⁷ "alerts" per night
- Final data: 0.5 Exabytes
- Final database: 15 PB Petabyte = 1000 TB

Exabyte = 1000 PB





1000 images (~20 terabytes of raw data) / night ~10⁷ alerts per night

 $\sim 10^6$ alerts per night

 $\sim 10^3$ alerts per night

 $\sim 10^2$ alerts per night

What do we observe?



Previous classification methods

- Currently classification is slow, labour-intensive, and can take tens of minutes for a single supernova spectrum
- > SNID Stephane Blondin (Fortran)
 - Uses a cross-correlation of input with templates
 - Fast
 - Inaccurate with signals that are intermixed with host galaxy light
- Superfit Andy Howell (IDL)
 - Uses a minimisation of chi-squared
 - Very slow, labour-intensive
 - Can deal with intermixed host galaxy light



Problems with current methods

- > All rely on iterative template matching processes
 - Computation time increases linearly with the number of templates
 - Can only compare to one template at a time (rather than the aggregate set of each SN type)
- > Chi-squared minimisations are slow
- > Not autonomous: requires a lot of human-input

How DASH improves

- > Speed
 - Autonomously classify several spectra at once
 - Significantly faster (example: 250 classified spectra in 18 seconds)
- > Accuracy
 - DASH classifies based on *features* instead of templates
 - Uses aggregate set of templates rather than a single template
 - Softmax regression probabilities
- > Precision
 - More specific classification including age and specific type

How DASH improves

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Why Deep Learning?

- > Deep Learning has had success in a range of new Big Data problems:
 - Image, speech, language recognition.
- Accuracy improves with number of template (does not affect computation time)
- > Training process is separate to testing
- > Only need to train once. Then only need the trained model instead of the entire template set.
- > Train based on the aggregate set of all templates in a particular SN bin
- > Disadvantages
 - Deep learning is often position invariant, which makes redshifting difficult.
 - Softmax probabilities are relative, not absolute measures



Convolutional Neural Network

- > Two convolutional layers with Tensorflow
 - 2 layers was over 10-30% better than a single layer
 - 3 layers provided no significant improvement
- > 4831 spectra across 403 different supernovae
 - Training set 80%
 - Validation set 20%



Why Deep Learning?

	Deep Learning	Cross-correlation matching	Chi-squared matching
Classification technique	Matches based on the combined 'features' of all templates	Iteratively compares to templates	Iteratively compares to templates
Speed	Very Fast (no change in speed with templates)	Fast (but increases lin- early with number of templates)	Slow (increases linearly with number of tem- plates)
Noise	Can train with noise	Cannot classify low S/N	OK with low S/N
Redshifting	Redshifting is unreli- able	Very good at redshift- ing	OK redshifting
Goodness of Fit	Relative	Absolute	Absolute