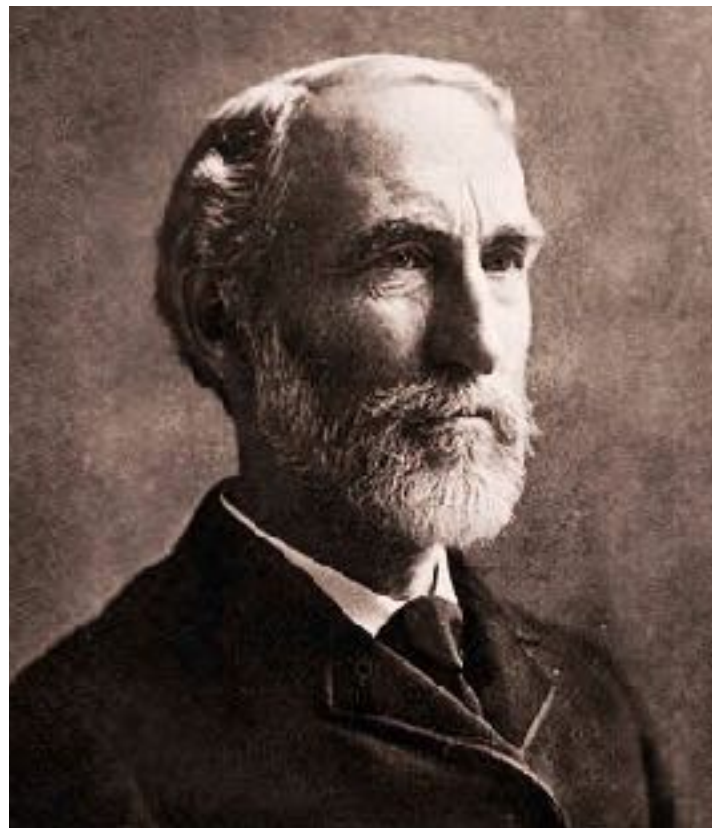


data science and science with data

Brice Ménard

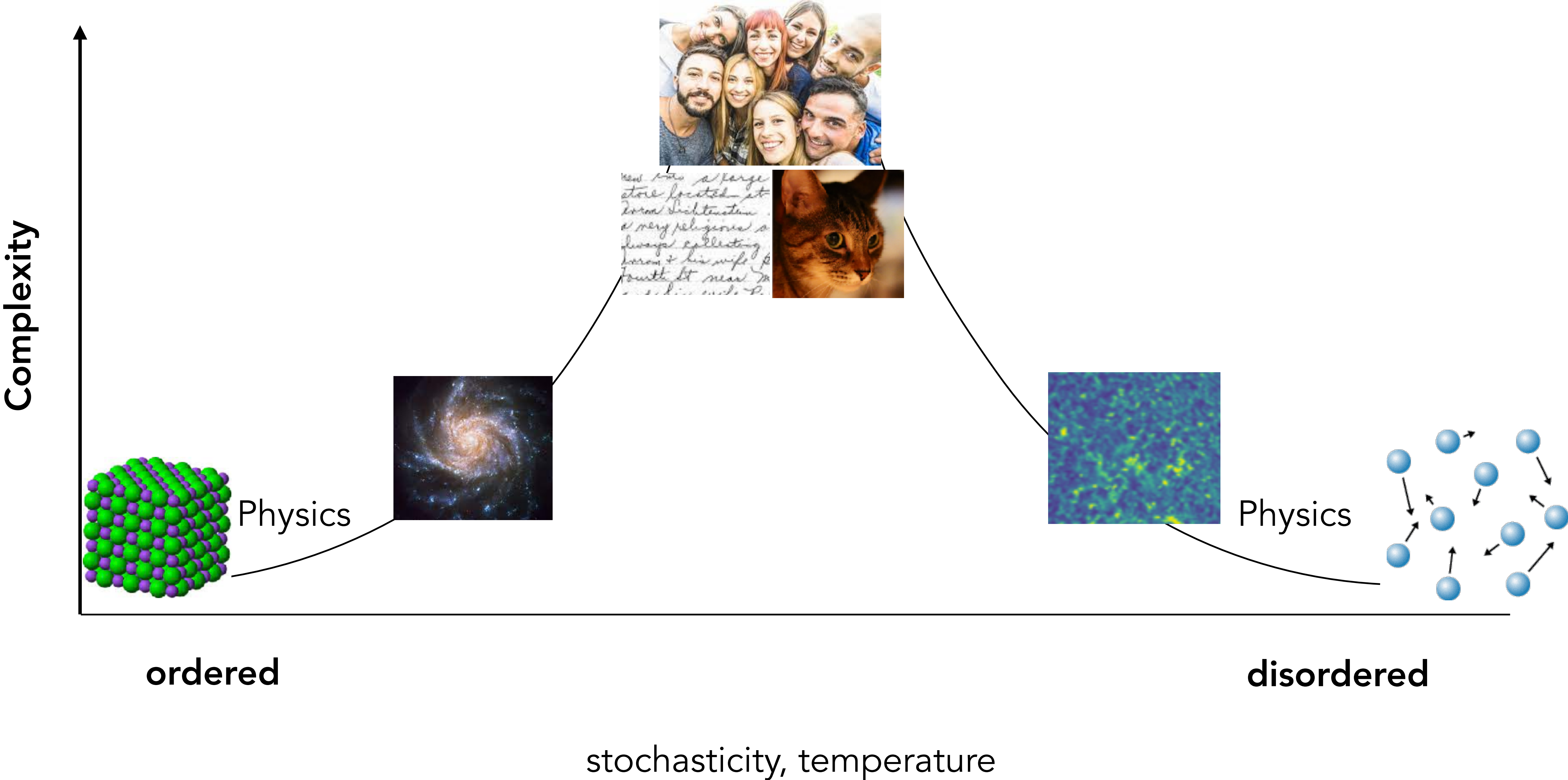
Johns Hopkins University
Ecole Normale Supérieure



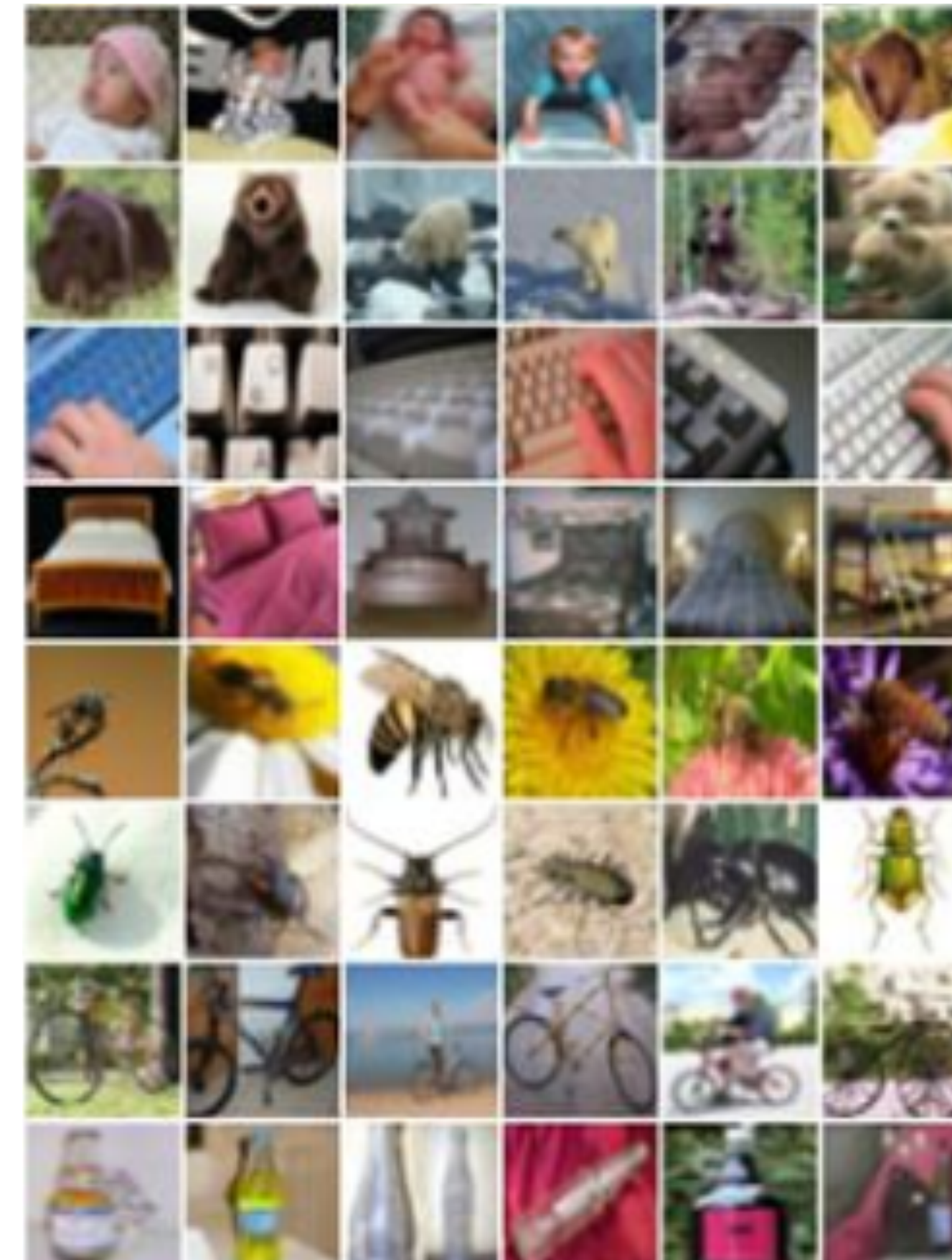
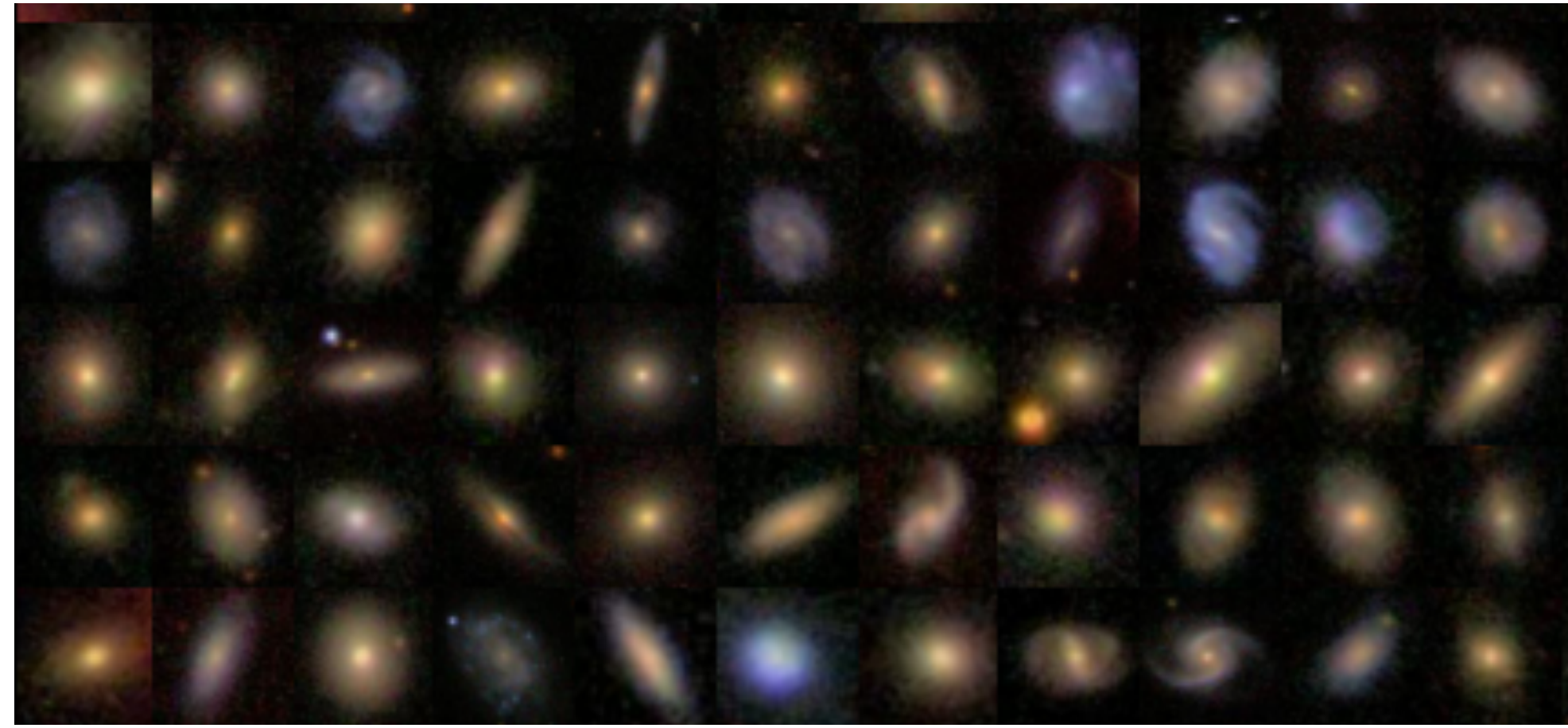
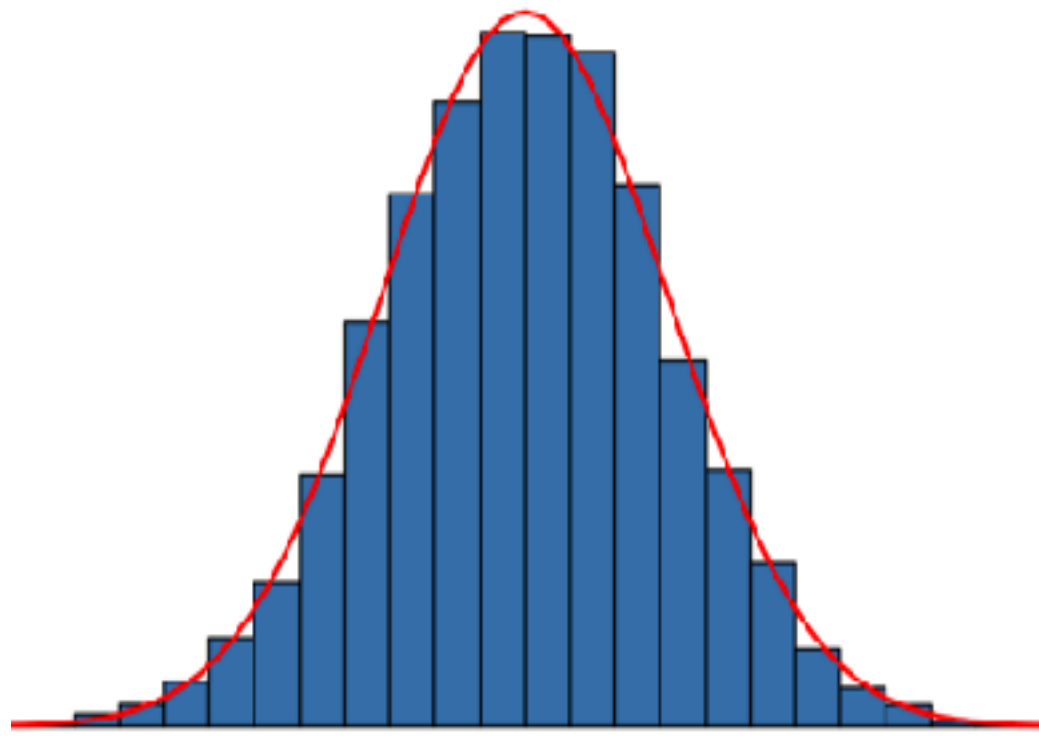
“One of the principal objects of theoretical research is to find the point of view from which the subject appears in the greatest **simplicity**.”

(Gibbs, 1881)

Scientific disciplines & complexity



0 / 1



experiment

scientific datasets
surveys

open collection

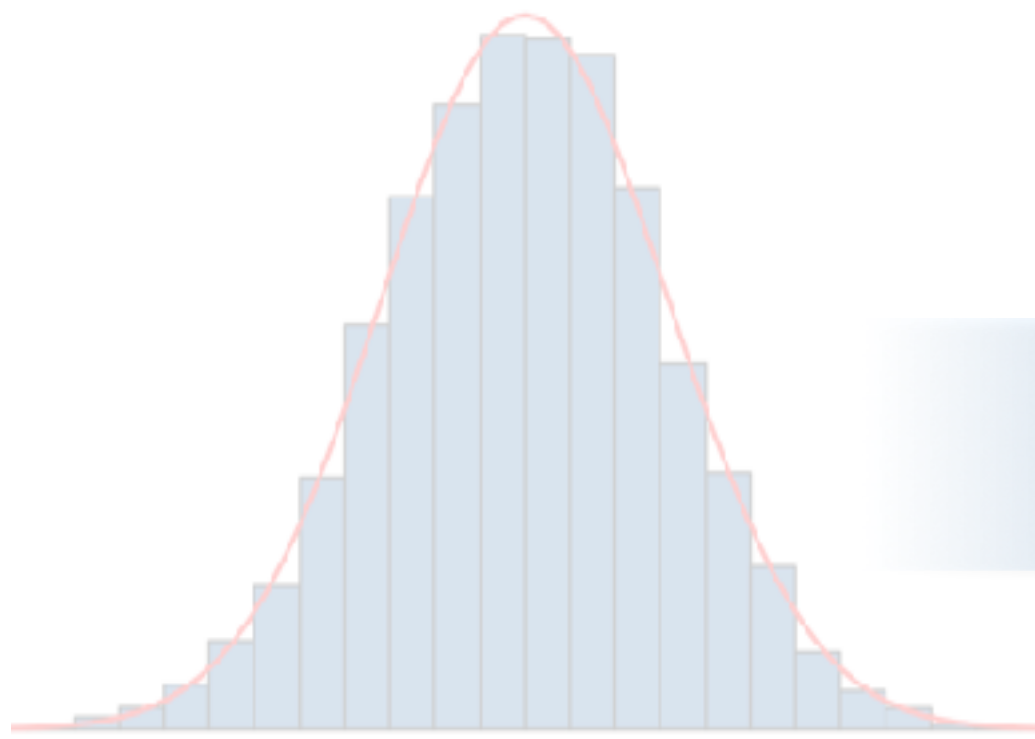
high

level of controlled variation

low

Model testing / parameter inference

0 / 1



Exploratory data analysis

calibration, control of systematics

experiment

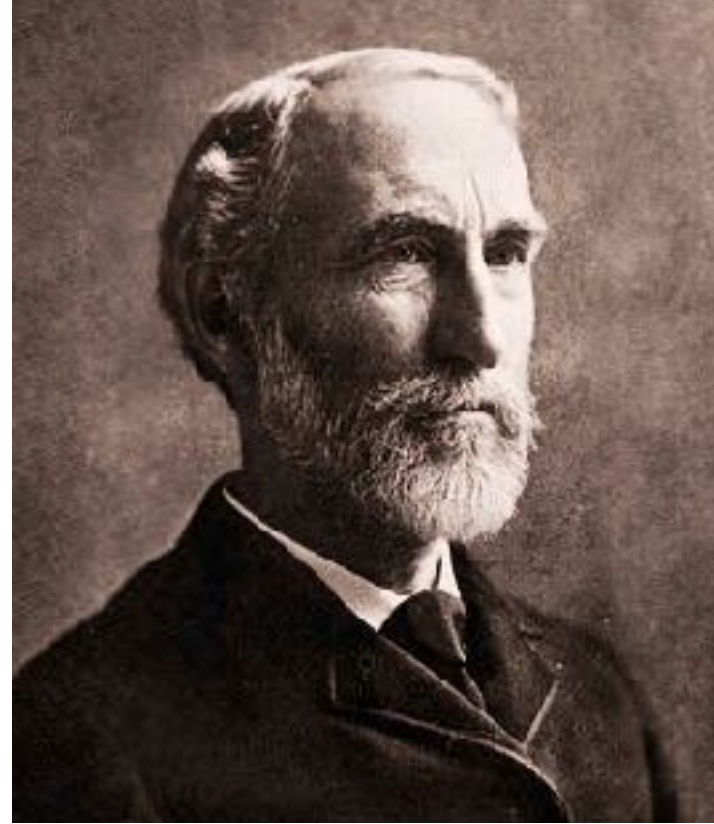
scientific datasets
surveys

open collection

high

level of controlled variation

low



“One of the principal objects of theoretical research is to find the point of view from which the subject appears in the greatest **simplicity**.”

(Gibbs, 1881)

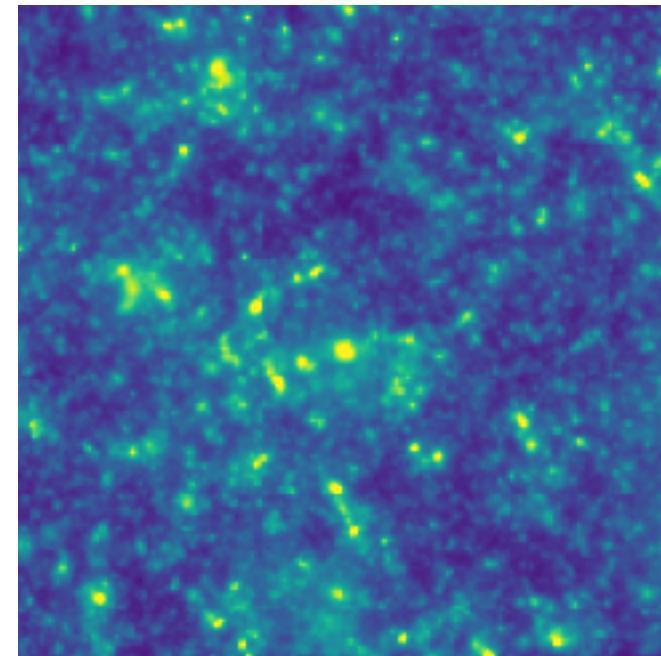
If a system corresponds to an ensemble of states $x = (x_1, \dots, x_N)$, we want to characterize $P(x)$

For some constraints $\langle \theta_j(x) \rangle = 0$, the Maximum Entropy Principle gives

$$\log P_{\theta}(x) = \sum_j \lambda_j \theta_j(x) + \text{cst}$$

Interacting with data

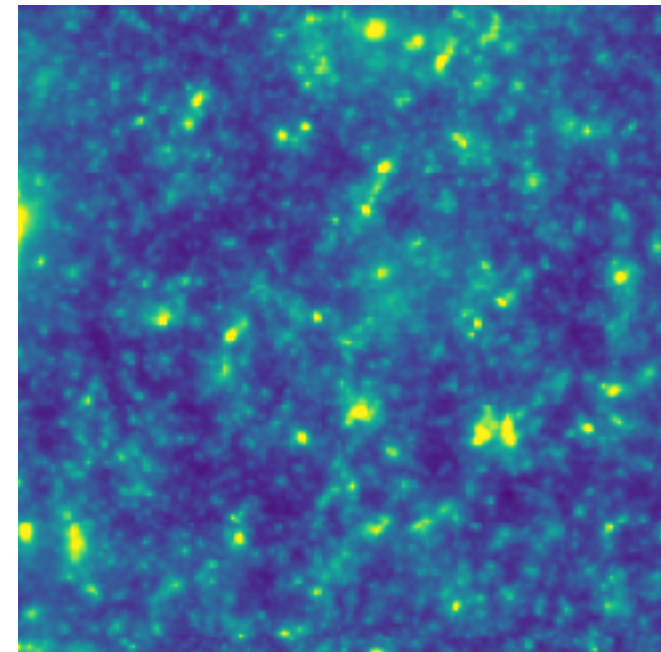
analysis



statistical description



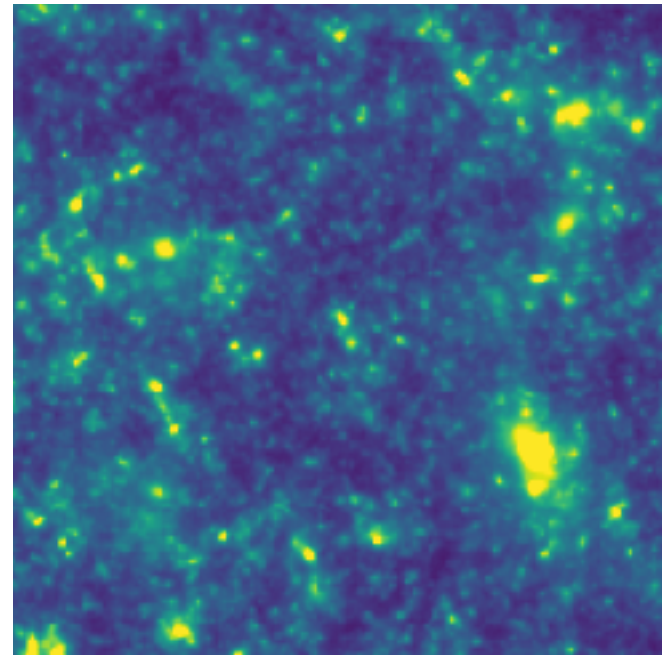
synthesis



- keep the informative variation
- discard the irrelevant one
- stable
- compact

- communicable
 - interpretable
- (key properties in science)

Synthesis — generation of data with similar texture



10

100

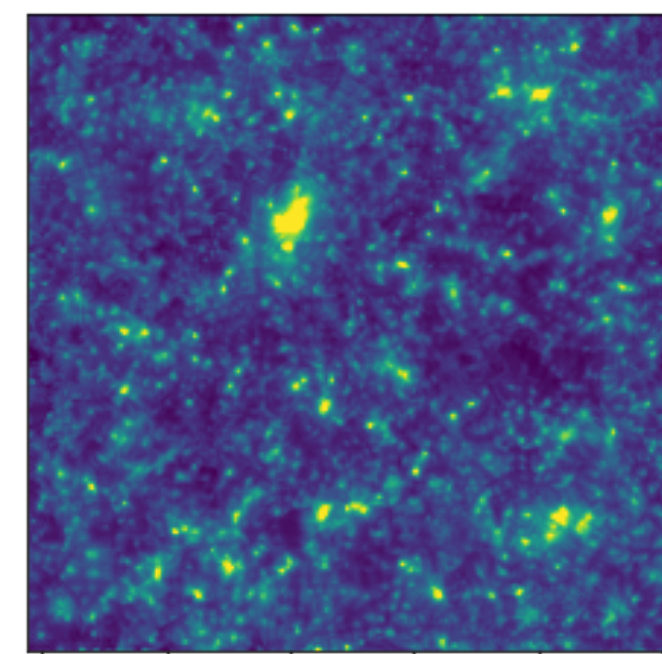
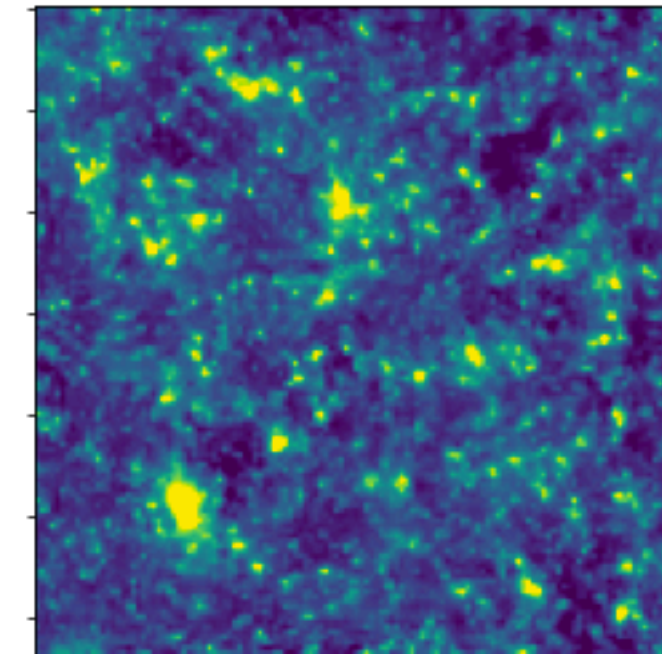
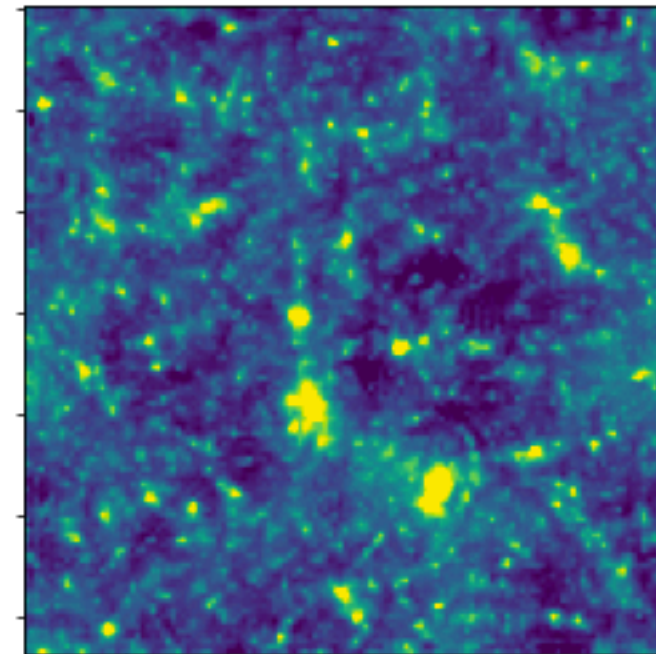
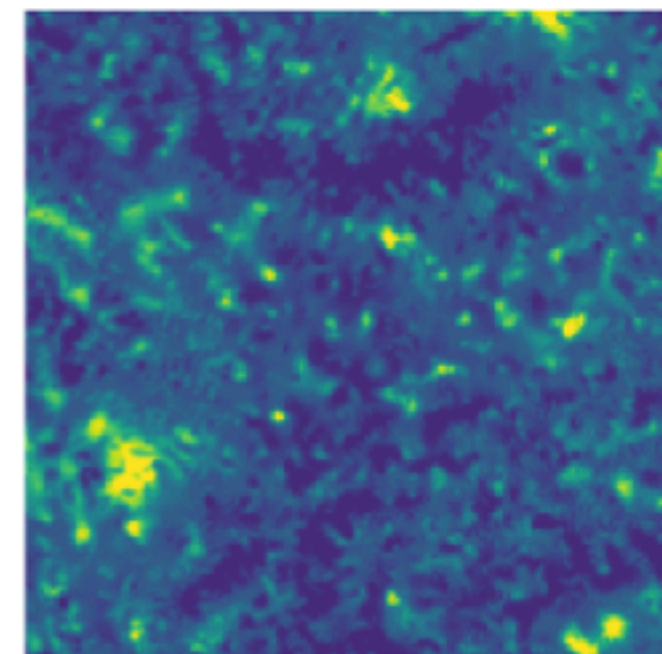
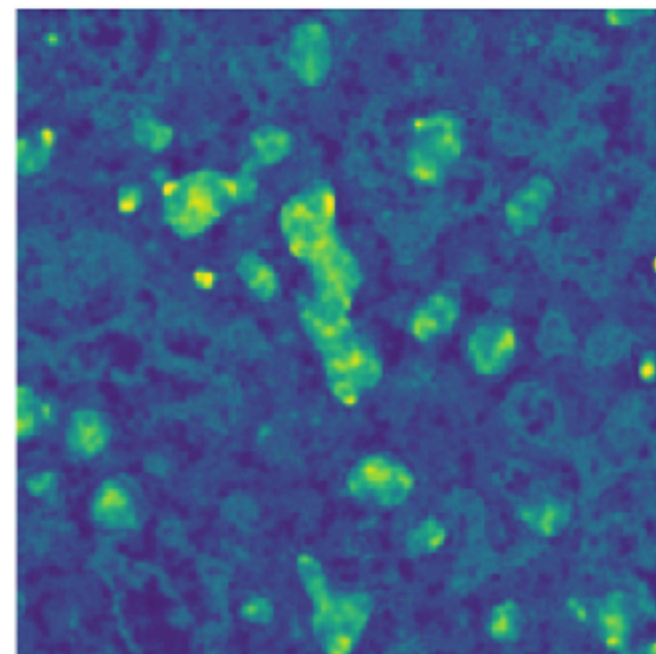
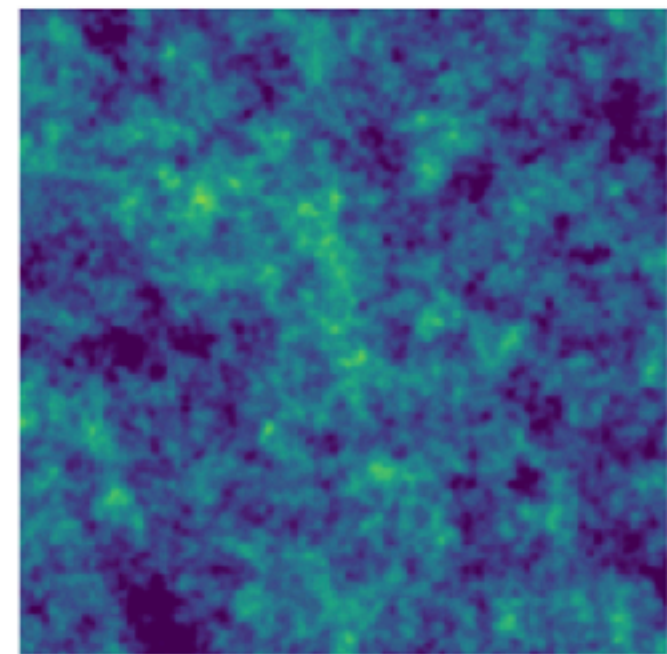
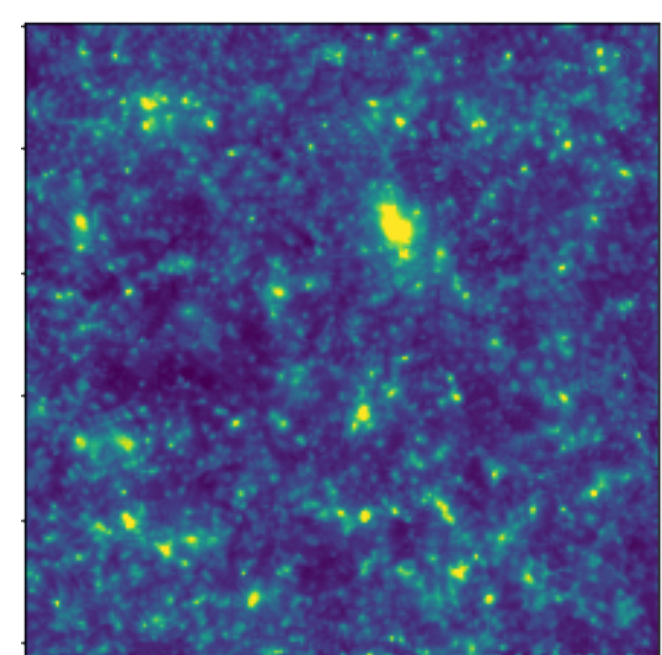
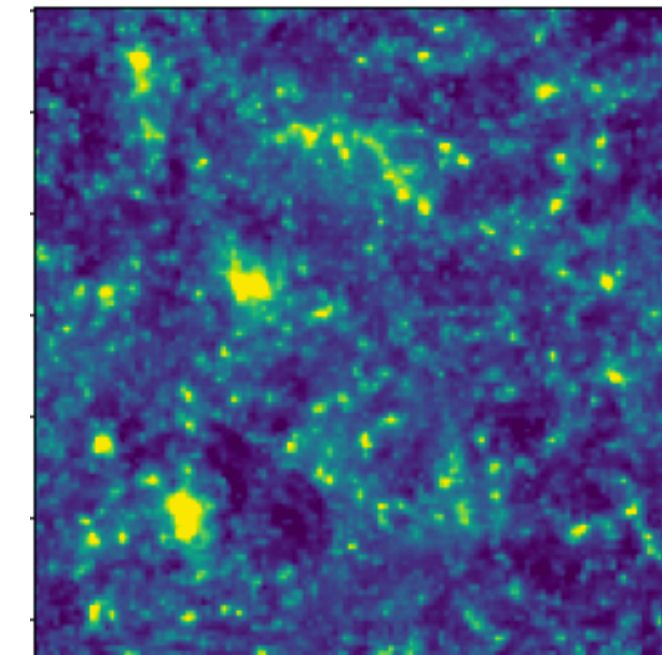
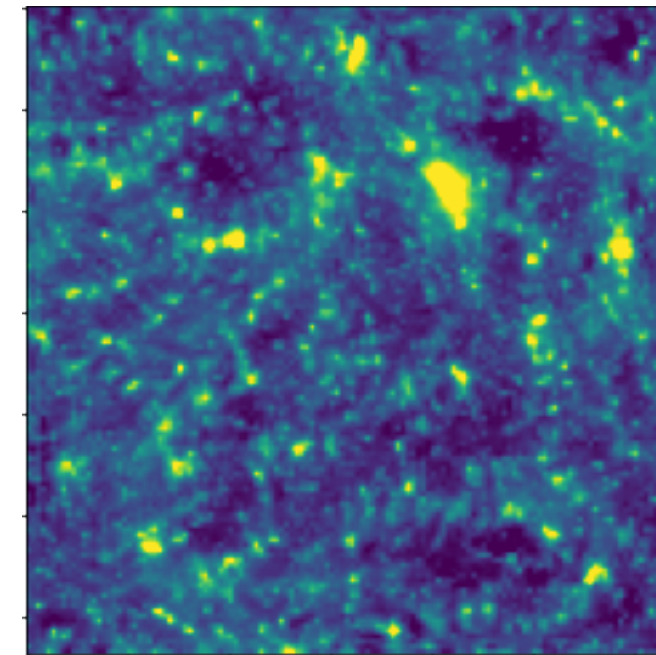
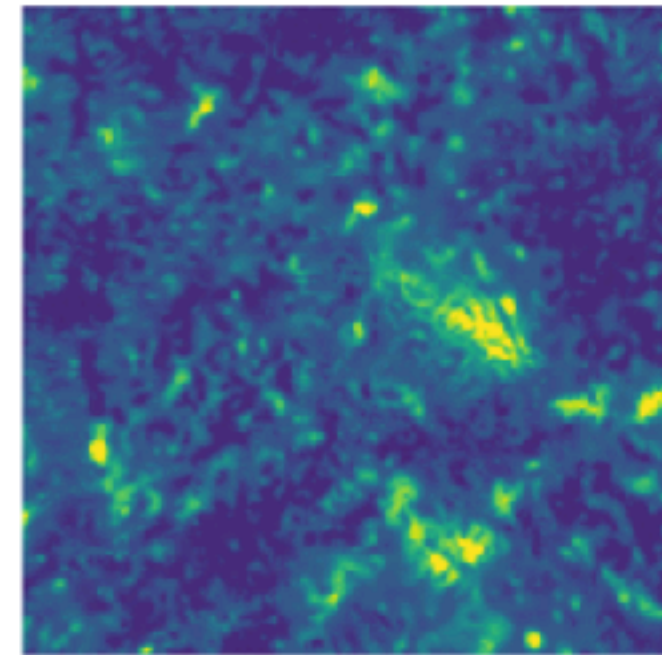
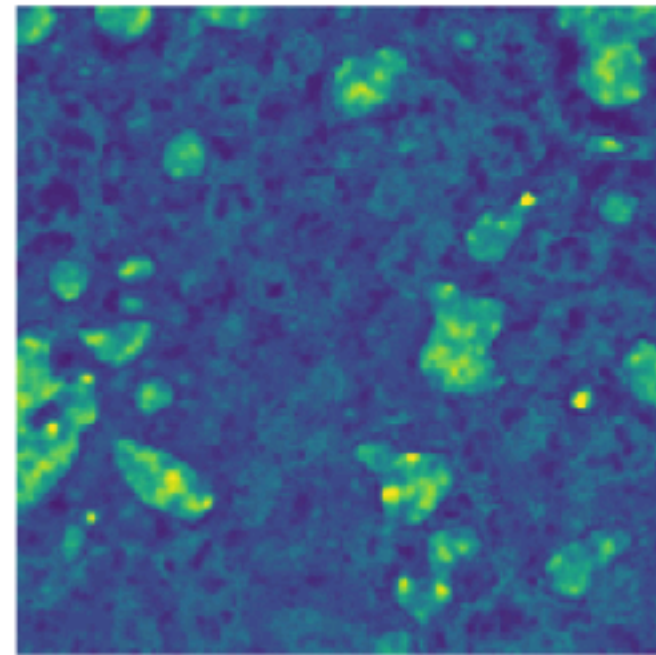
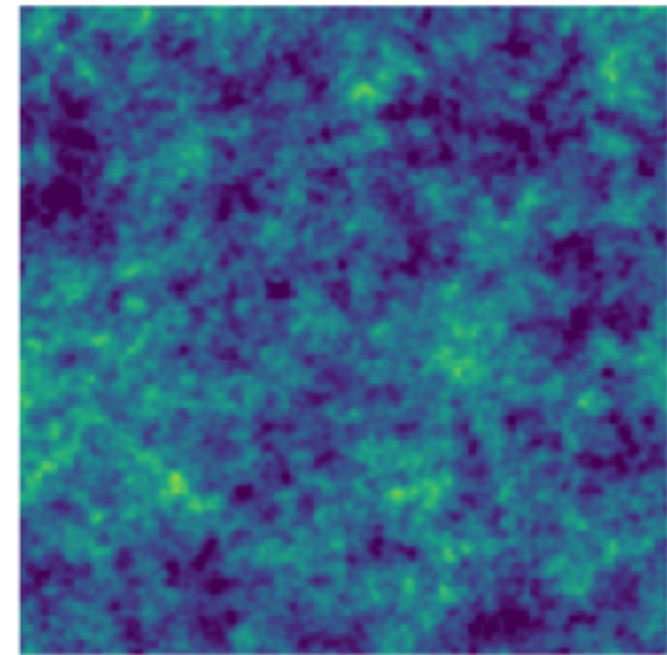
1,000

10,000

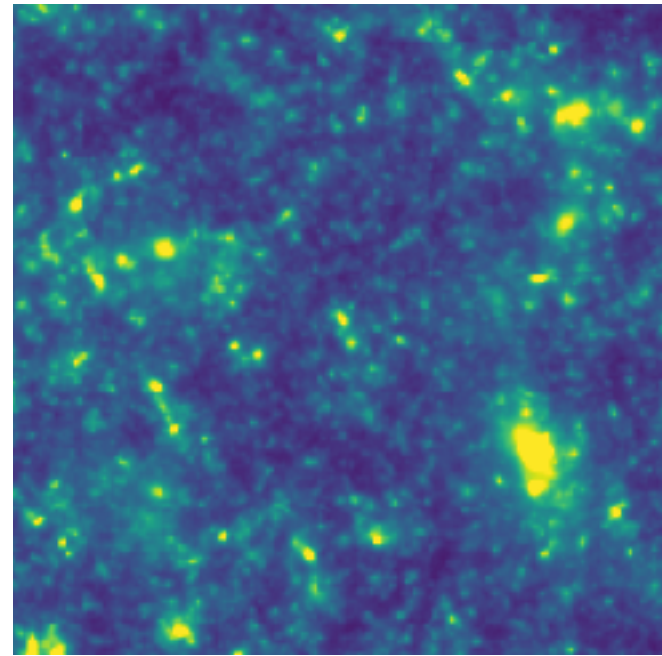
100,000

1 million

externally trained



Synthesis — generation of data with similar texture



10

100

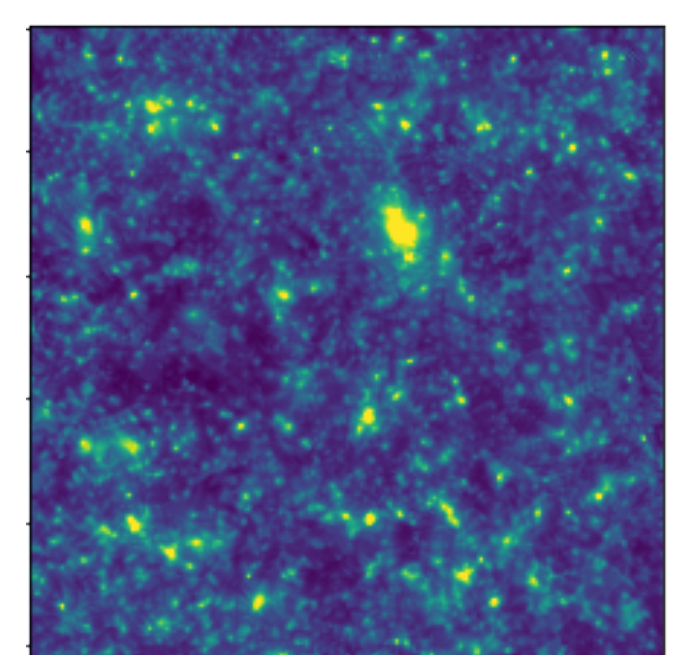
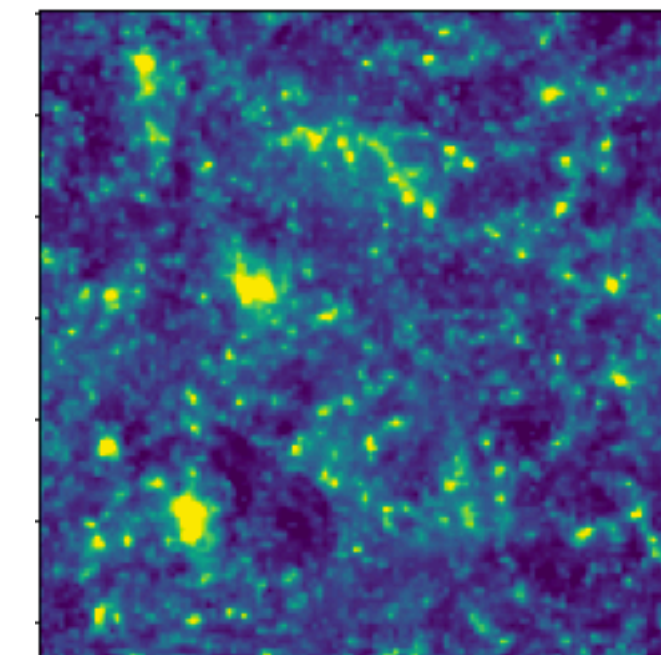
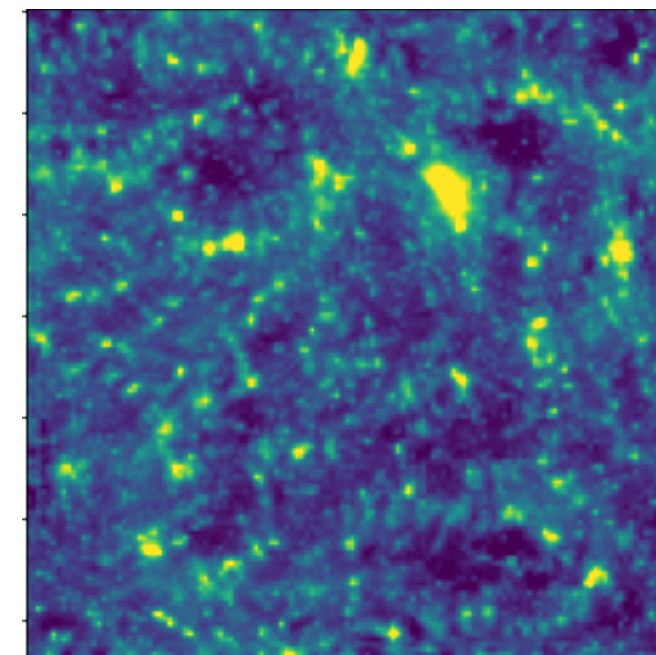
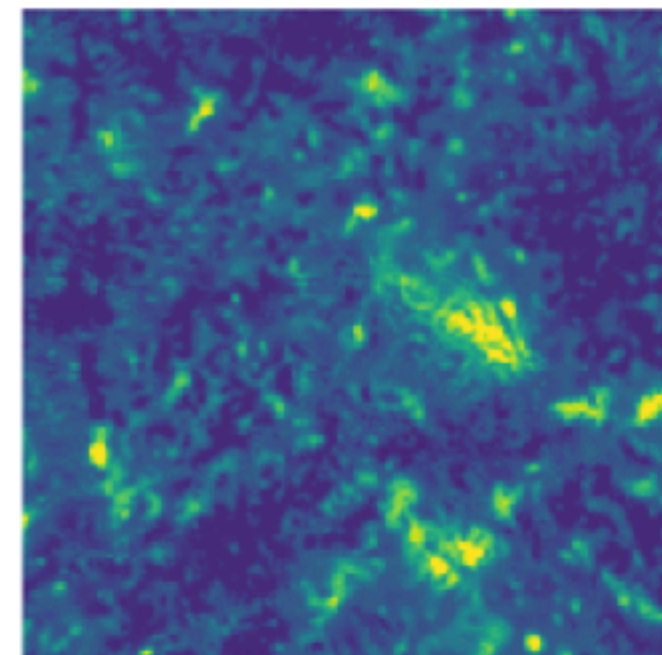
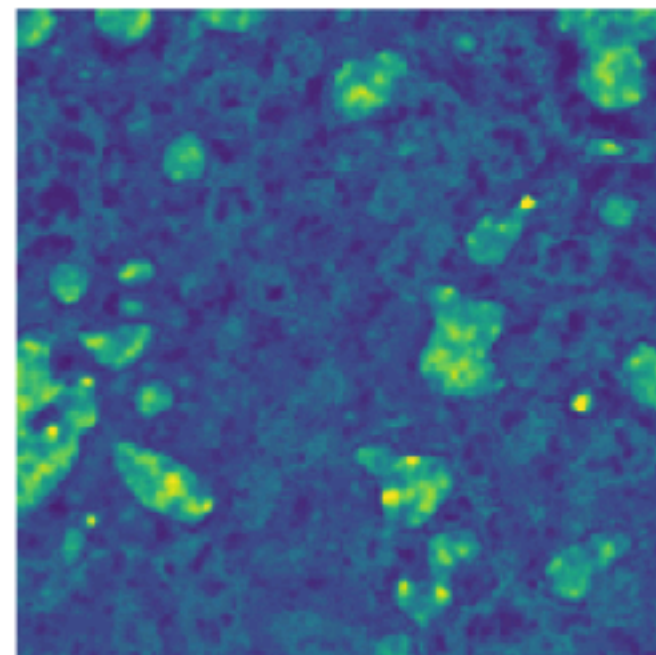
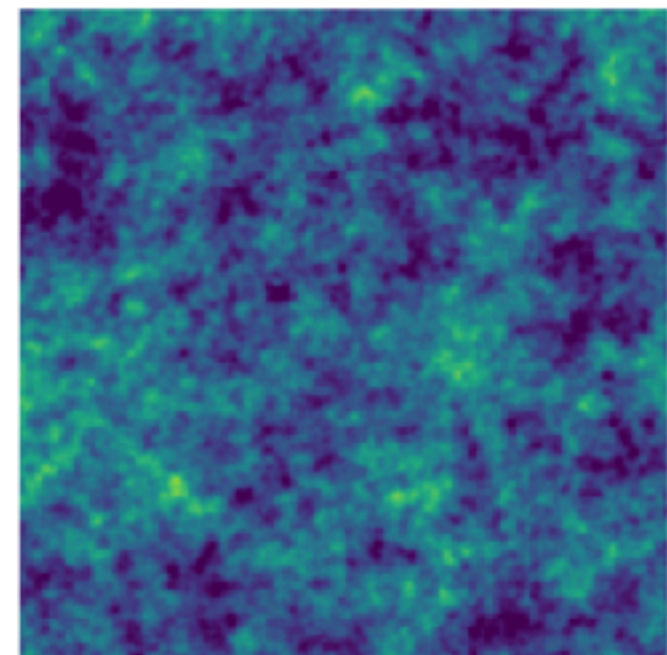
1,000

10,000

100,000

1 million

externally trained



power
spectrum

bispectrum

scattering
transform

scattering
covariance

phase harmonic
transform

Convolutional
neural network

data

model

residuals

RA,Dec = 244.1404, 6.9982, zoom 13

- DECaLS DR1 images
 - DECaLS DR2 images
 - DECaLS DR2 models
 - DECaLS DR2 residuals
 - DECaLS DR1 models
 - DECaLS DR1 residuals
 - SDSS images
 - SFD dust map
 - Halpha map
 - unWISE W1/W2
-
- Sources
 - Bricks
 - CCDs
 - Exposures
 - NGC
 - Spectra
 - SDSS Spectro Plates

data

model

residuals

RA,Dec = 244.1267, 7.0246, zoom 13

- DECaLS DR1 images
 - DECaLS DR2 images
 - DECaLS DR2 models
 - DECaLS DR2 residuals
 - DECaLS DR1 models
 - DECaLS DR1 residuals
 - SDSS images
 - SFD dust map
 - Halpha map
 - unWISE W1/W2
-
- Sources
 - Bricks
 - CCDs
 - Exposures
 - NGC
 - Spectra
 - SDSS Spectro Plates

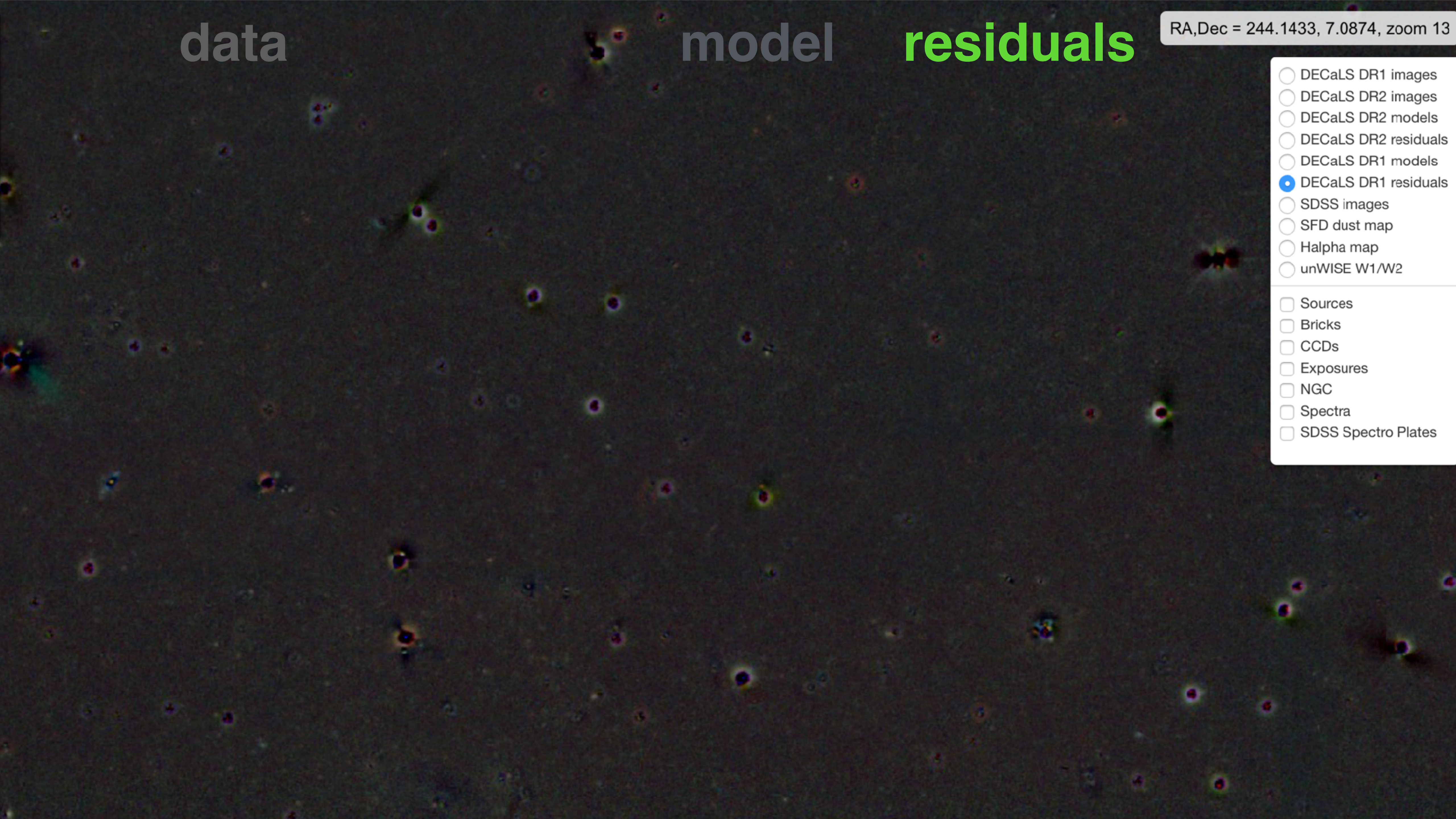
data

model

residuals

RA,Dec = 244.1433, 7.0874, zoom 13

- DECaLS DR1 images
 - DECaLS DR2 images
 - DECaLS DR2 models
 - DECaLS DR2 residuals
 - DECaLS DR1 models
 - DECaLS DR1 residuals
 - SDSS images
 - SFD dust map
 - Halpha map
 - unWISE W1/W2
-
- Sources
 - Bricks
 - CCDs
 - Exposures
 - NGC
 - Spectra
 - SDSS Spectro Plates



data

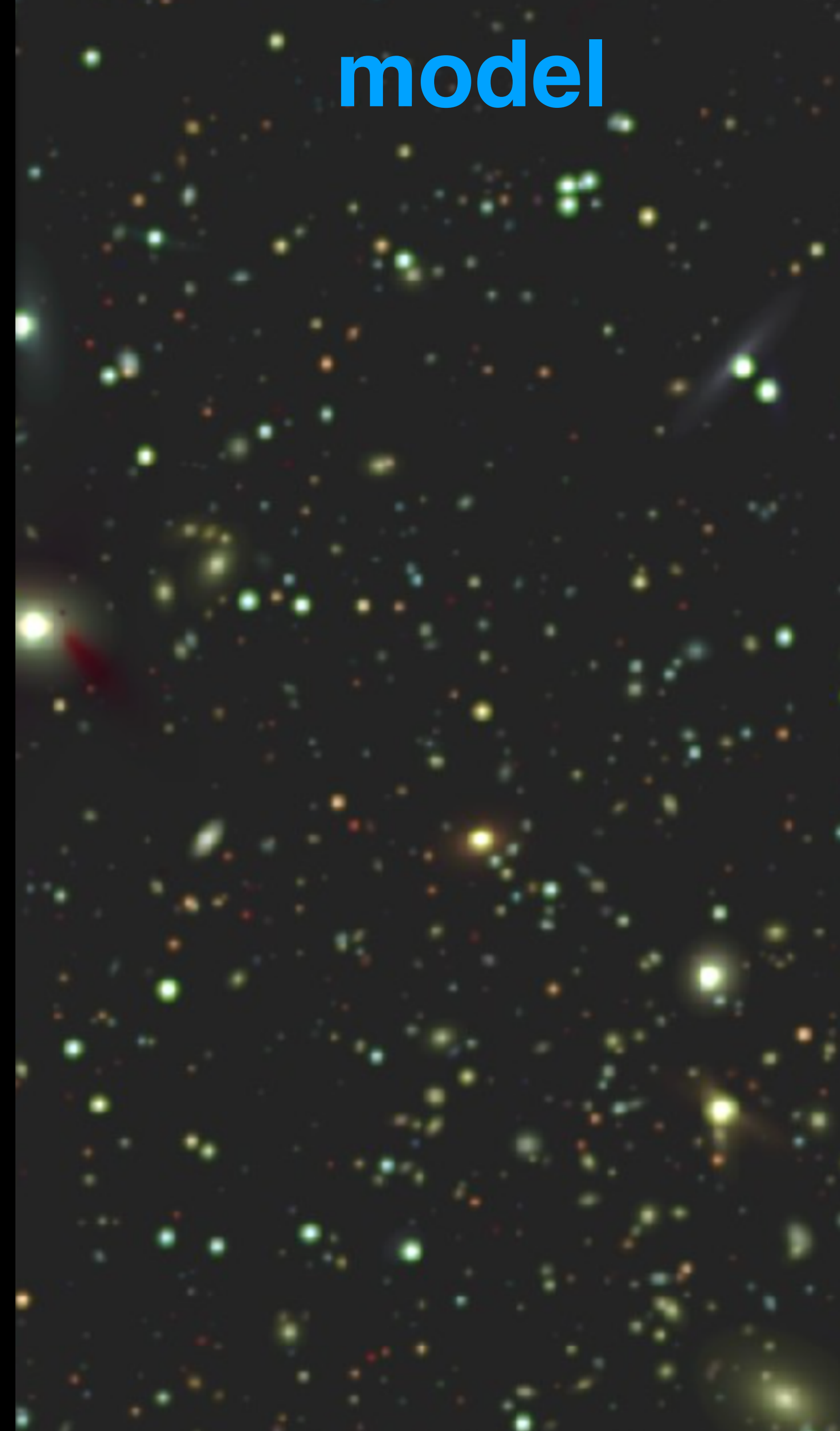


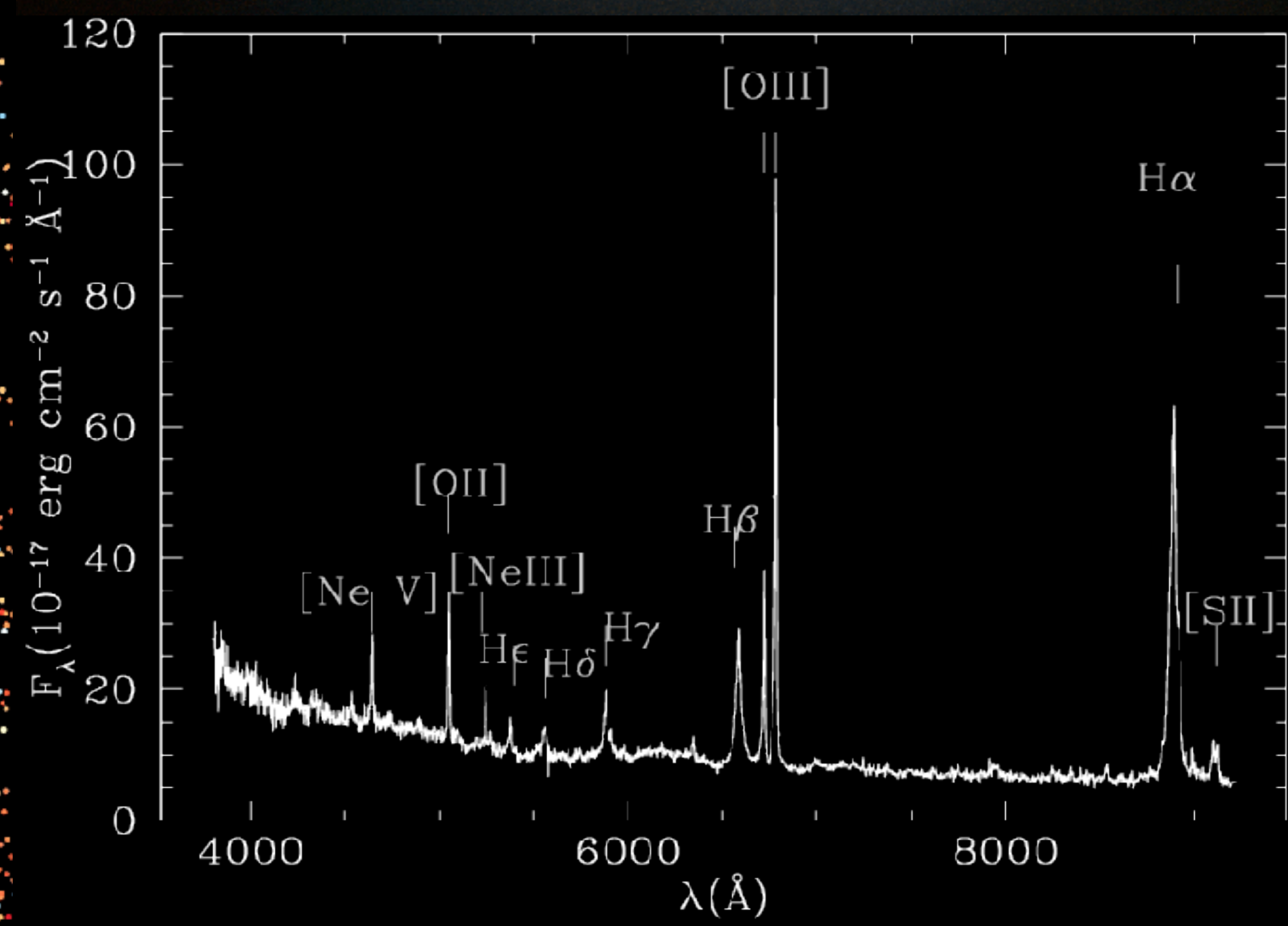
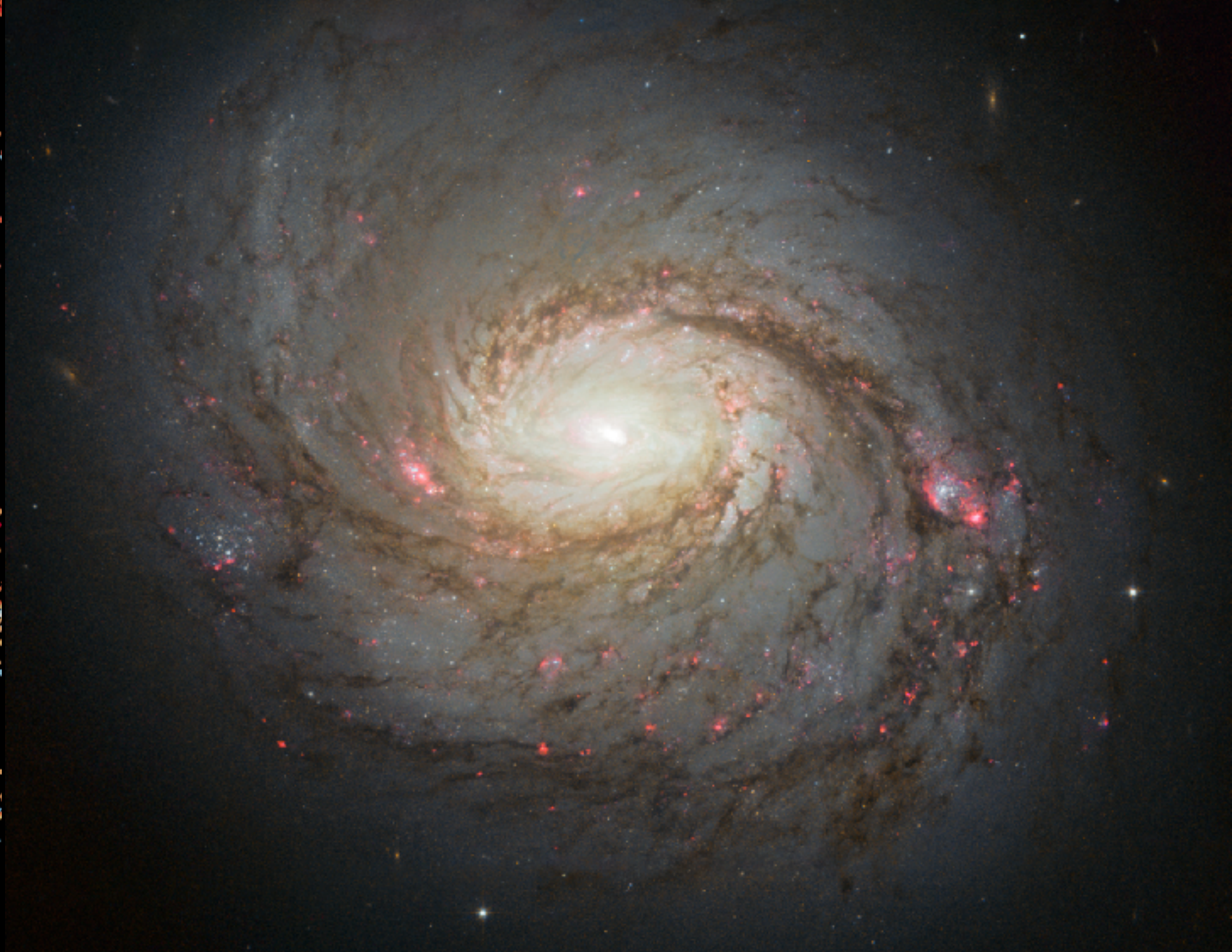
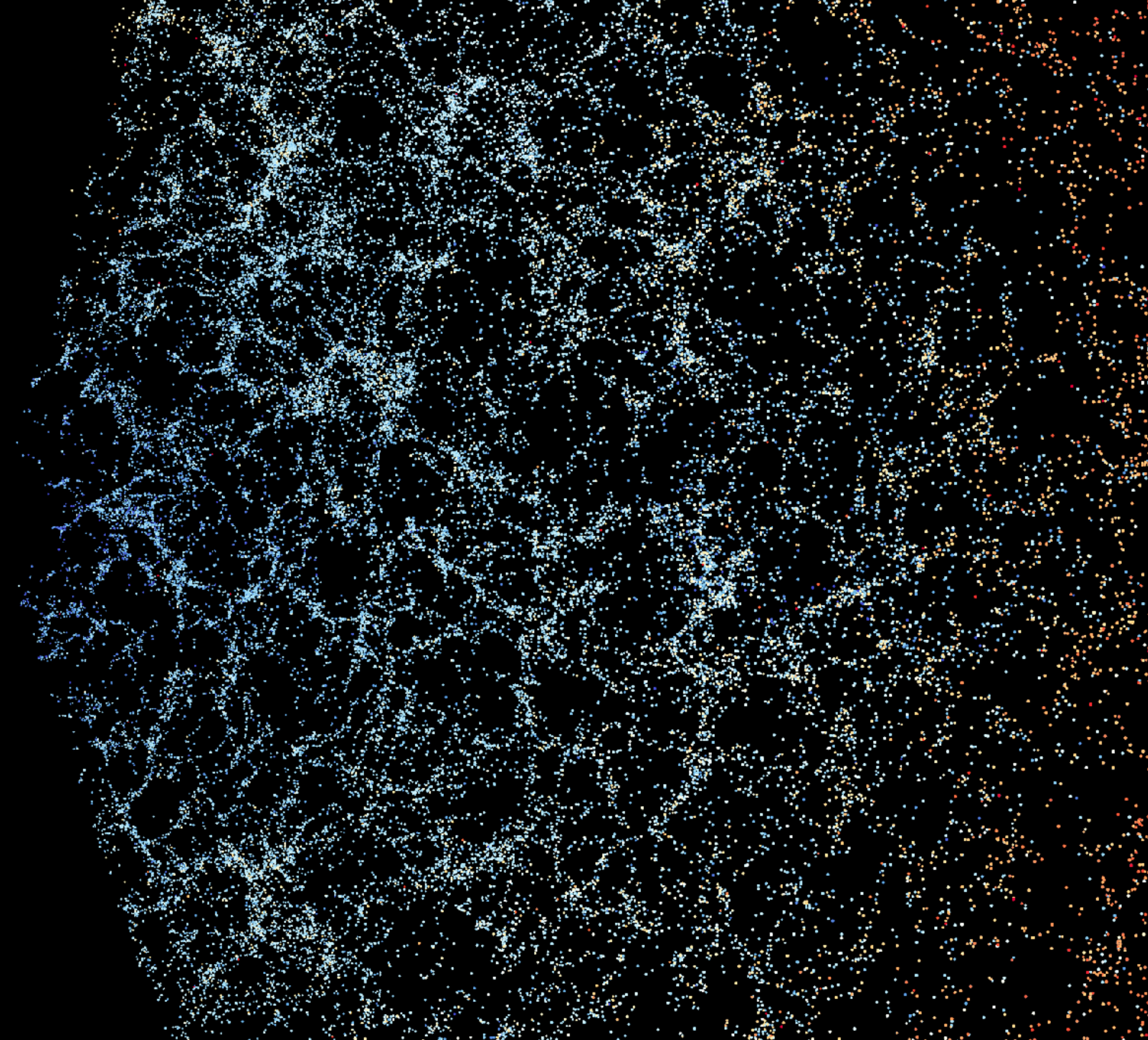
catalog of objects

brightness
position
size
ellipticity
colors
...



model





Cosmology

What is the **texture** of the Universe?

density?

amplitude of fluctuations?

rate of expansion?

→ the cosmological parameters

10

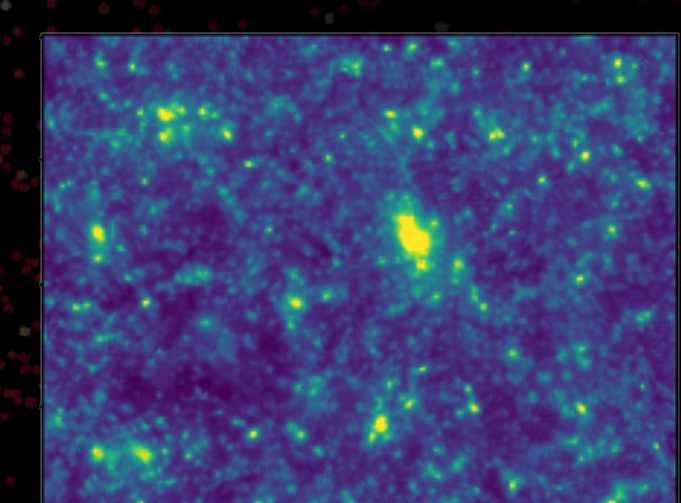
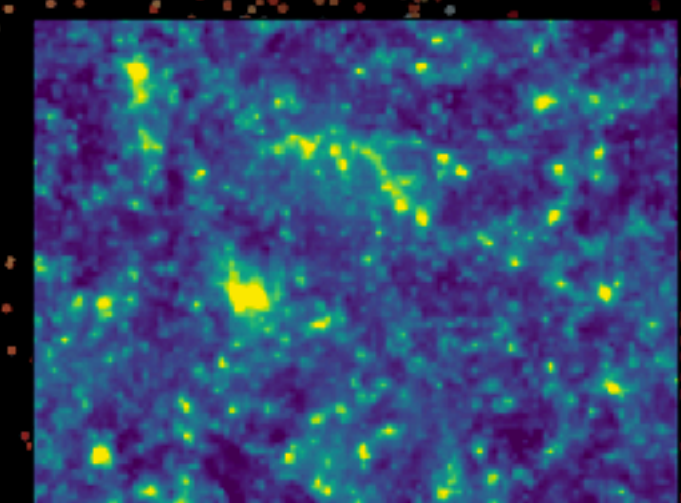
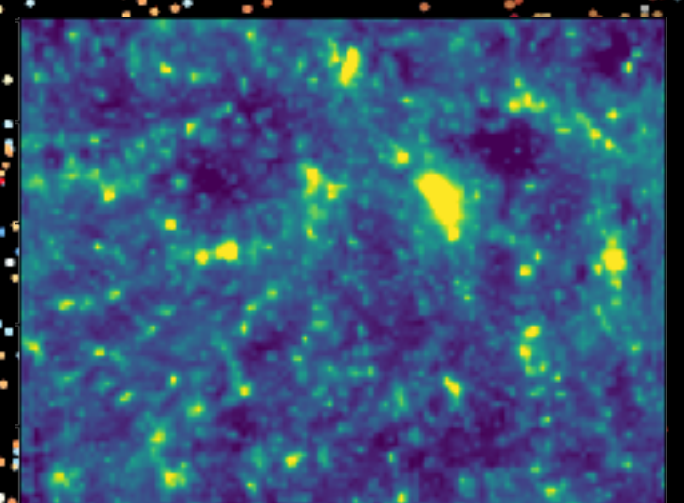
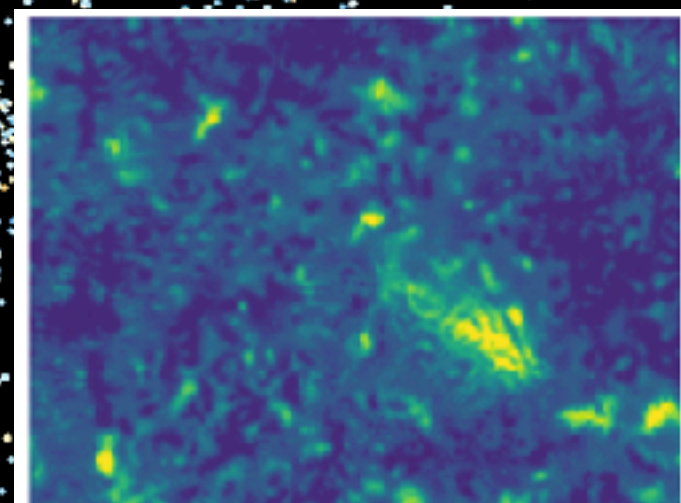
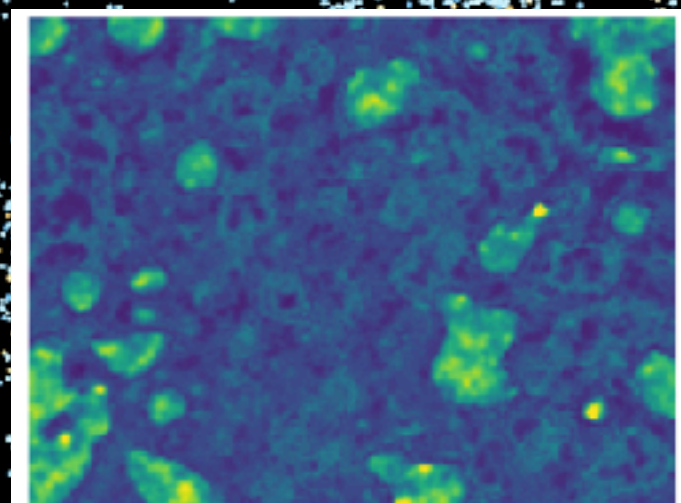
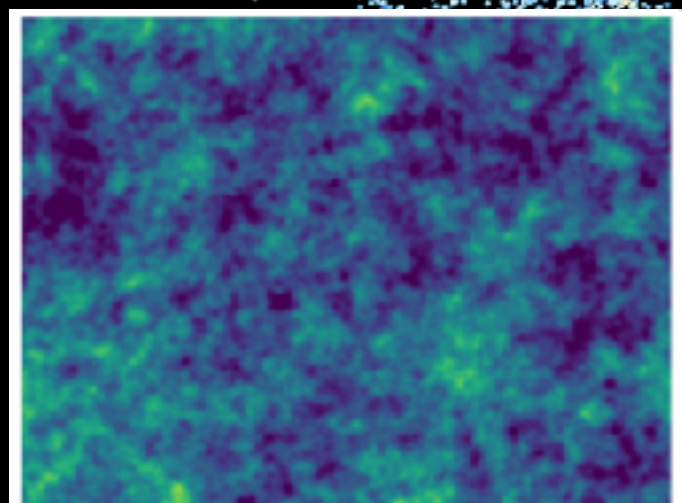
100

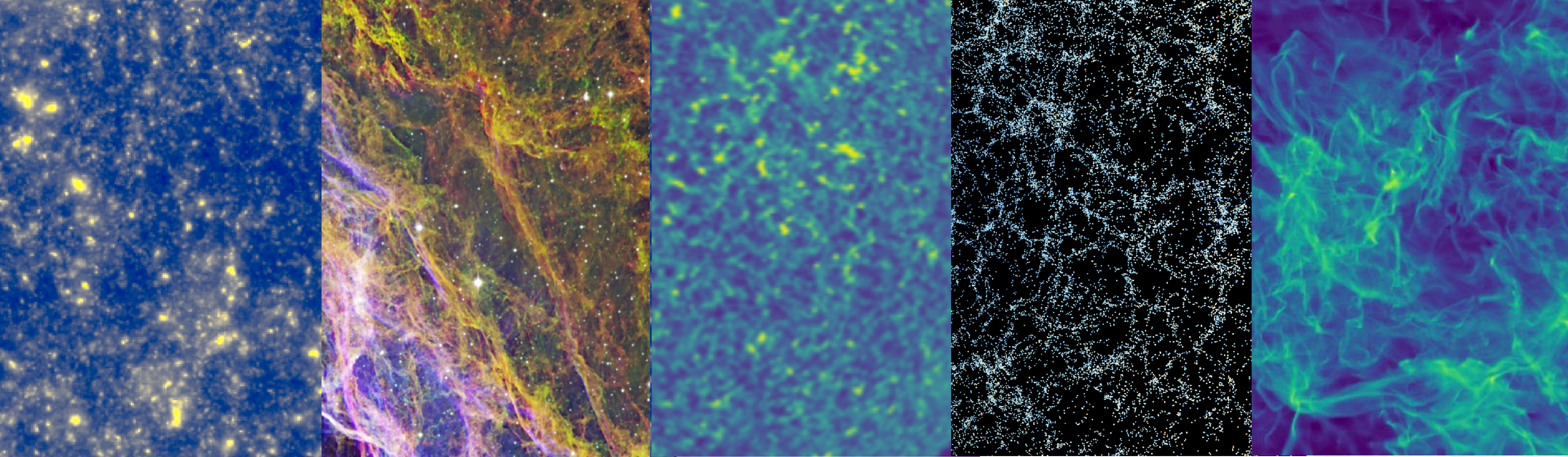
1,000

10,000

100,000

1 million





stationary fields or texture

10

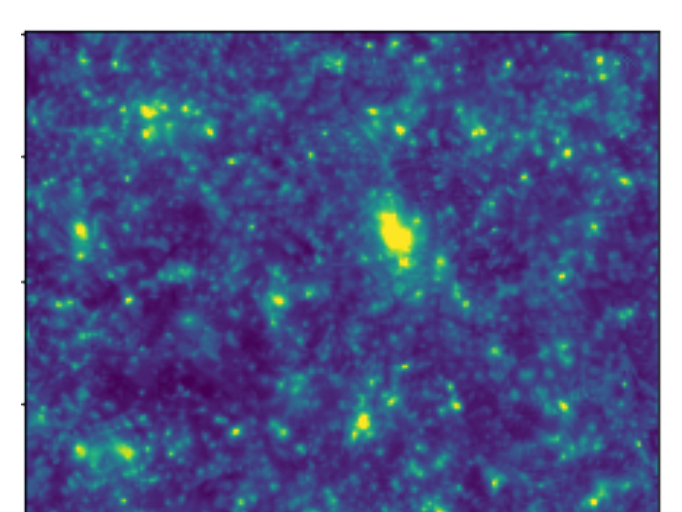
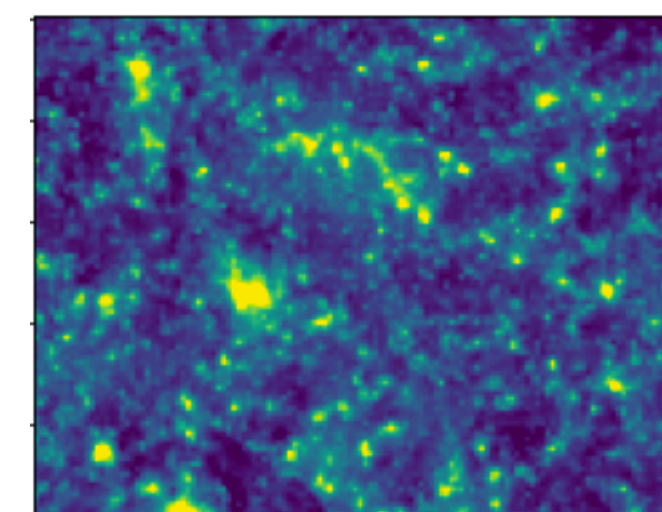
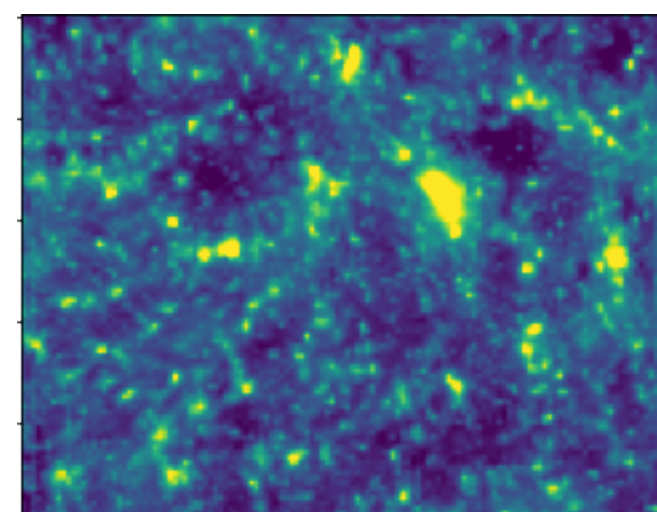
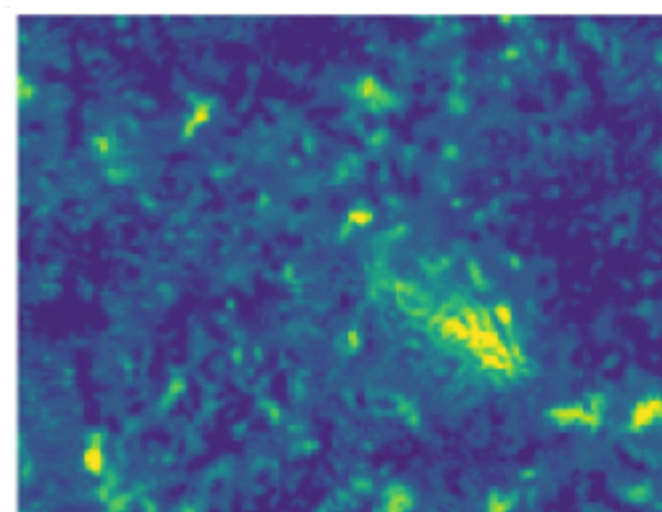
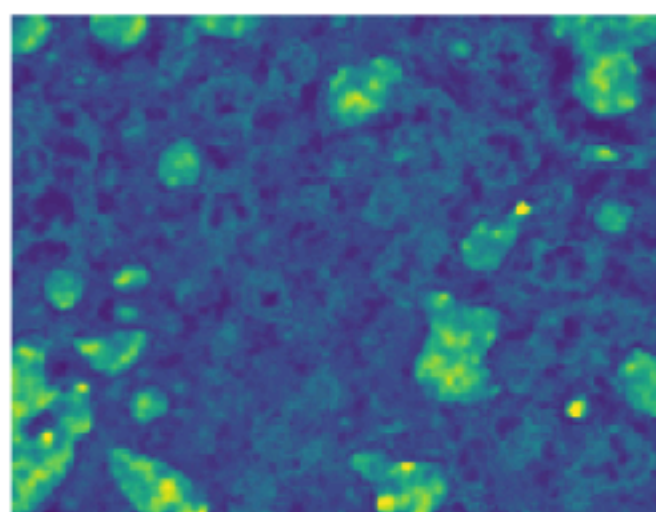
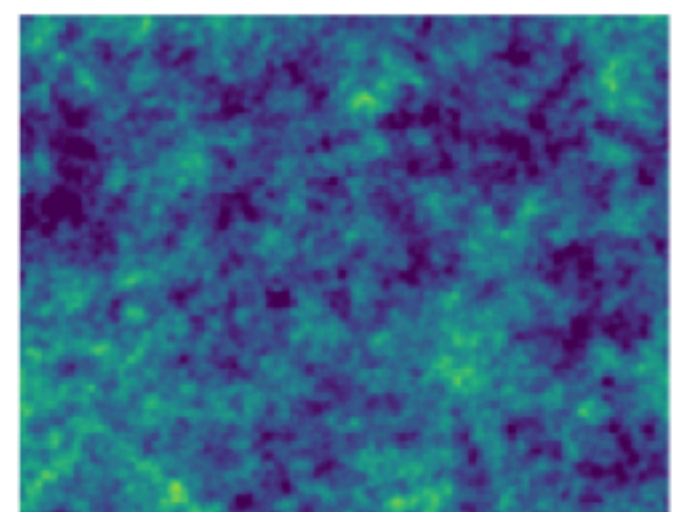
100

1,000

10,000

100,000

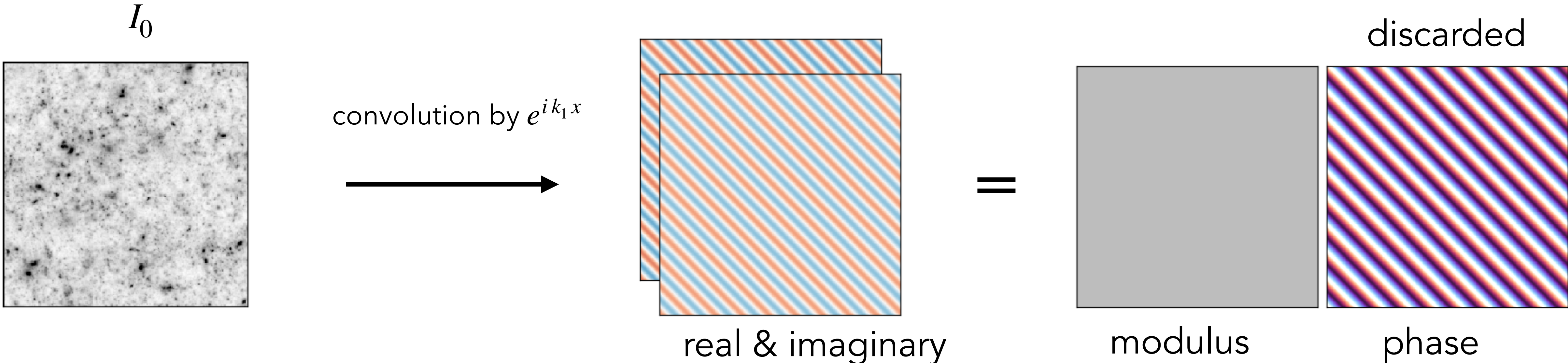
1 million



Power spectrum

Let's pick a frequency \vec{k}_1

$$P(k_1) = \langle |I_0 * e^{ik_1x}|^2 \rangle$$

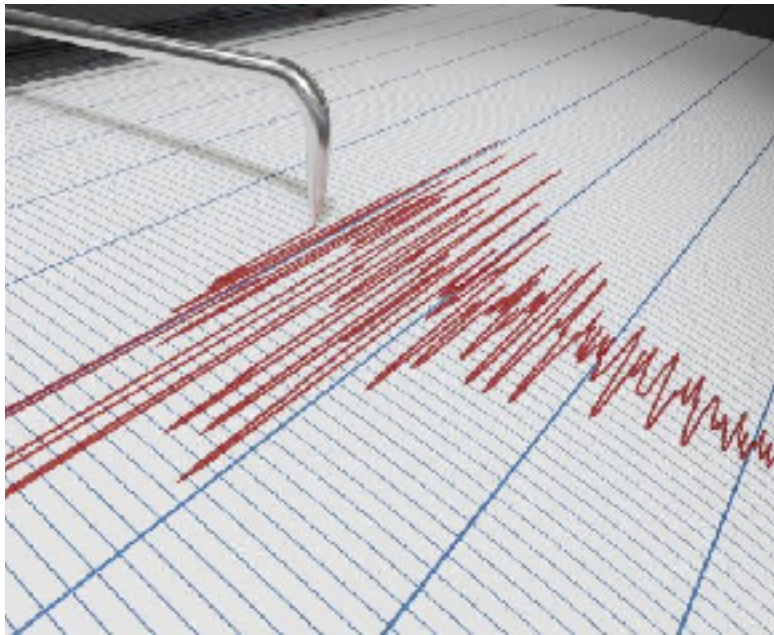


$P(k)$ properties:

- Invariant to translation (& possibly rotations)
- Conservation of energy
- Separation of scales
- All information extracted if Gaussian random field

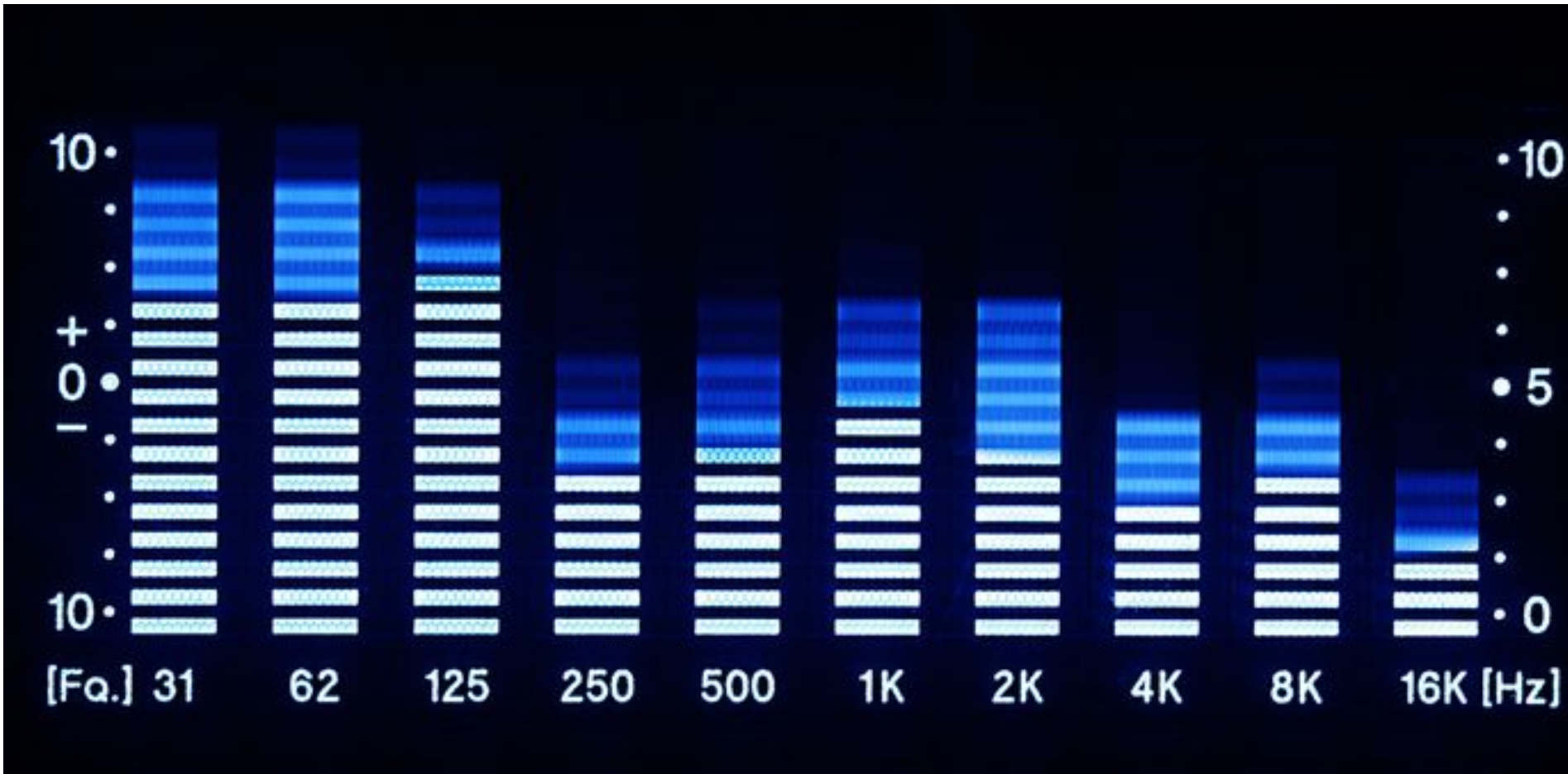
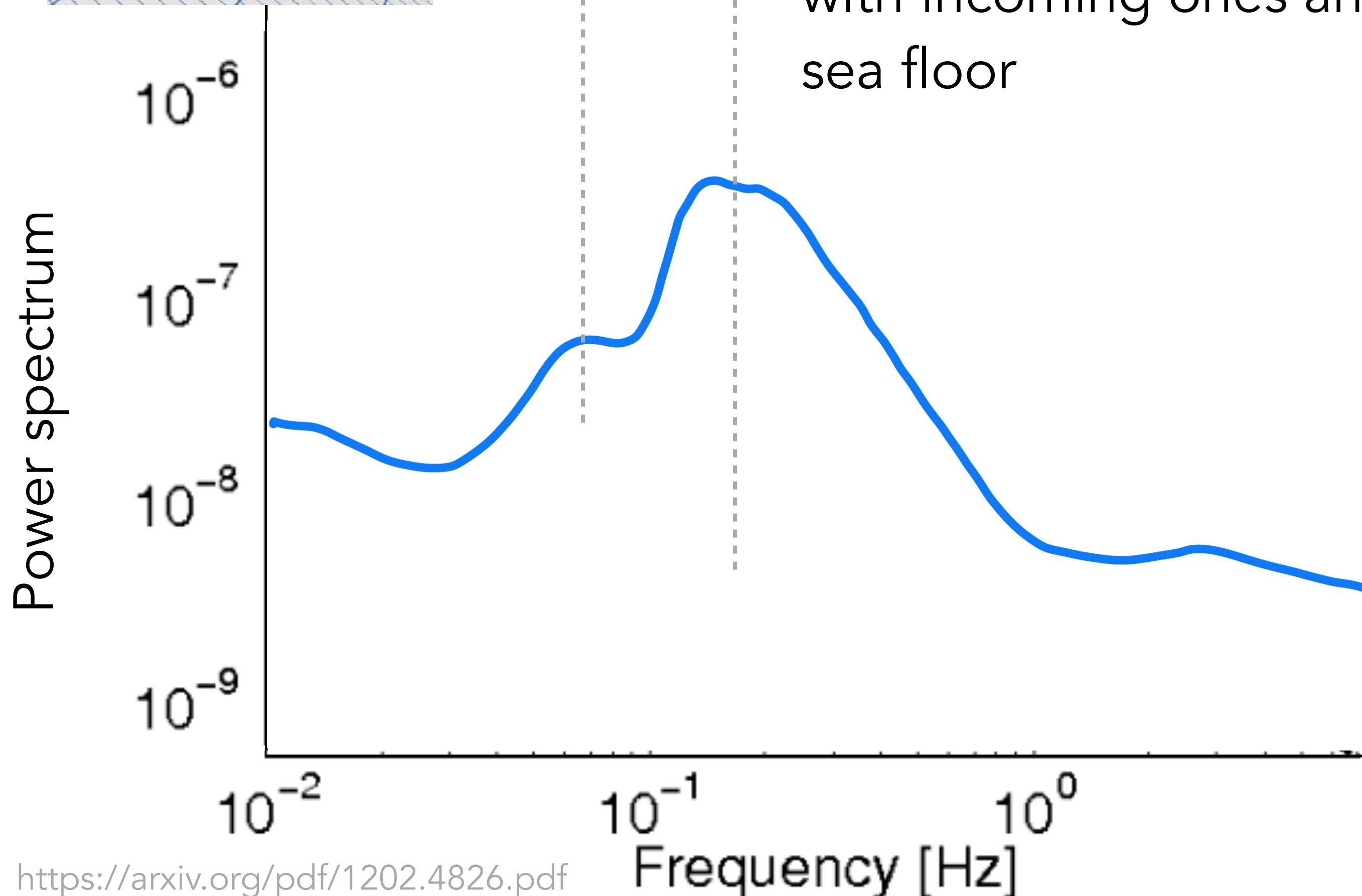
1D power spectrum

seismogram

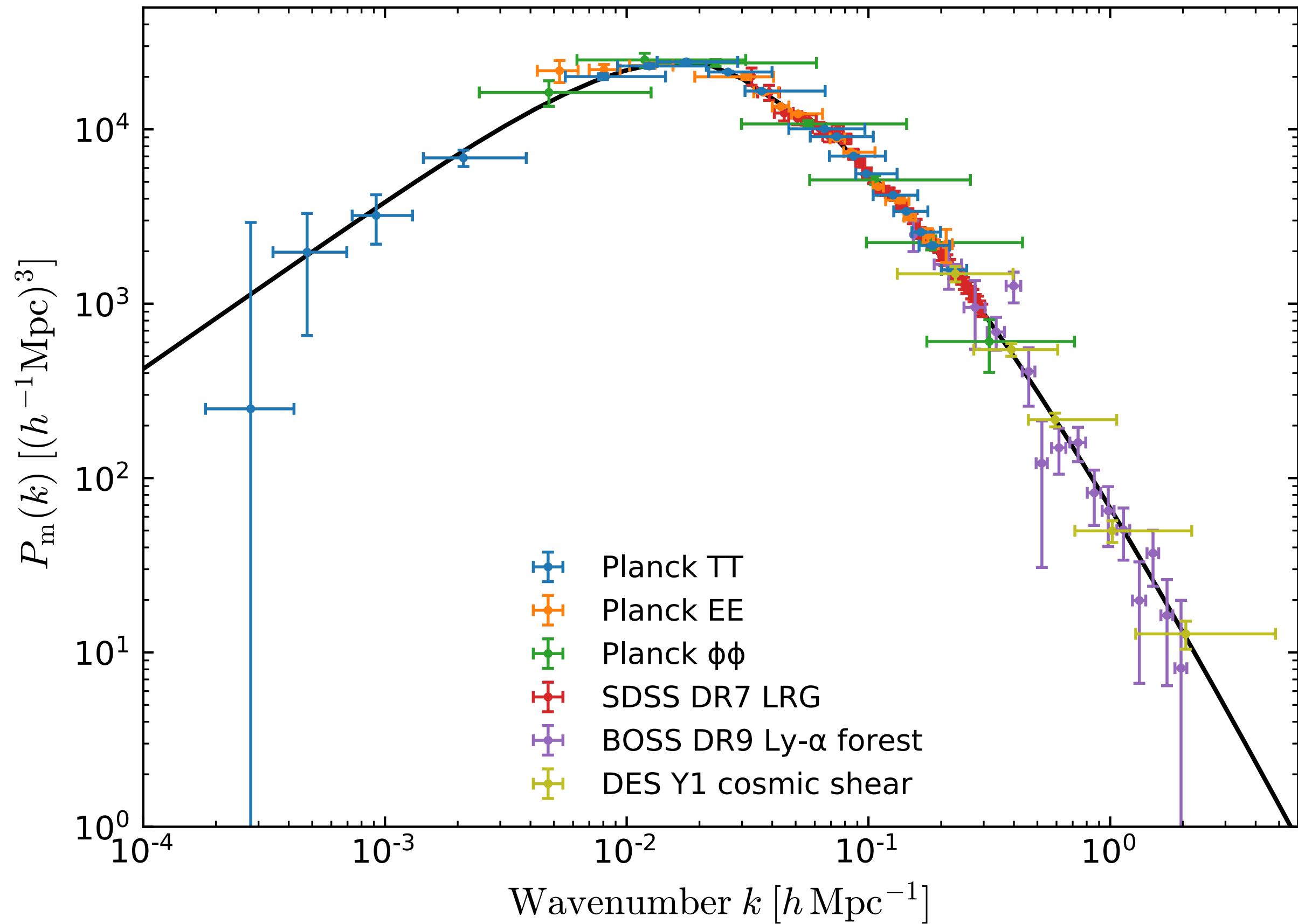
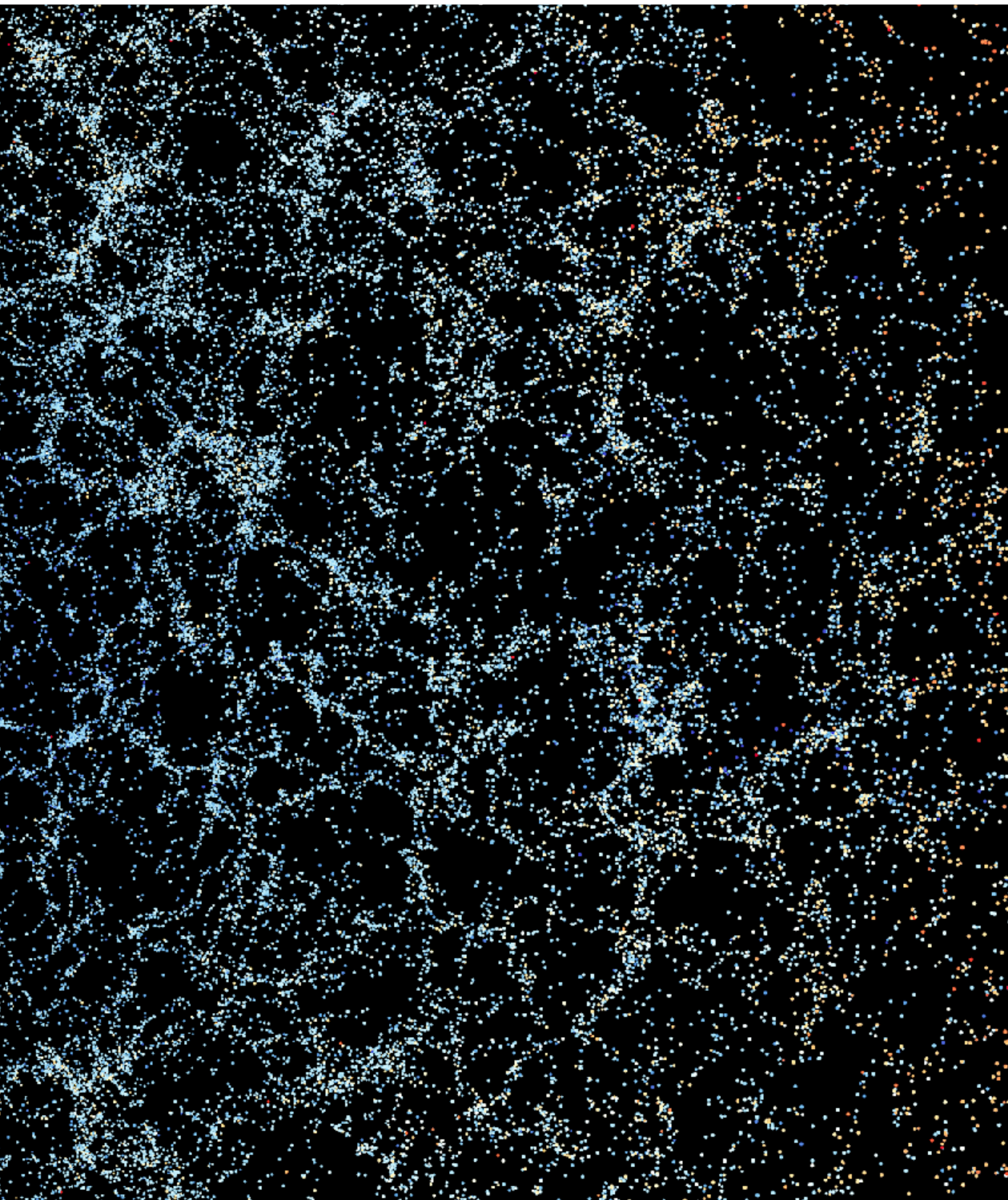


~15s: ocean waves hitting coastlines

~7s: reflected waves interacting with incoming ones and the sea floor



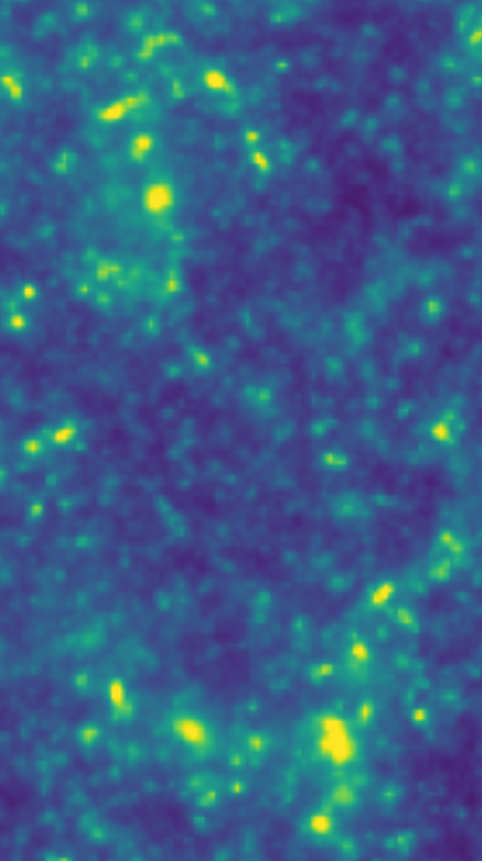
3D power spectrum in cosmology



> the gravitational potential energy (per unit volume)

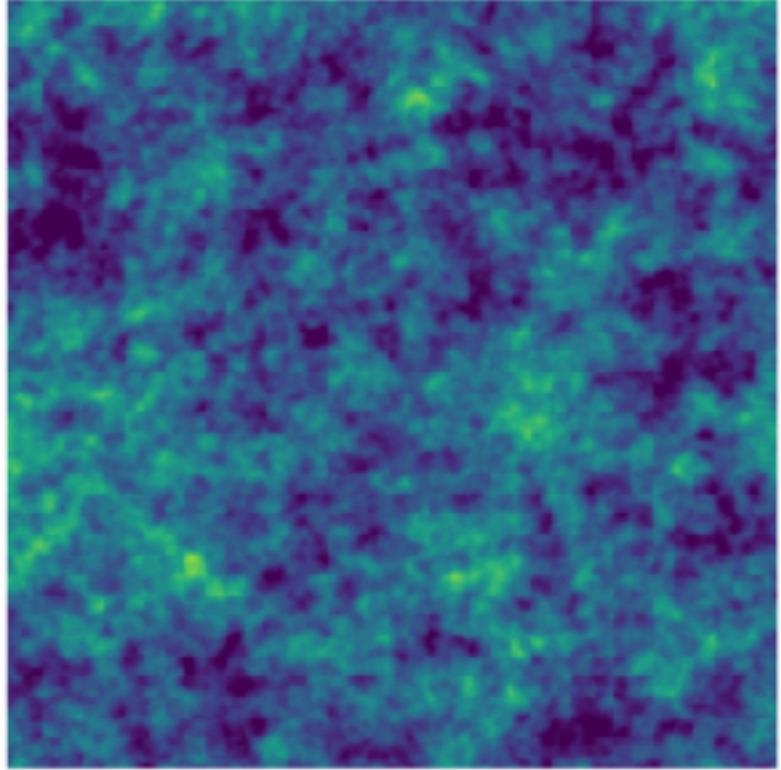
$$W = -\frac{3\Omega_m H_0^2}{8\pi^2 a} \int_0^\infty dk P(k, a)$$

The limitations of moment-based approaches



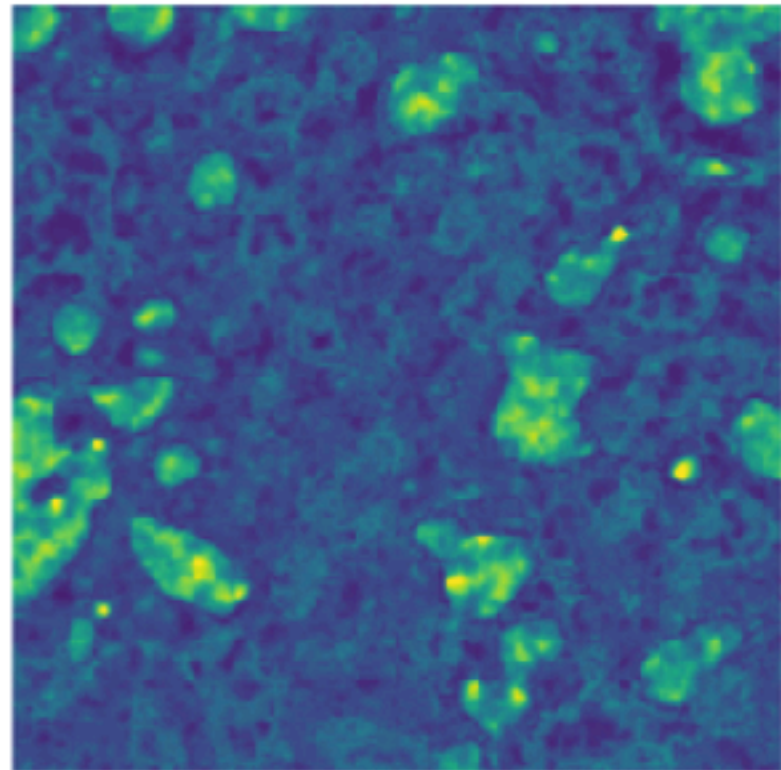
Power spectrum

$$P(k) = \langle |I_0 * e^{ikx}|^2 \rangle$$

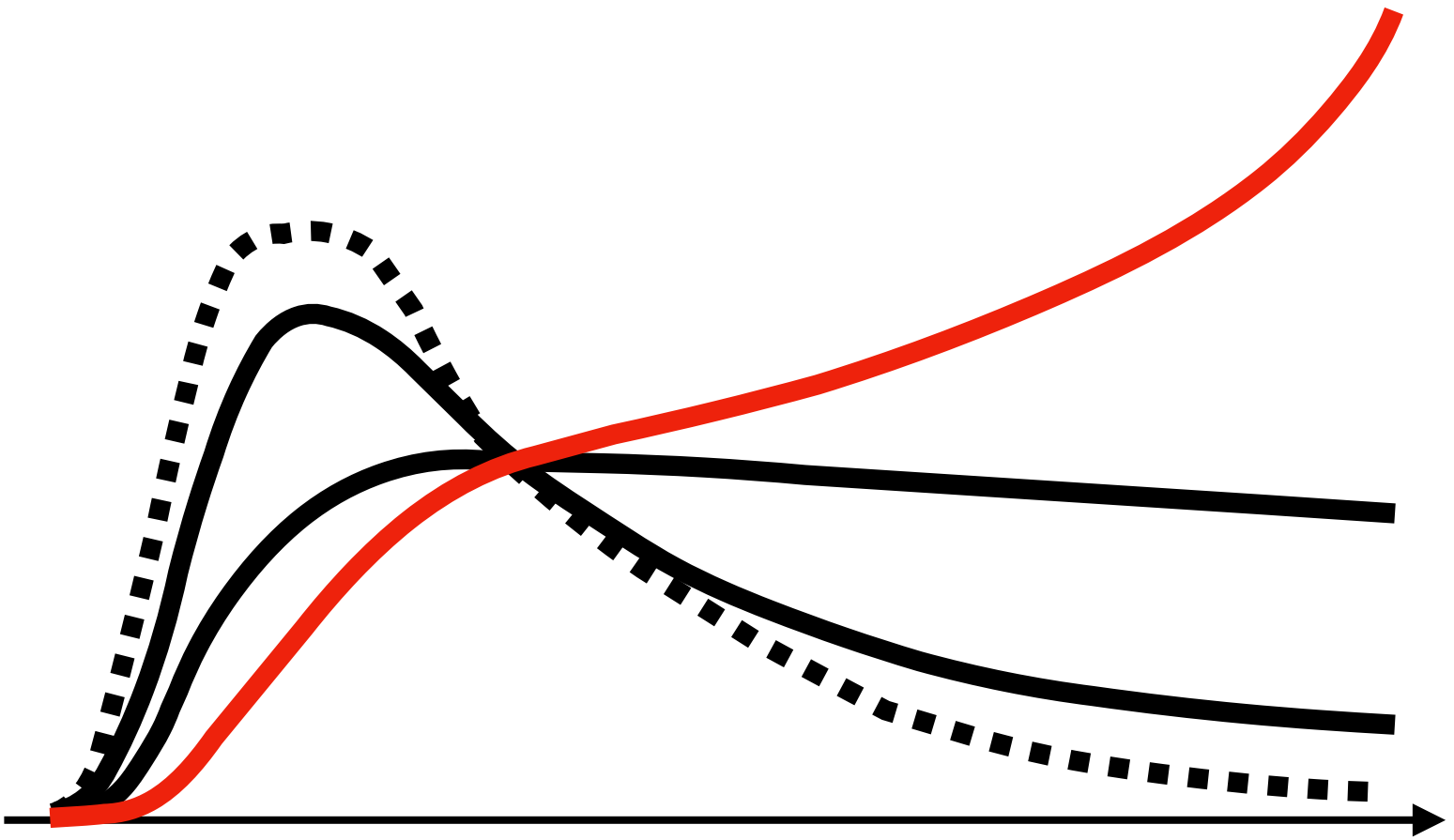


Higher-order statistics

$$B(k_1, k_2, k_3) = \langle (I_0 * e^{ik_1x}) (I_0 * e^{ik_2x}) (I_0 * e^{ik_3x}) \rangle$$



High-order moments **amplify** the tail: $\langle x \rangle, \langle x^2 \rangle, \langle x^3 \rangle, \dots$



motivated by physics,
perturbation theory
but too limited and unstable

?

driven by performance
on complex tasks
but "black boxes"

10

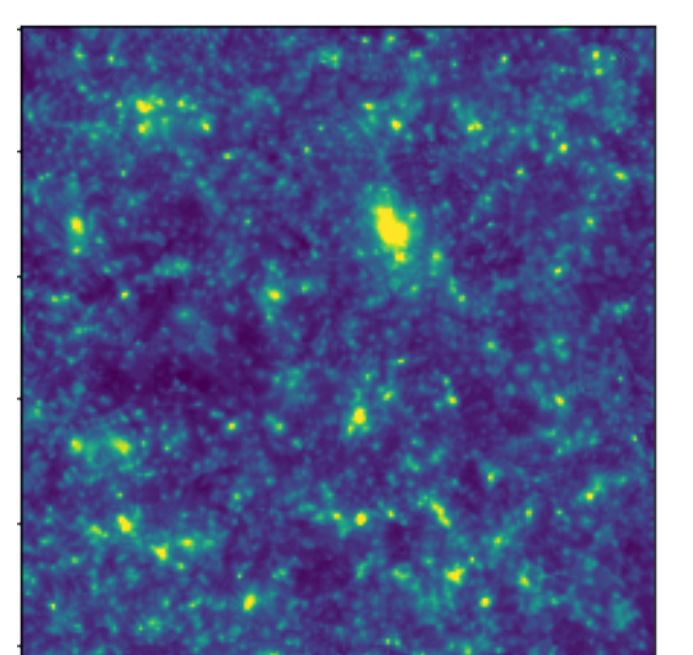
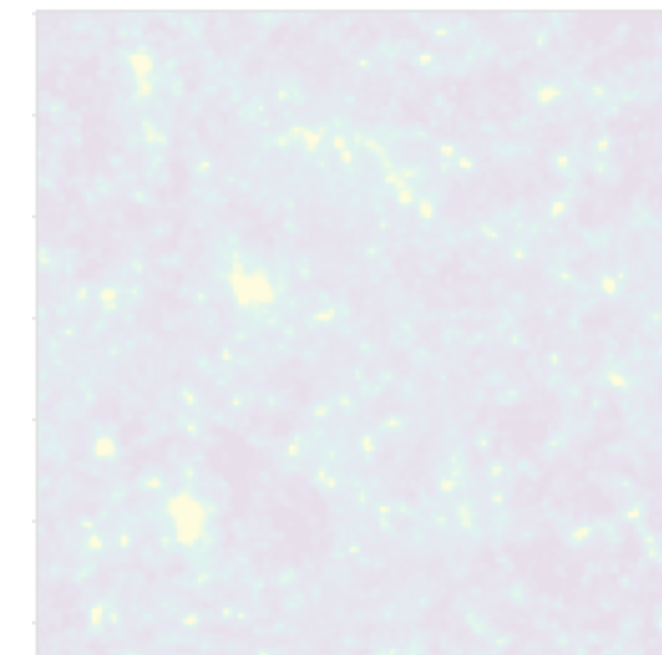
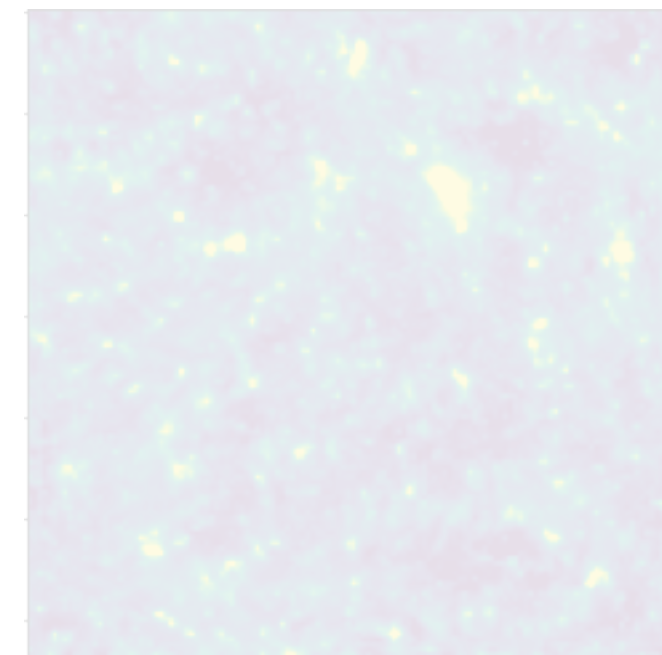
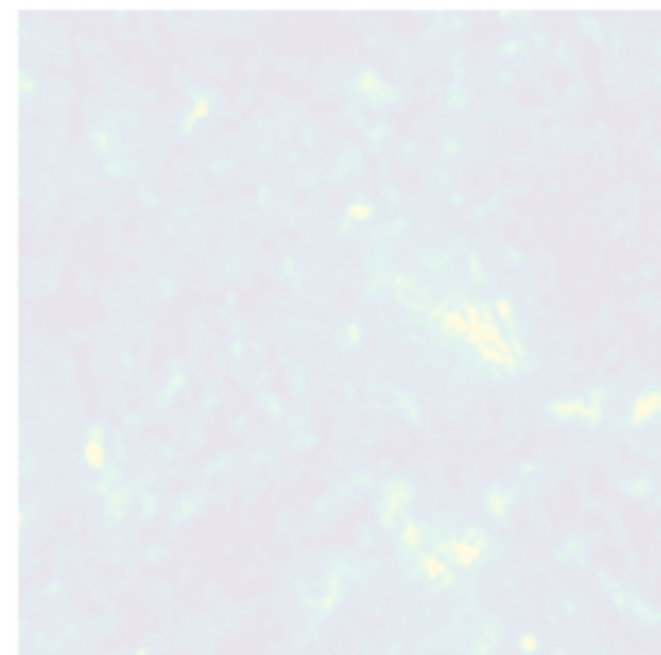
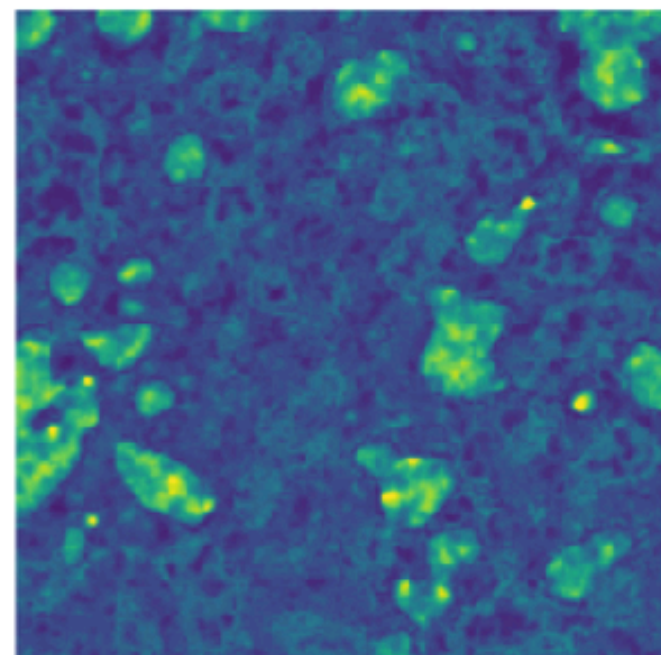
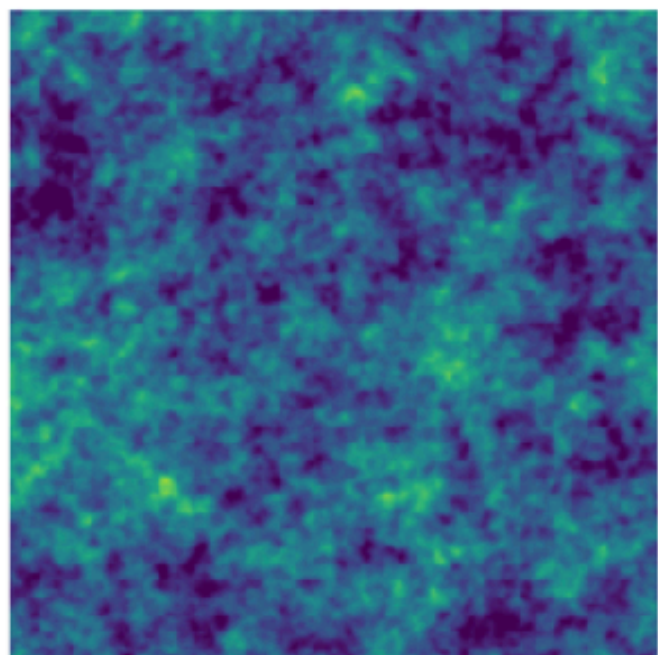
100

1,000

10,000

100,000

1 million



power
spectrum

bispectrum

scattering
transform

scattering
covariance

phase harmonic
transform

Convolutional
neural network

motivated by physics,
perturbation theory
but too limited and unstable

motivated by the mathematics
of neural networks

driven by performance
on complex tasks
but "black boxes"

10

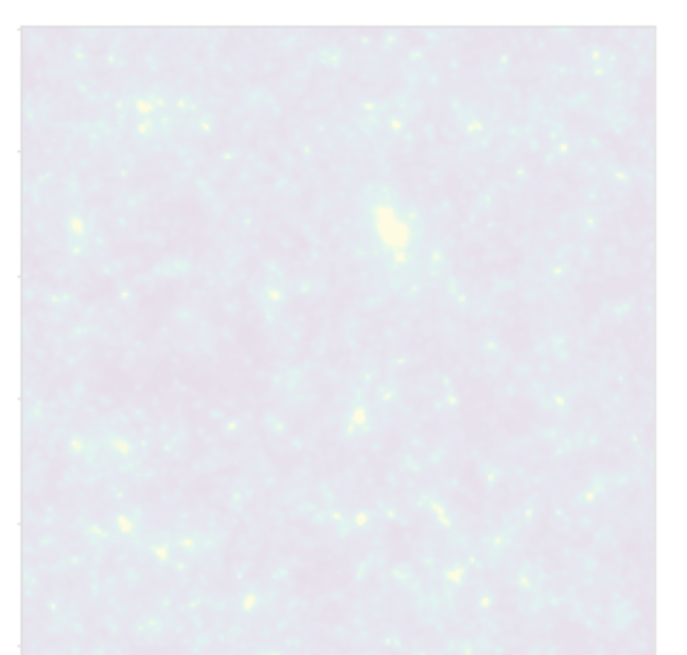
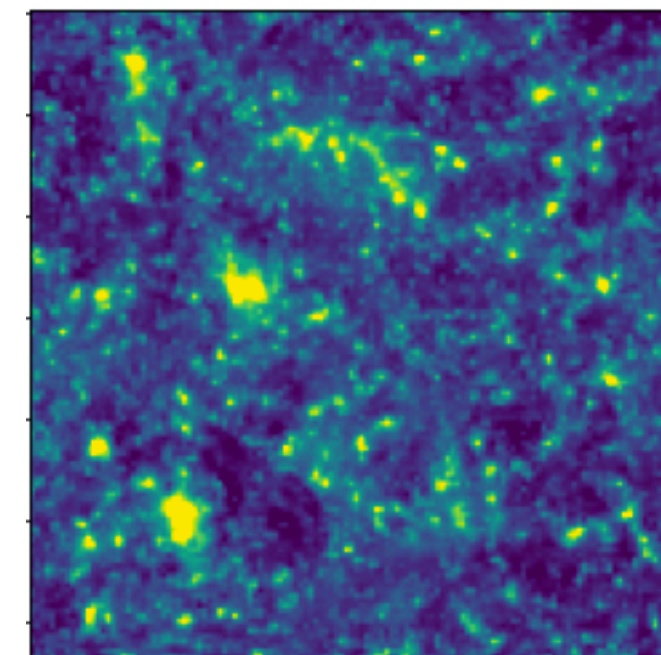
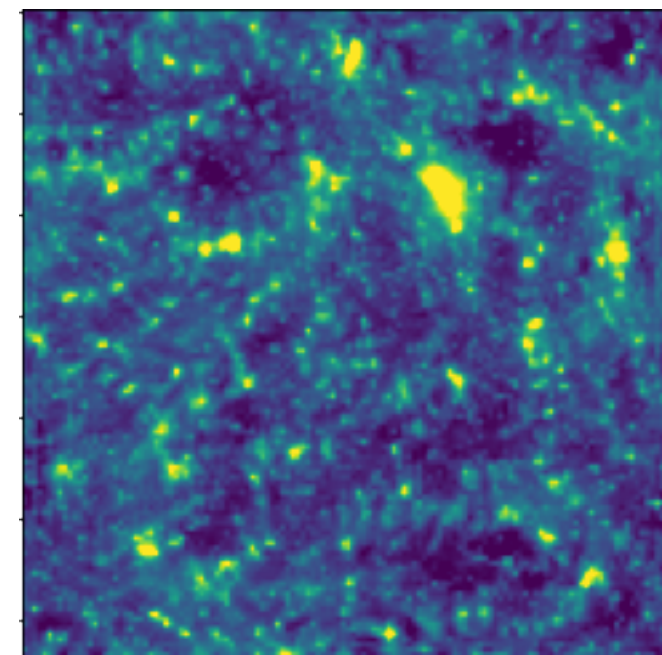
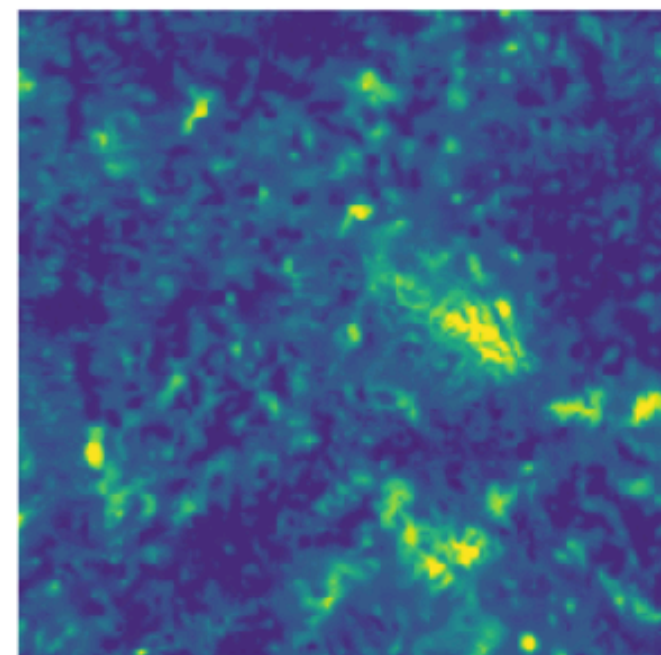
100

1,000

10,000

100,000

1 million



power
spectrum

bispectrum

scattering
transform

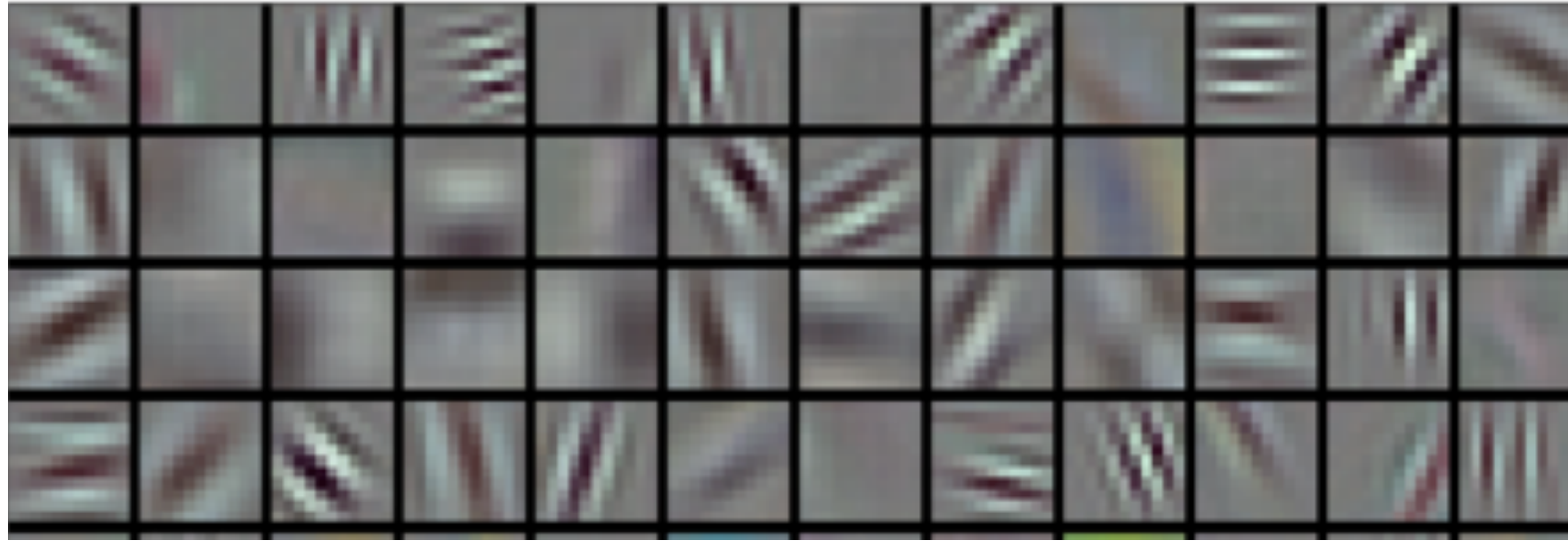
scattering
covariance

phase harmonic
transform

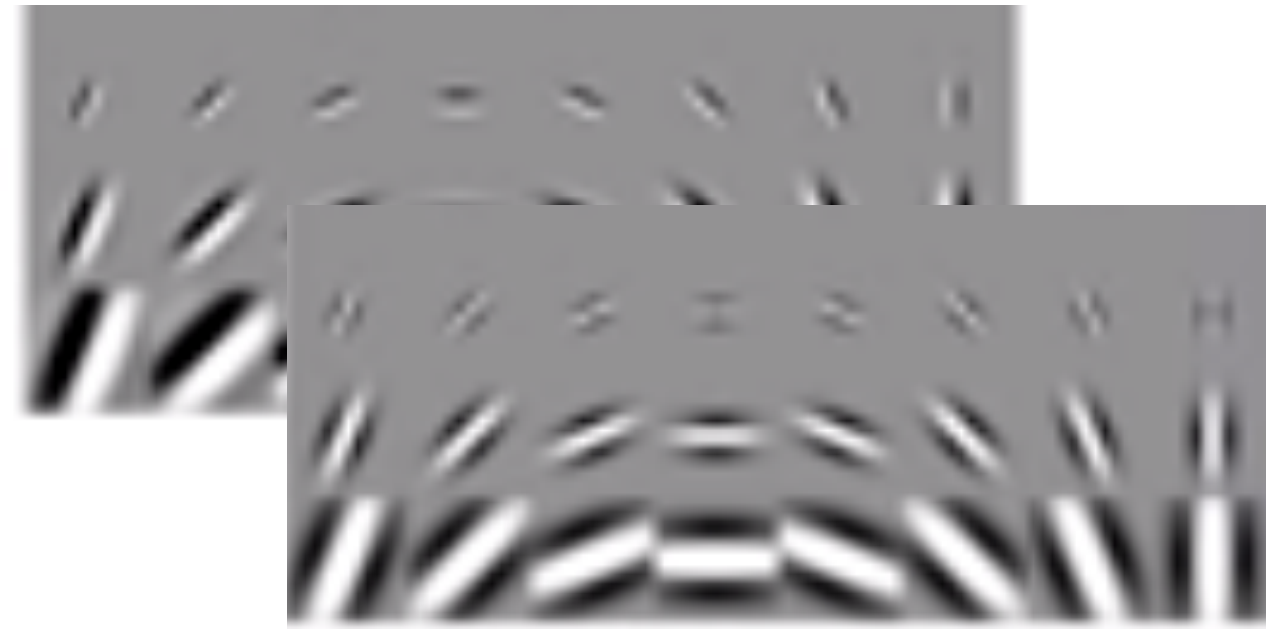
Convolutional
neural network

How to design a mathematical network?

kernels learned in AlexNet



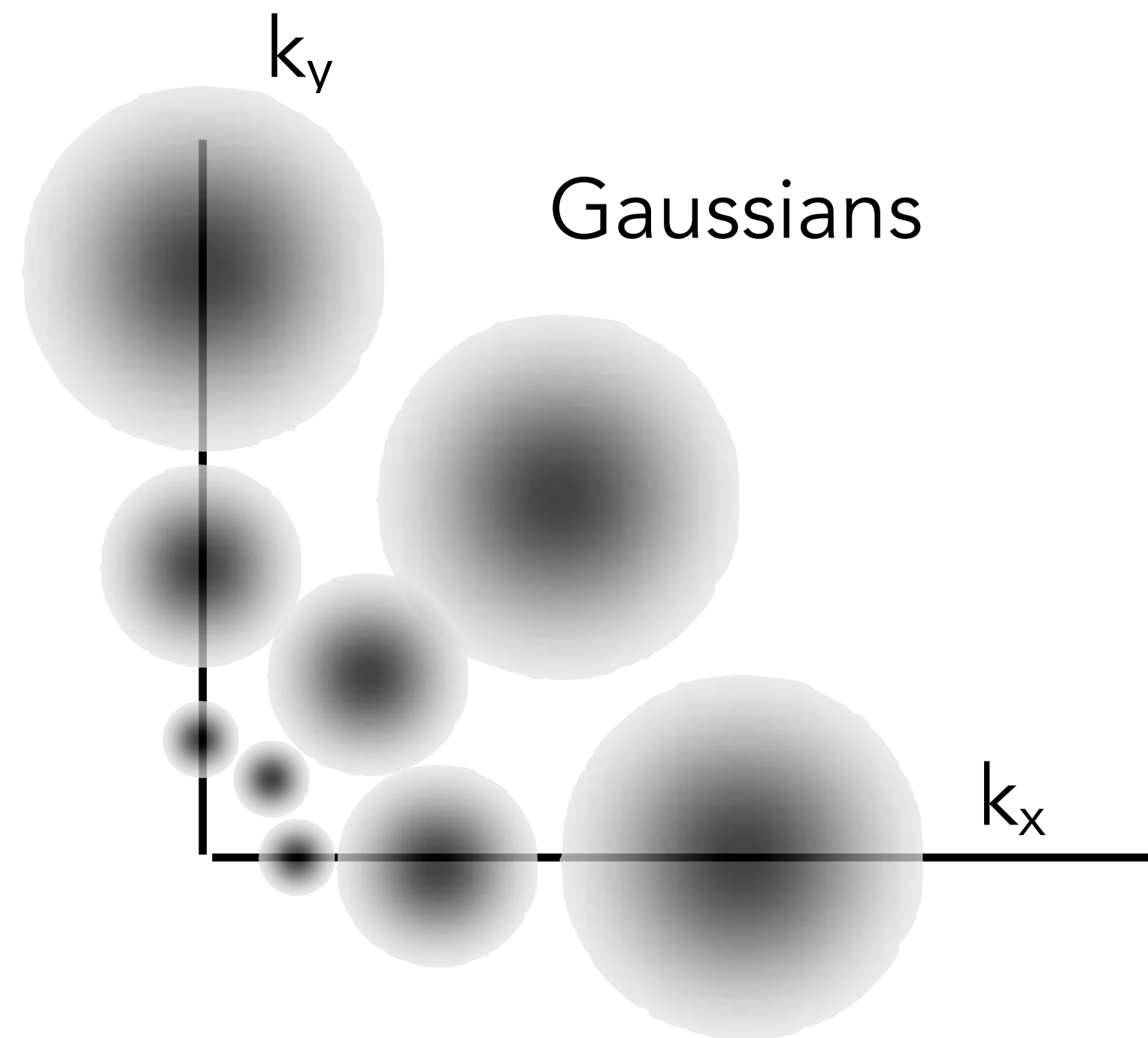
Let's organize them



→ Gabor wavelets $\psi(x)$

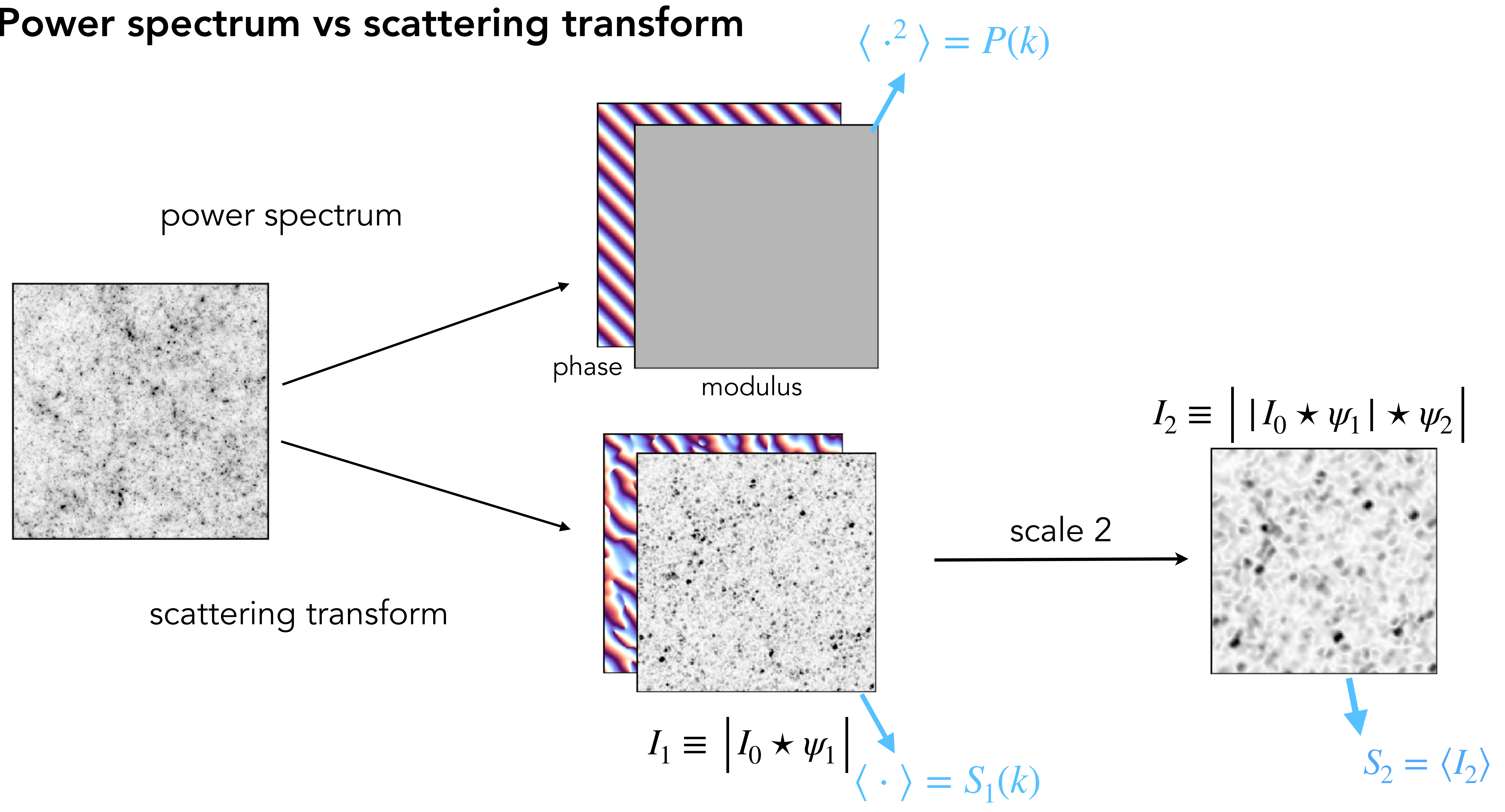
(Krizhevsky, Sutskever, & Hinton 2012)

Fourier representation



→ family of scaled & rotated
Gaussians $\tilde{\psi}(k)$

Power spectrum vs scattering transform



Scattering transform

Mallat 2012

$$S_1(k_1) = \langle |I \star \psi| \rangle$$

$$S_2(k_1, k_2) = \langle ||I \star \psi_{k_1}| \star \psi_{k_2}| \rangle$$

...

$$S_n(k_1, \dots, k_n) = \langle |||I \star \psi_{k_1}| \star \psi_{k_2}| \dots \star \psi_{k_n}| \rangle$$

Properties:

- The filters are not learned
- Invariant to translation (+rotation)
- Stable to deformations
- Preserves energy
- Contracting

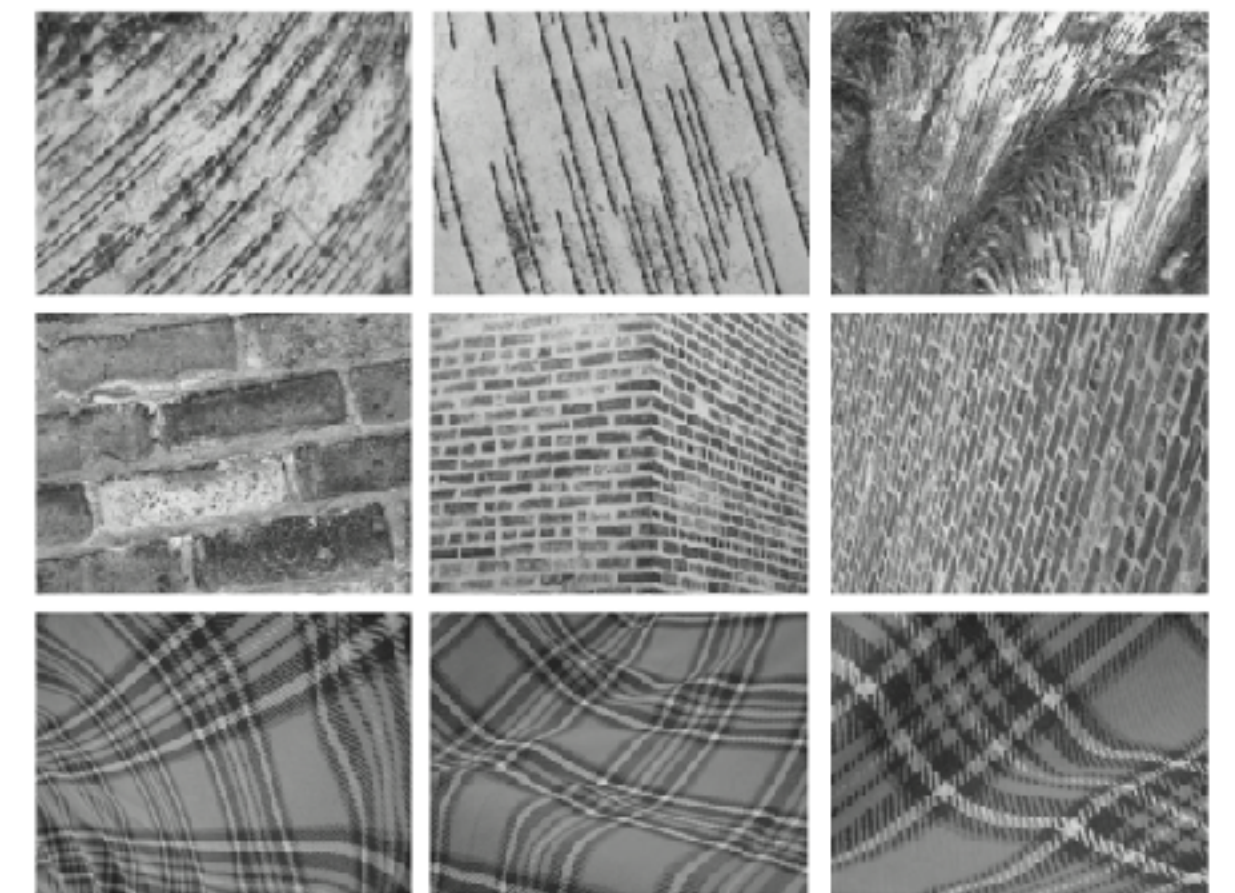
MNIST classification



3 4 2 1 9 5 6 2 1 8
8 9 1 2 5 0 0 6 6 4
6 7 0 1 6 3 6 3 7 0
3 7 7 9 4 6 6 1 8 2
2 9 3 4 3 9 8 7 2 5
1 5 9 8 3 6 5 7 2 3
9 3 1 9 1 5 8 0 8 4
5 6 2 6 8 5 8 8 9 9
3 7 7 0 9 4 8 5 4 3
7 9 6 4 7 0 6 9 2 3

Bruna & Mallat 2013

texture classification

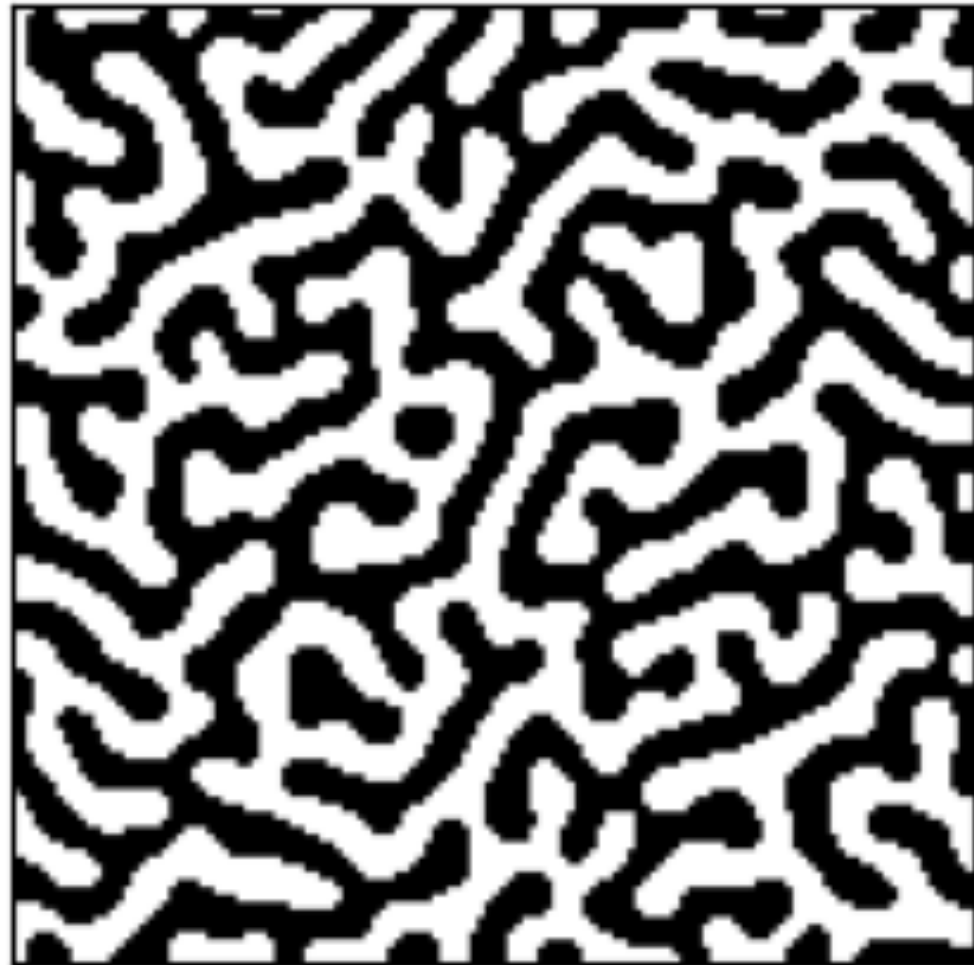


Sifre & Mallat 2013

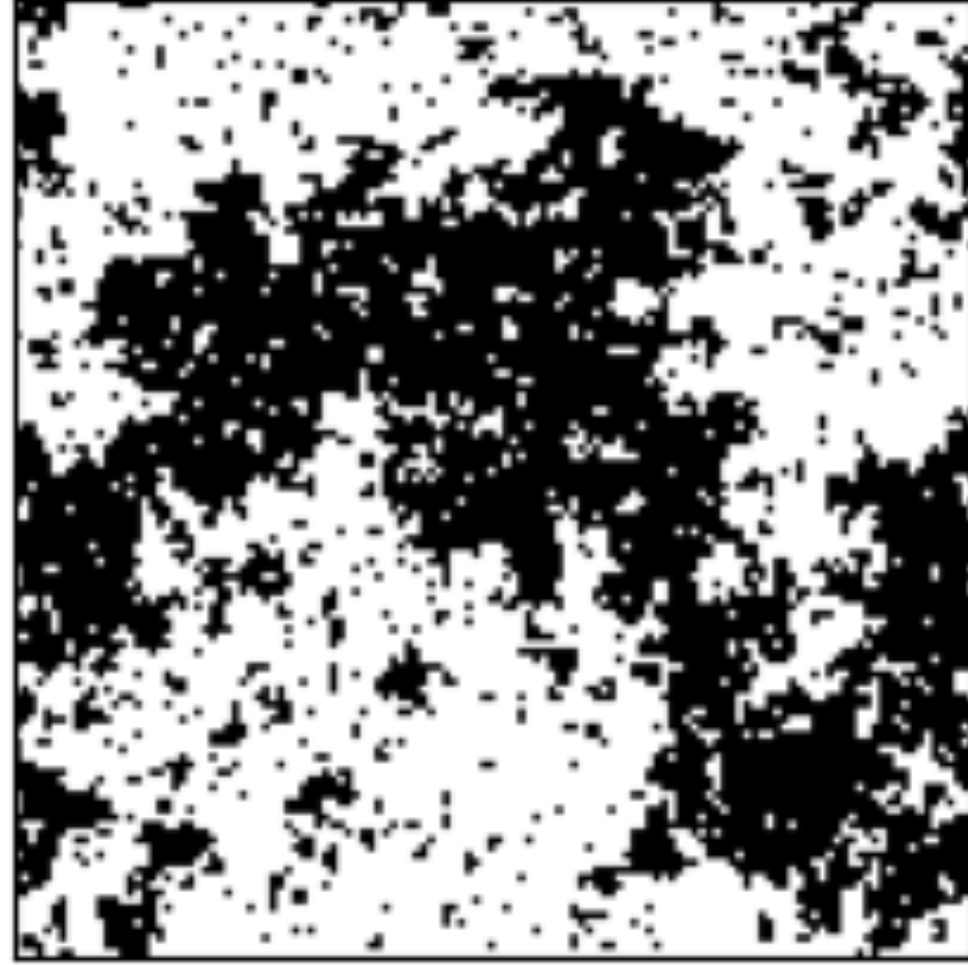
What can it do for scientific data analyses?

- synthesis
- parameter inference
- exploratory data analysis

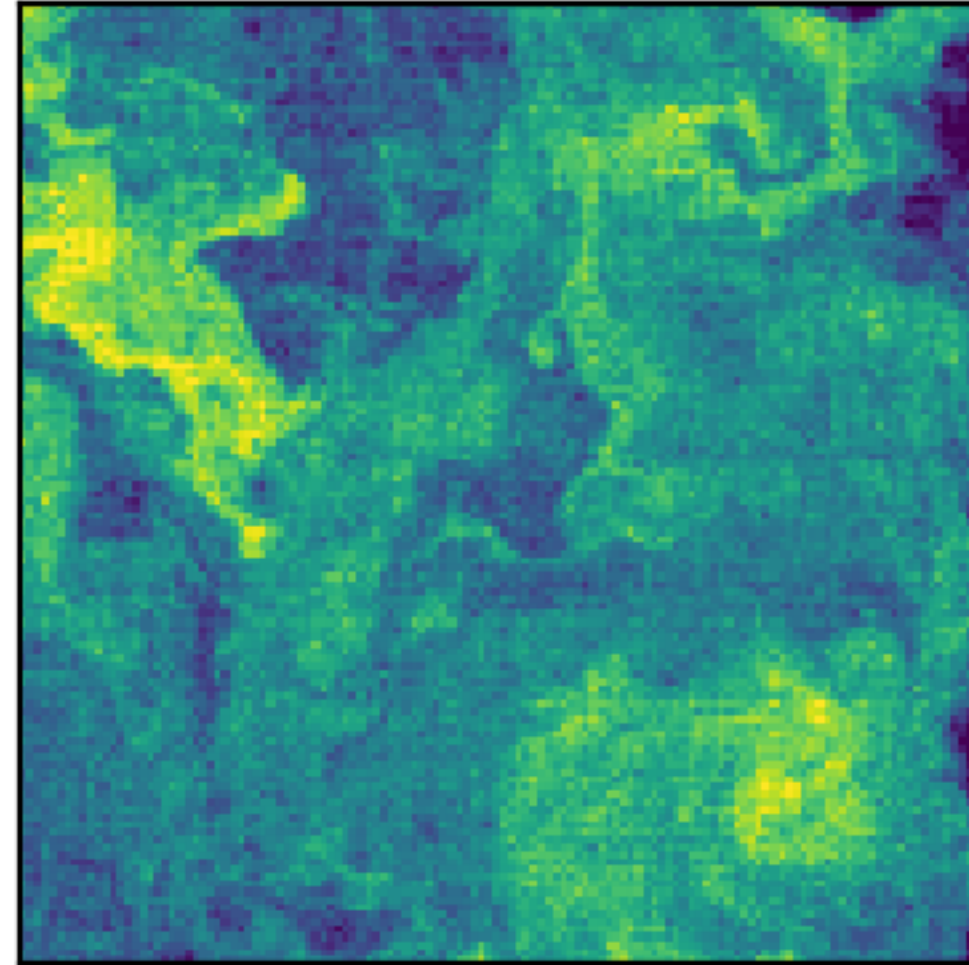
Turing pattern



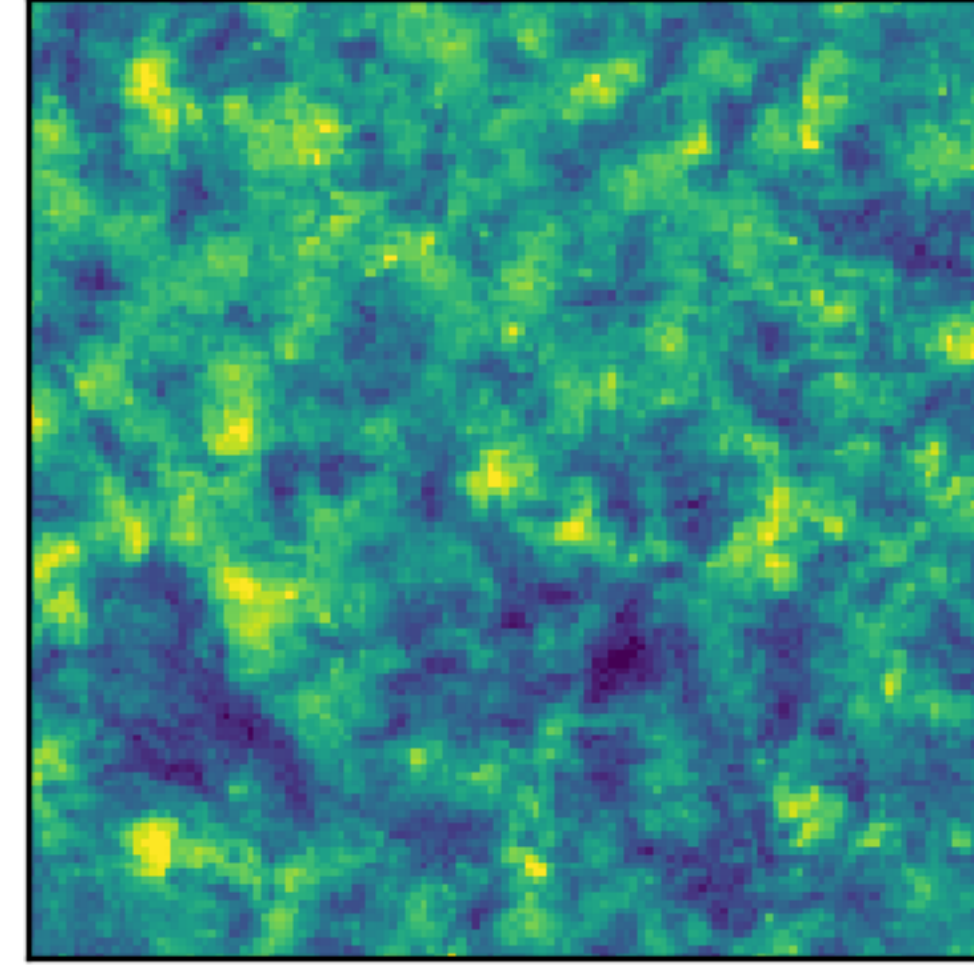
Ising model



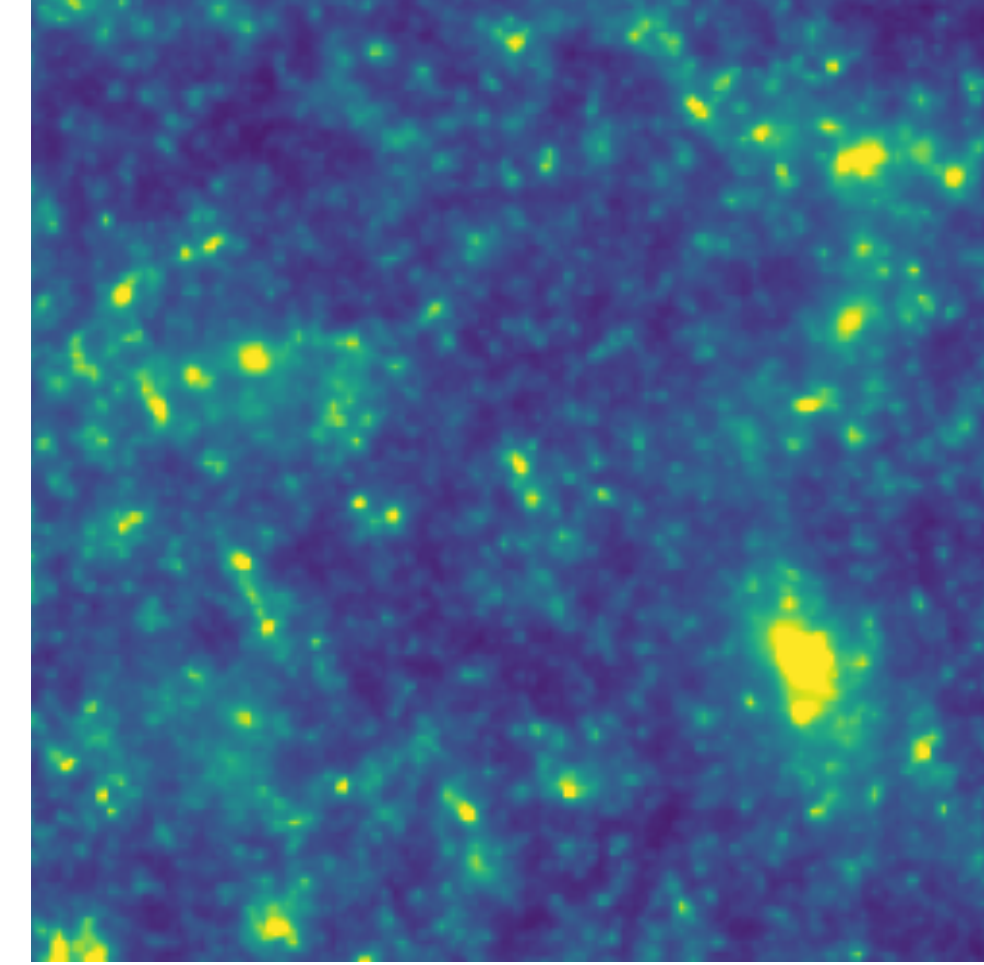
sea temperature



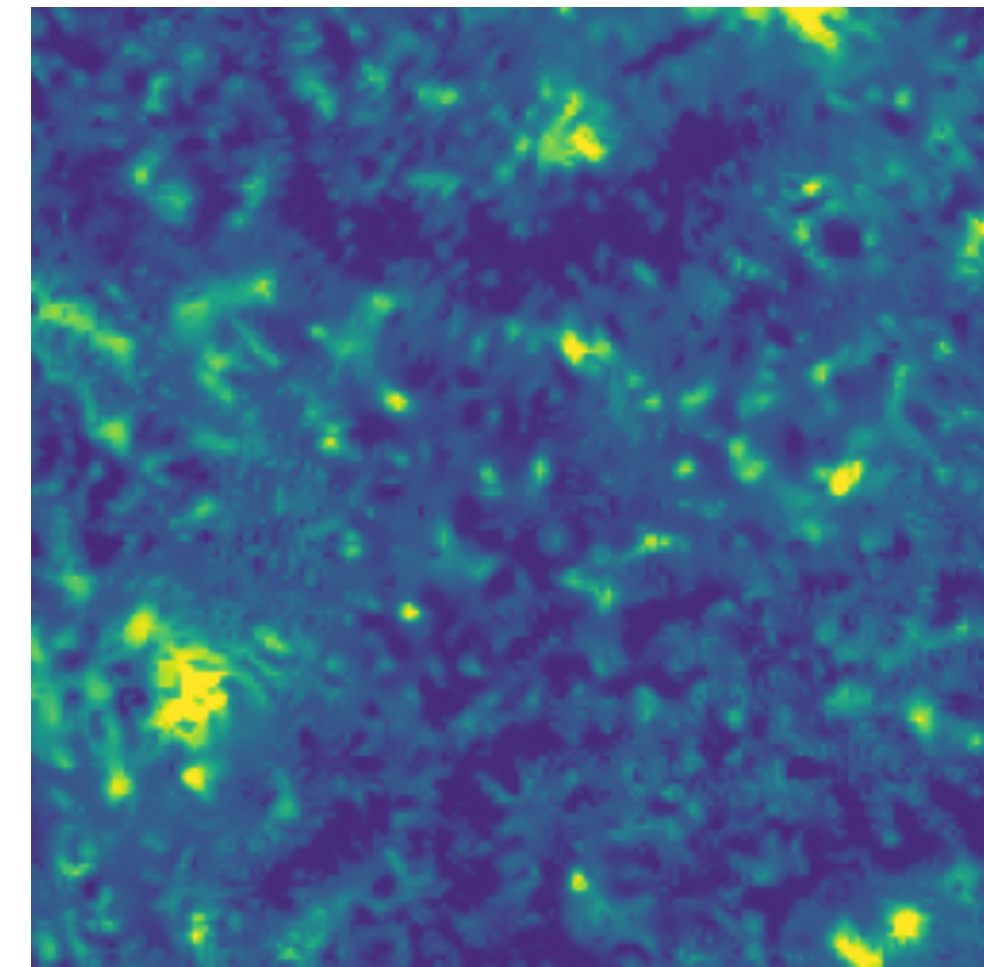
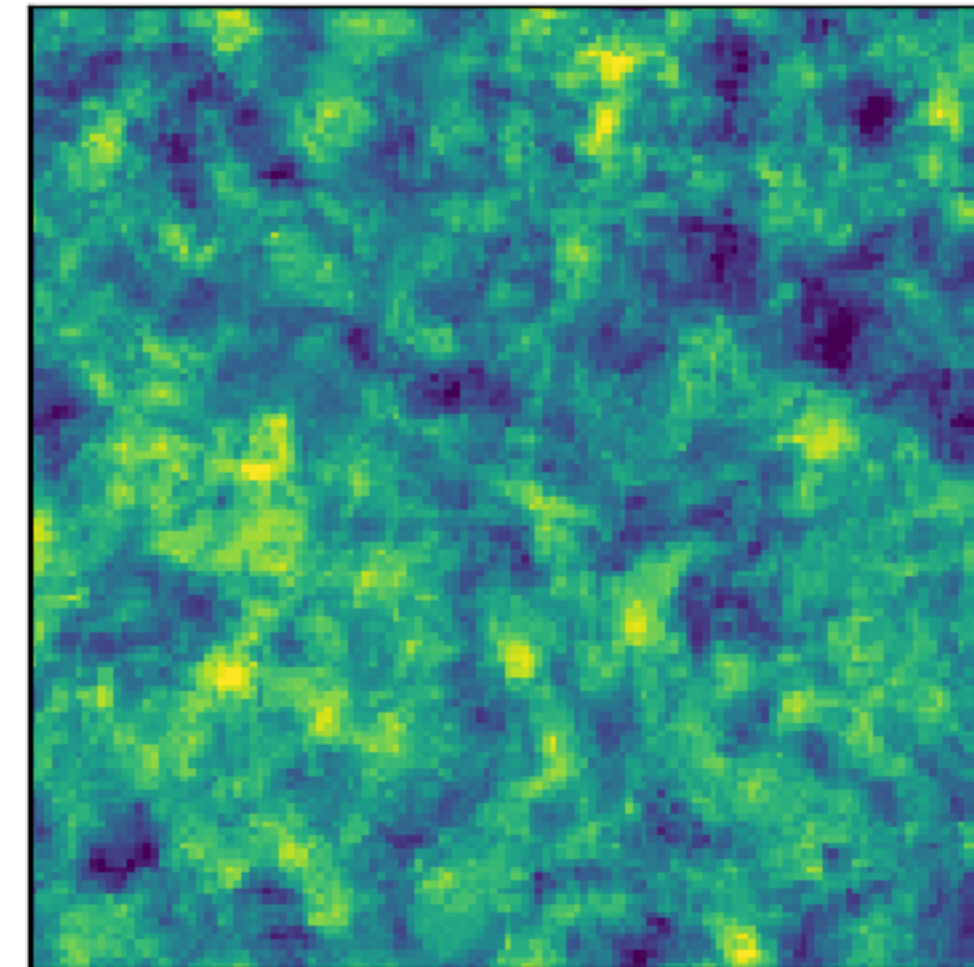
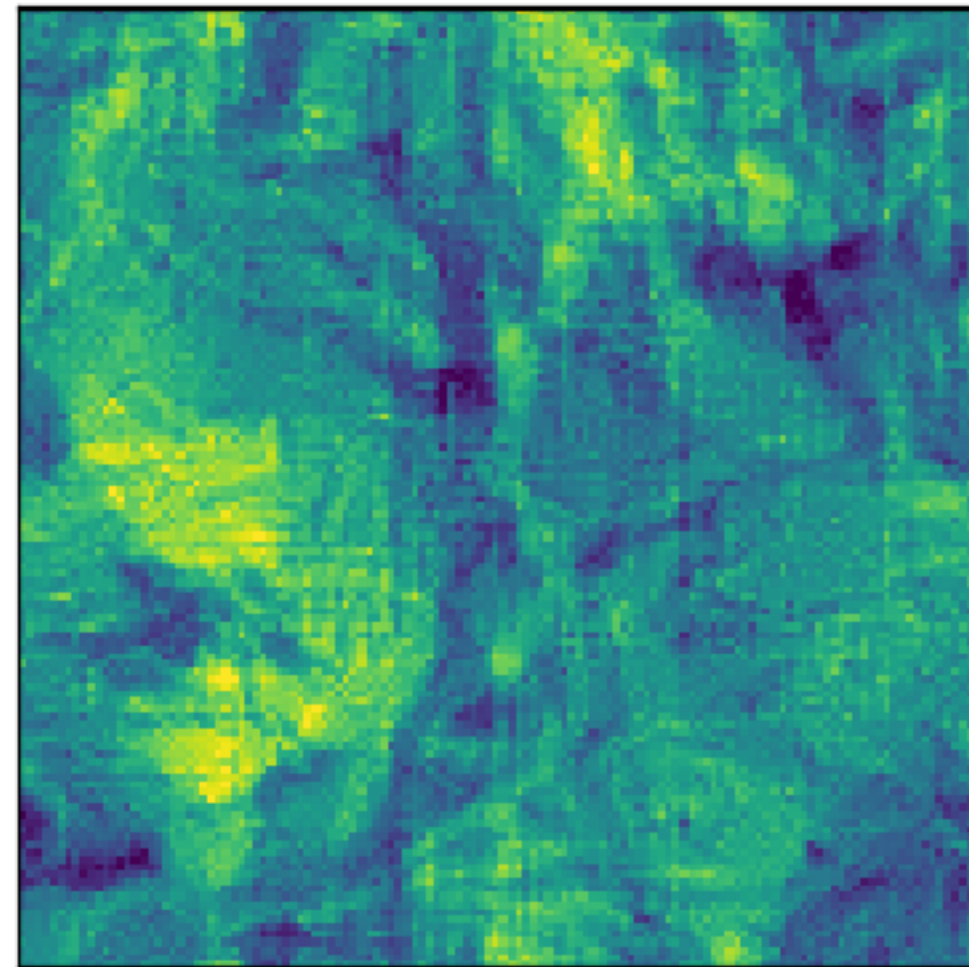
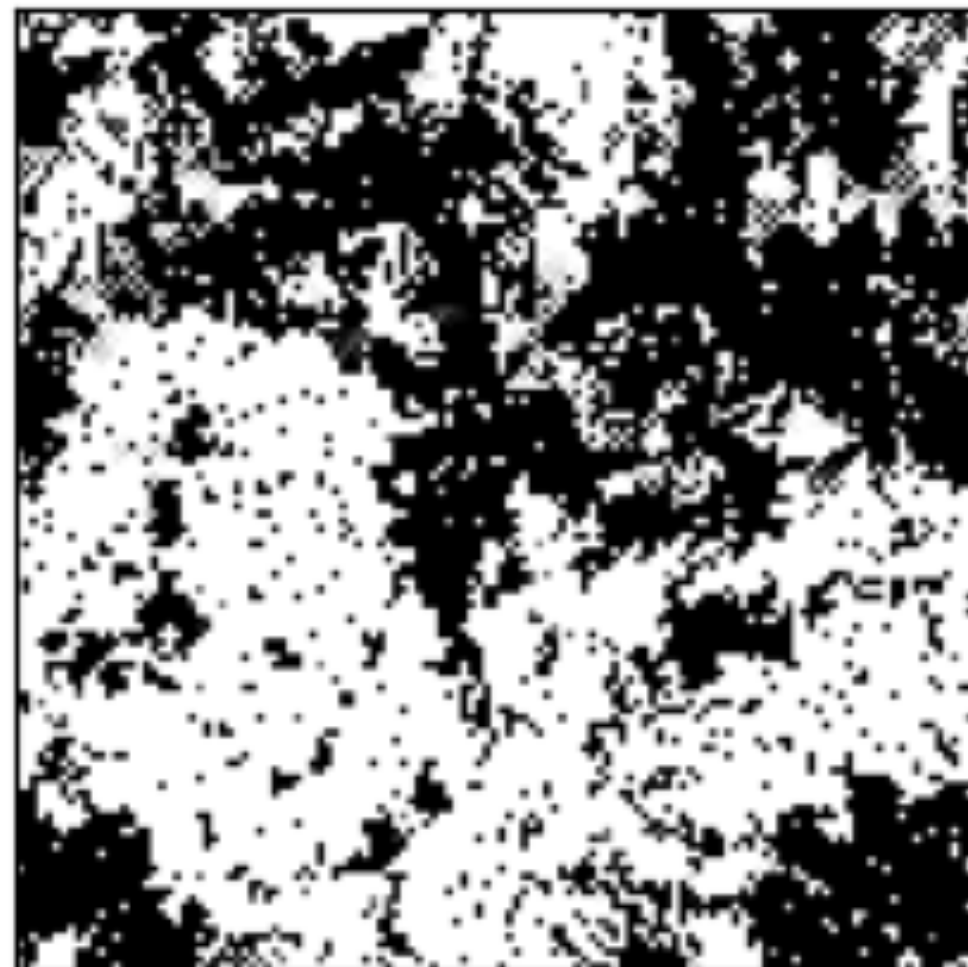
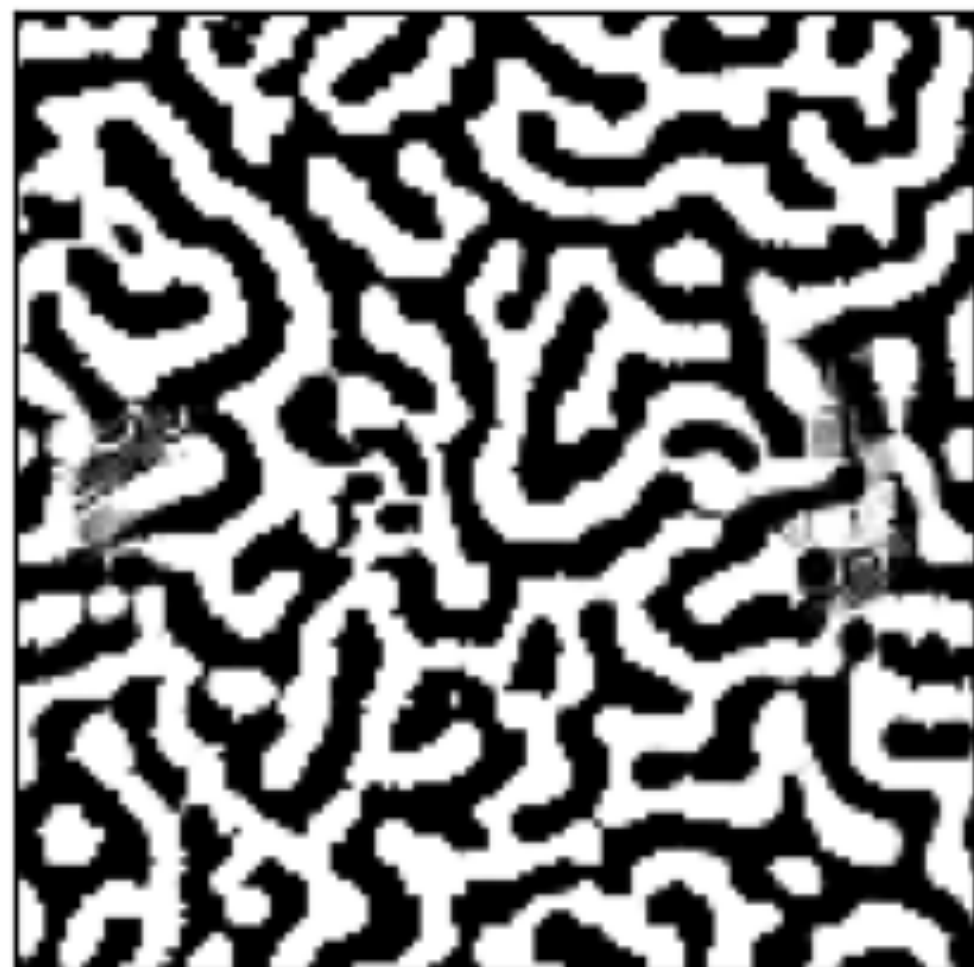
solar surface



cosmic matter

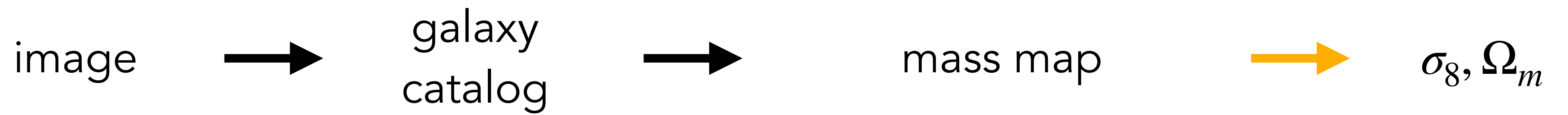
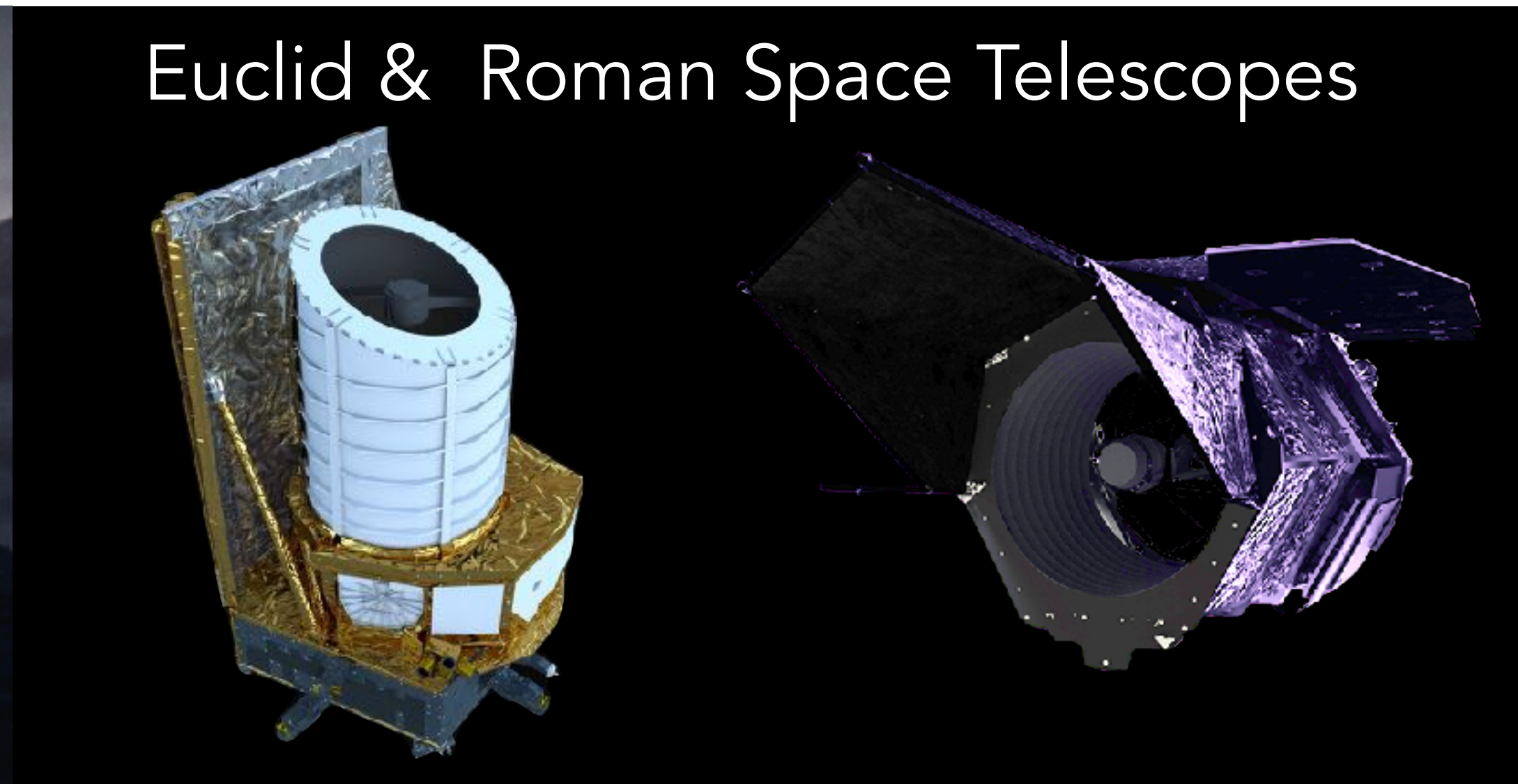


Syntheses with 2nd order scattering transform (+ min,max values)

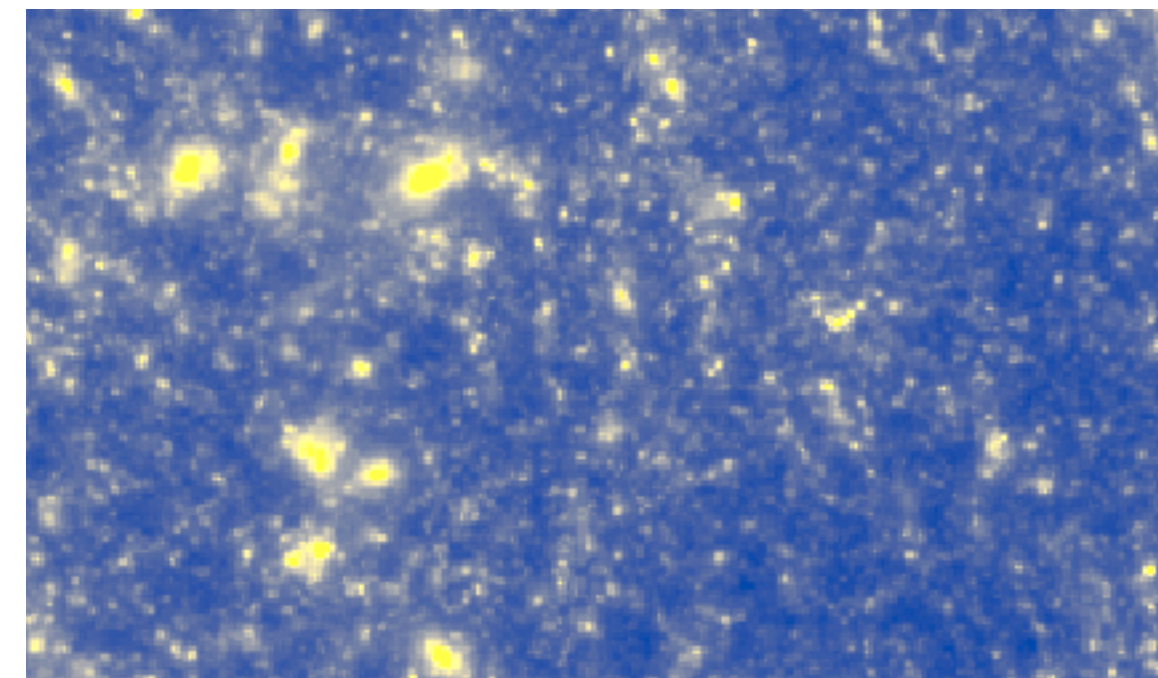


→ for many physical fields, it captures most of the information

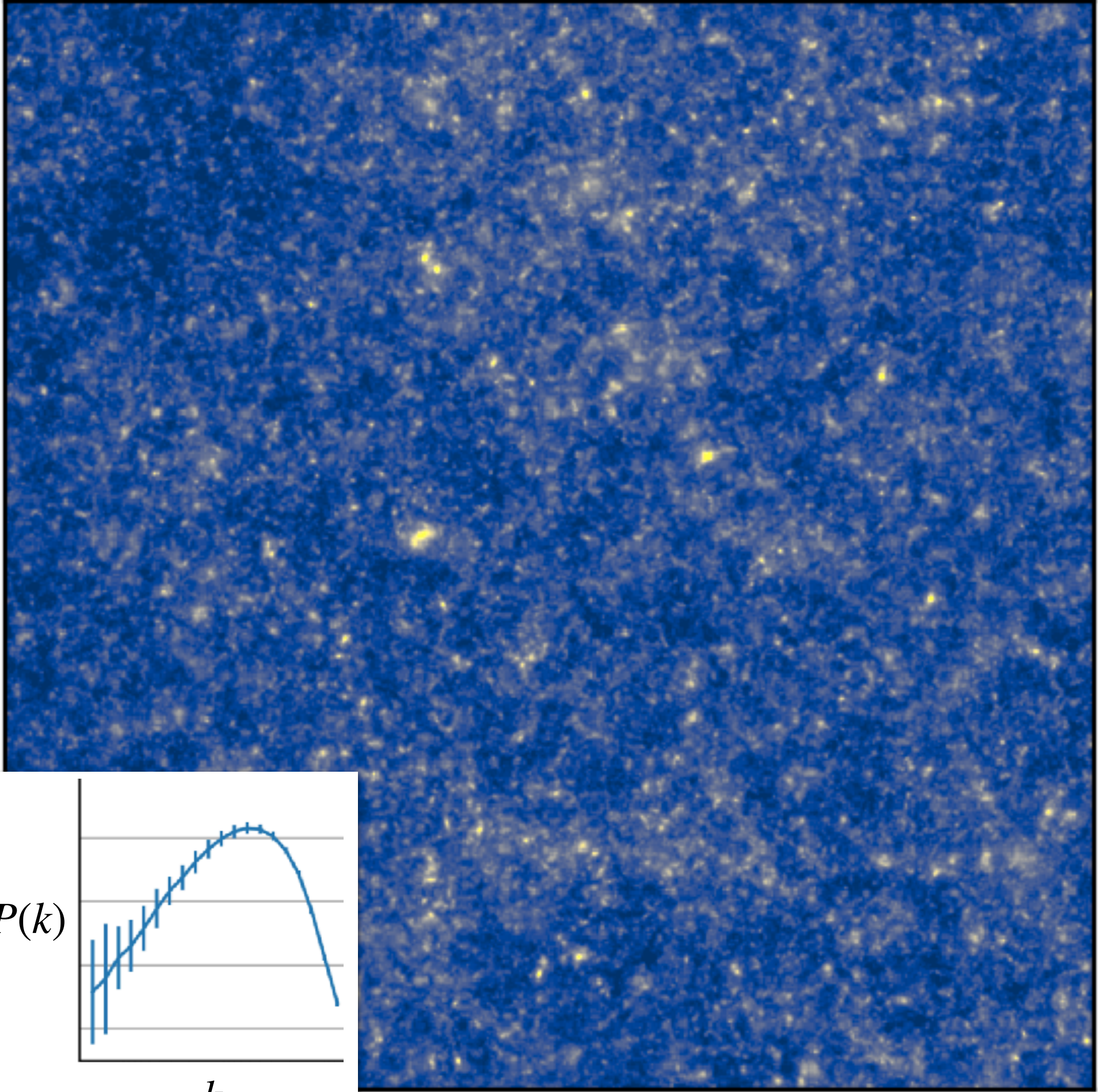
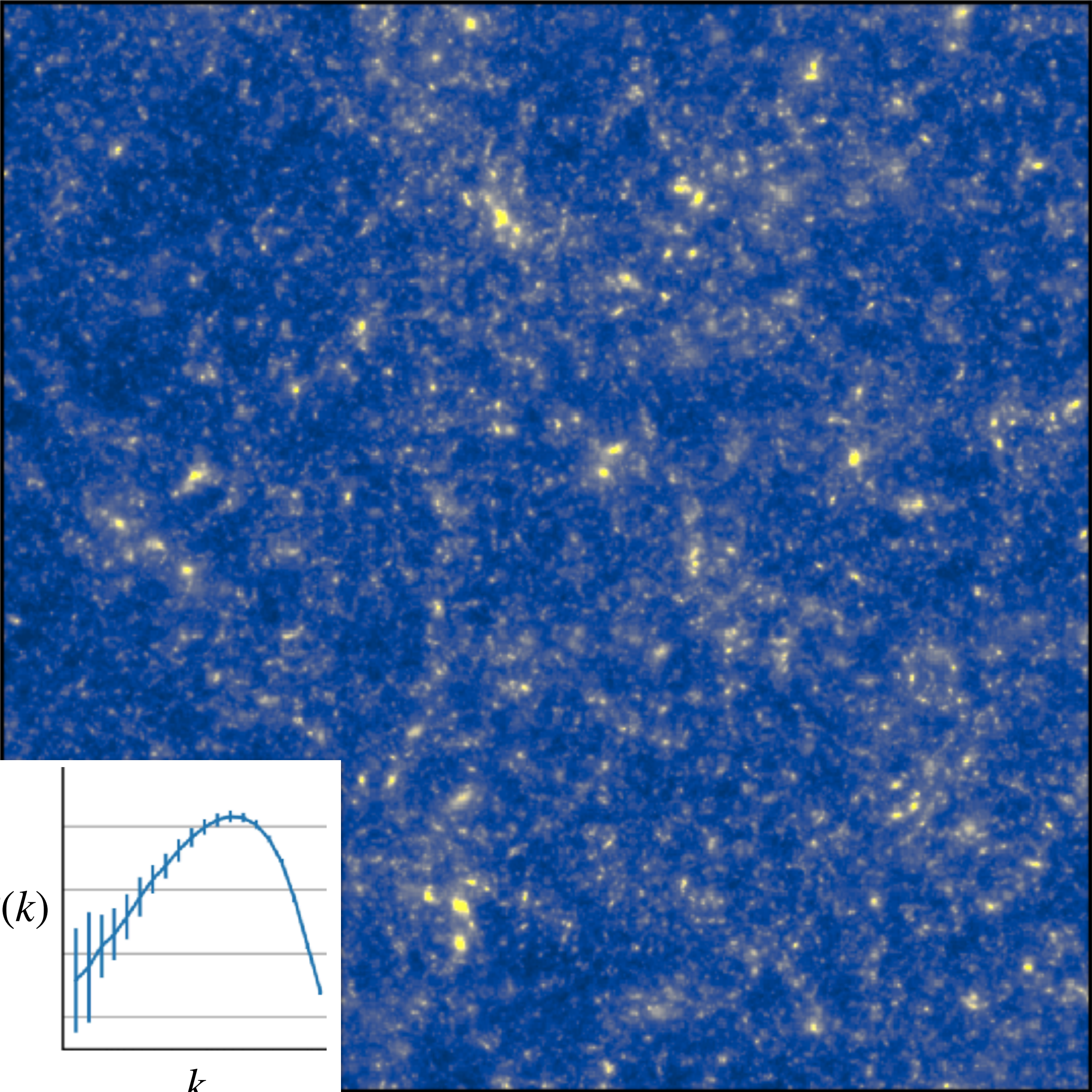
Parameter inference in cosmology — the texture of the Universe



$$\begin{pmatrix} x_1, y_1, \epsilon_1 \\ x_2, y_2, \epsilon_2 \\ x_3, y_3, \epsilon_3 \\ x_4, y_4, \epsilon_4 \\ \dots \end{pmatrix}$$



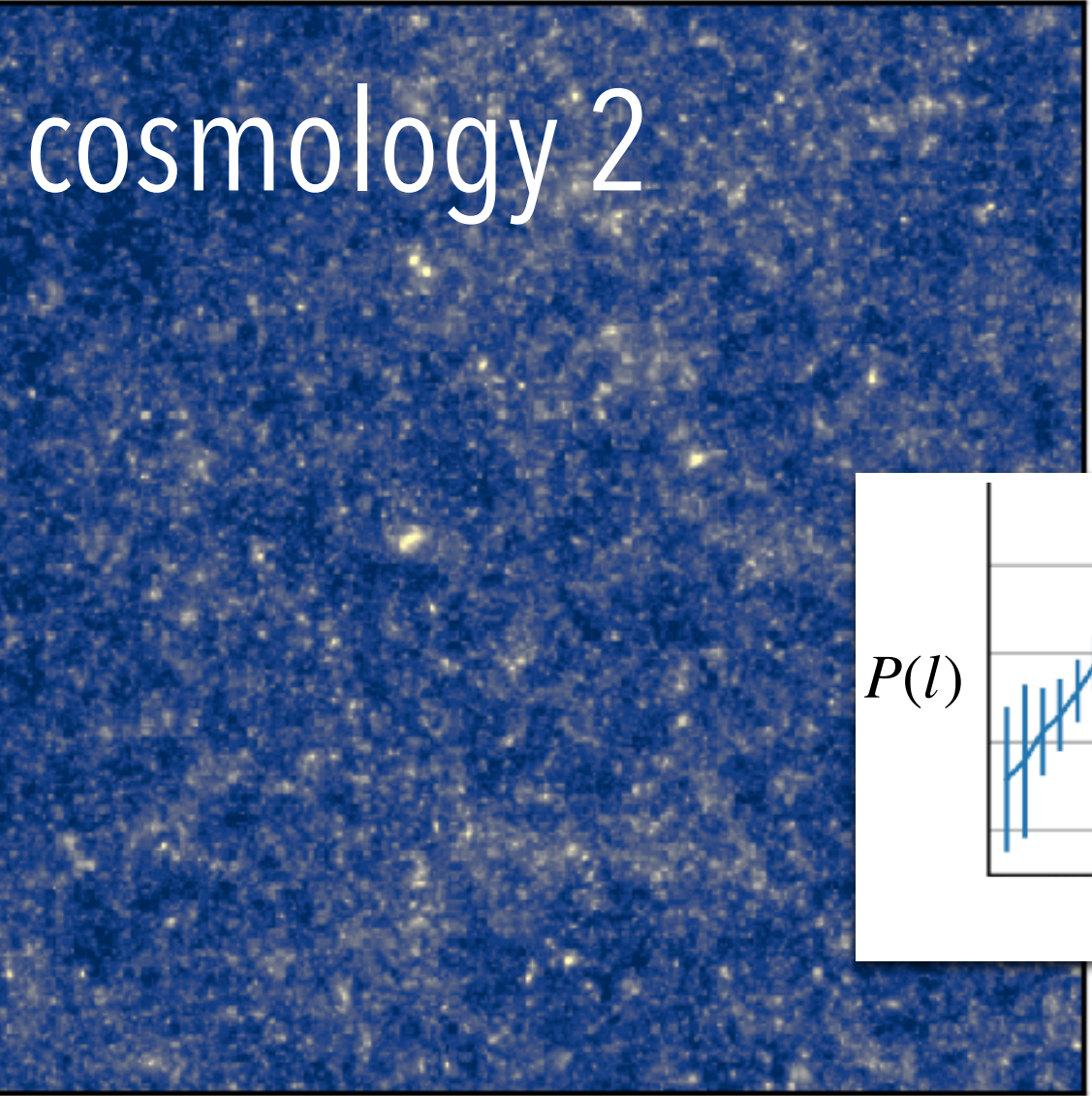
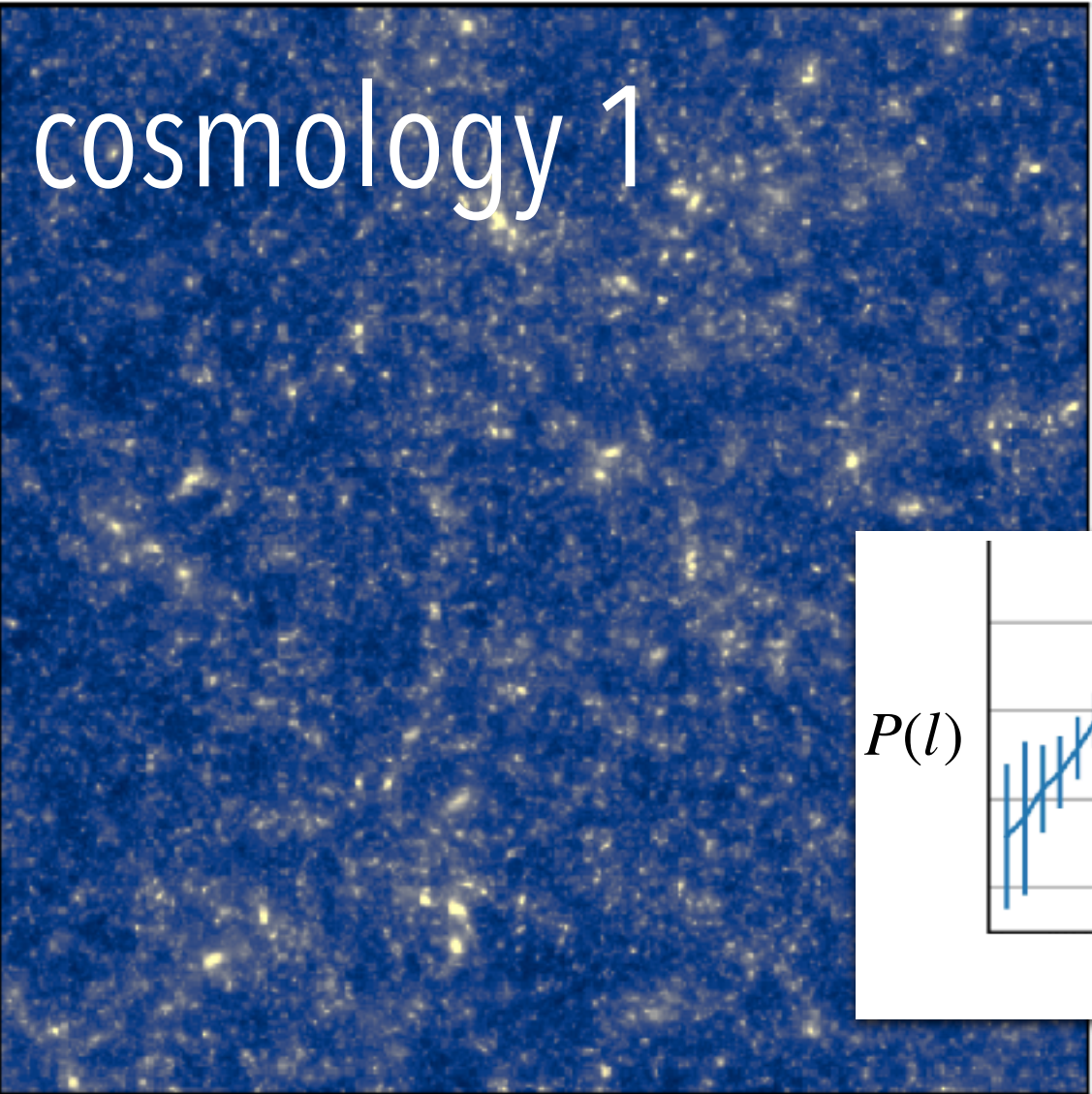
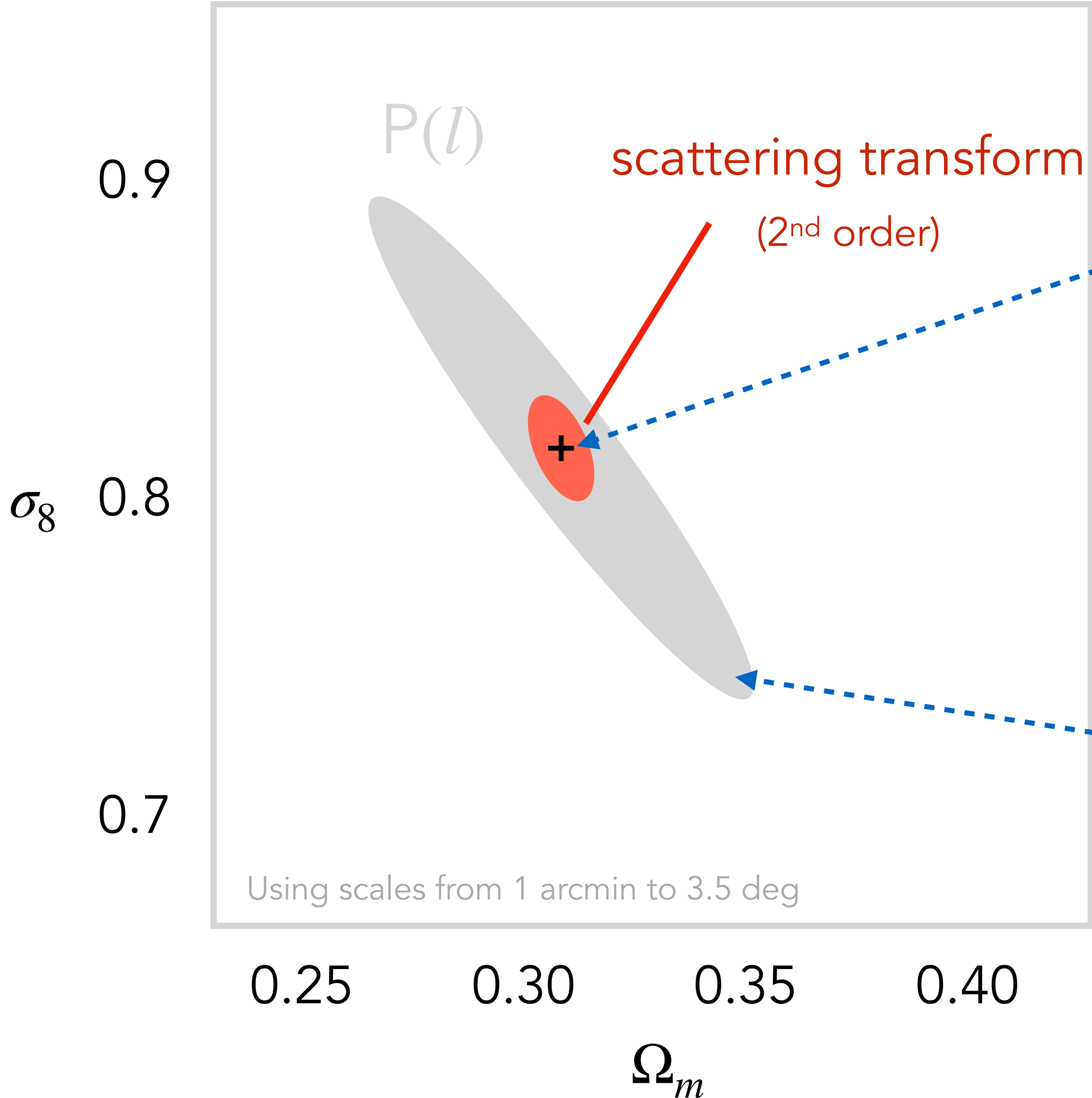
Simulated weak lensing mass maps



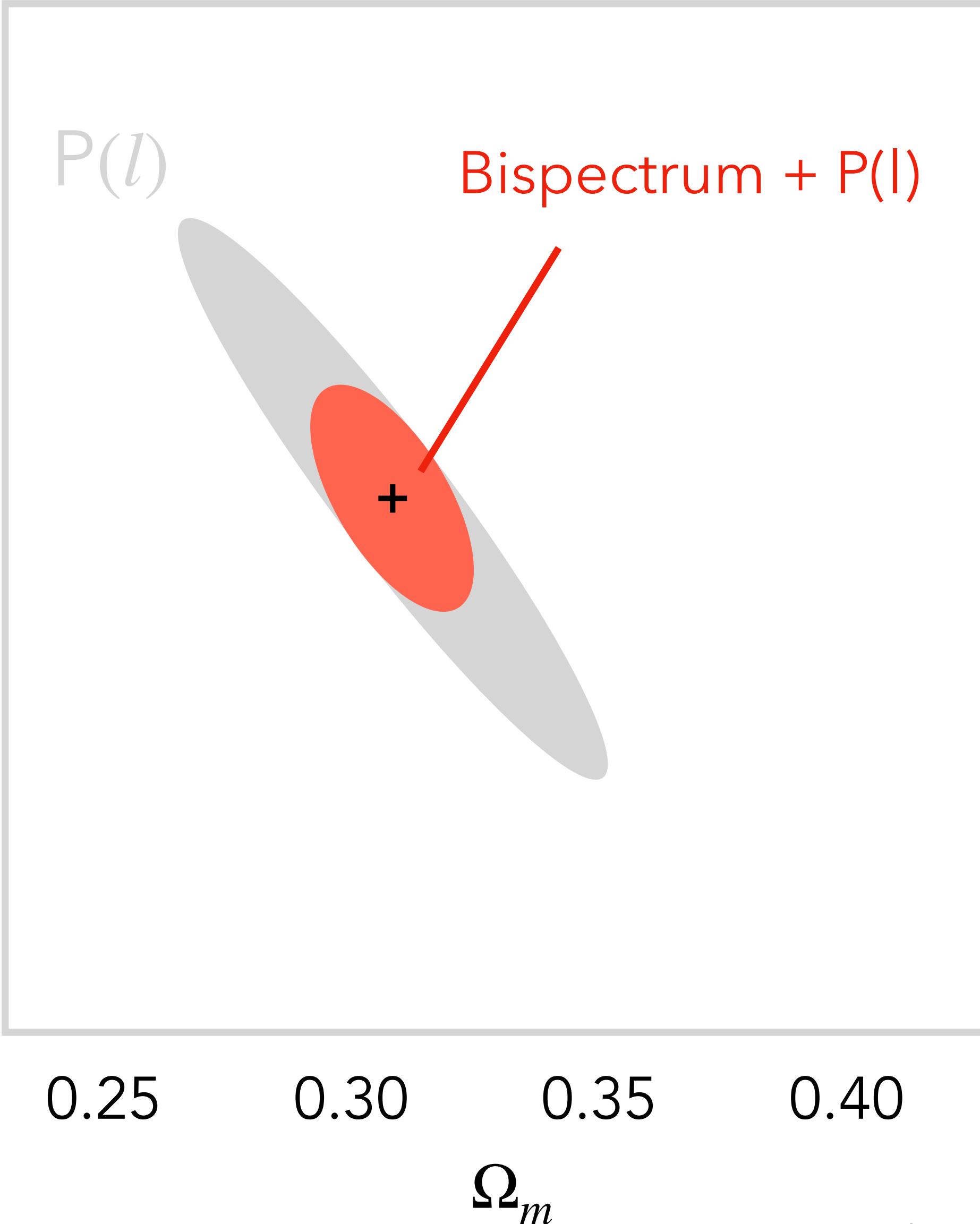
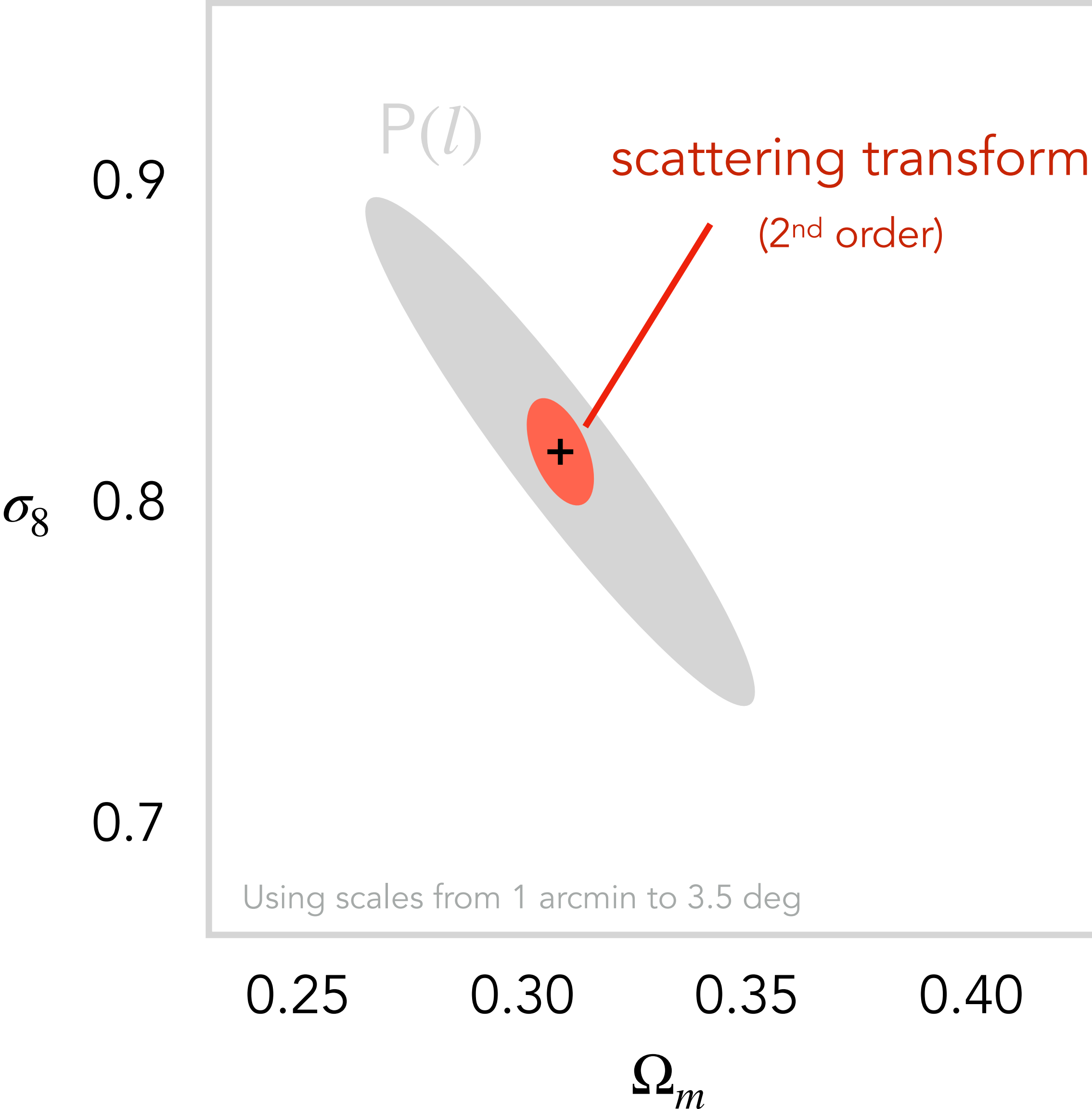
512 weak lensing maps x 100 cosmologies

from the Columbia Univ. lensing group. See Matilla Zorrilla et al. 2016, Gupta et al. 2018

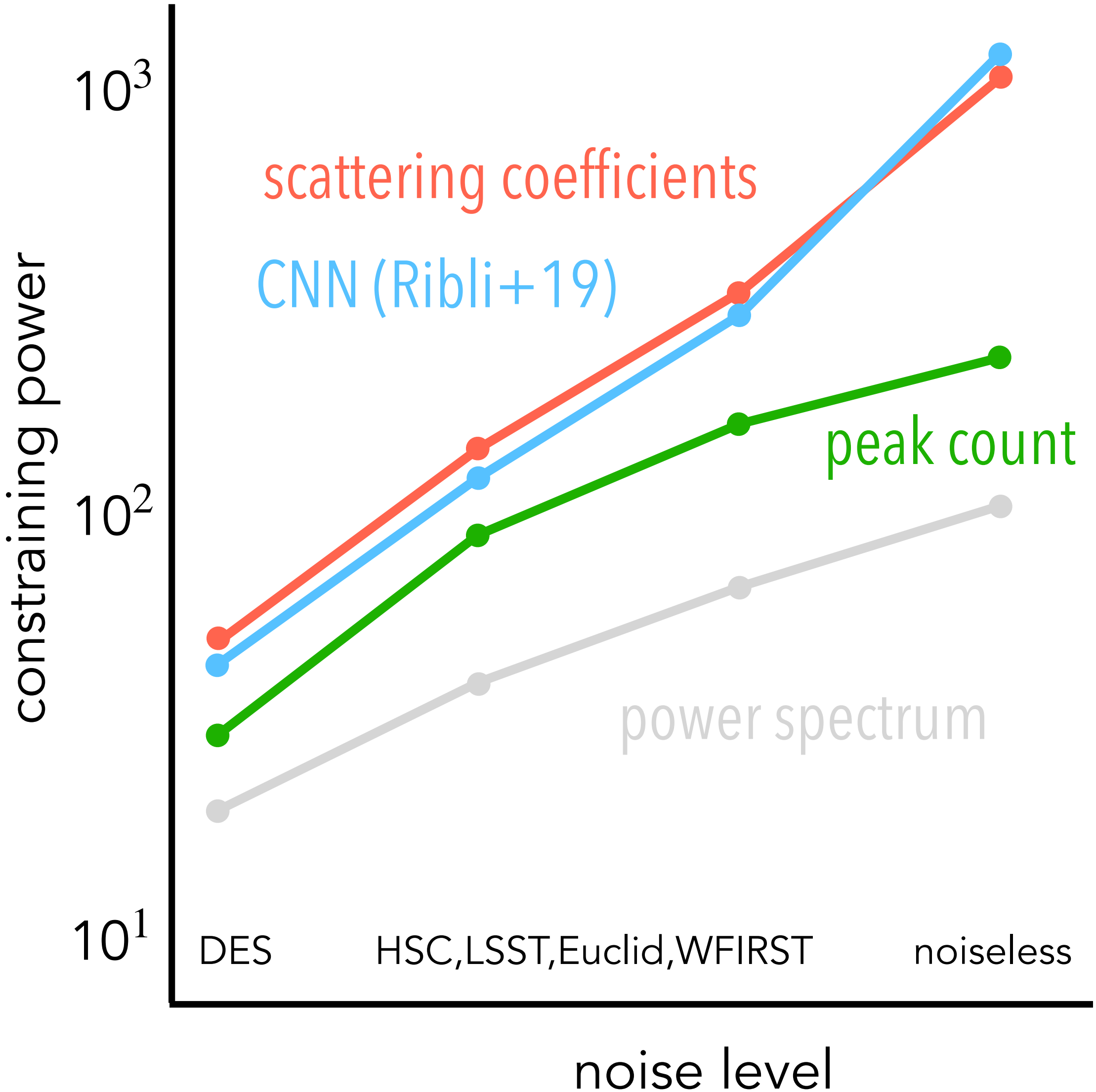
Scattering coefficients vs. power spectrum



Scattering coefficients vs. bispectrum



Scattering transform performance with noise



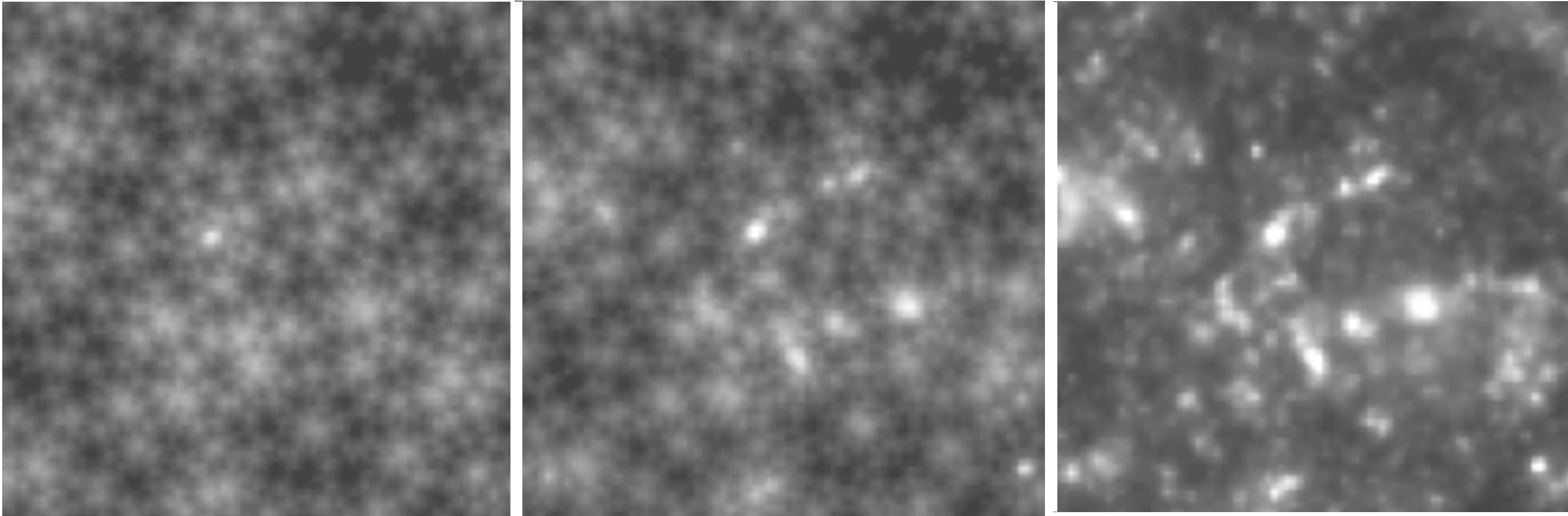
How many coefficients were used?

$P(k)$: 20

scattering transform: 37

CNN: millions

Scattering transform: interpretability



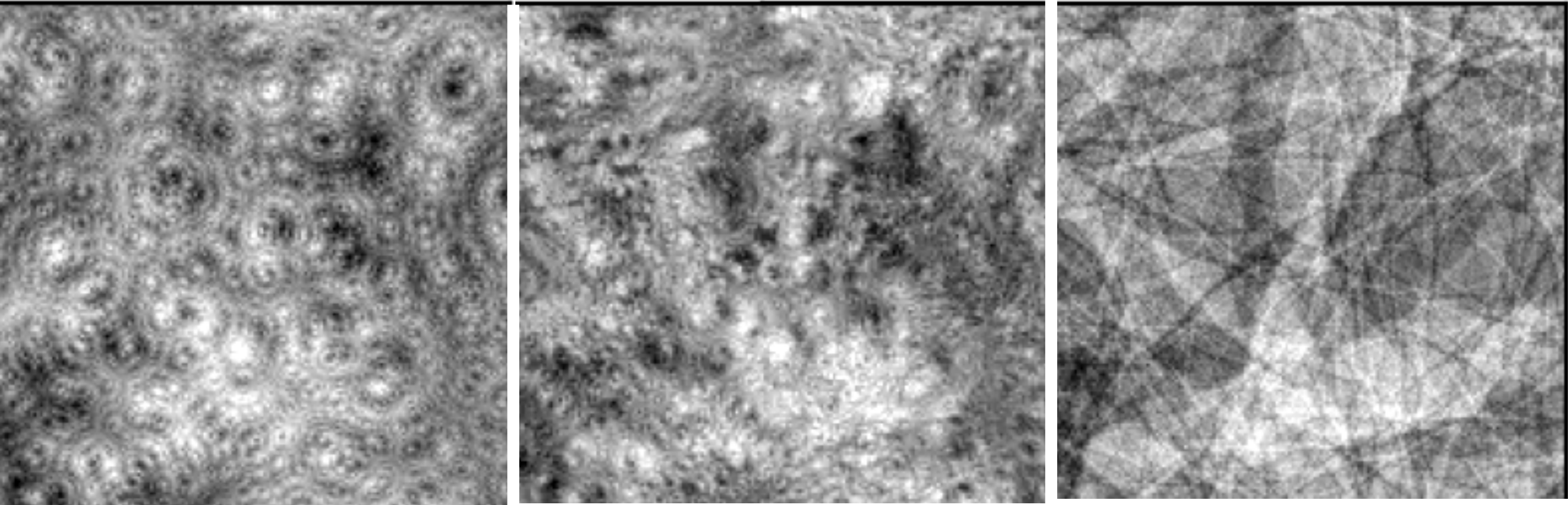
structure sparsity $s_{21} \equiv S_2 / S_1$

scattering transform: 37

$P(k): 20$

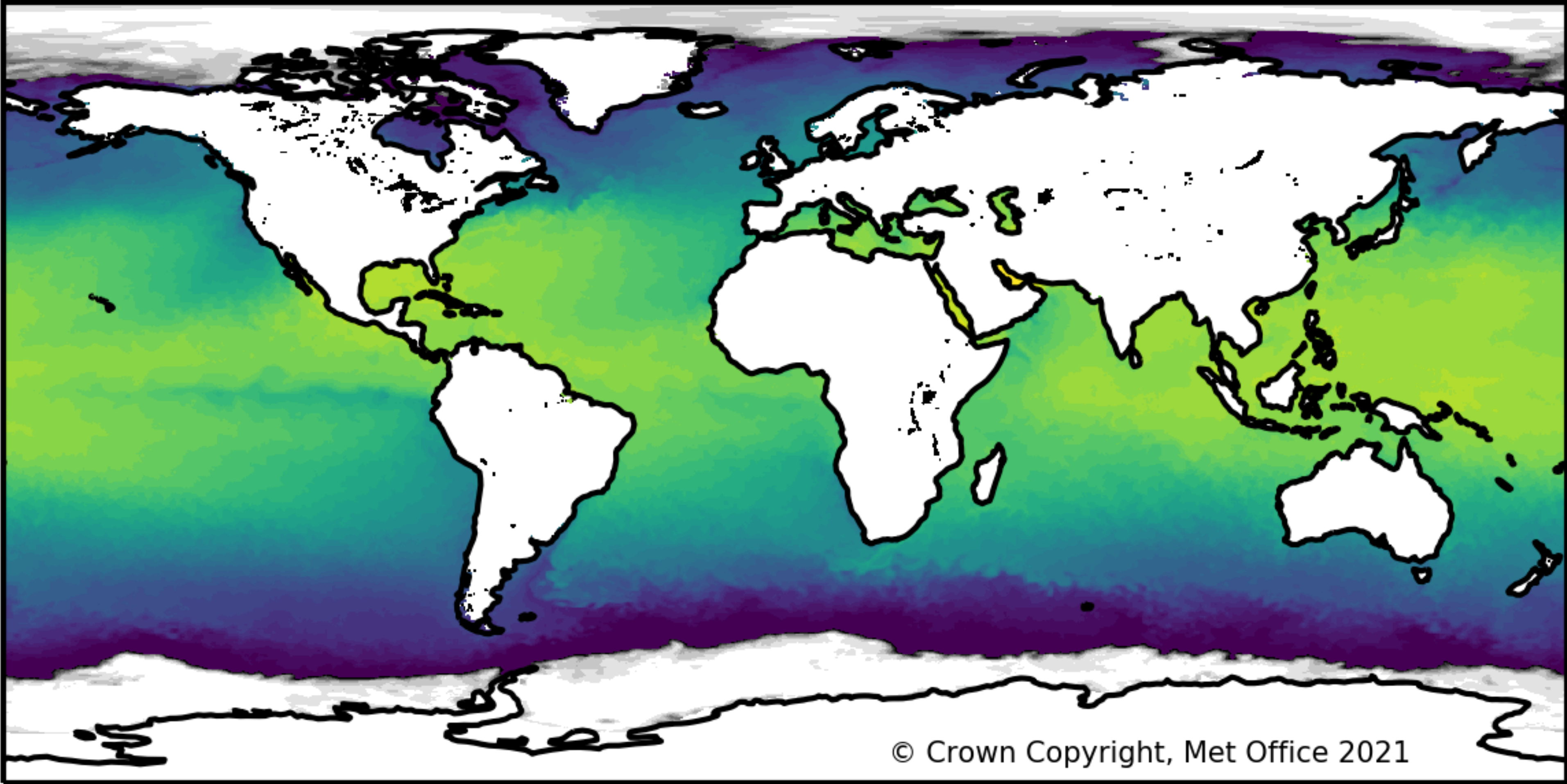
How many coefficients were used?

CNN: millions



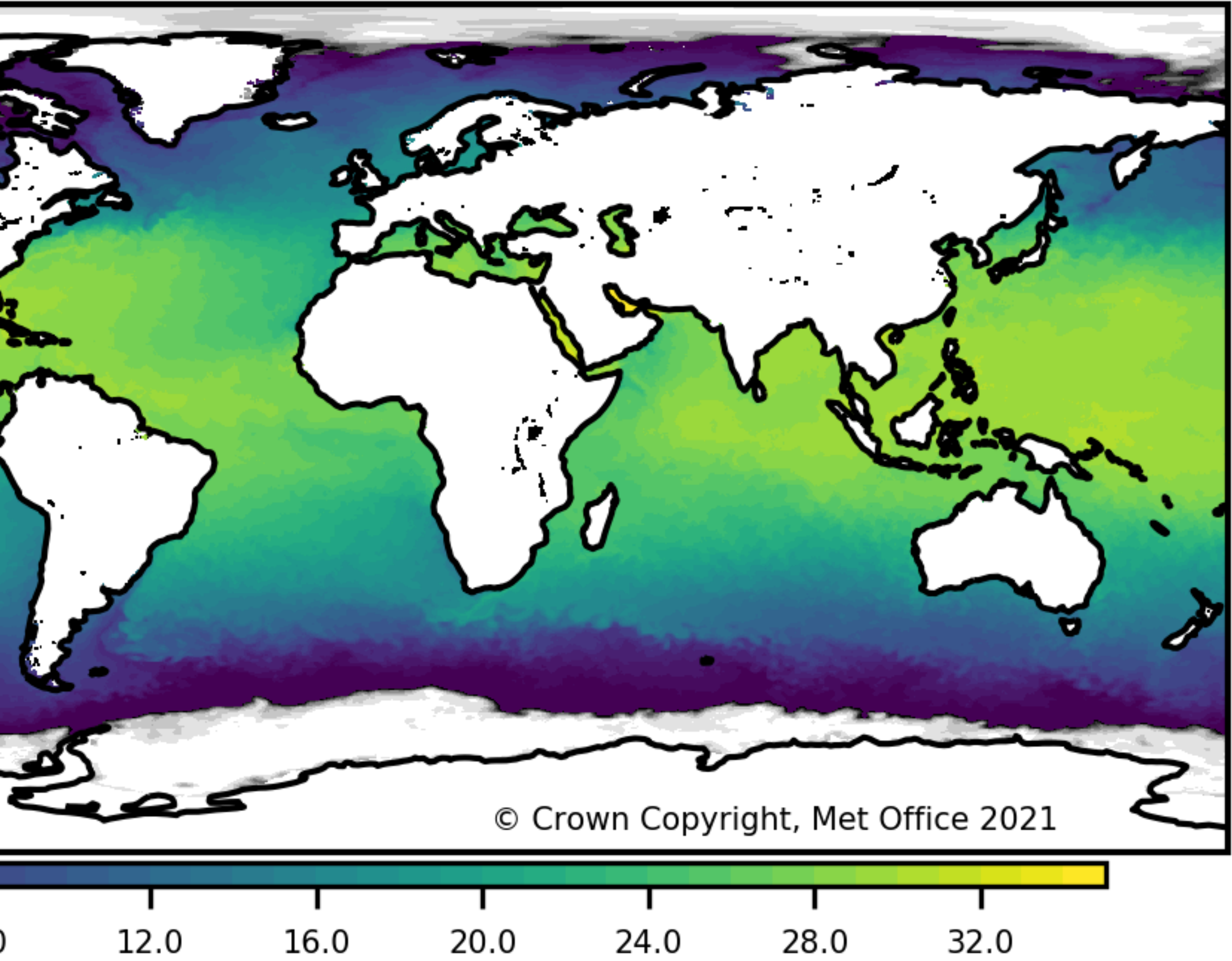
structure shape $s_{22} \equiv S_2^{\parallel} / S_2^{\perp}$

Exploratory data analysis



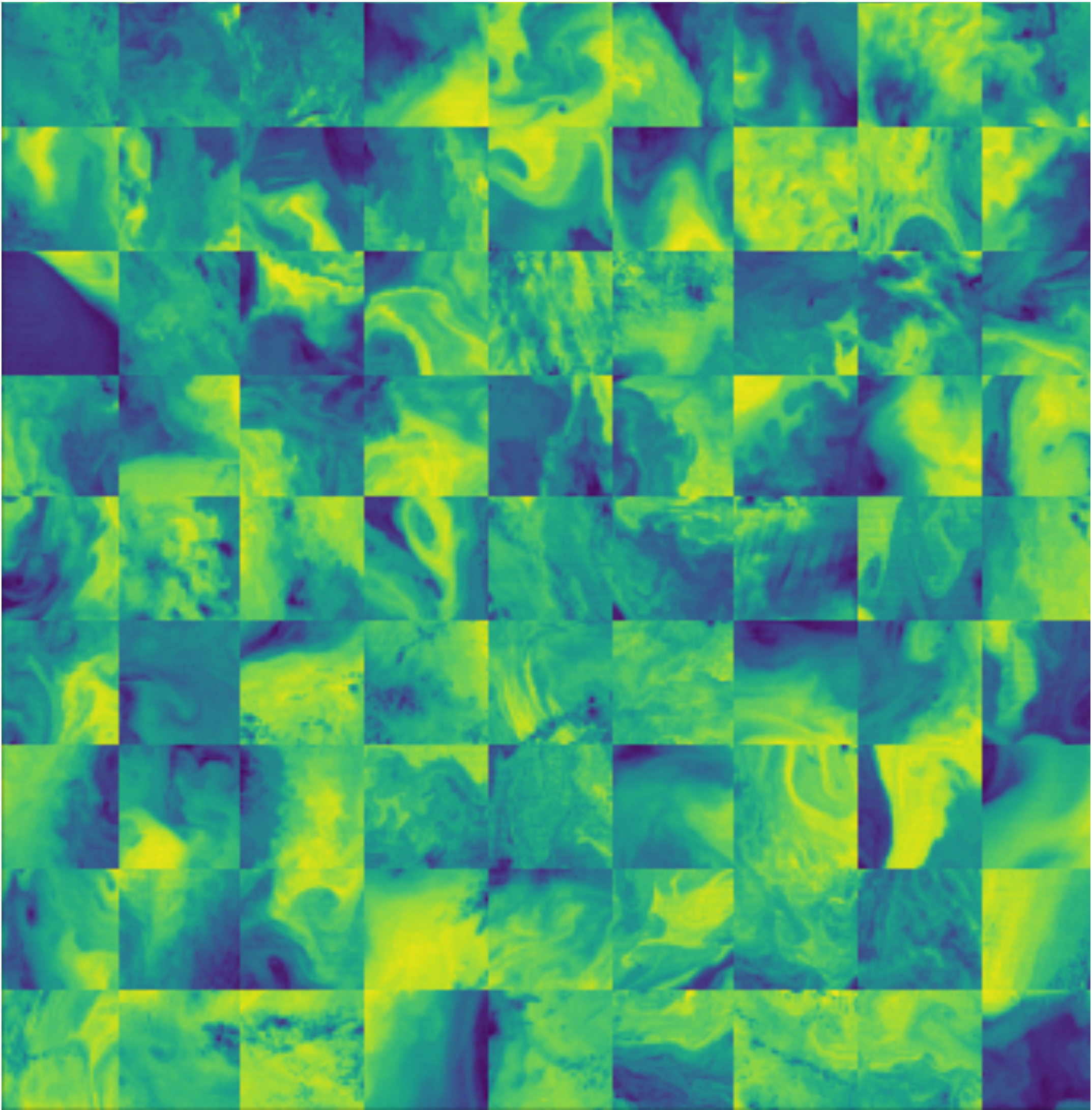
Sea Surface Temperature [deg C]

Exploratory data analysis

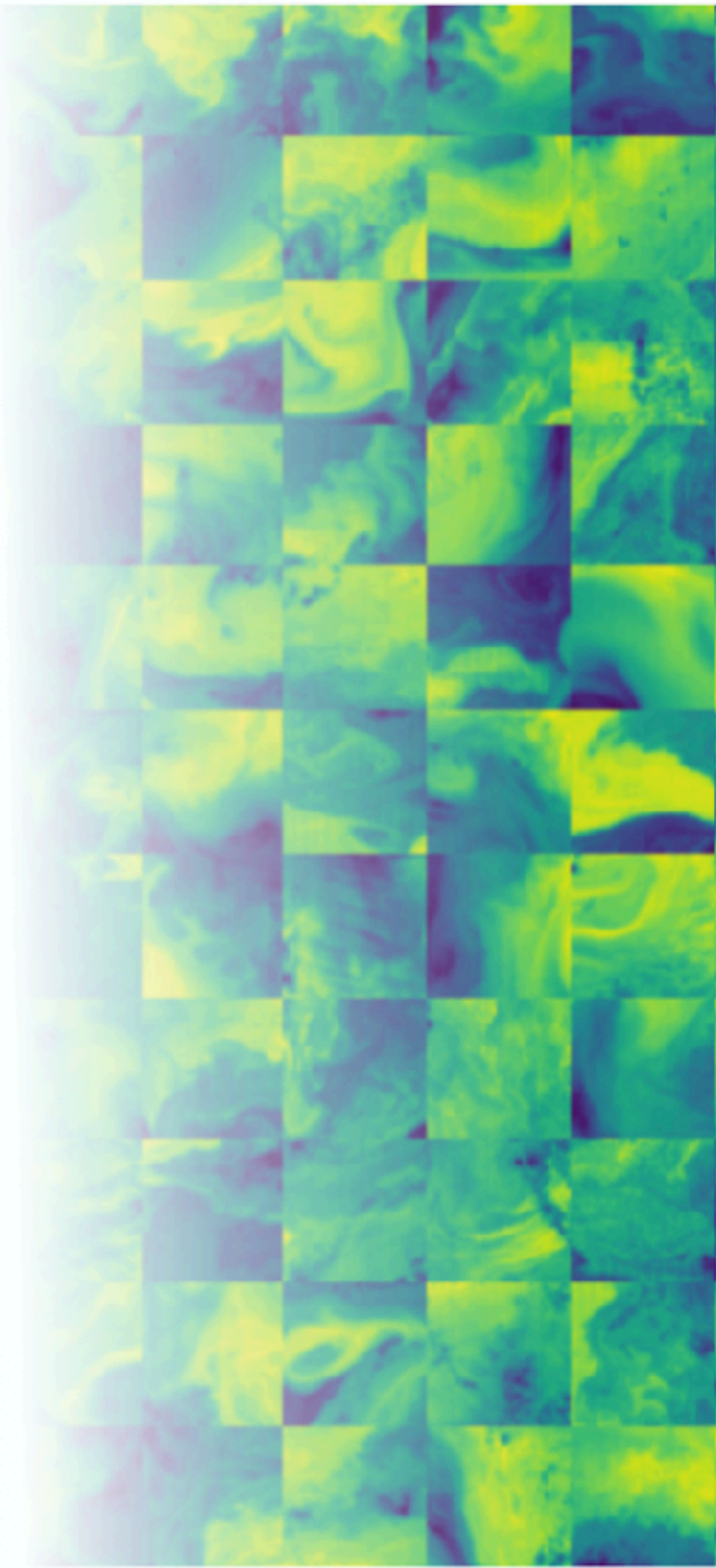


Sea Surface Temperature [deg C]

CNN analysis by Prochaska, Cornillon, Reiman (2021)

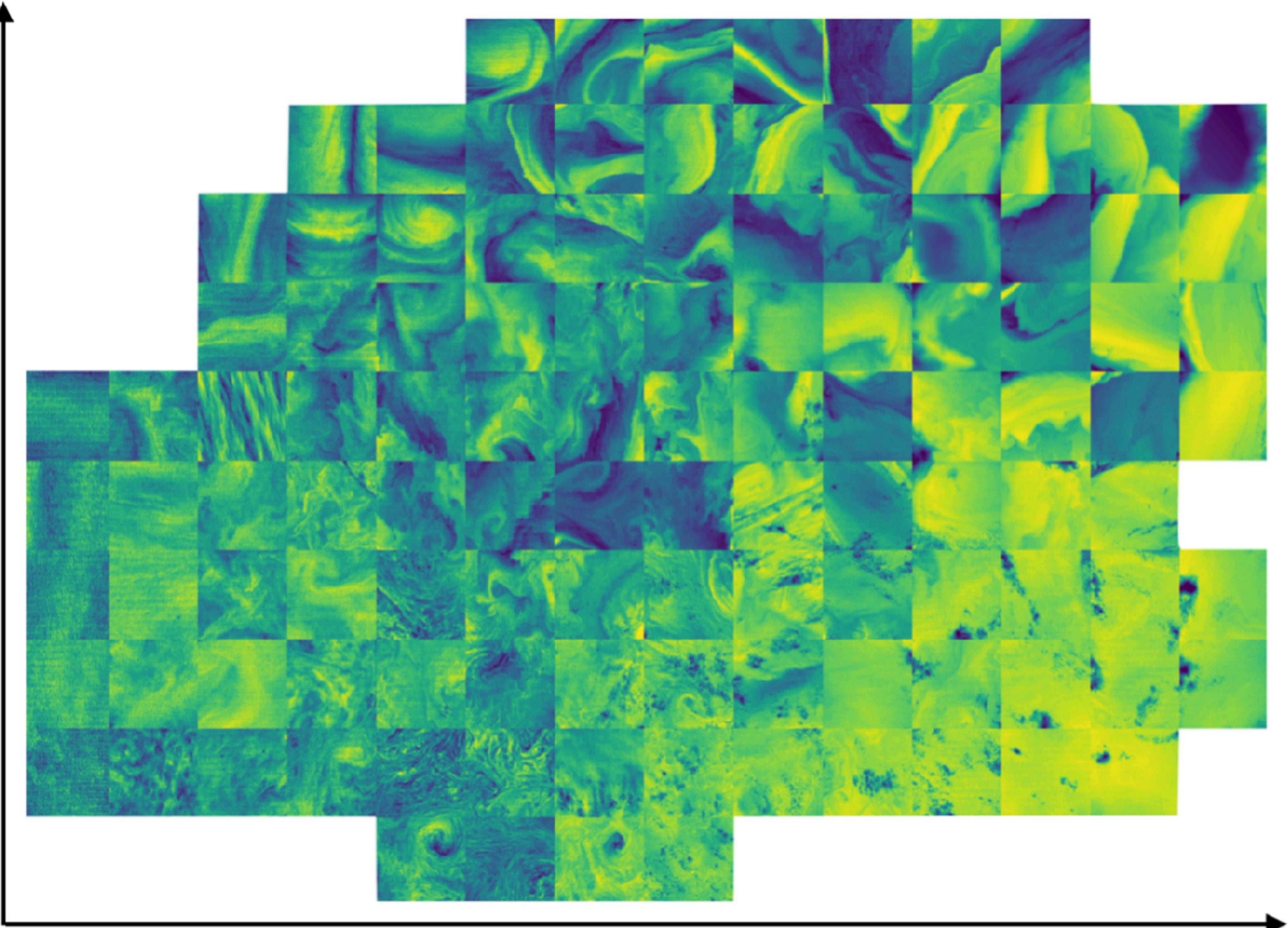


Exploratory data analysis



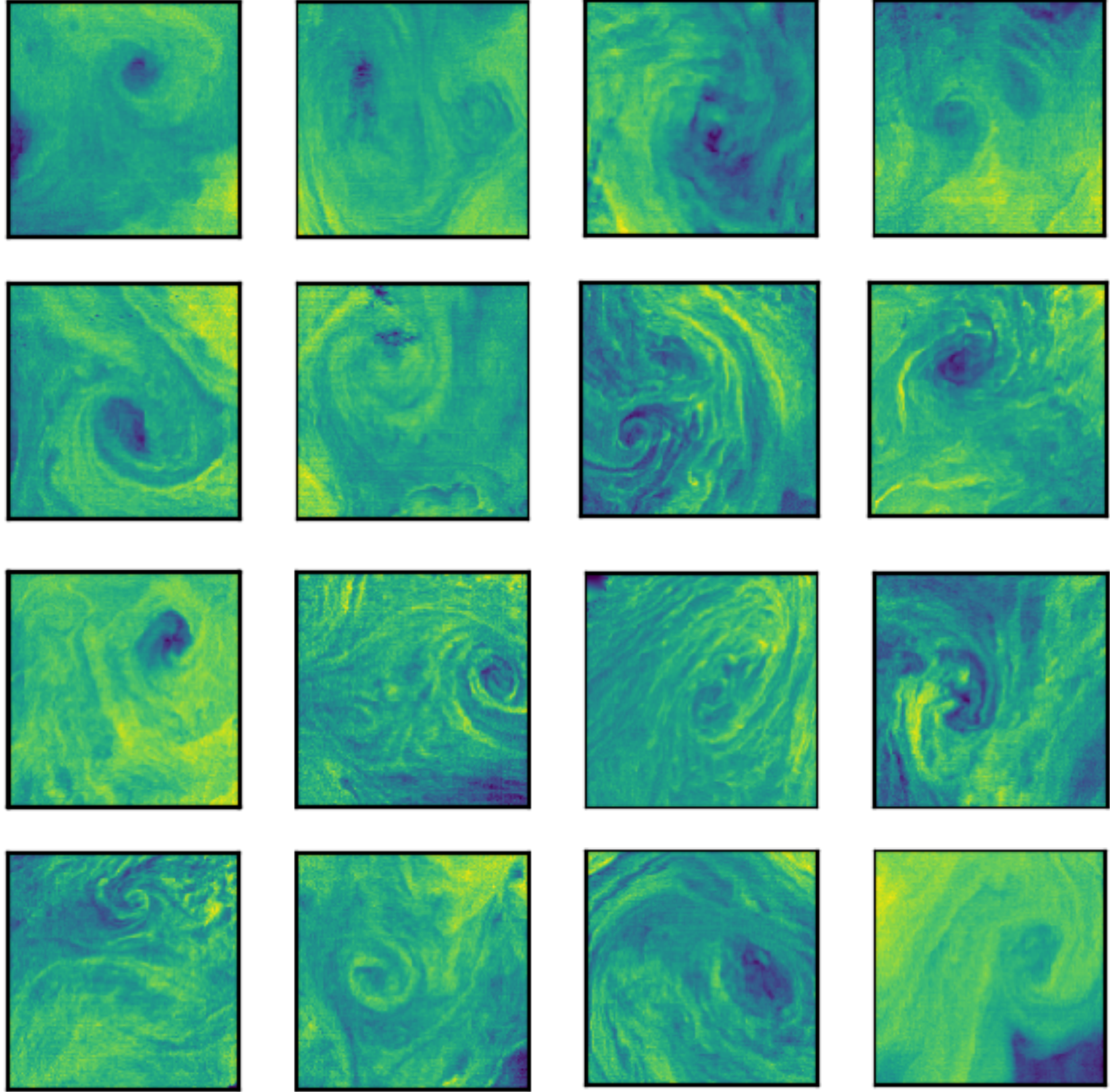
shape s_{22}

arranged by scattering coefficients

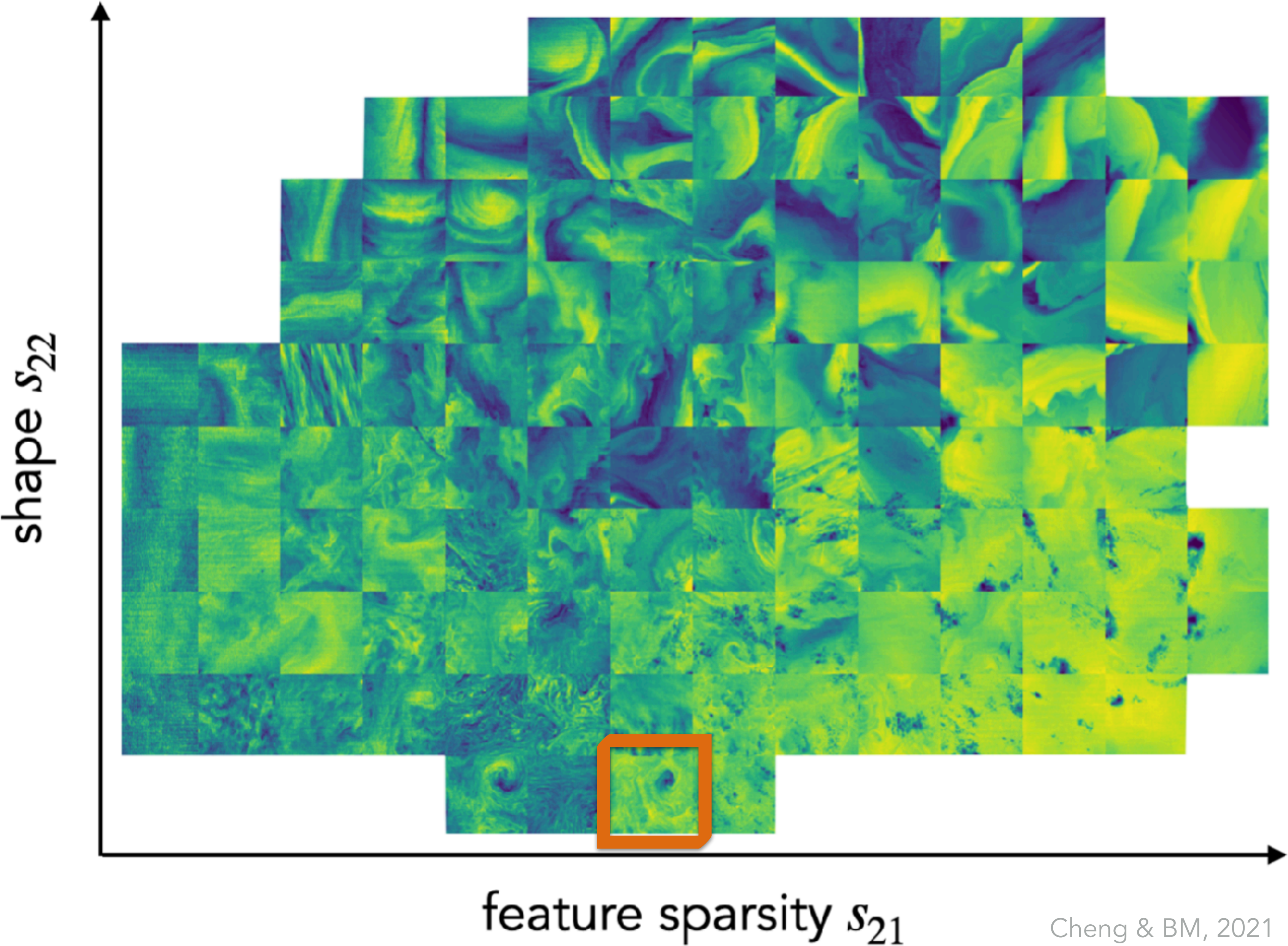


feature sparsity s_{21}

Exploratory data analysis



arranged by scattering coefficients



Exploratory data analysis: objects

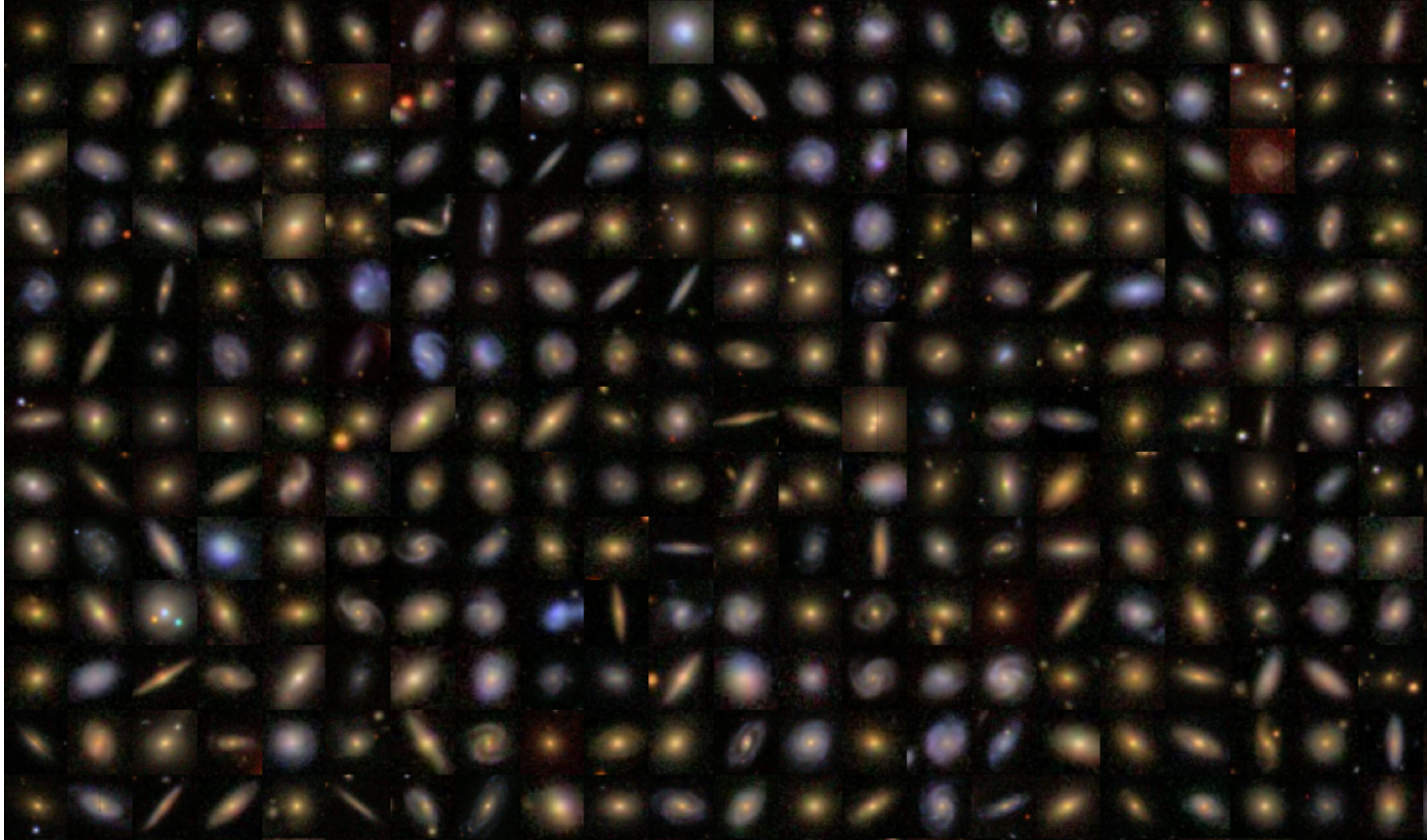
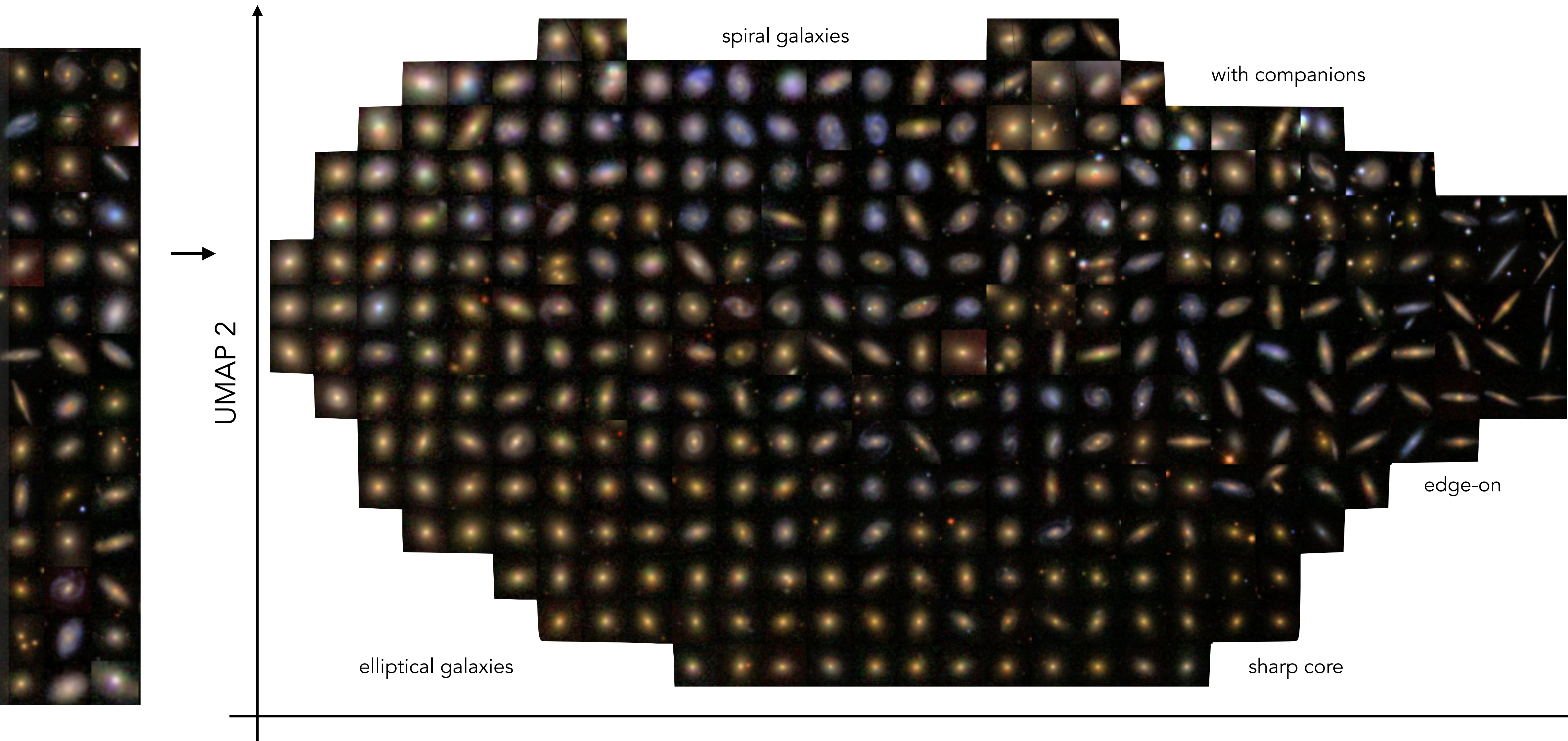


image credit: Sloan Digital Sky Survey

Exploratory data analysis: objects

arranged by scattering coefficients



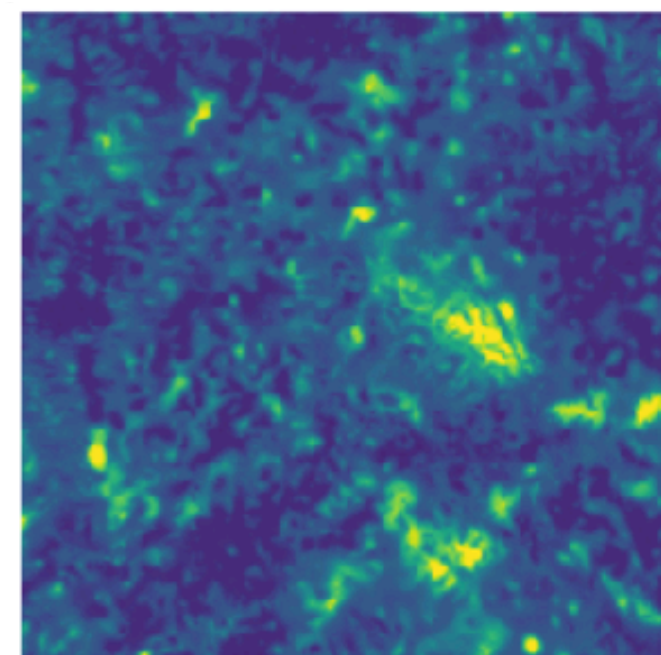
"mathematical" neural networks

- ✓ texture classification
- ✓ synthesis of physical fields
- ✓ parameter inference
- ✓ exploratory data analysis

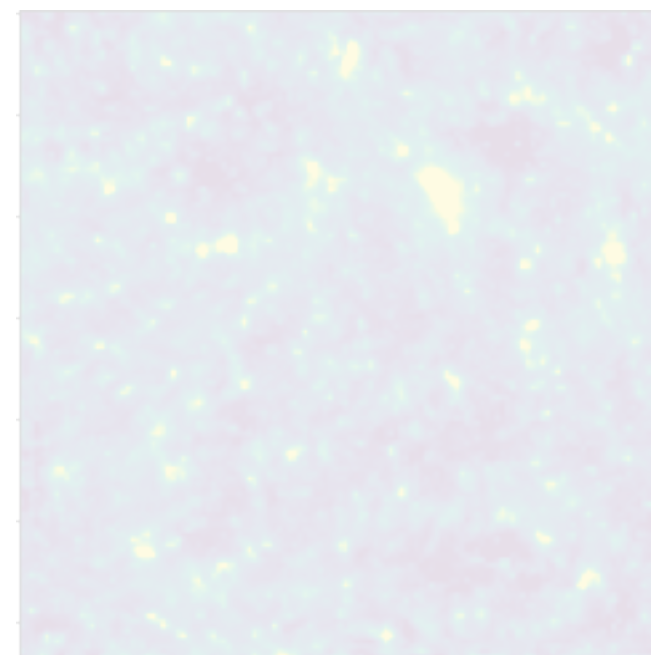
[A guide to the Scattering Transform](#)

Cheng & Ménard (2021) [arXiv:2112.01288](#)

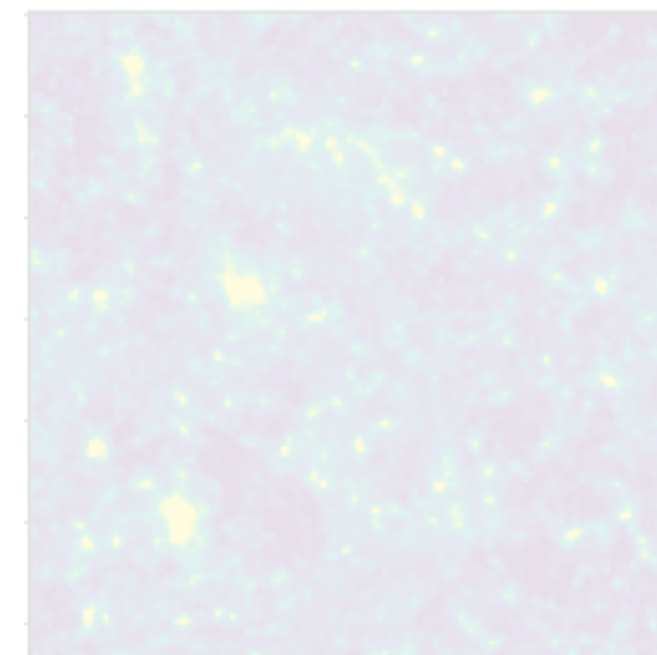
10 100 1,000 10,000 100,000 1 million



scattering
transform

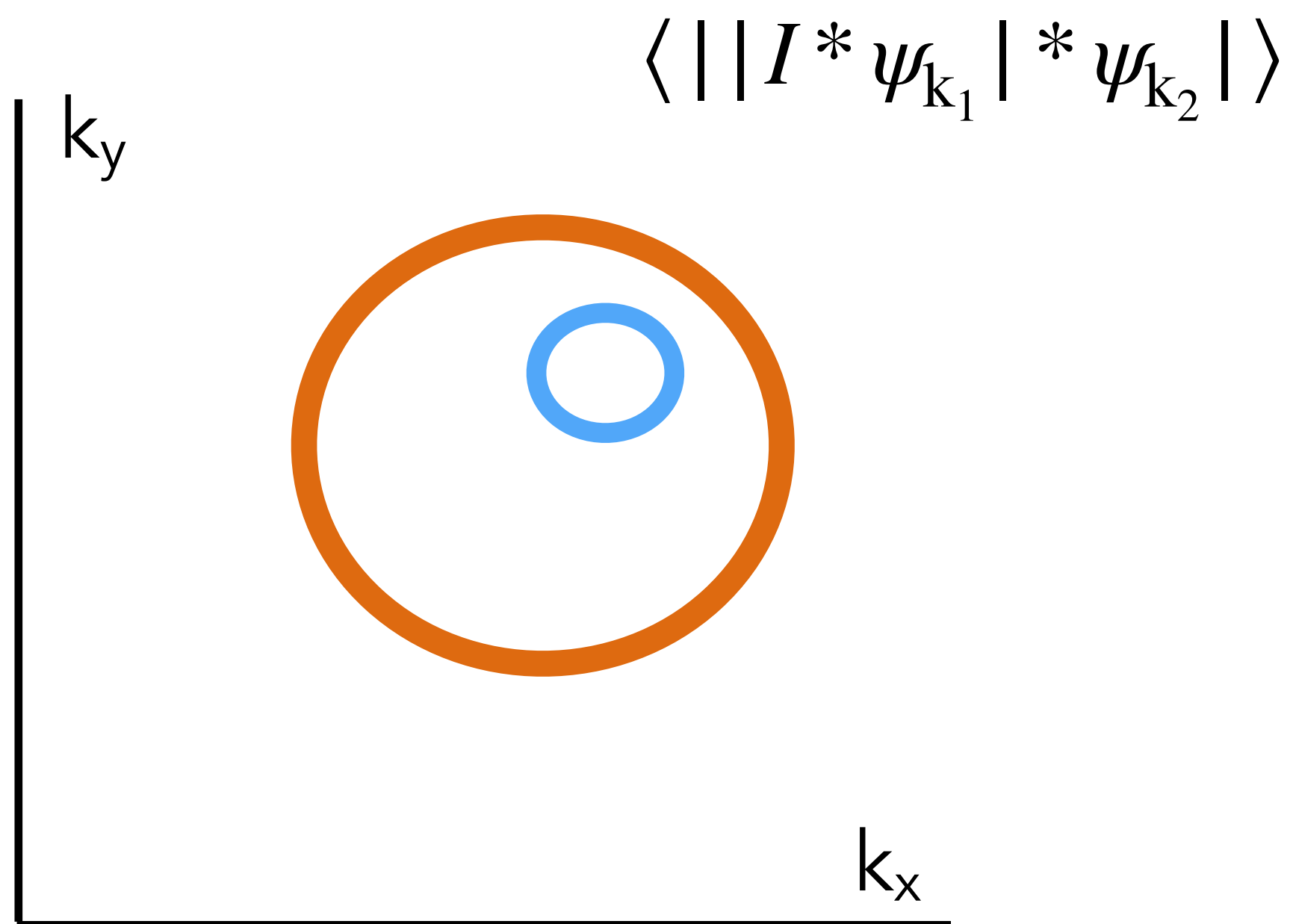


scattering
covariance

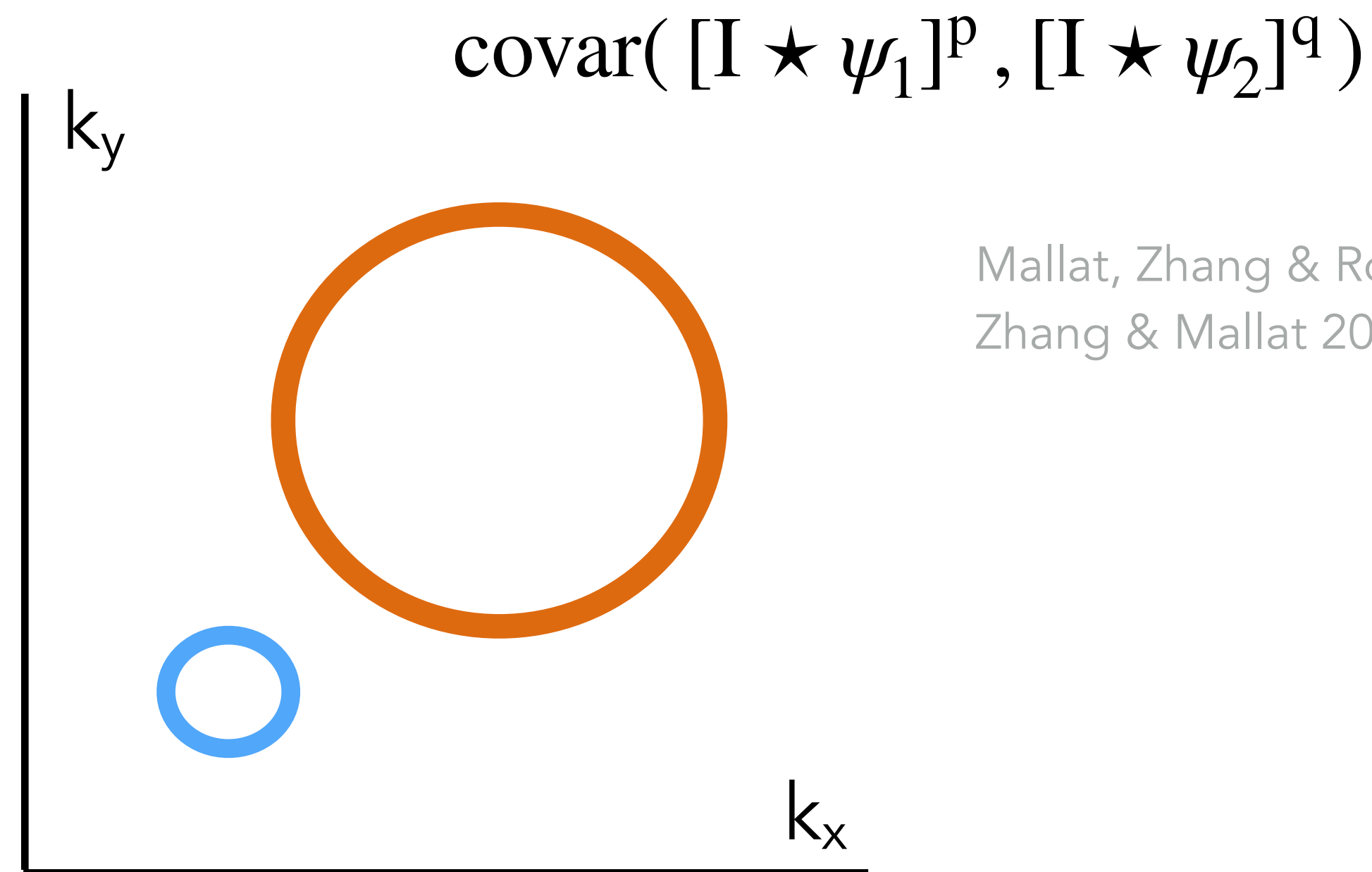


phase harmonic
transform

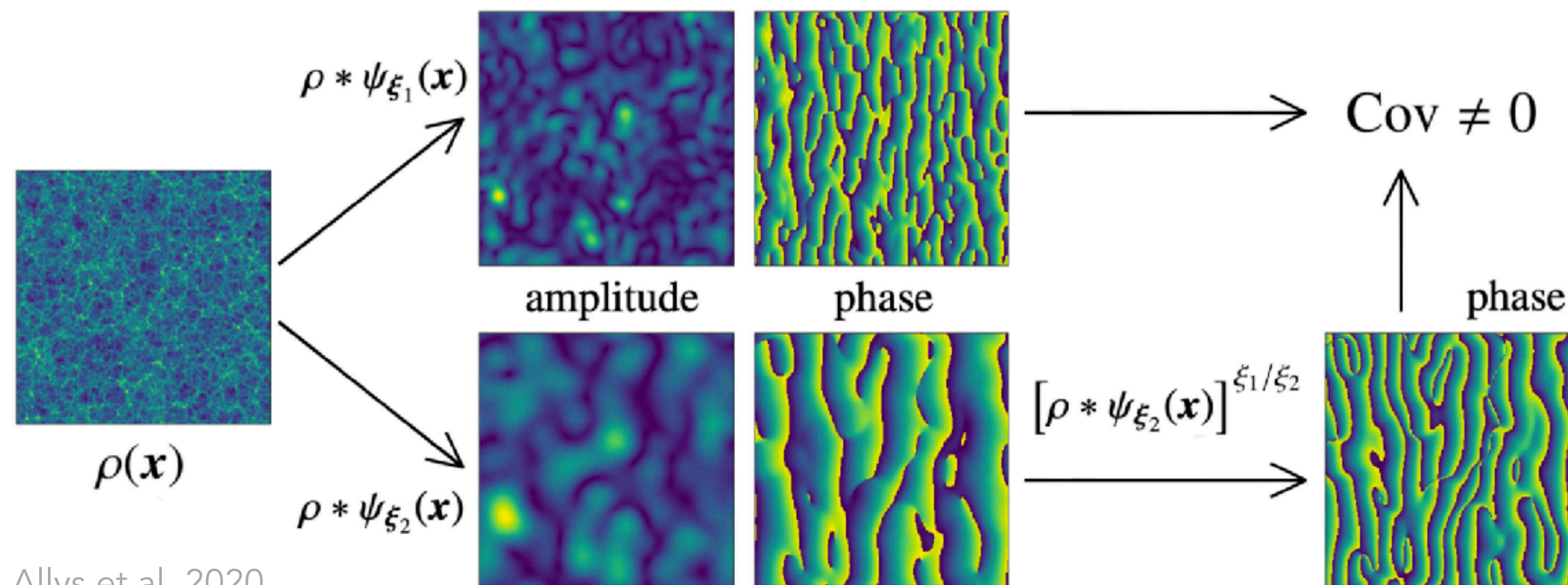
What limits the scattering transform?



phase harmonic transform



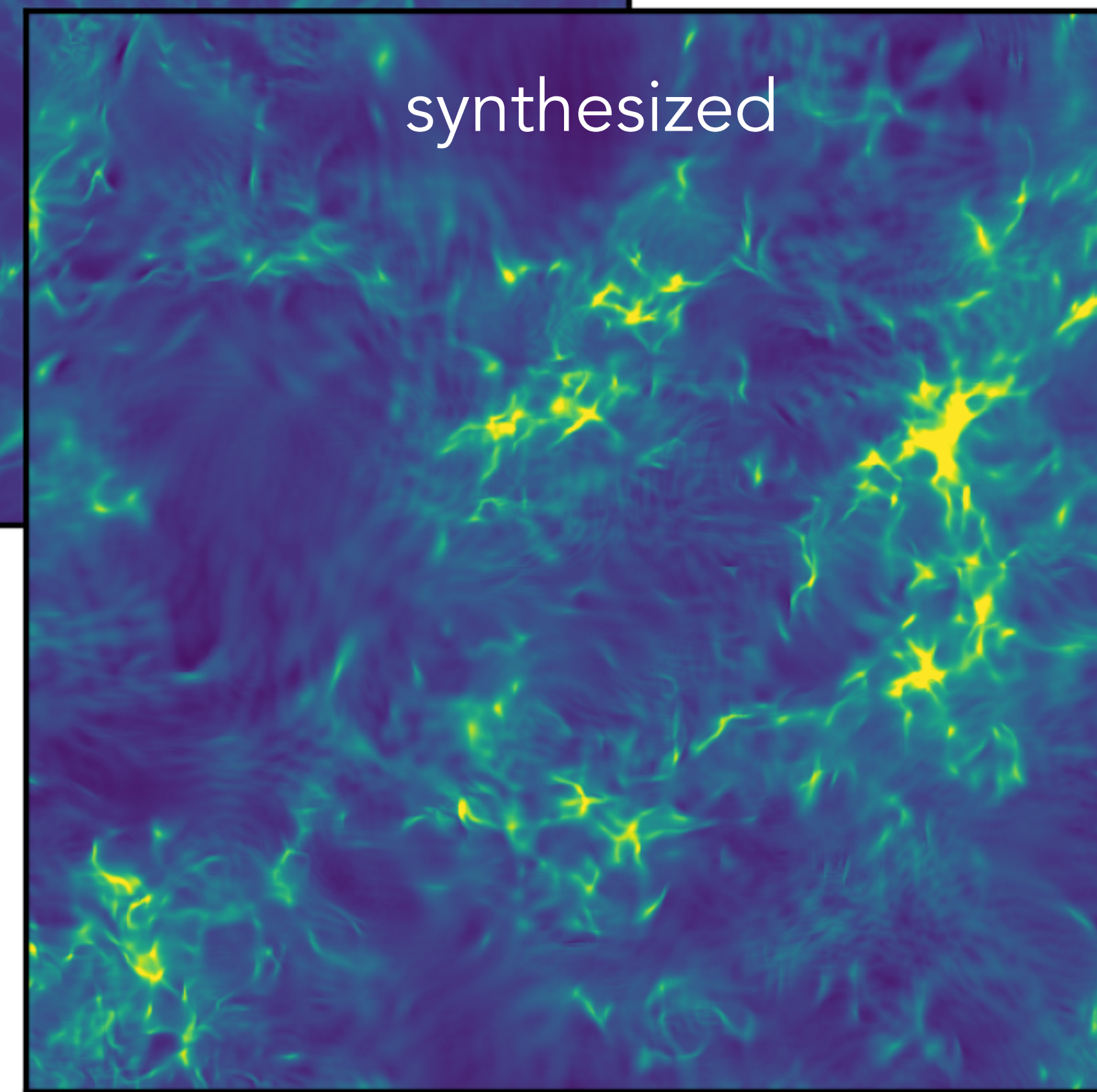
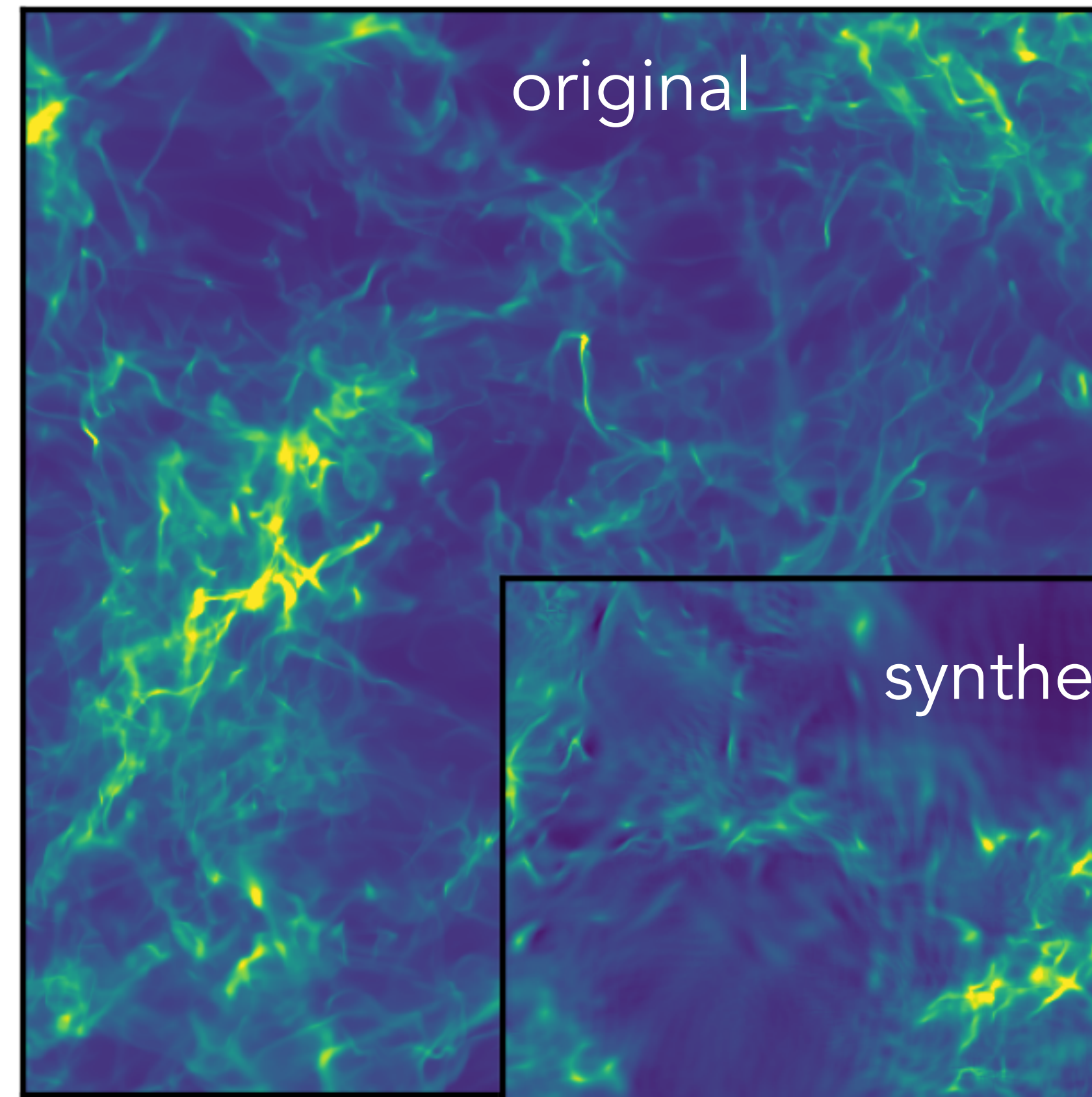
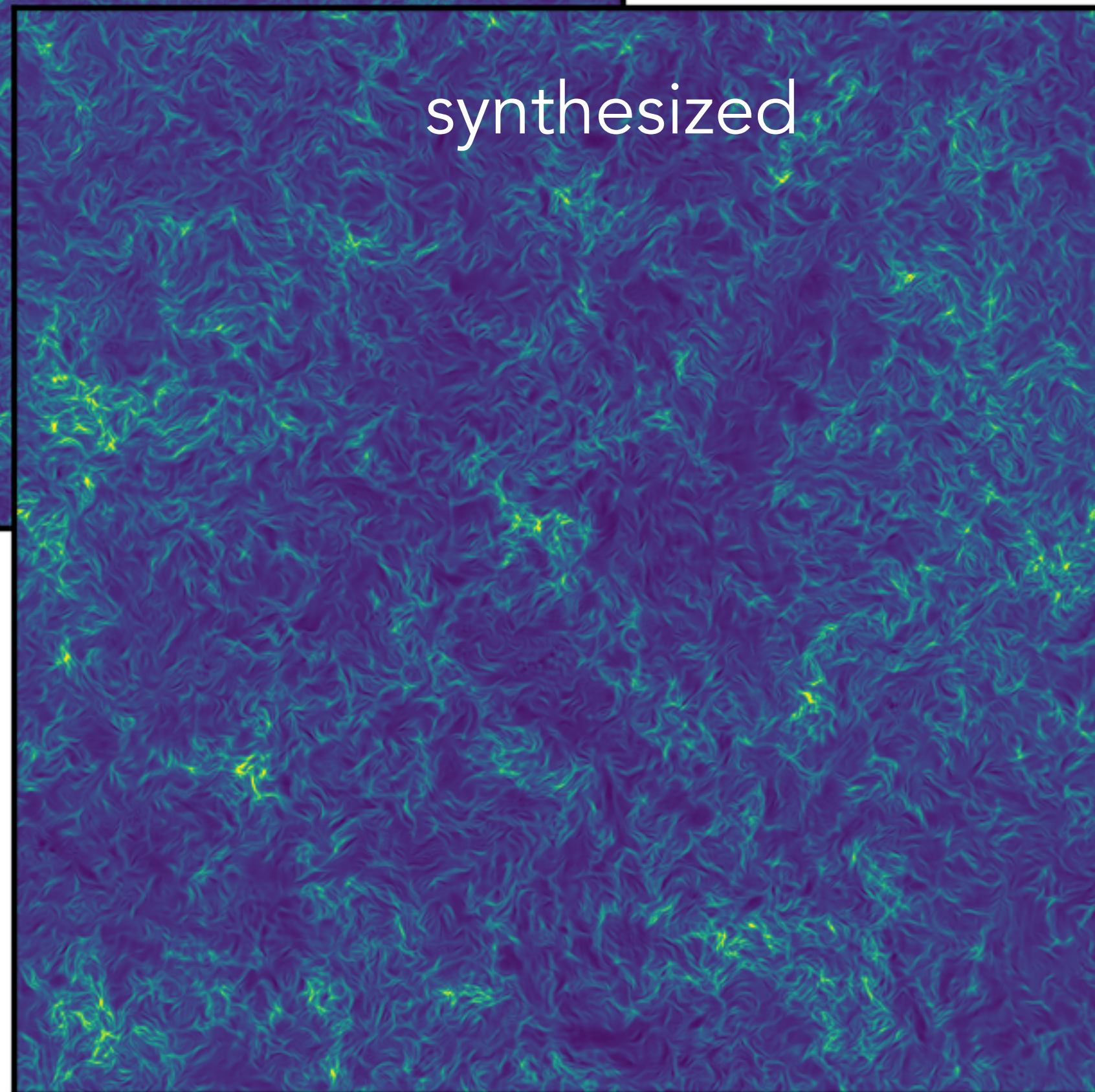
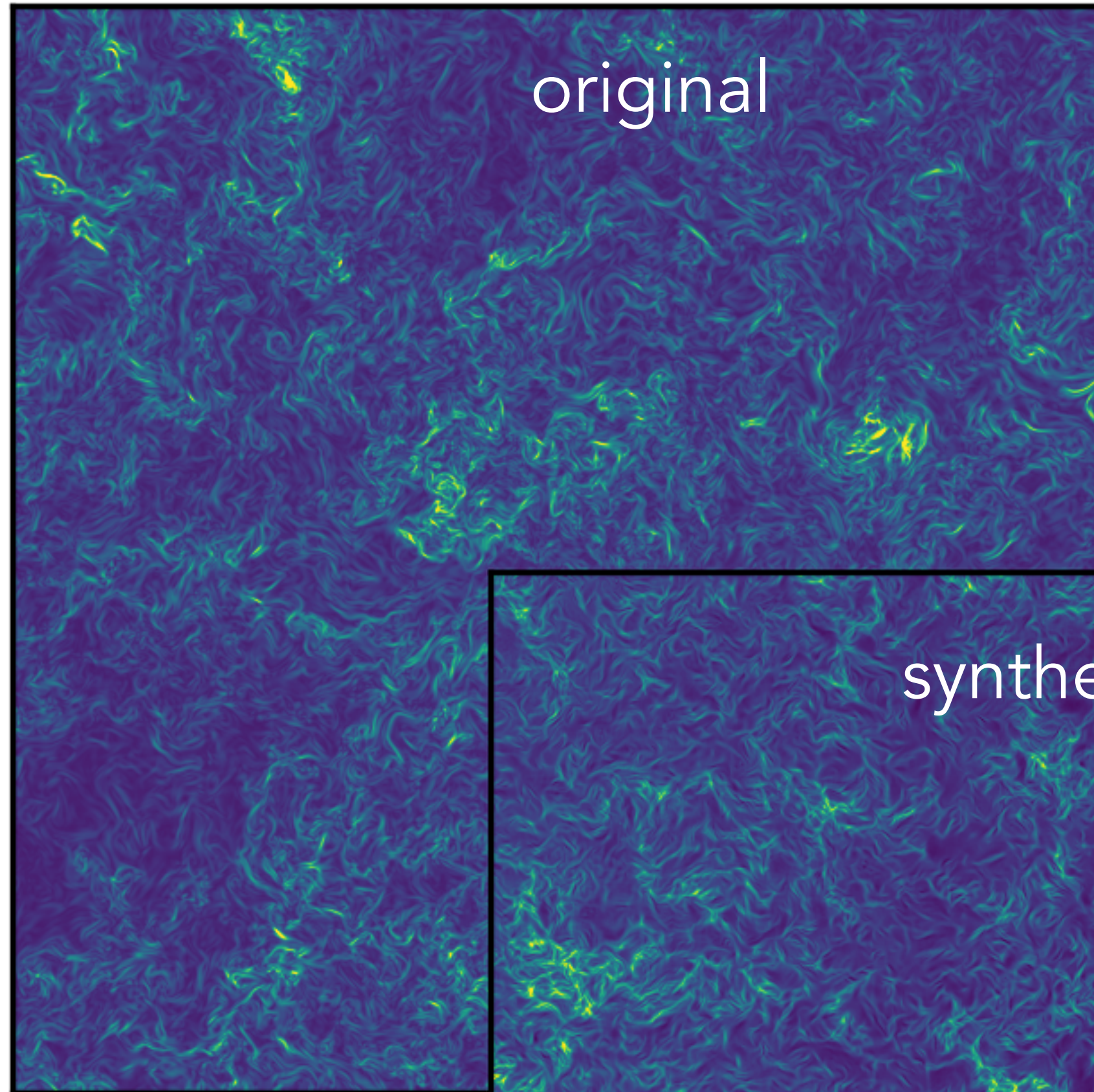
Mallat, Zhang & Rochette 2018
Zhang & Mallat 2019



Allys et al. 2020

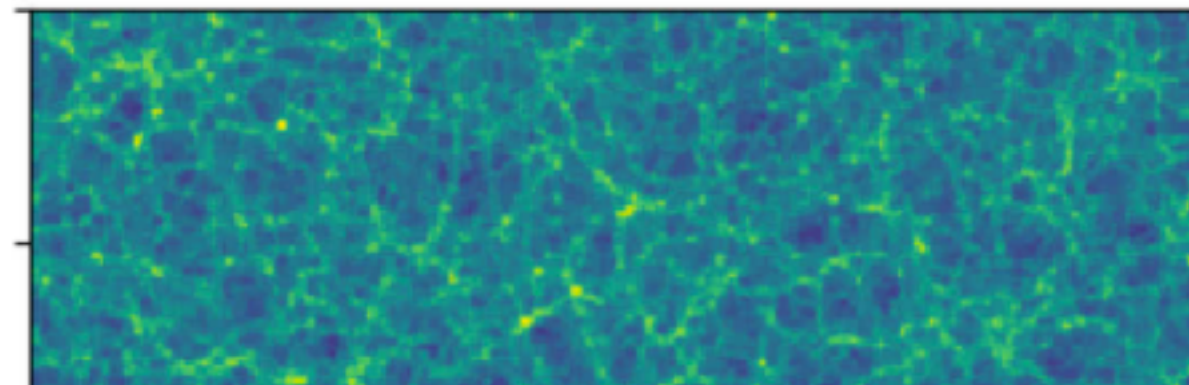
scattering covariance estimates

Cheng, Allys, Morel, et al. (in prep)

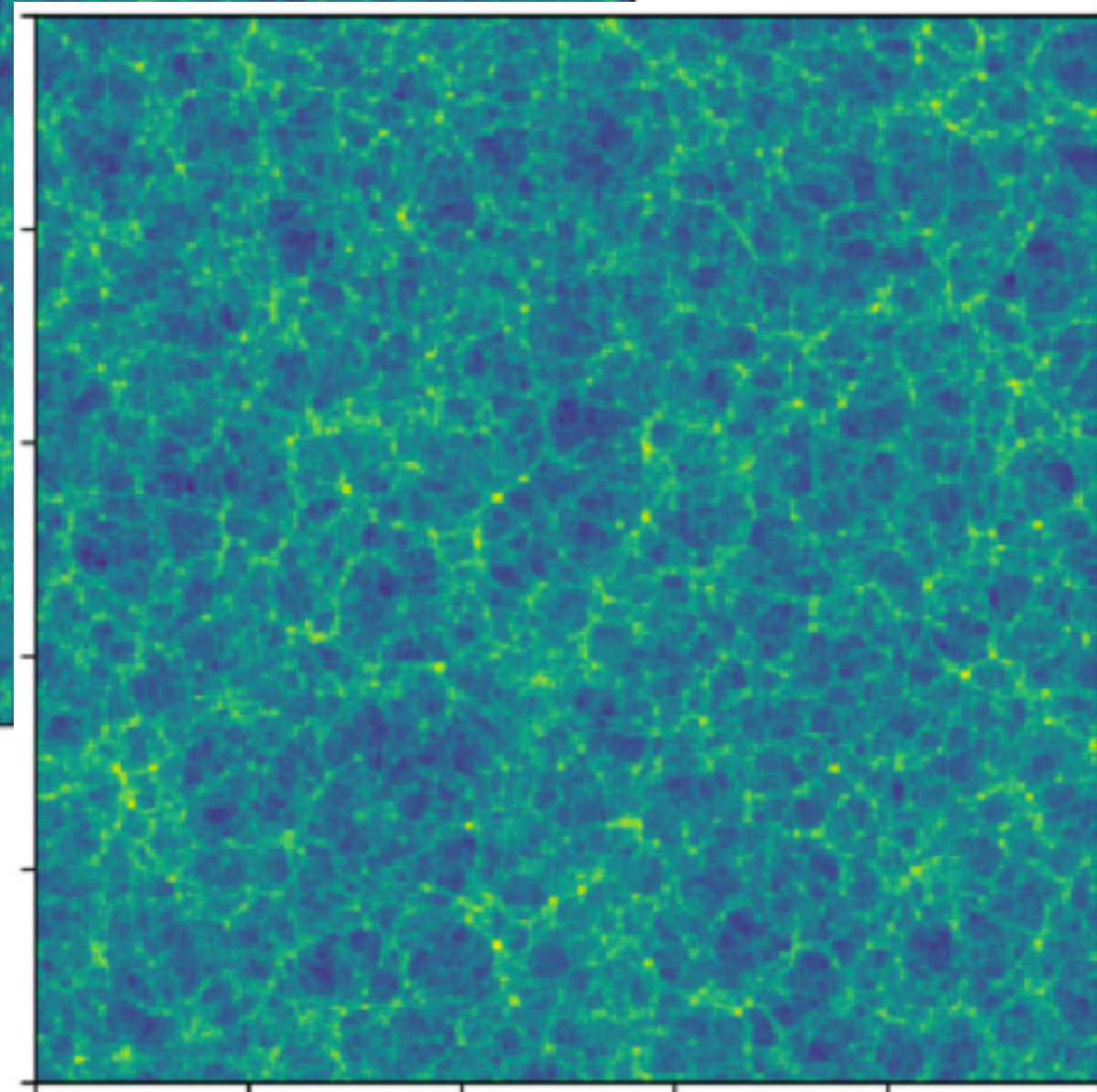


phase harmonic transform

original



synthesized

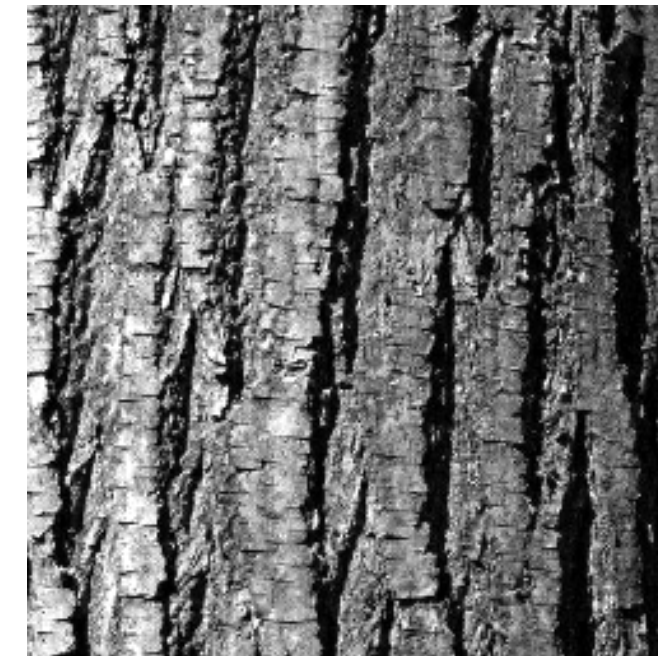


Allys et al (2020)

with ~6,000 coefficients
measured from 30 simulations

phase harmonic with spatial shifts

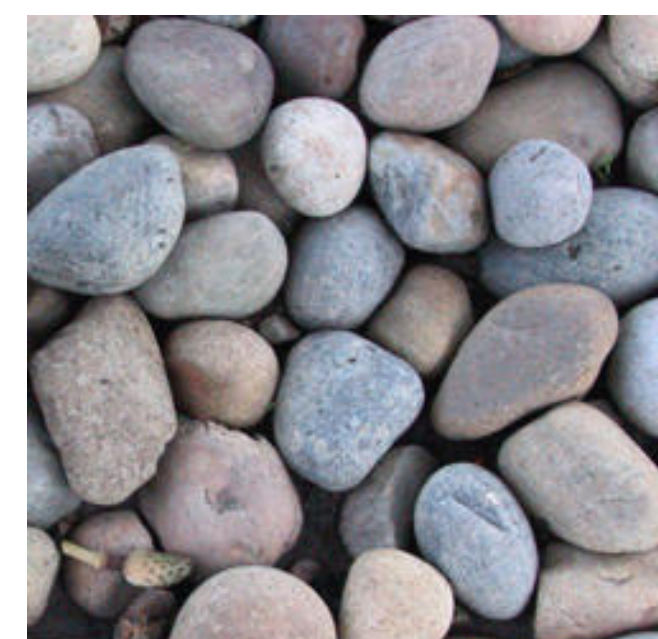
original



synthesized



Brochard & Mallat
(submitted)



with 30k to 300k coefficients

In some cases, dimensionality reduction may provide us with a compact description

“mathematical” neural networks: how to use them?

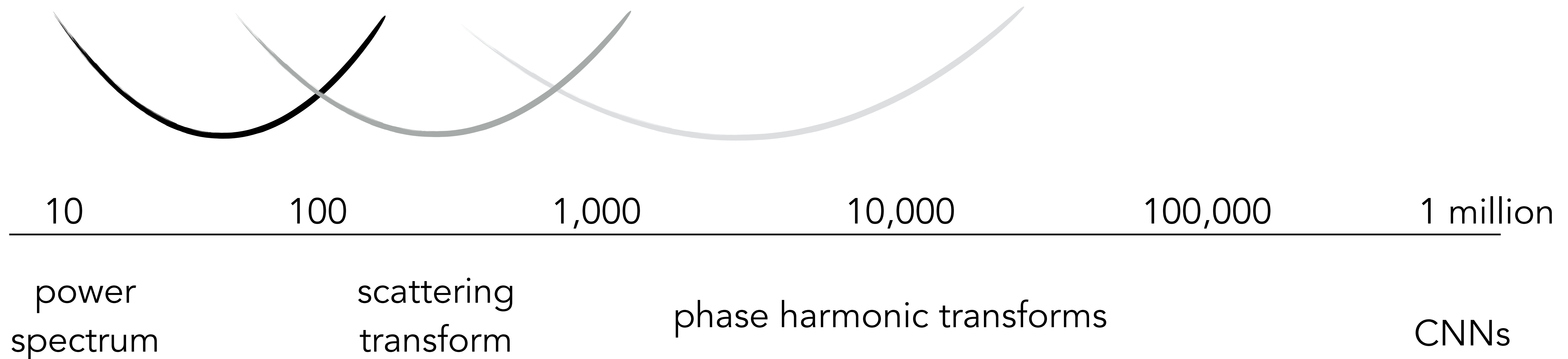
For scientific data analysis, one wants to

- maximize expressivity
 - minimize the number of parameters
- **there is a sweet spot somewhere**

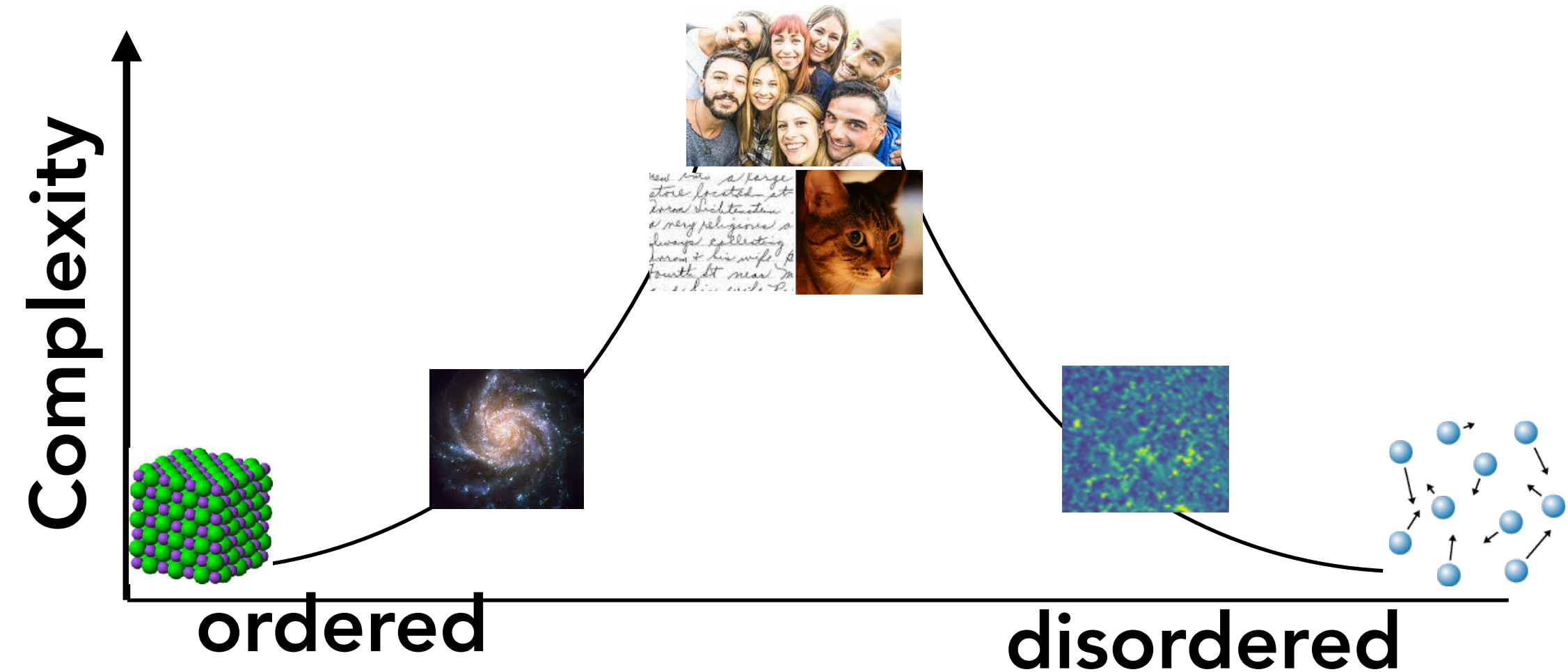
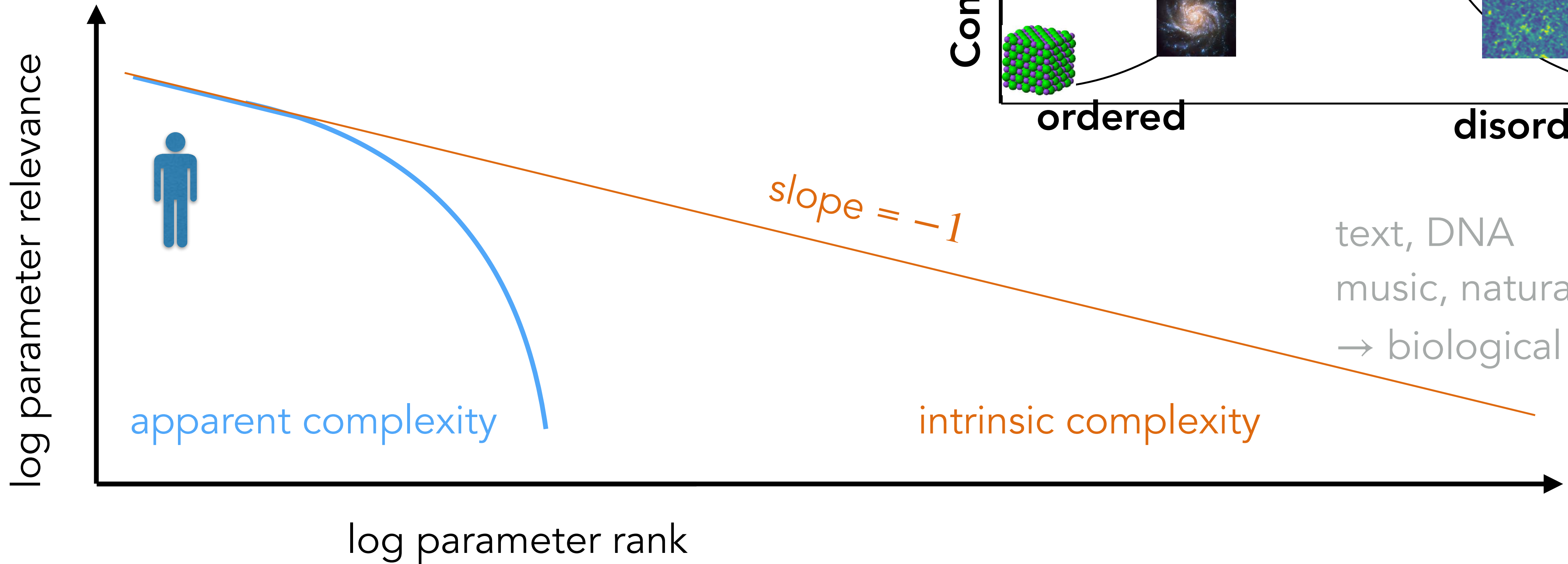
These transforms are data agnostic.

To be generic, they produce a lot of coefficients

→ **dimensionality reductions may compactify the description**



On interpretability and the limits of science



text, DNA
music, natural images
→ biological systems

interpretable

all we can do is to learn more

10

100

1,000

10,000

100,000

1 million

Key points

- We now have a range of statistical estimators for stationary fields

10	100	1,000	10,000	100,000	million
moment-based		mathematical networks		trained neural networks	

- For scientific analyses, we want to
 - maximize expressivity
 - minimize the number of parameters
- A class of systems appear to exhibit unbounded intrinsic complexity. Their summary statistics/models can be arbitrarily large and beyond human scale. Do they still fall within the scope of Science?