

# Mass Mapping with Conditional GANs

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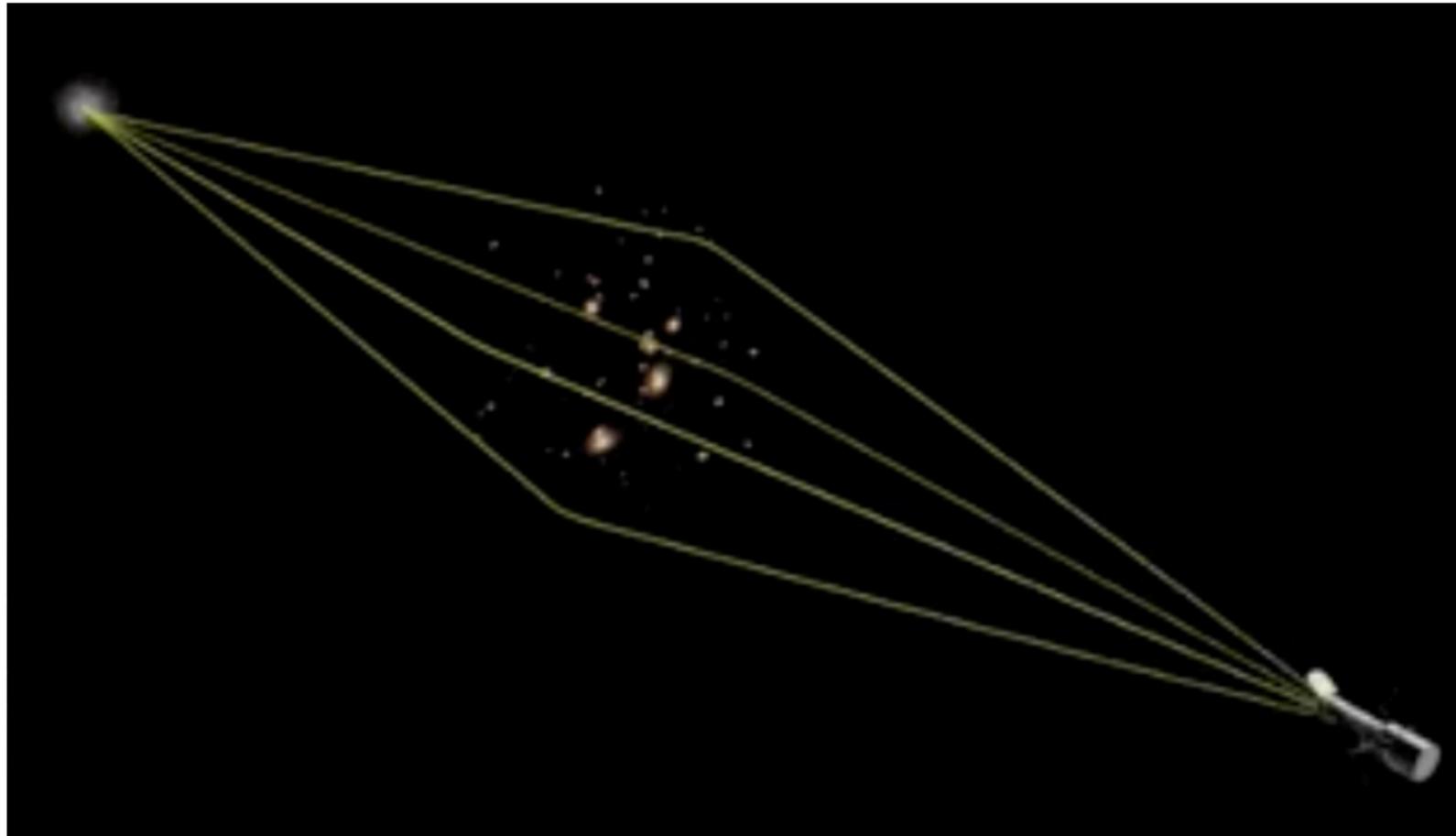
# Overview

1. What is mass mapping and how do we do it?
2. Our proposed method: using conditional GANs.
3. How cGANs work.
4. Our results (on simulations, and real COSMOS data).



# Weak Lensing

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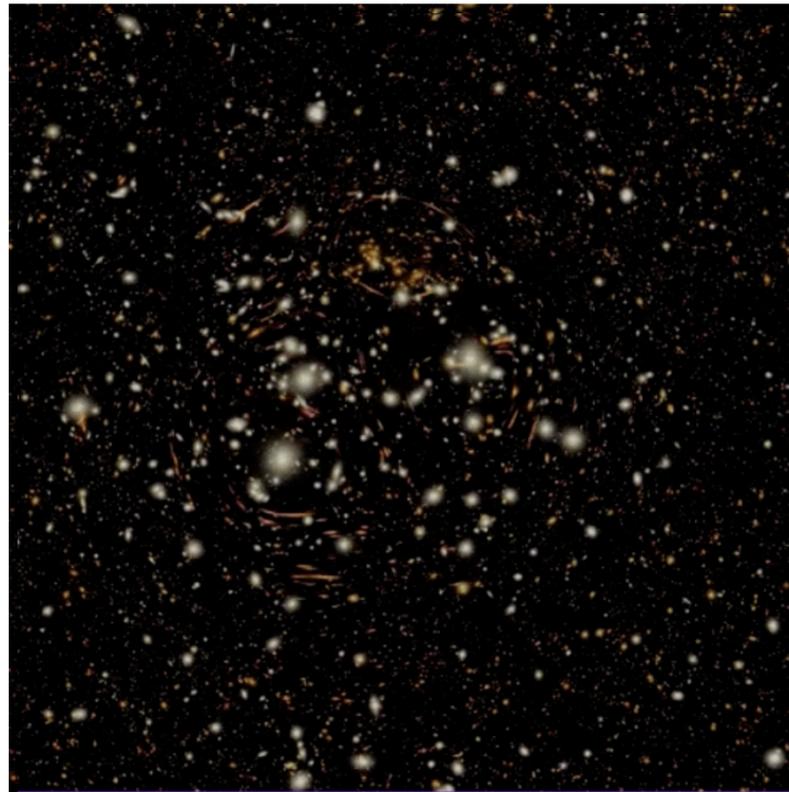


Light from distant galaxies is perturbed by the gravitational fields of intervening matter - this causes them to look distorted to the observer.

Source: NASA, ESA, and Goddard Space Flight Center/K. Jackson.

# Mass Mapping

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Abell 370 galaxy cluster. Source: NASA, ESA, and J. Lotz and HFF Team (STScI).

## FORWARD EQUATION

$$\gamma = A\kappa$$

Convergence,  $\kappa$ : apparent magnification

Shear,  $\gamma$ : anisotropic stretching

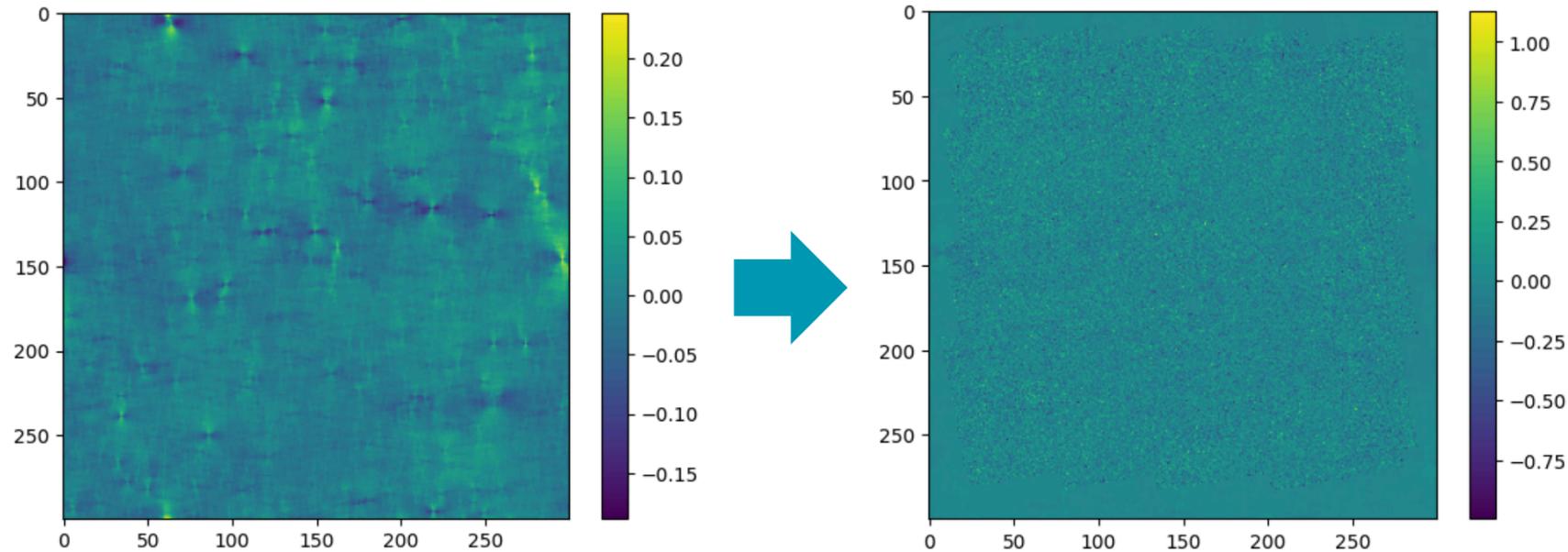
# Mass Mapping

## FORWARD EQUATION

$$\gamma = A\kappa + n$$

Convergence,  $\kappa$ : apparent magnification

Shear,  $\gamma$ : anisotropic stretching



\*Real component only of shear shown

# What do we propose?

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Mass mapping is an open problem. Traditional techniques typically require hand-crafted priors, which can limit reconstruction quality.

There's a need for novel techniques that are capable of dealing with noise, that use data-driven priors for better reconstruction quality.

# What do we propose?

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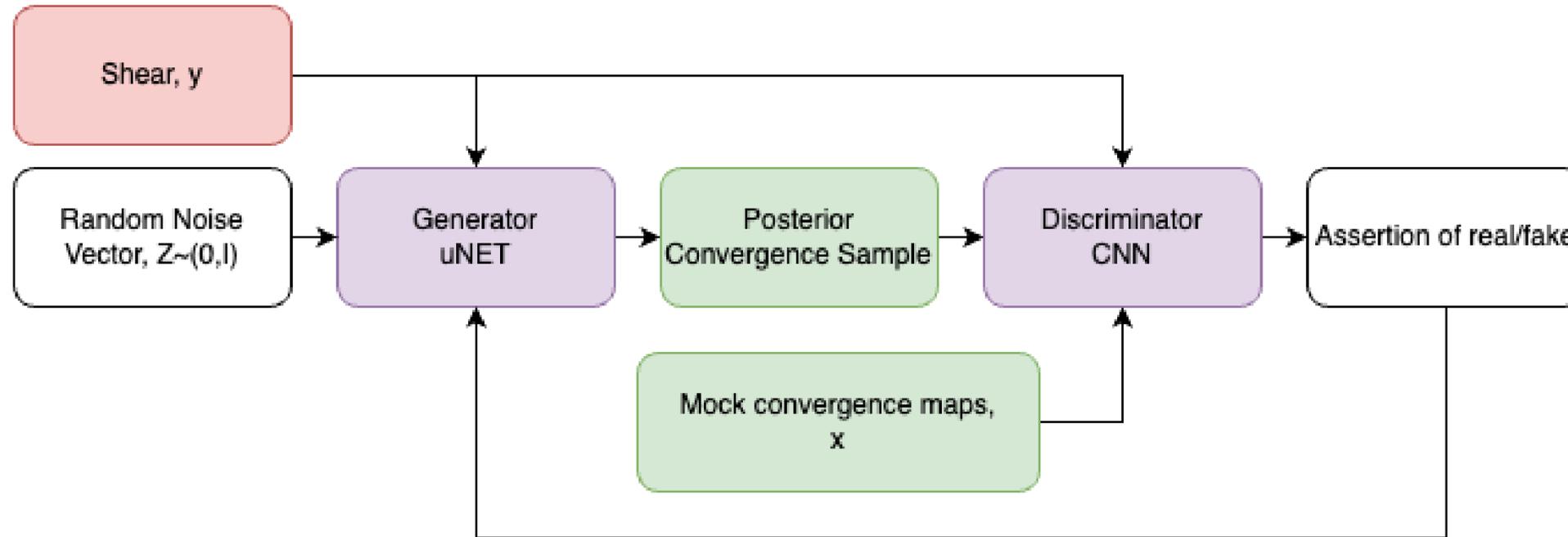
There's a need for novel techniques that are capable of dealing with noise, that use data-driven priors for better reconstruction quality.

## Why use GANs\*?

Machine learning models have led to methods with more efficient, and higher-quality reconstructions (e.g. DeepMass\*\* and DeepLensingPosterior\*\*\*).

GANs are **fast**, use **data-driven priors**, and provide **high-fidelity** samples with **uncertainty quantification**.

\*GAN = generative adversarial network \*\*Jeffrey et al. (2020) \*\*\*Remy et al. (2023)



# Conditional GANs

## CONDITIONAL GANS

GANs are models containing 2 networks: a generator and a discriminator which train simultaneously.

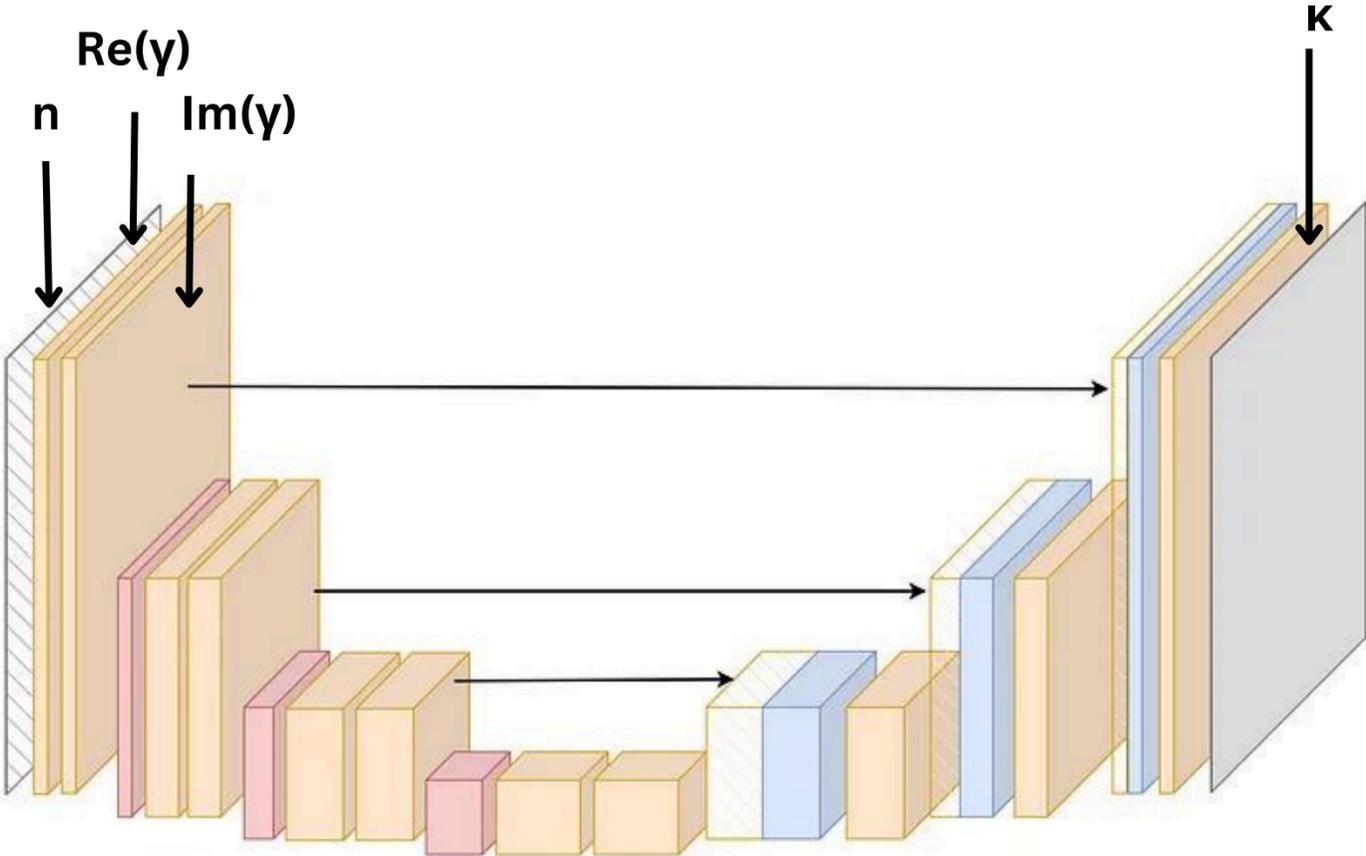
Conditional GANs have an additional 'conditioning' label (here the shear)

### Challenge:

- Difficult to train
- Mode collapse

### Proposed solution:

- Wasserstein GAN\* framework
- rcGAN regulariser\*\*



(Source: Conor O’Sullivan, Towards Data Science, March 2023.)

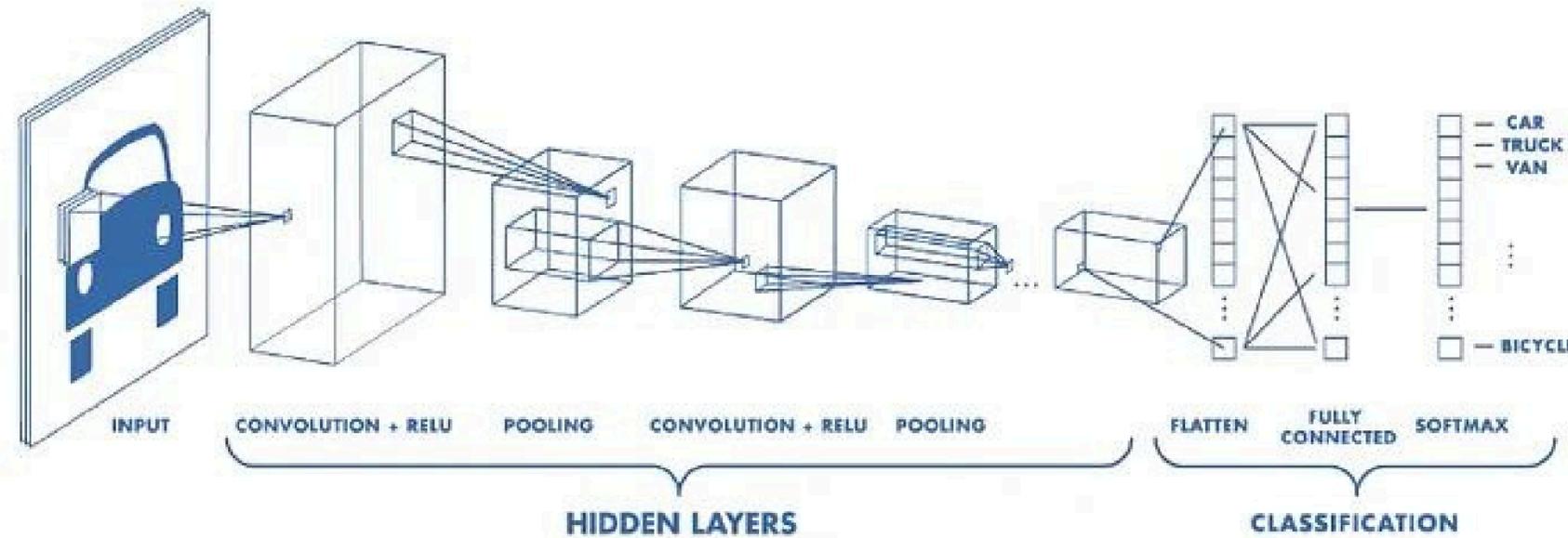
# Generator

## GOAL

Learn (& match) the posterior distribution of the data as closely as possible.

## ARCHITECTURE

UNET: Encoder & Decoder, 4 layers each. 5 residual blocks.



(Source: UK Mathworks.com)

# Discriminator

## GOAL

A ‘critic’ to quantify how similar the real and generated data distributions are. This feedback is given to the generator during training.

## ARCHITECTURE

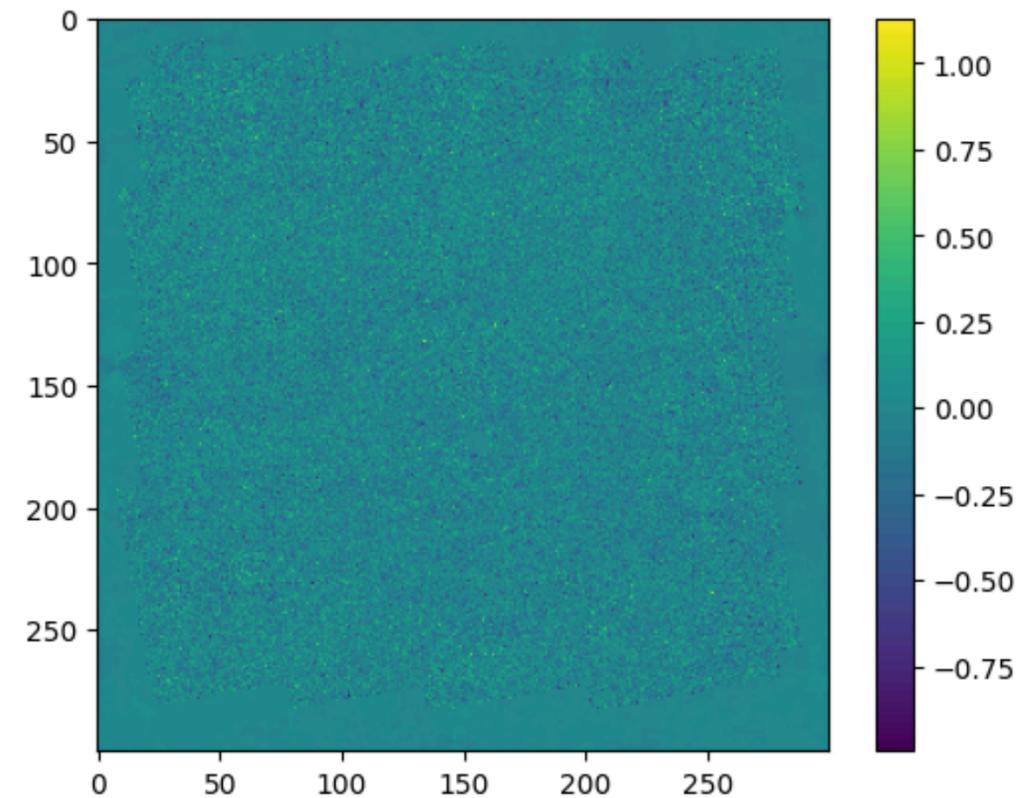
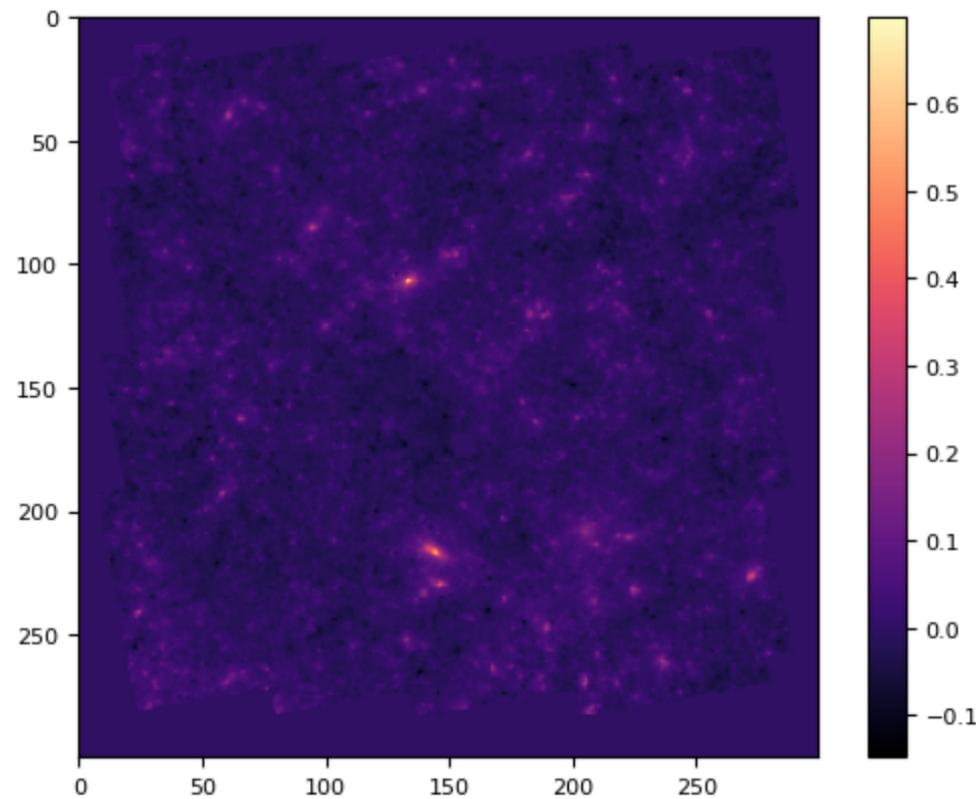
Standard CNN.  
 6 layers + 1 fully connected.  
 Outputs estimated Wasserstein score.

# Training Data

$\kappa$ TNG\* mock weak lensing suite + COSMOS shape catalog\*\* = 10,000 COSMOS-style convergence maps.

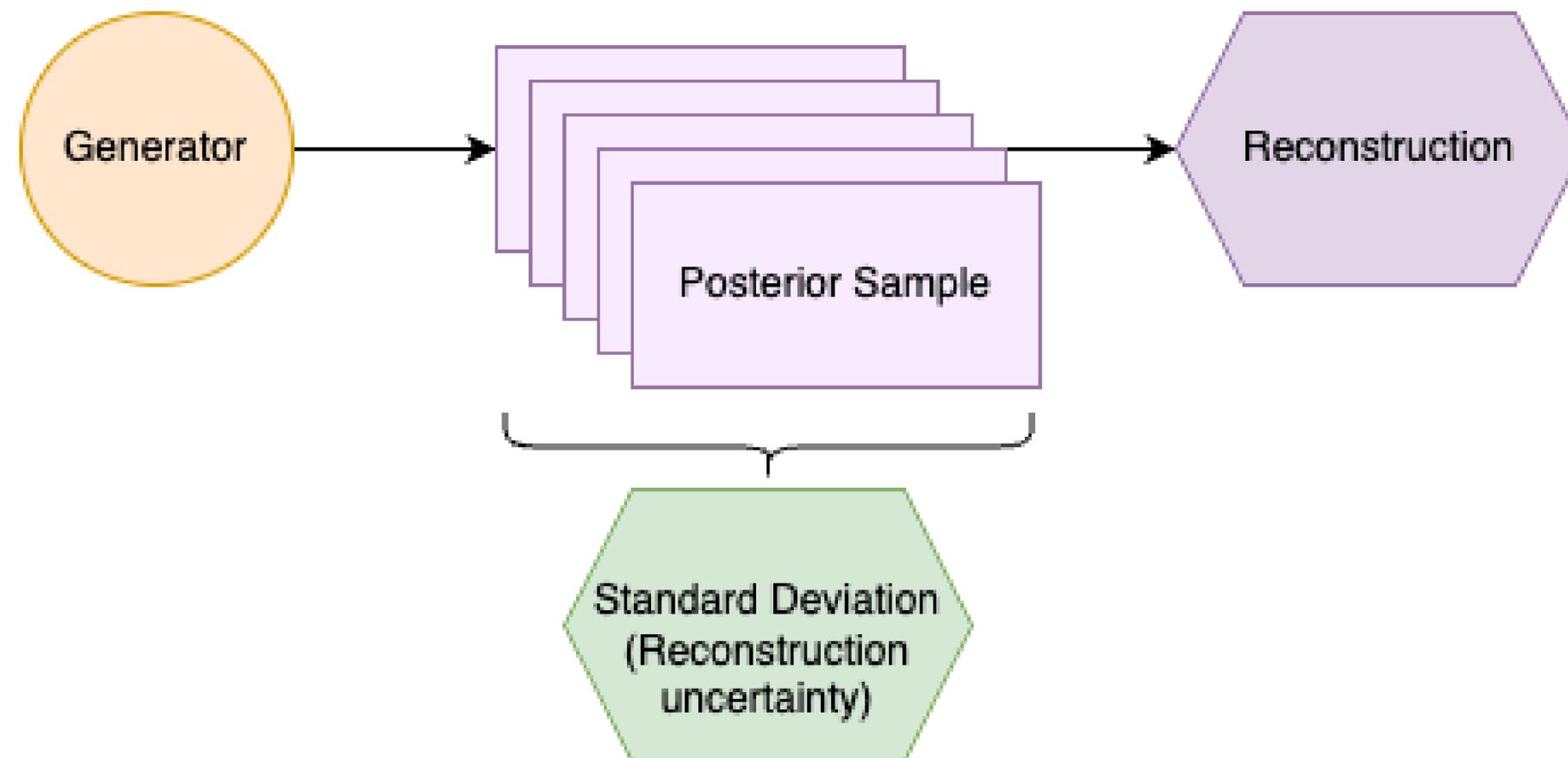
- Apply forward model (right) to get mock shear maps

$$\gamma = A\kappa + n$$



# Reconstructions

- The GAN generates **one** posterior sample every time it is called
- Call the GAN many times to generate many posterior samples
- Average over these posterior samples for a reconstruction
- Standard deviation of these samples is the uncertainty

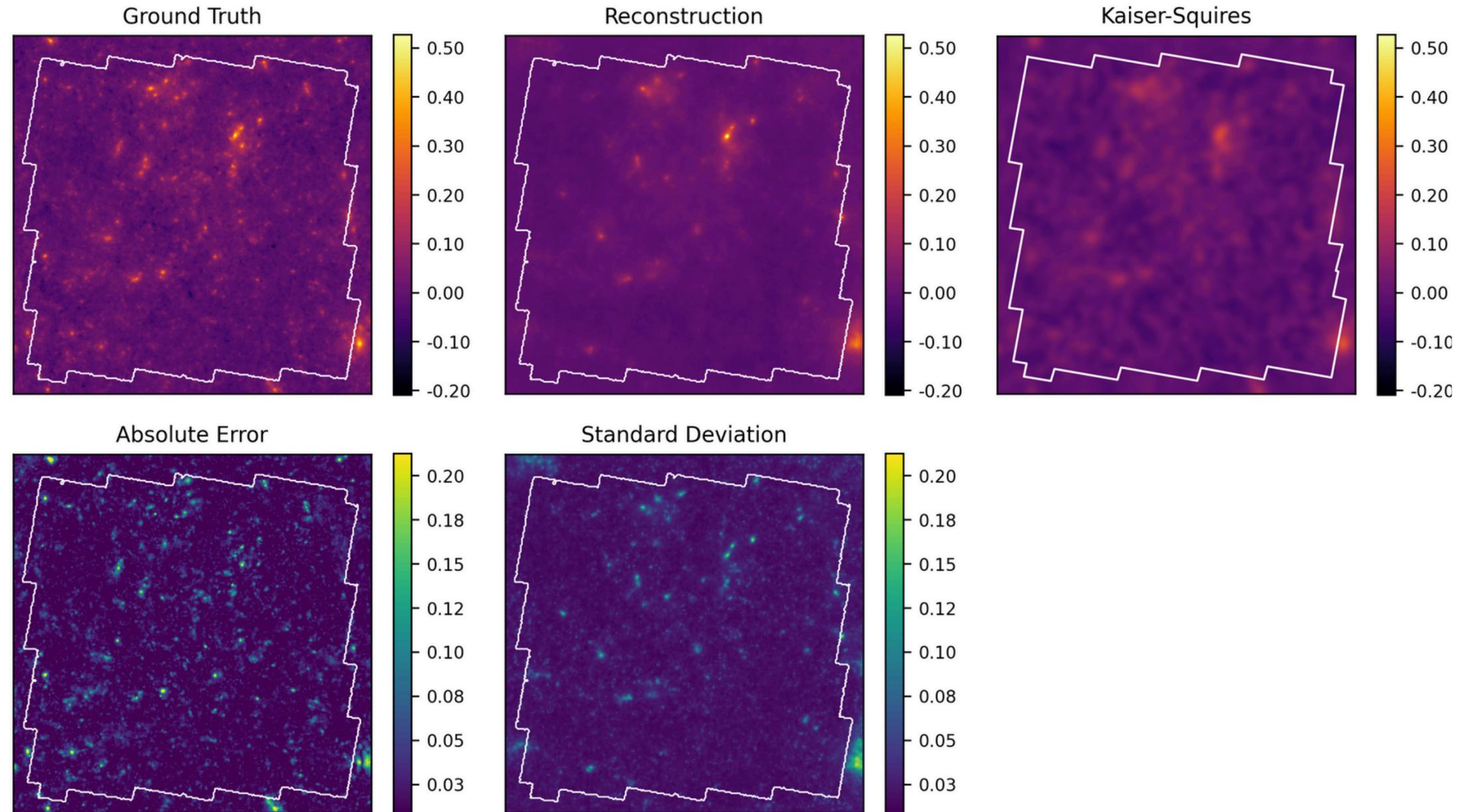


# Result - sims

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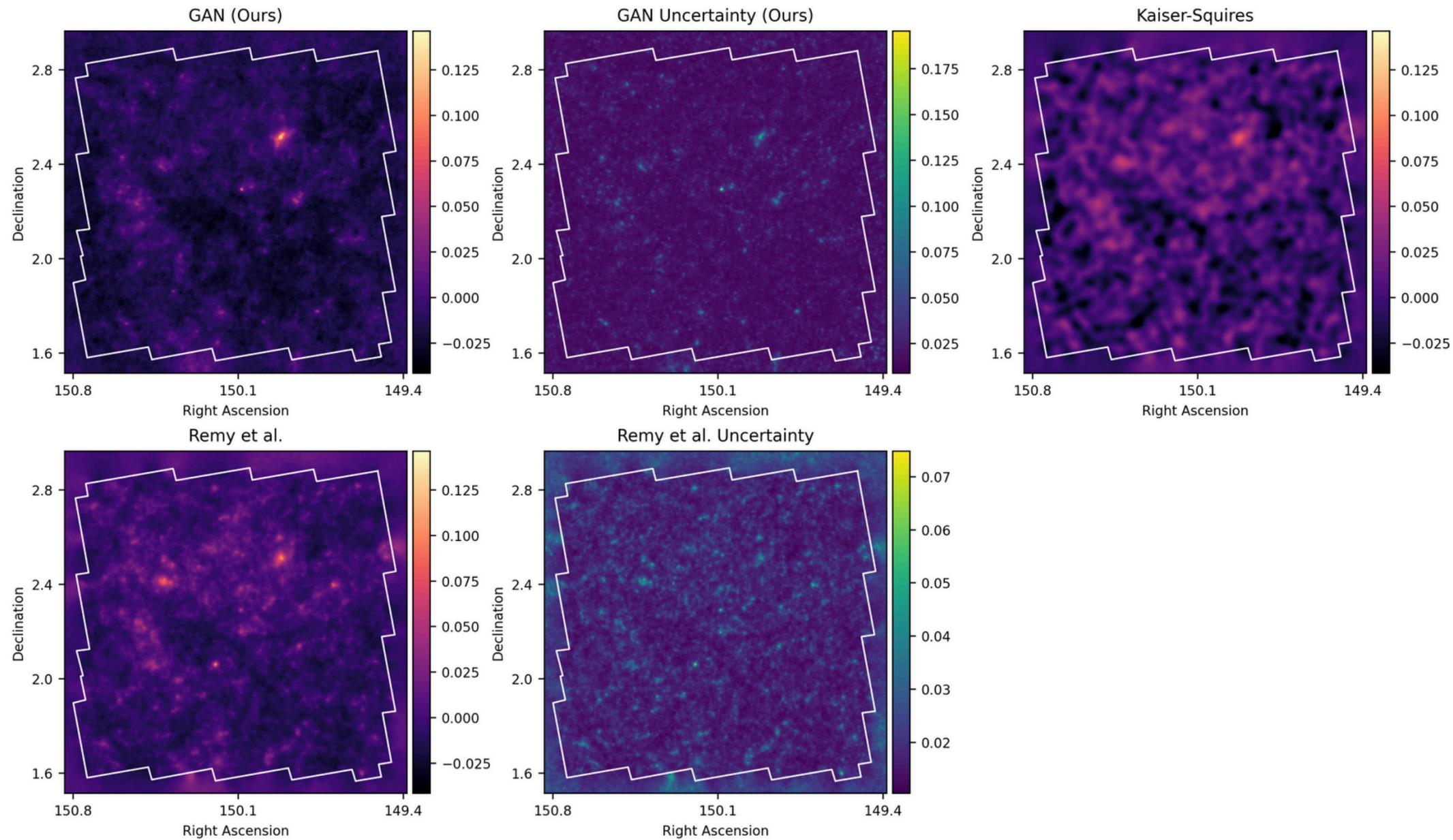
Trained on: 4 A100 GPUs  
Time takes: ~ 6 hours

Time to generate sample:  
<1 second



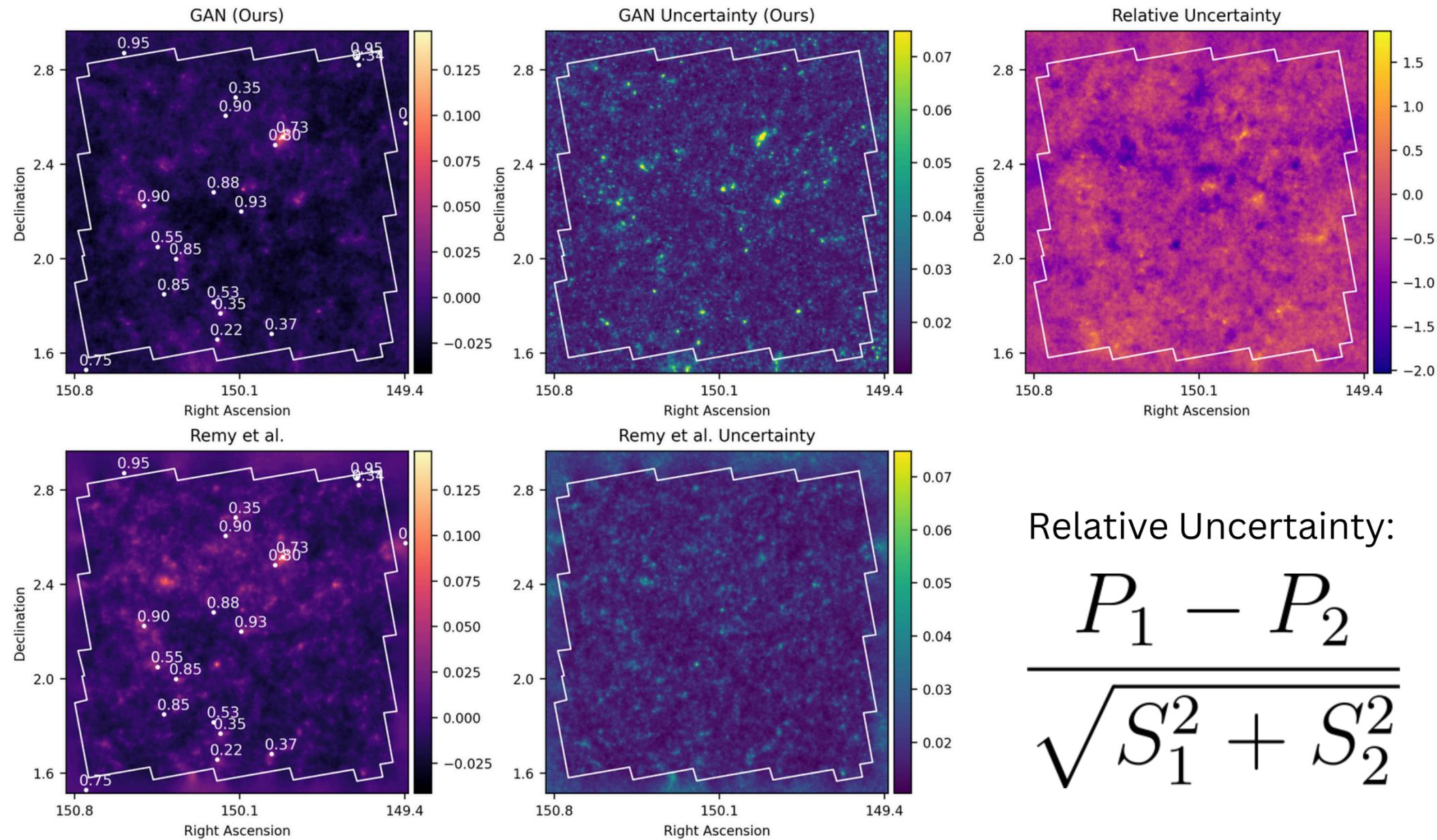
# Result - COSMOS

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# Result - COSMOS

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X-ray cluster data from Finuguenov et al. (2007) XMM-Newton.

# Conclusions



- Developing fast mass mapping techniques with uncertainty quantification is important in preparation for data from Euclid & LSST
- We presented work using conditional generative adversarial networks (cGANs)
- Our method can quickly produce high-quality posterior samples which can be used to make reconstructions and uncertainties
- We validated our results on mock cosmos-style data
- We applied our trained model to the real COSMOS data

# Thank You For Listening



Presentation by :  
**JESSICA WHITNEY**

# Regulariser

BACKUP SLIDES

$$\arg \min_{\theta} \{ \beta_{\text{adv}} \mathcal{L}_{\text{adv}}(\theta, \phi) + \mathcal{L}_{1, \text{SD}, N_{\text{train}}}(\theta, \beta_{\text{SD}}) \}$$

$$\mathcal{L}_{\text{adv}}(\theta, \phi) \triangleq E_{x, z, y} \{ D_{\phi}(x, y) - D_{\phi}(G_{\theta}(z, y), y) \},$$

$$\mathcal{L}_{1, \text{SD}, N_{\text{train}}}(\theta, \beta_{\text{SD}}) \triangleq \mathcal{L}_{1, N_{\text{train}}}(\theta) - \beta_{\text{SD}} \mathcal{L}_{\text{SD}, N_{\text{train}}}(\theta).$$

# Regulariser

BACKUP SLIDES

$$\mathcal{L}_{1,\text{SD},N_{\text{train}}}(\theta, \beta_{\text{SD}}) \triangleq \mathcal{L}_{1,N_{\text{train}}}(\theta) - \beta_{\text{SD}} \mathcal{L}_{\text{SD},N_{\text{train}}}(\theta).$$

$$\mathcal{L}_{1,N_{\text{train}}}(\theta) \triangleq E_{x,z_1,\dots,z_N,y} \{ \|x - \hat{x}_{(N_{\text{train}})}\|_1 \}$$

$$\mathcal{L}_{\text{SD},N_{\text{train}}}(\theta) \triangleq \sqrt{\frac{\pi}{2N_{\text{train}}(N_{\text{train}} - 1)}} \times \sum_{i=1}^{N_{\text{train}}} E_{z_1,\dots,z_N,y} \{ \|\hat{x}_{(i)} - \hat{x}_{(N_{\text{train}})}\|_1 \}$$

# Wasserstein GANs

In standard GANs the discriminator usually tries to differentiate real and fake **samples** in a ‘real or fake’ manner.

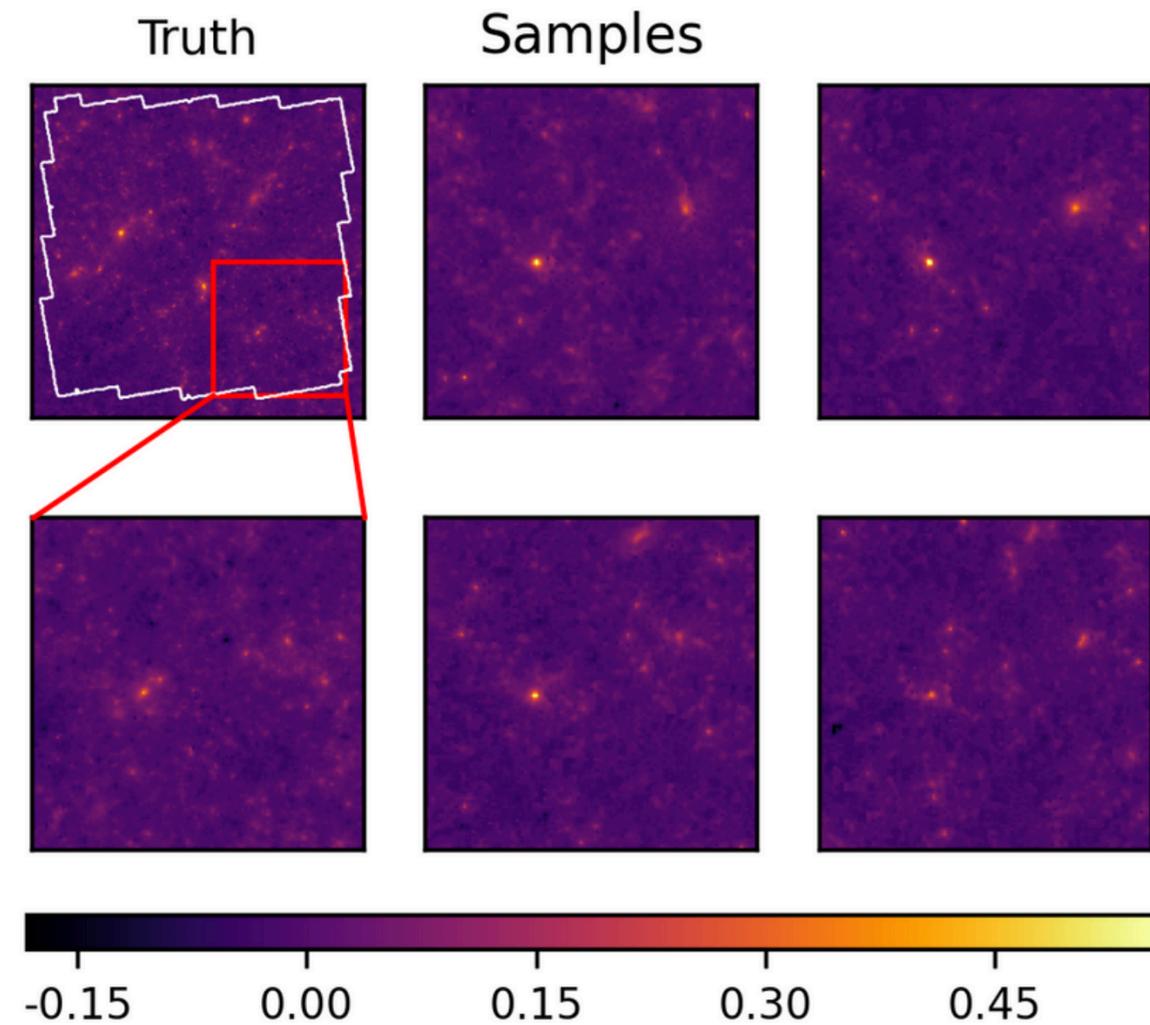
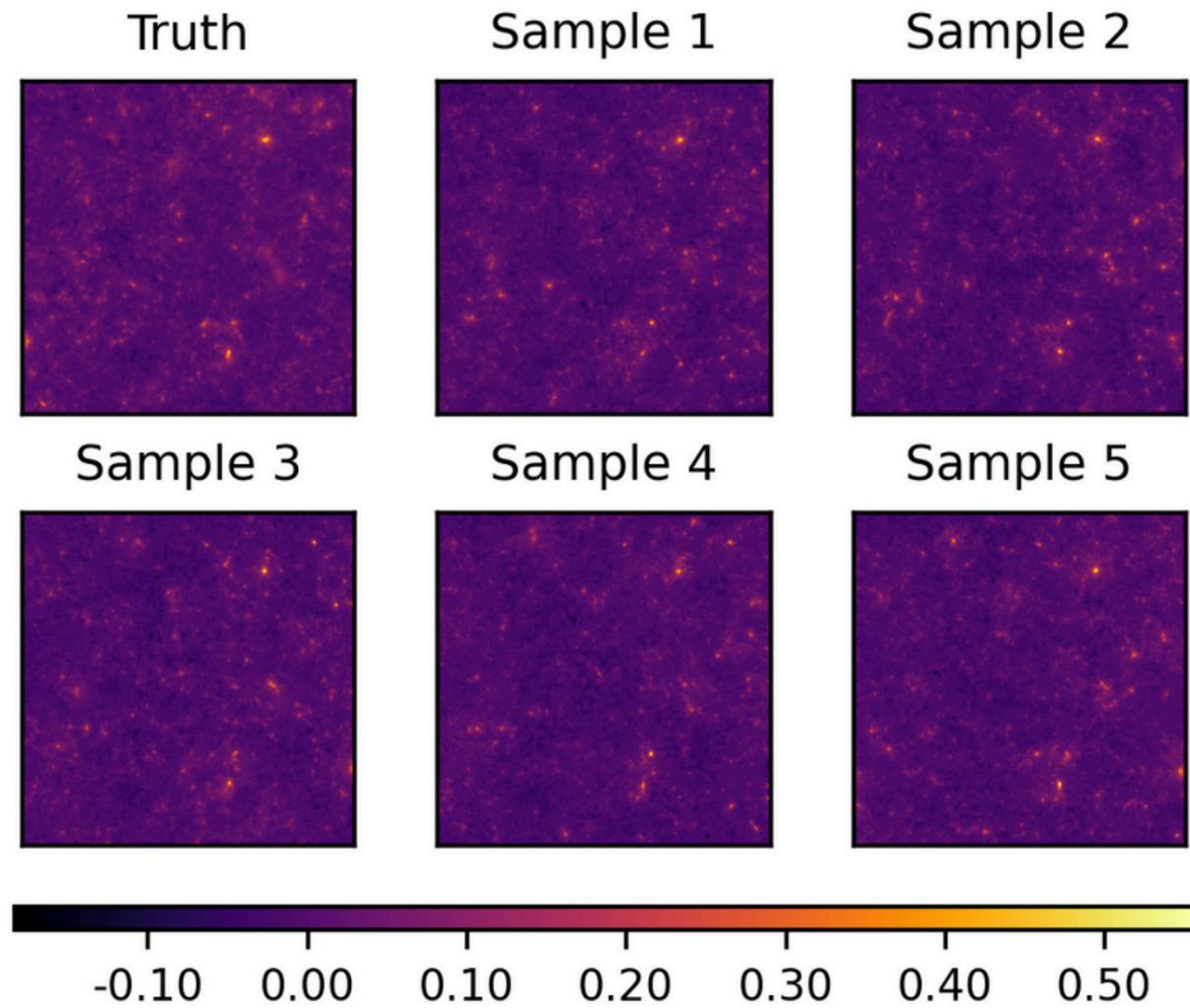
WGANs try to make this feedback more informative by instead calculating the distance between the generator’s distribution and the true data distribution.

Wasserstein-1 distance (also known as Earth Mover’s distance)

$$W_1(p_{x|y}(\cdot, y), p_{\hat{x}|y}(\cdot, y)) = \sup_{D \in L_1} E_{x|y}\{D(x, y)\} - E_{\hat{x}|y}\{D(\hat{x}, y)\}$$

# Sims; Variability

BACKUP SLIDES



# Sims; Changing N

BACKUP SLIDES

