Is machine learning good or bad for astrophysics?

These slides are at: https://dwh.gg/a3d3

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What I'm going to say

Negative side:

- Current ML methods cannot be trusted and cannot be interpreted (by construction).
- Their use exposes us to strong biases or systematic errors.

Positive side:

- ML helps with the engineering systems involved in astrophysics projects.
- ML can be used on auxiliary components (nuisances), such as calibration and backgrounds.
- In causal problems, flexibility is paramount (and interpretation is not).

What we've learned in astrophysics from ML

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[that's it; that's the list]

What we've learned in science from ML

"But ML solved protein folding!"

- *AlphaFold* (eg, PubMed/PMC8728224) can predict structure from sequence.
 - The main functional goal of protein folding.
- This success told us literally nothing about how proteins fold.
- They solved an engineering problem: Given a sequence, what is the corresponding fold?
 - It didn't answer any open question in the physics, chemistry, or biology of protein folding.

Engineering and science

- My group does lots of engineering for big astrophysics projects.
 - Instrument calibration, observatory operations, data analysis pipelines, model building, optimization and inference systems, project management.
- Good engineering is an extremely important part of every project.
- Engineering successes are not the same as science results.
- Don't get me wrong: Great engineering makes all science possible. I love engineering, and I do it.

What is machine learning?

- A machine learning method is a method whose capability improves as it sees more data.
 - Probably meaning: Improves substantially faster than the square-root of N.
- Classic: PCA, ICA, SVM, linear regression, Gaussian process, k-means, K-nearest-neighbor, KDE
- Contemporary: MLP, deep CNN, transformer, diffusion

What is (supervised) machine learning?

- You have a golden set of data containing N objects, each of which has a list x_i of features and a list y_i of labels. This is your **training set**.
- You try to find the function f(x) that does "the best" job of predicting y in this data set. This is the **training step**.
 - You give this function immense flexibility—often literally millions or billions (!) of parameters.
- You can now predict new labels y_* for any new data point x_* with $f(x_*)$. This is sometimes called the **test step** or **prediction**.
 - Note the deep assumption that the new data are similar to the training data.

The uses of ML in astrophysics

- Classification
 - Which pipeline to apply to which object? Which objects to observe further?
- Outlier detection
 - Find moments when the observatory has issues; find unique objects.
- Dimensionality reduction
 - Stars and galaxies live in low-dimensional spaces!
- Regression for label transfer
 - I know the parameters of these stars, can I get parameters for 200M more stars?
- Emulation of expensive simulations
 - The Universe is hard to simulate; our carbon footprint is horrifying.

The philosophy of machine learning

- Ontology: Only the data exist; models predict data from data.
 - The latent structure is irrelevant; judged only on performance.
 - We don't need to understand the internals of f(x).
- *Epistemology:* **Performance on held-out data** is the one arbiter of truth.
 - Compare this to the epistemology of physics!

Interdisciplinarity

- ML methods were (mostly) built by companies for commercial applications.
- They perform incredibly well on those tasks!
 - Have you seen TikTok recently?
- How is presenting content to users like or not like doing astrophysics?

ML vs astrophysics

- ML uses "train, validate, and test" frameworks.
 - These don't really exist in astrophysics: **We are trying to find new things** (higher redshifts, lower masses, novel signatures of atmospheric chemistry).
- ML takes the data as given.
 - We care about experimental design, noise models, and **selection effects**.

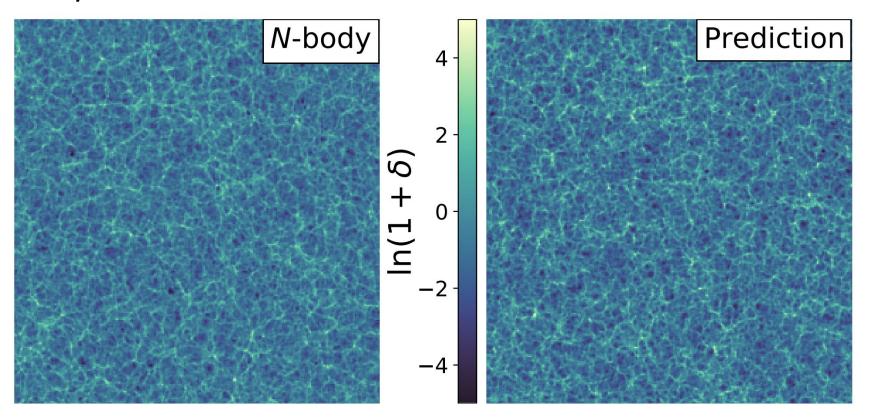
Trust issues

- Fundamentally you can't know what an ML method is doing, internally.
 - (this is controversial; many experts would disagree)
- Interpretability is much discussed, but is currently a failure.
 - Even linear regression is generally uninterpretable once the number of features gets large.
 - I believe that interpretability is doomed to failure, because it is at odds with model capacity...

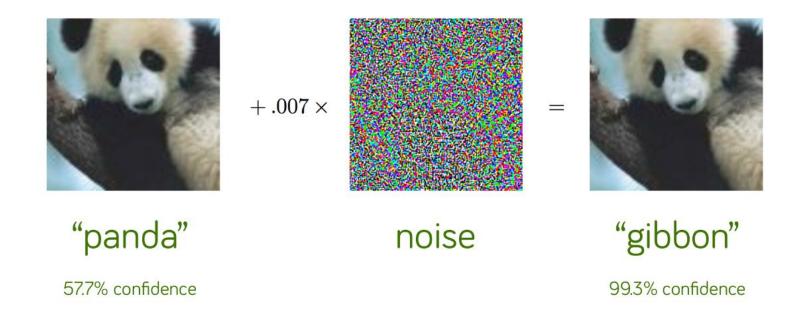
The question

Where in science can you use a model that you don't understand?

Example: Emulation (Piras et al arXiv:2205.07898)



Adversarial attacks (Goodfellow et al ICLR 2015)



What do adversarial attacks reveal?

- They are carefully tuned, so they don't represent generic failure modes.
- But they reveal that the model is not doing what we think it is doing.
 - In scientific applications, that's pretty disturbing.

Technical point: Confirmation bias

- Simulations are expensive, so let's replace them with an ML emulator!
 - Really expensive! In cosmology and in ocean science, eg, the requirements exceed the computing capacity of the United States.
- ... [grind on your scientific problem using those emulations as your theory] ...
- Now you discover something really really surprising. What do you do?
 - Checking your result is very expensive (by construction), so you will only check if the result is very surprising.
- This is the very definition of confirmation bias.
 - Emulation forces us inevitably into a confirmation-bias setting.

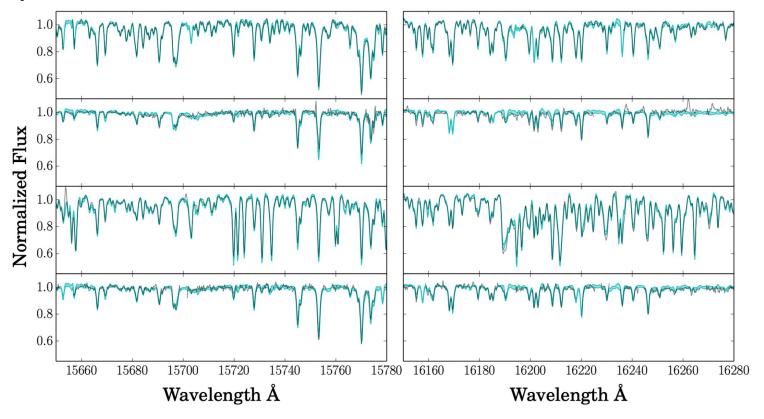
Technical point: Confirmation bias

- I don't have a solution for this problem.
 - (But I'll return to it at the end.)

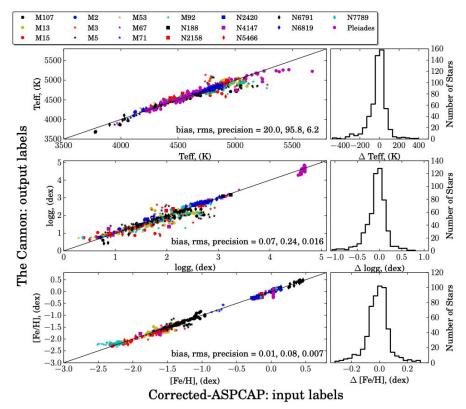
Stellar parameters

- Take a spectrum of a star, infer the mass, age, and composition of that star.
- Very hard to do; requires excellent data, good judgement, and a whole lot of computation.
- So we label a few stars, and then use ML regression to label the rest.
 - With the ESA Gaia Mission data, this has become a cottage industry.

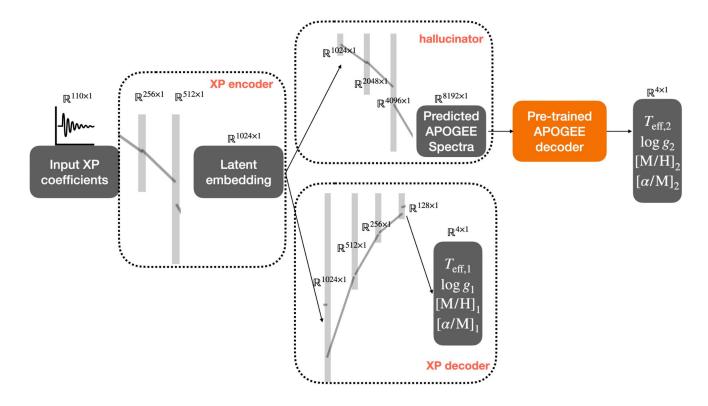
Example: The Cannon (Ness et al arXiv:1501.07604)



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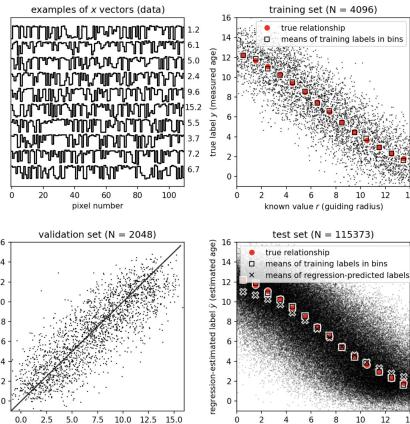
Example: AspGap (Li et al, arXiv:2309.14294)



- If you want to perform joint analyses on multiple objects (or multiple data sets), you have to combine their likelihood functions.
 - If you try to combine their posterior pdfs, you will end up exponentiating your prior pdfs.
- Almost no ML regressions or classifications return quantities related to likelihood functions.
 - They tend to return posterior quantities, where the training set takes the role of the prior.

- Example: You have 1000 stars in some region of the Galaxy. What is their average age?
- If you take the average of maximum-likelihood estimates of their ages, you
 get an unbiased estimate of the average age.
- If you take the average of posterior estimates of their ages, you get a highly biased estimate.
 - It's like you took your prior to the 1000th power.
 - ML regressions generally return posterior estimates.

known value r (guiding radius)



'egression-estimated label \ddot{p} (estimated age)

true label y (measured age)

- I don't have a solution for this problem.
 - (well actually, some ML methods—like *The Cannon*—return maximum-likelihood estimates)

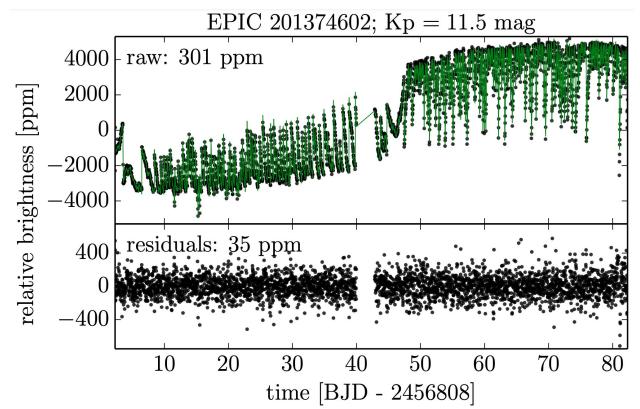
Causal inference in astrophysics?

- Social sciences and health sciences often foreground causal inference.
- Physical sciences less so, but:
 - Was this data feature produced by the star, or by the atmosphere? Or by my instrument?
 - Is that a signal or just a background effect?
 - If I had observed for longer, what would I have seen?

Instrument calibration

- Say we are measuring the brightness of a star extremely sensitively.
- What variations are due to the star, what are due to the instrument?
 - And what are due to any planets?
- You make the best argument that the signal is due to the star, when you have given your instrument model a lot of flexibility.
- Often (but not always), you don't need to interpret your instrument model.

Example: Planets in NASA K2 (Foreman-Mackey et al, arXiv:1502.04715)



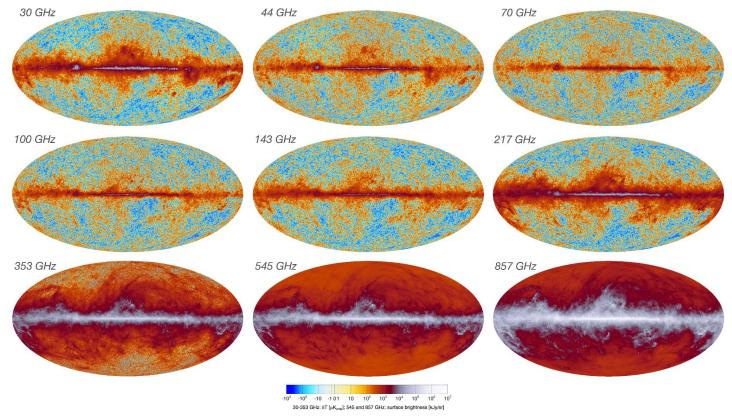
Instrument calibration

- Note the connections to engineering.
 - ML is useful in instrument calibration precisely because instrument calibration is part of the engineering infrastructure of the scientific project.

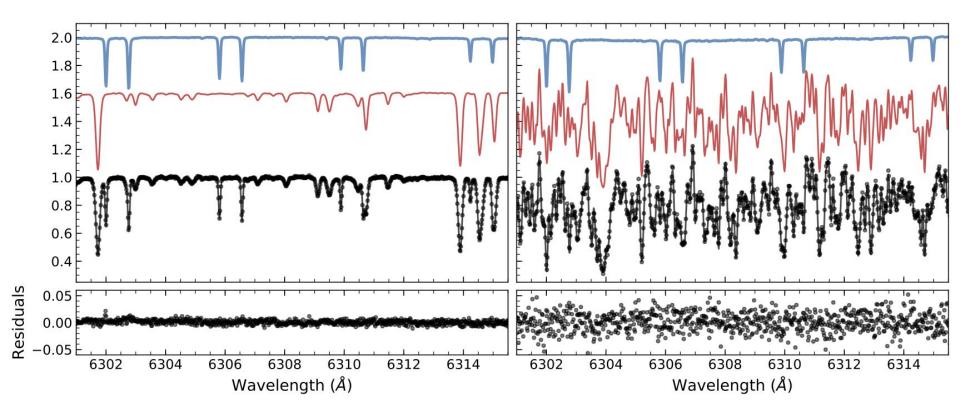
Backgrounds (or foregrounds)

- Most astrophysical data are contaminated by backgrounds and foregrounds.
- A subtle signal of interest is only believable when the background and foreground models have been given lots of flexibility.
- And by assumption, these are the signals you don't care to understand!

Example: Foregrounds in ESA Planck



Example: wobble spectral model (Bedell et al, arxiv:1901.00503)



Conservatism

- It is generally considered *cavalier*, and not *conservative*, to throw ML at your scientific data.
- However, in causal inferences, the most conservative thing you can do is give your nuisances and confounders maximum flexibility.
 - ML can provide the most conservative possible approaches to these problems!

Open question: Trust in emulators

- It is obvious that emulation of expensive simulations (and other expensive computation) is here to stay. It's happening.
- So, we need to figure out ways to build trust systems for emulators.
 - We're exploring methods involving exact symmetries.
 - We're exploring methods built on adversarial training.
 - Maybe there are ways to introduce sanity checks and sparse resimulations?
 - (all joint work with Soledad Villar @ JHU)
- Many of these issues arise in artificial intelligence more generally.

What I said

- Machine learning tools are dangerous.
- Their use can lead to badly biased outcomes.
- However, there are contexts in which **ML methods are our only choice**, for computational reasons (eg, emulation), and for intellectual reasons (eg, calibration).
 - We have work to do if we are going to ensure that our scientific results remain accurate.