

# Kako automatski obraditi 100 PB astronomskih slika?

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# Što je LSST? Large Synoptic Survey Telescope

- LSST je sistem za brzo snimanje neba: digitalni film u boji
- Glavni ciljevi: kozmologija, opasni asteroidi
- Najveća kamera na svijetu: 3200 Megapix
- Svaku noć preko 20 TB podataka, 2018-2027
- Najveća javna baza podataka: preko 100,000 TB
- Cijena: oko milijardu USD



# Teme predavanja:

- Zašto nam treba LSST?
- LSST dizajn
- Softverski izazovi



# Moderne promatračke metode u astronomiji i astrofizici:

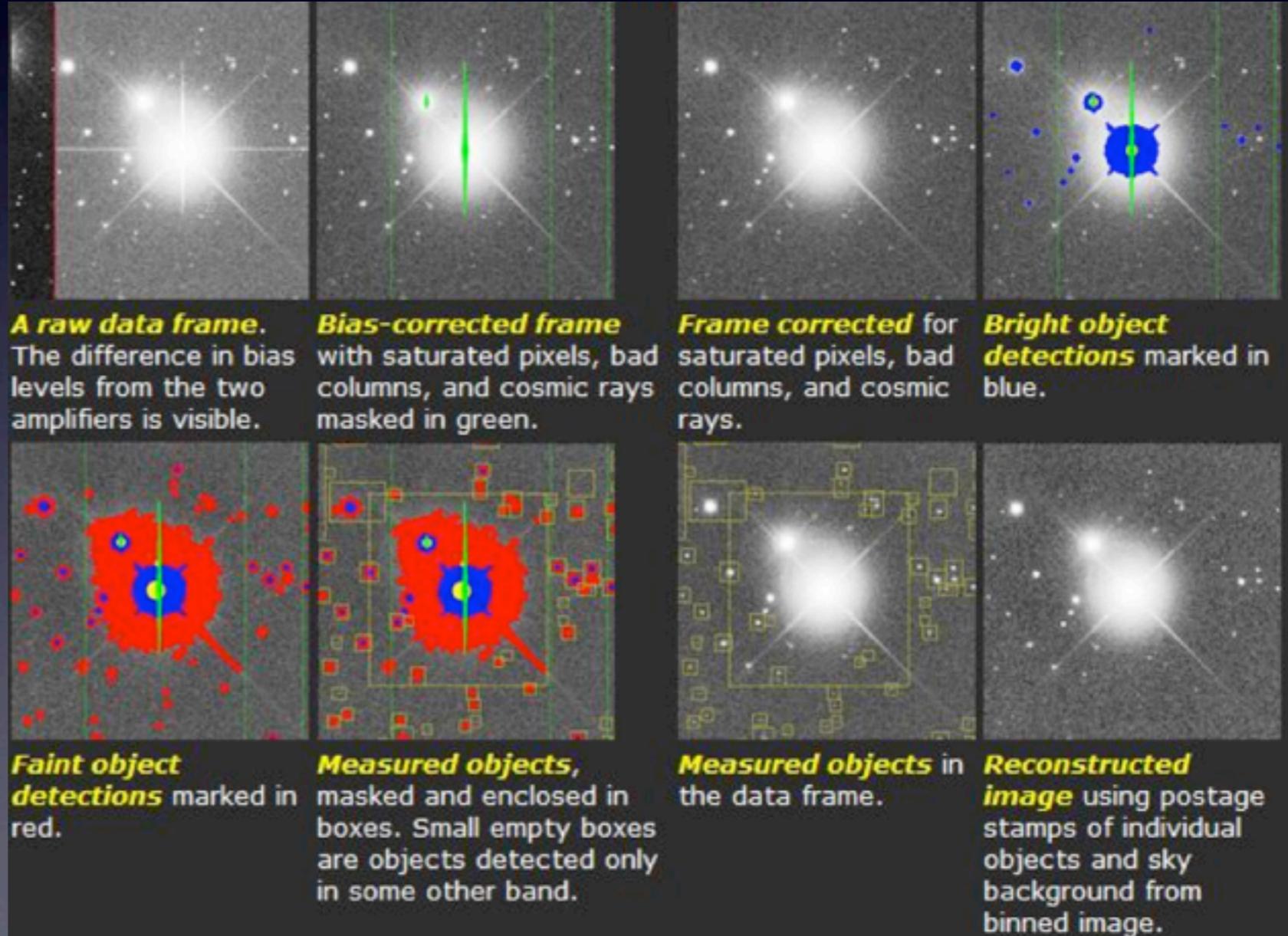
- **Veliki teleskopi (~10m):** tamni objekti, spektroskopija
- **Teleskopi iznad atmosfere:** visoka rezolucija (HST) i ne-optička valna područja (X, radio, IR)
- **Pregledi (mapiranje) neba:**
  - prođor digitalne tehnologije za senzore (CCD: charge-coupled device), za obradu podataka, i za distribuciju podataka i drugih informacija

# Što je mapa neba?

## Zašto praviti mapu neba?

- **Mapa neba:**

- popis svih vidljivih objekata (zvijezde, galaksije...)
- popis mjerenih parametara (sjaj, veličina, boja...)



Osnovni koraci u  
procesiranju  
astronomskih slika  
(primjer: Sloan Digital  
Sky Survey):

# Što je mapa neba?

## Zašto praviti mapu neba?

- **Mapa neba:**
  - popis svih vidljivih objekata (zvijezde, galaksije...)
  - popis mjereneh parametara (sjaj, veličina, boja...)
- **Zašto praviti mapu neba?**
  - Otkrivanje novih objekata: “jel’ to novi asteroid, ili nekaj već poznato?”
  - Klasifikacija objekata: “kaj se sve vidi na nebu?”
  - Statistički pregled objekata: “a kol’ko ima kvazara?”
  - Potraga za neobičnim objektima: “je li to NLO?”
  - Kozmološka mjerjenja: “koliko se brzo širi Svemir?”

# Kratka povijest mapiranja neba

- **Hiparkos**

- prije oko 3,000 godina
- sve zvijezde vidljive golim okom iz Grčke:  
oko 3,000
- glavni izvor promatračkih astronomskih  
podataka idućih 2,500 godina

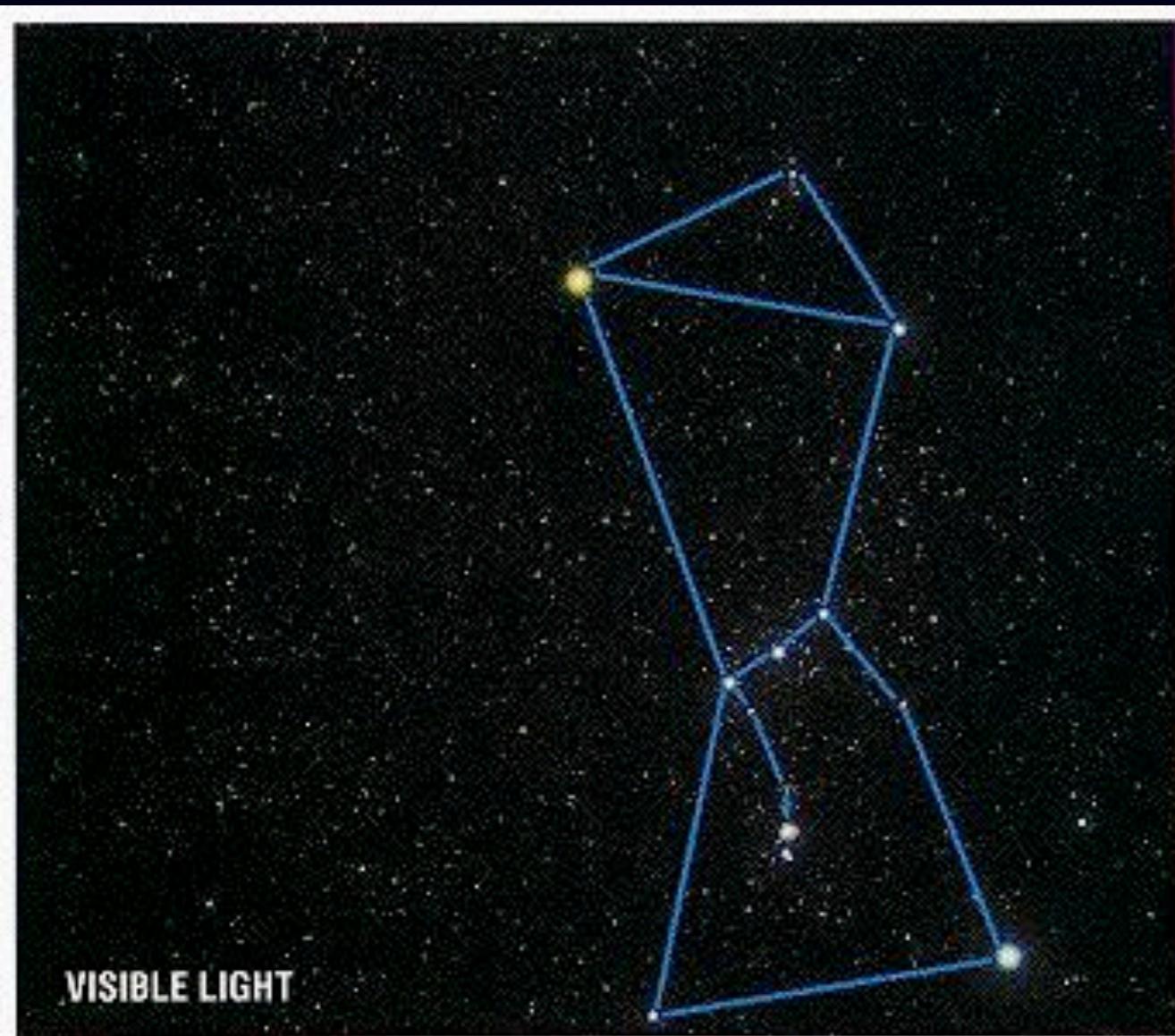
- **Tycho Brahe**

- Srednji vijek, puno točniji od Hiparkusa
- Još uvijek bez teleskopa: oko 3,000 zvijezda
- Glavni rezultati: Keplerovi zakoni kretanja  
planeta, Newtonova teorija gravitacije

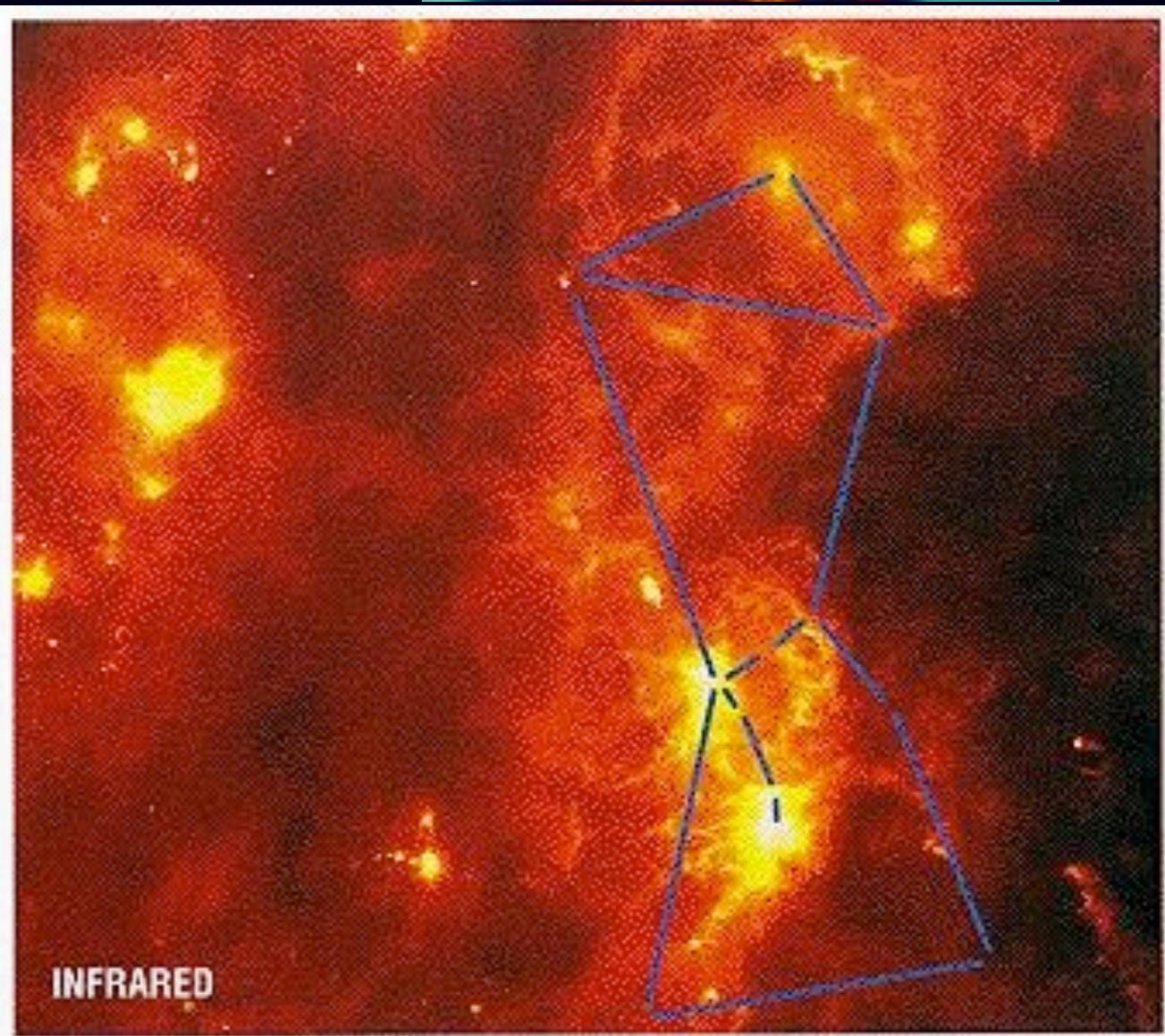
# Moderno mapiranje neba

- **Palomar Observatory Sky Survey**  
(National Geographic Sky Survey):
  - optičko područje
  - 1950-1955 (druga faza '80ih)
  - oko 1,000 fotografija (cijelo nebo)
- **Druge valne duljine:**
  - X zrake
  - ultraljubičasto područje
  - infracrveno područje
  - radio astronomija

Optičke valne duljine otkrivaju  
samo mali dio stvarnosti...



VISIBLE LIGHT



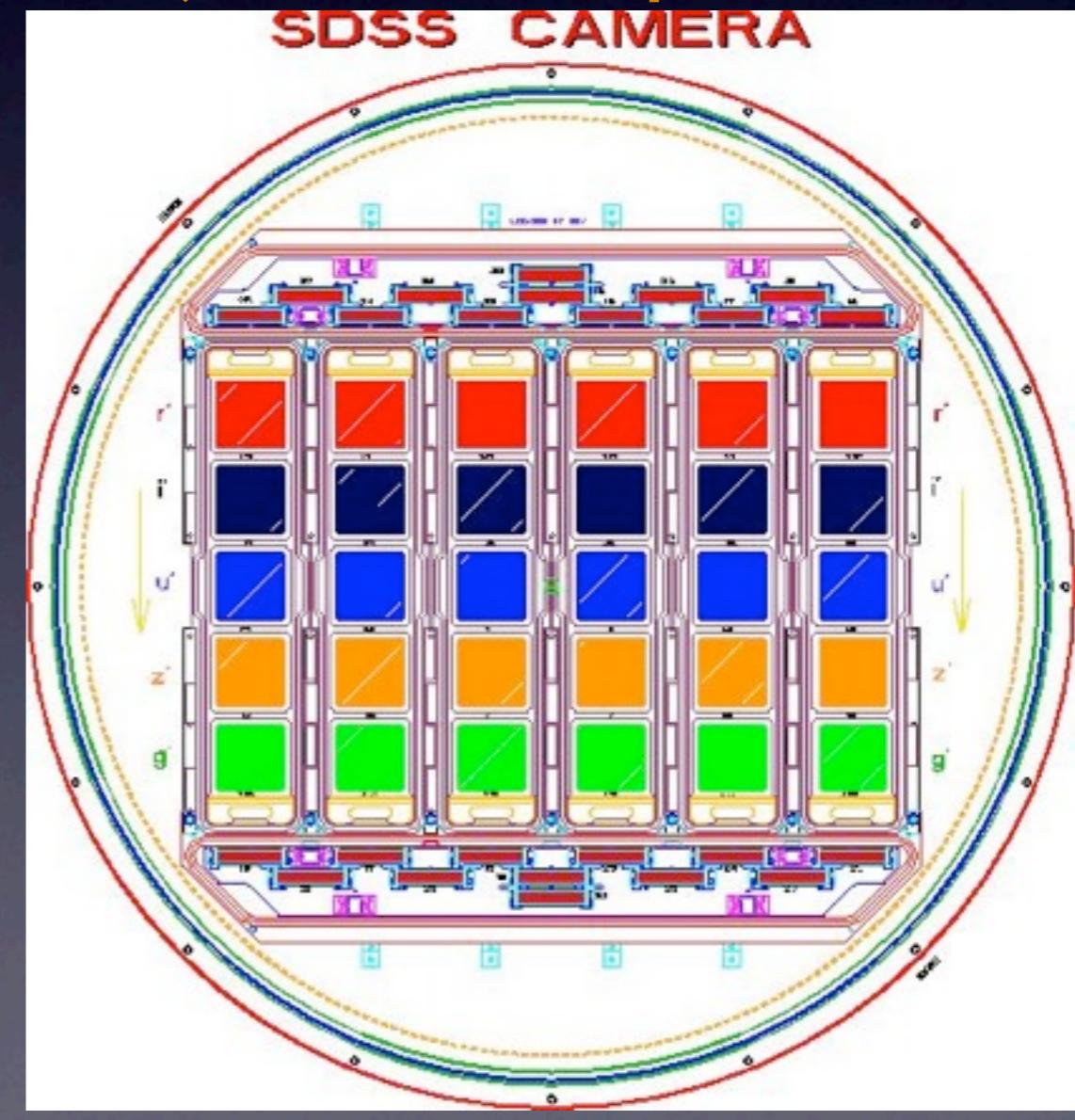
INFRARED

Zviježđe Orion: vidljivo svjetlo

infracrveno svjetlo

# Zadnjih 10 godina: Sloan Digital Sky Survey

- Prvi digitalni pregled neba (CCD kamera)
- Precizni podaci za oko 400,000,000 objekata
- Revolucija u radu astronoma: javne baze podataka



# Primjer SDSS snimanja neba



Run 745 Col 4 Field 498

# Primjeri SDSS slika

Komet

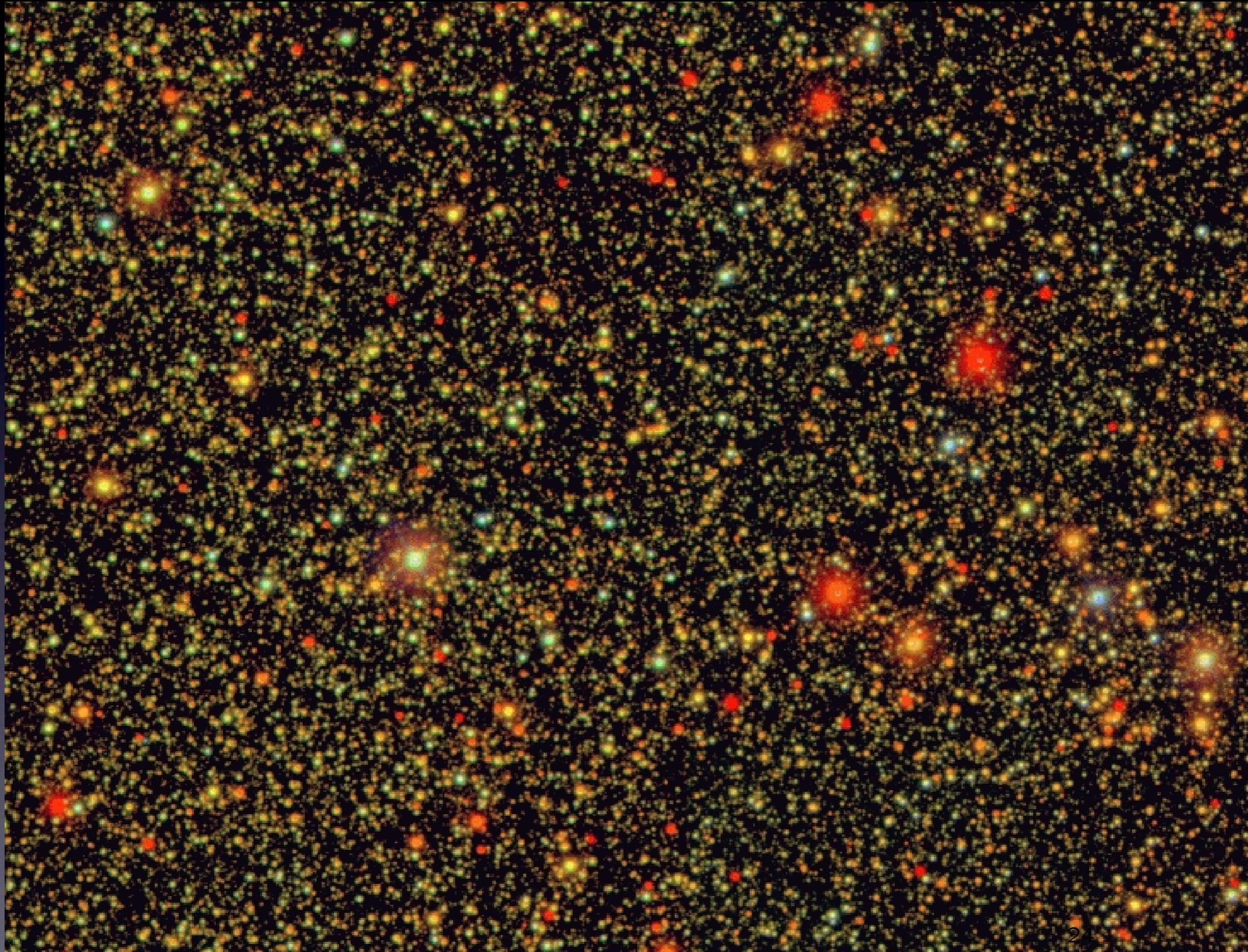
Patuljasta galaksija

Spiralna galaksija

Maglica

Spiralne galaksije

# SDSS pogled kroz ravninu Mlječnog Puta



# Astronomija “od doma”

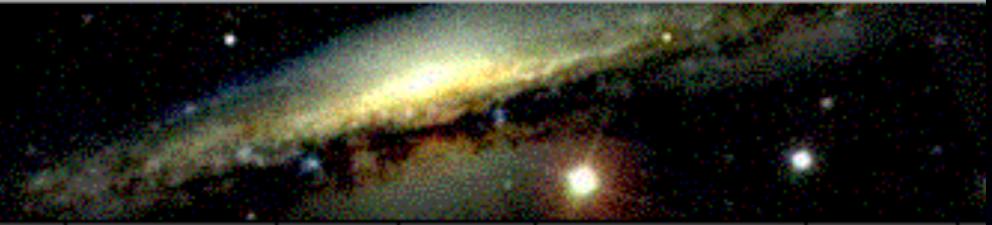
SDSS SkyServer DR7

Address Book ▾ Apple Customize Links Customize Links Yahoo! Free Hotmail Google Maps Windows YouTube Wi-Fi

◀ ▶ + 🔍 <http://cas.sdss.org/astro/en/>



## Sloan Digital Sky Survey / SkyServer



Home Tools SQL Search Schema Finding Chart Download Projects DR7 DAS Site Search Help

Welcome to the **DR7 Catalog Archive Server** site providing public access to SDSS data for professional astronomers.

The following databases are available

BestDR7	[Default] The best version photo (imaging), spectro and tiling data
TargDR7	The version of the data from which spectroscopic targets were chosen

**News**

This site contains data from **Data Release 7 (DR7)**. Please see the [Site News page](#), [What's New in DR7](#) page and the [Known Problems](#) page for more information.

SDSS is supported by











To run a query on one of the DR7 DBs other than BESTDR7, name the database explicitly in the query:

```
SELECT TOP 100 * FROM TARGDR7..PhotoObj  
WHERE r<17 and r-i>2
```

### Search Tools

- [Radial Search](#)
- [Rectangular Search](#)
- [SQL Search](#)
- [Imaging Query](#)
- [Spectro Query](#)
- [Object Cross-ID](#)
- [Get images](#)
- [Emacs Interface](#)
- [sqlcl](#)

### Advanced Tools

- [Finding Chart](#)
- [Navigate](#)
- [Image List](#)
- [Explore](#)
- [CasJobs](#)
- [CasJobs CL tool](#)
- [VO Services](#)
- [Open SkyQuery](#)
- [Spectrum Services](#)

### Links

- [About the SDSS](#)
- [About the SkyServer](#)
- [SDSS Project Website](#)
- [Data Archive Server](#)
- [Public SkyServer](#)
- [Famous places](#)
- [Images of RC3 Galaxies](#)
- [Educational Projects](#)
- [NVO Website](#)

### Help and Tutorials

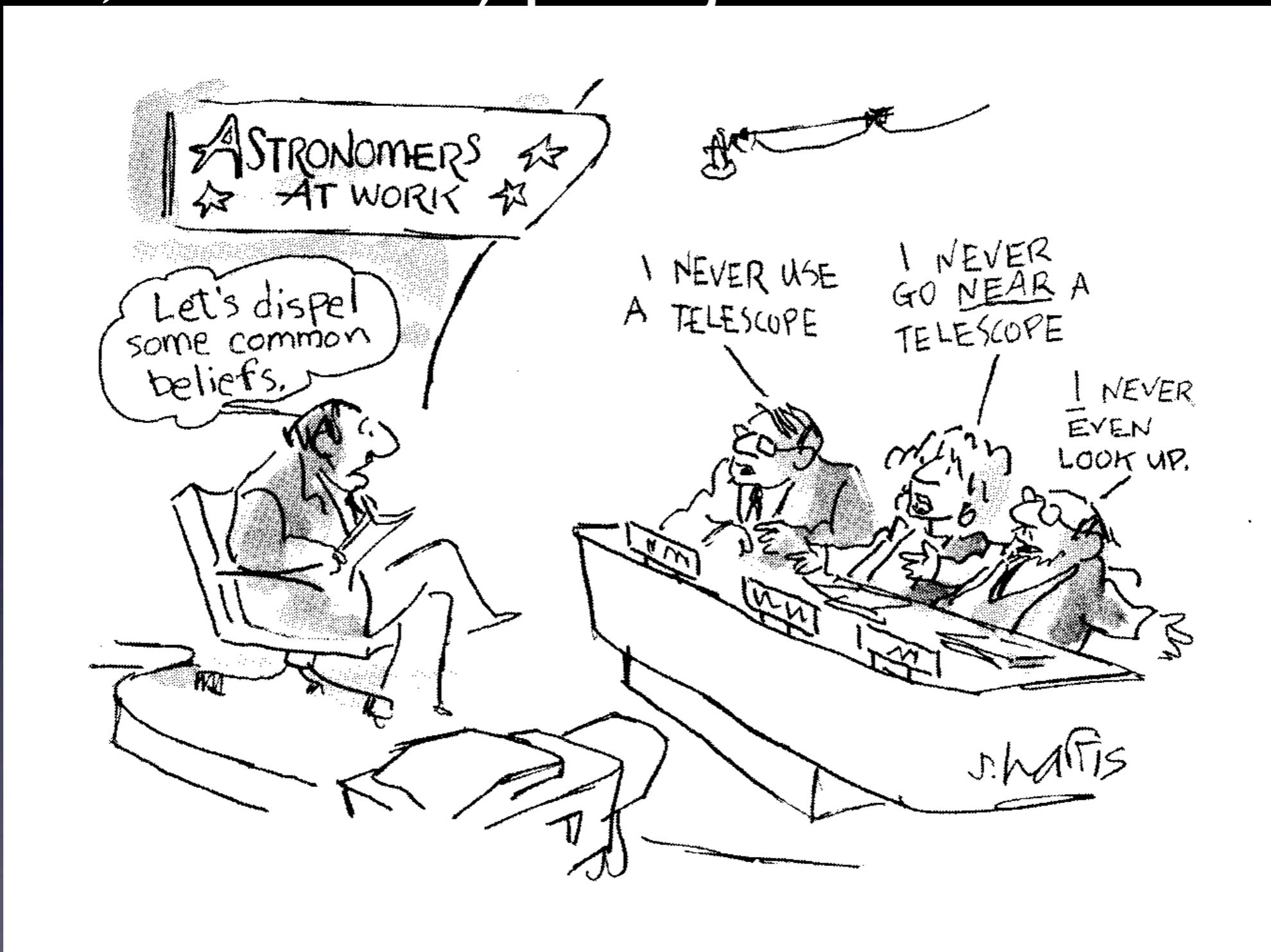
- [Archive Intro](#)
- [FAQ](#)
- [Glossary](#)
- [Algorithms](#)
- [Table Descriptions](#)
- [Schema Browser](#)
- [Sample SQL Queries](#)
- [Details of SDSS Data](#)
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Uz teorijsku i promatračku astronomiju,  
analiza masivnih baza podataka (stotine  
TB, uskoro PB) postaje novi način rada

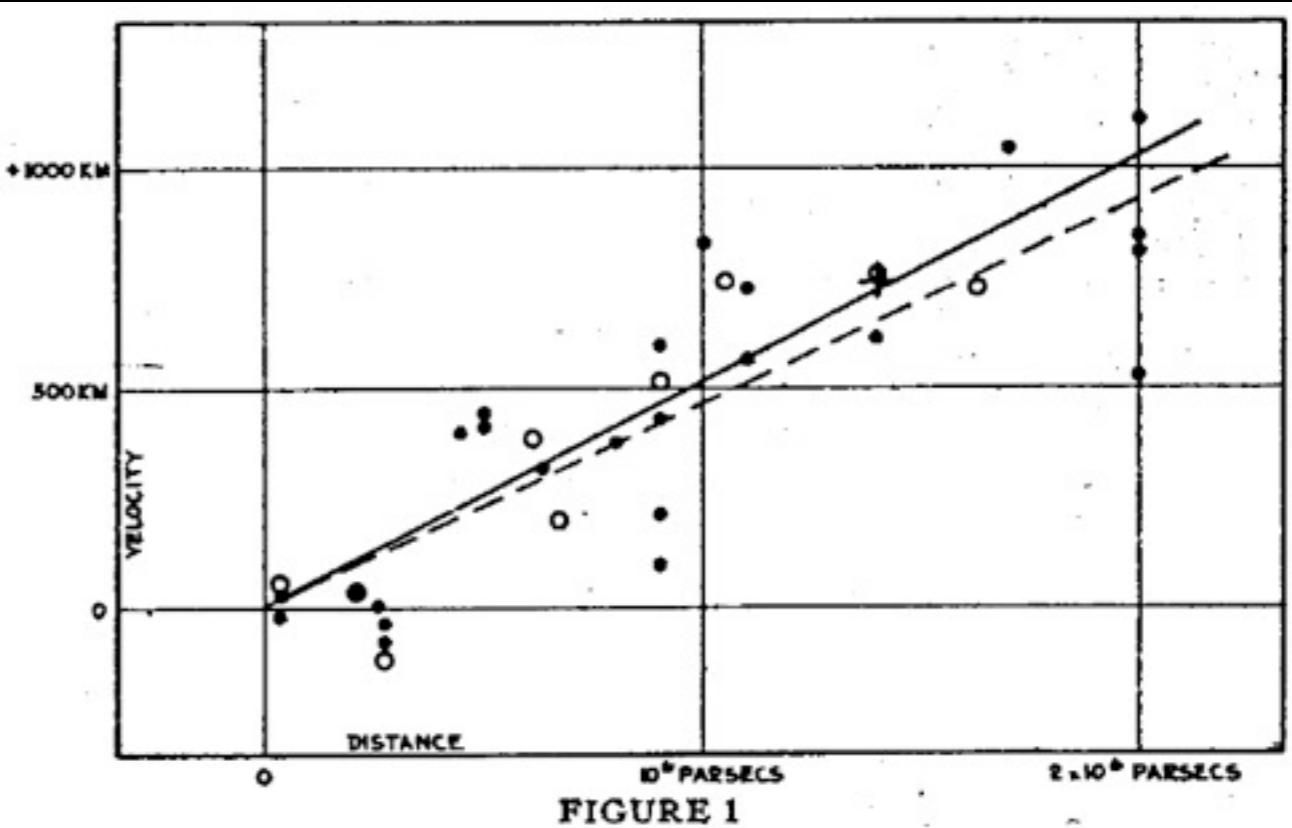


Zašto nam treba LSST ako već imamo SDSS?

# Stare kozmološke zagonetke



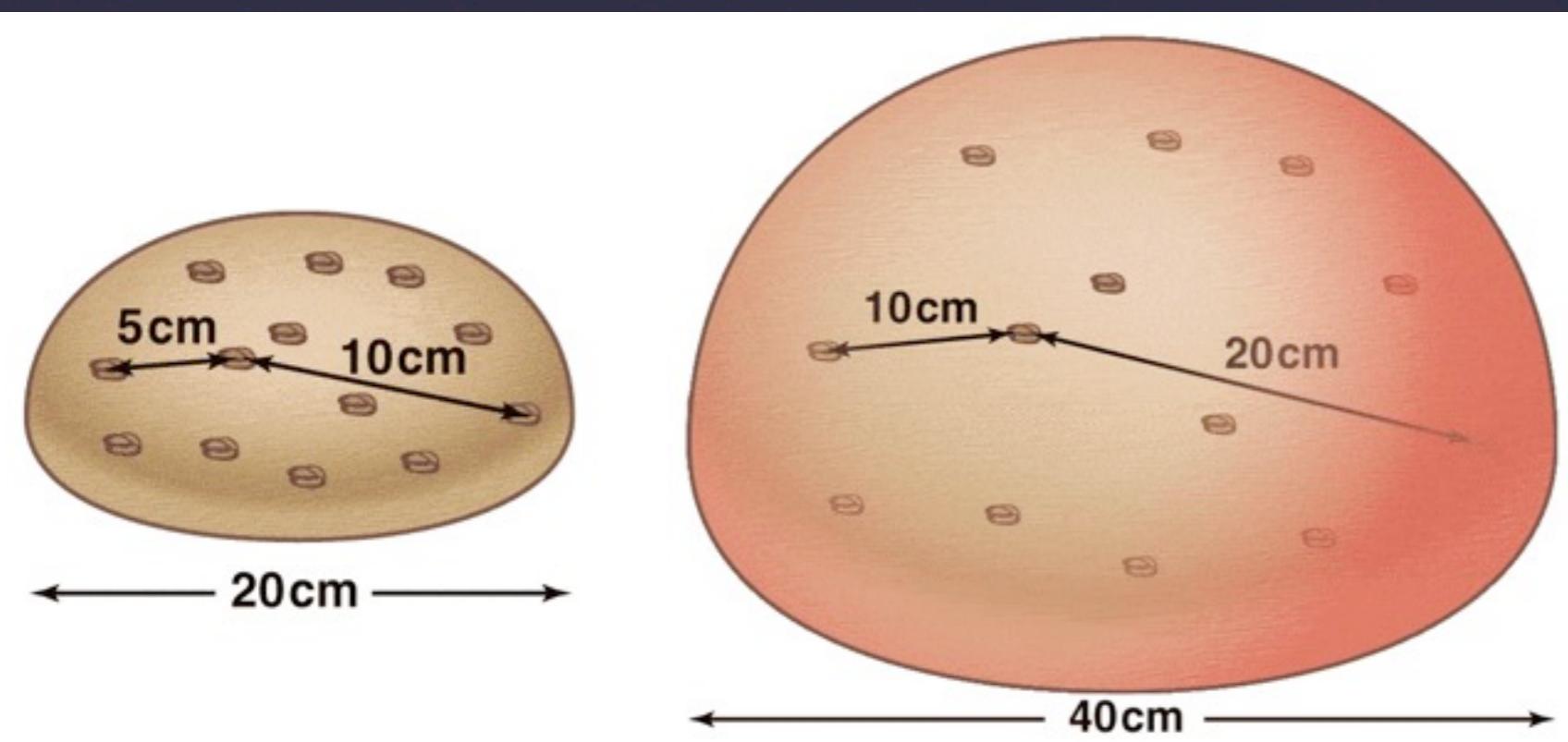
brzina udaljavanja



Edwin Hubble (1929): Svemir se širi!

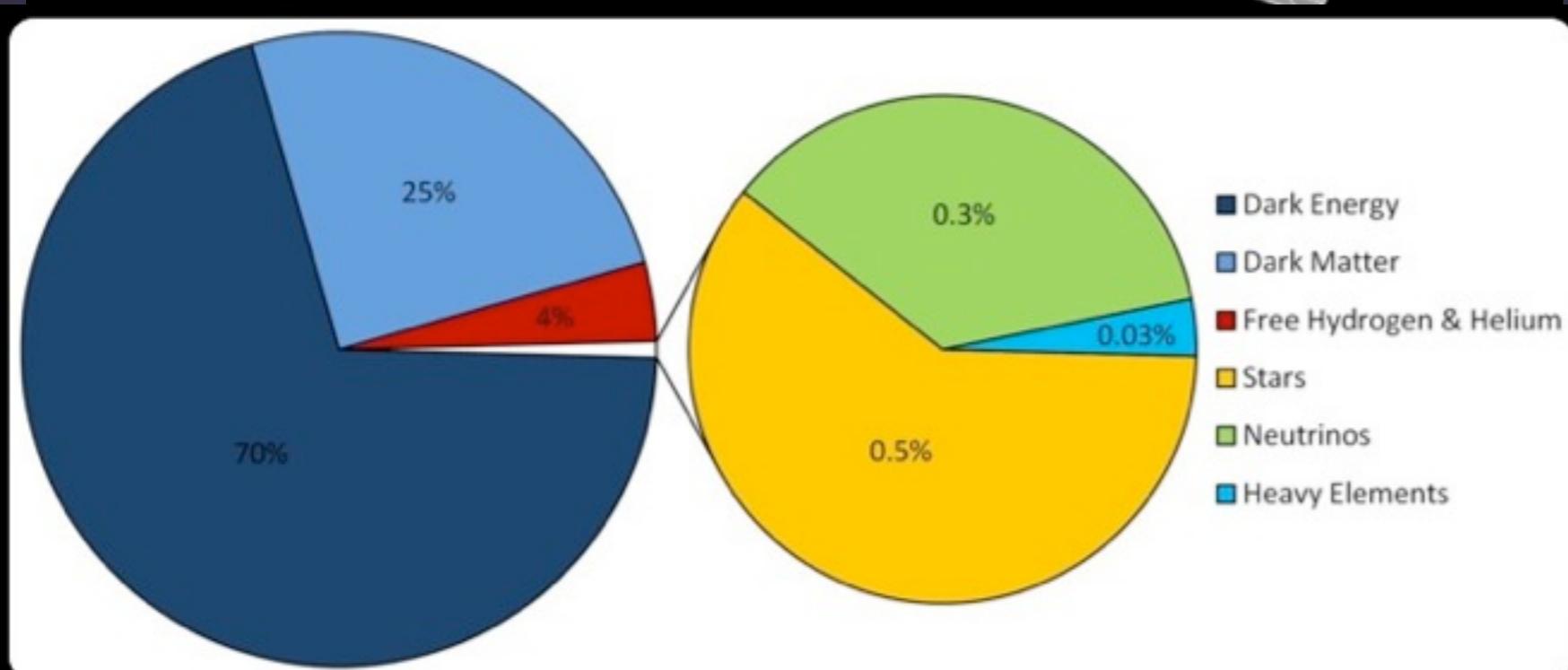
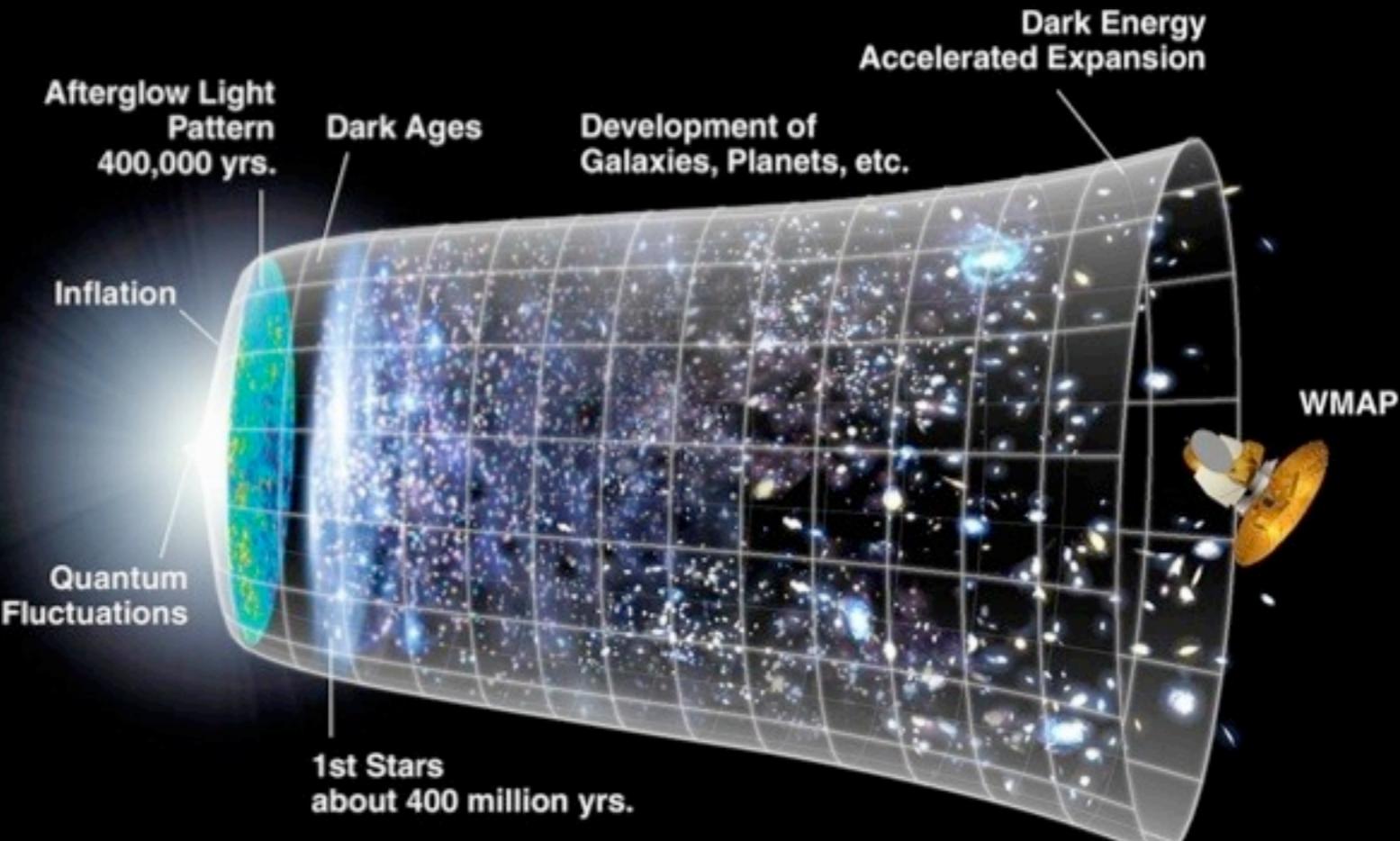
udaljenost

Svemir se širi;  
mislilo se kako to  
širenje mora  
usporavati zbog  
djelovanja  
gravitacije, ali...



# Nove kozmološke zagonetke

# $\Lambda$ CDM: The 6-parameter Theory of the Universe



Moderni model širenja  
Svemira objašnjava sva  
promatranja, ali mora  
postulirati tamnu tvar  
i tamnu energiju (no  
moguće je da opis  
gravitacije nije točan)

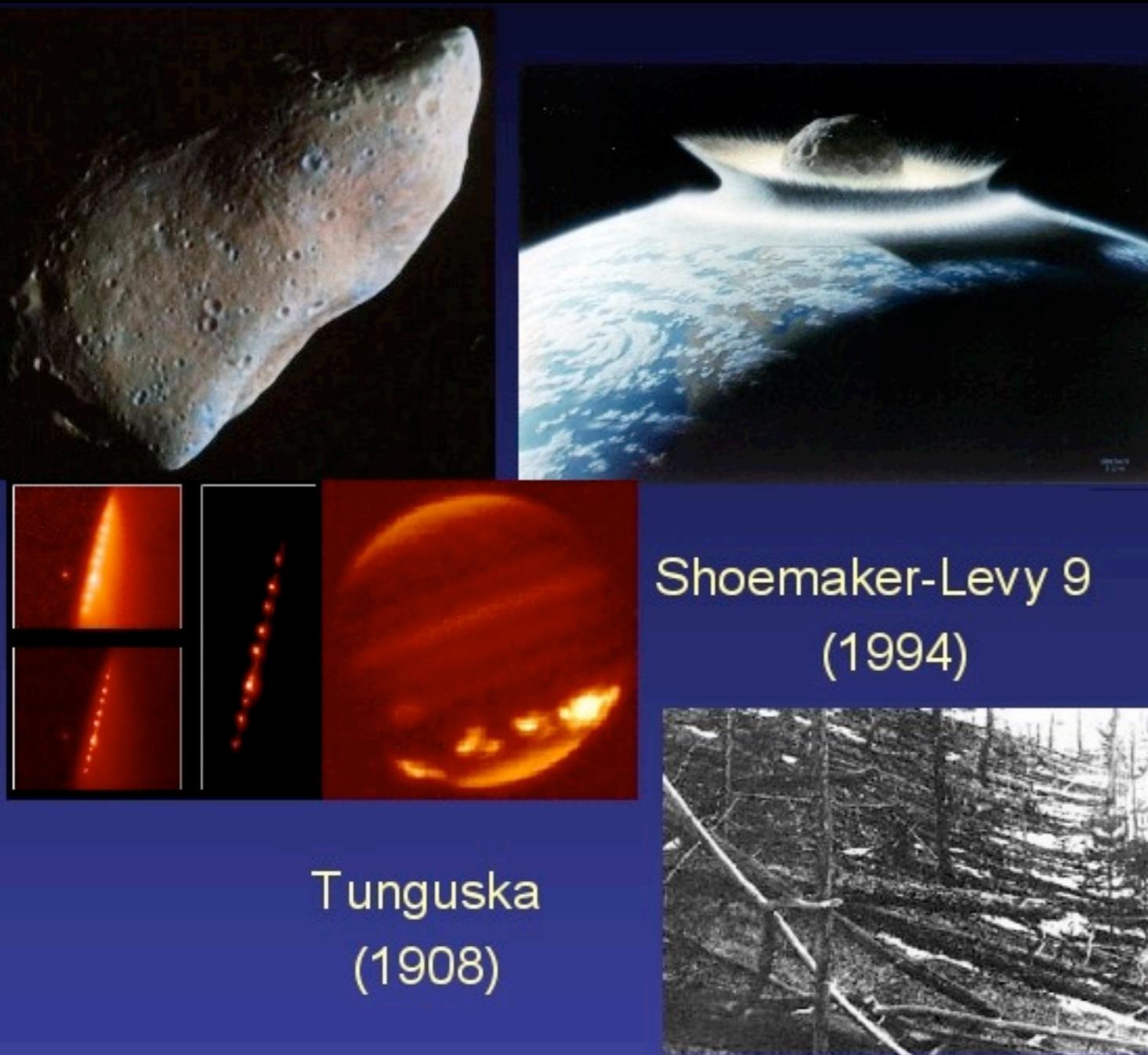
# Moderna kozmološka mjerena

- Supernove (SNe): lako im je odrediti udaljenost
- Gravitacijske leće: raspodjela tvari (obične i tamne)
- Prostorna raspodjela galaksija (statistika)
- Kozmičko pozadinsko zračenje

Za precizna mjerena širenja Svemira i stvaranja strukture potrebni su uzorci od nekoliko milijardi galaksija, te stalna promatranja da bi se otkrile SNe

Slična su promatranja potrebna za otkrivanje opasnih asteroida, te za mnogo drugih grana astrofizike (npr. proučavanje Mliječnog Puta, kvazara, itd): potreba za “novim i boljim SDSSom”: razlog za potrošiti milijardu \$

# Potraga za opasnim asteroidima



Krater Barringer  
u Arizoni: udarac  
40m objekta  
prije 50,000 god.

Vjerojatnost udara  
asteroida u Zemlju nije  
zanemariva

NASA ima mandat od  
Kongresa SAD za  
pronalaženje 90%  
asteroida većih od 140m  
do 2020

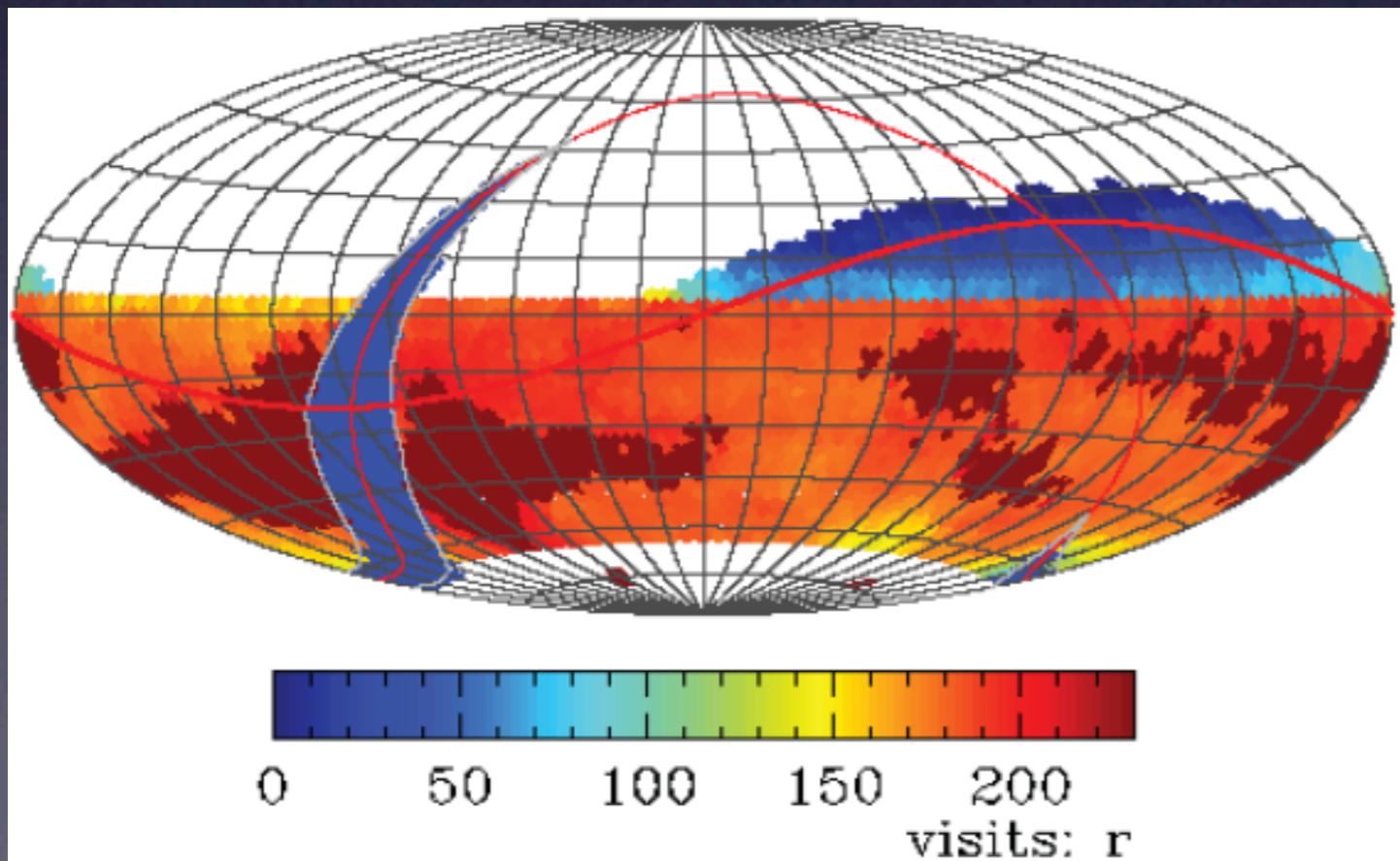


# Osnovni koncepti za LSST

- Zrcalo velikog promjera (barem 6m) da bi se moglo koristiti kratke ekspozicije (30 s)
- Agilan teleskop (5 sekundi izmedju eksp.)
- Veliko vidno polje da bi se moglo “pokriti” cijelo nebo sa malim brojem slika ( $\sim 1,000$ )
- Male optičke deformacije
- Kamera sa 3000 Mpix (zbog rezolucije)
- Sofisticirani software za obradu podataka (20,000 GB/dan, oko 20 milijardi objekata)

# Osnovna ideja LSSTa: uniformni pregled neba

- 90% vremena će biti utrošeno na uniformi pregled neba: svake tri noći cijeli dostupni dio neba će biti snimljen dva puta
- nakon 10 godina, pola cijelog neba će biti mjereno oko 1000 puta (u 6 filtera)
- biti će oko 500 milijuna slika od 16 Mpix, sa mjerenjima za 20 milijardi objekata: preko 100,000,000 GB podataka ( $> 100 \text{ PB}$ )



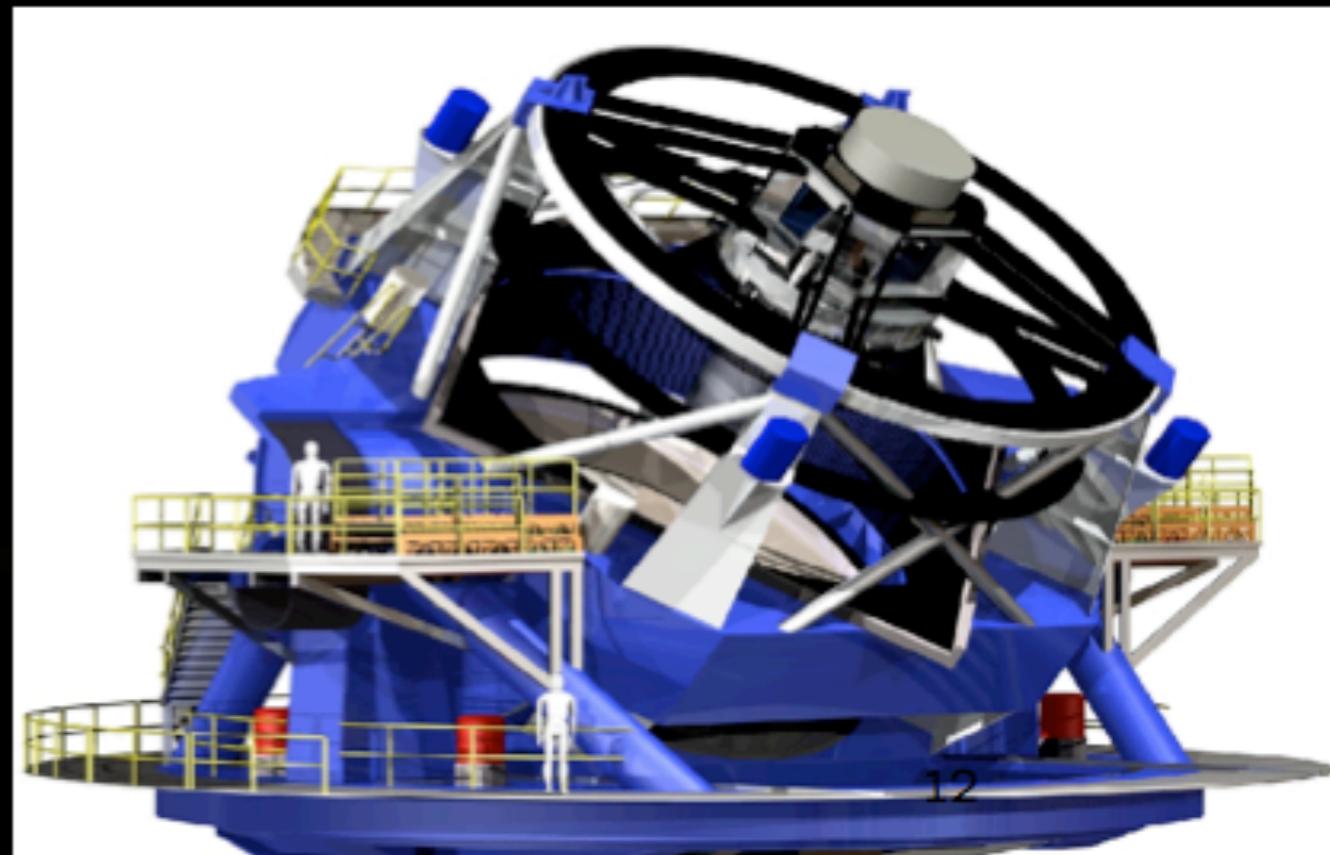
Simulacija 10 godina rada  
LSSTa: broj promatranja  
u jednom od filtera (r)

# Usporedba SDSS-LSST



**SDSS: one US Library of Congress worth of data**

**LSST: one SDSS per night, or all the words ever printed!**

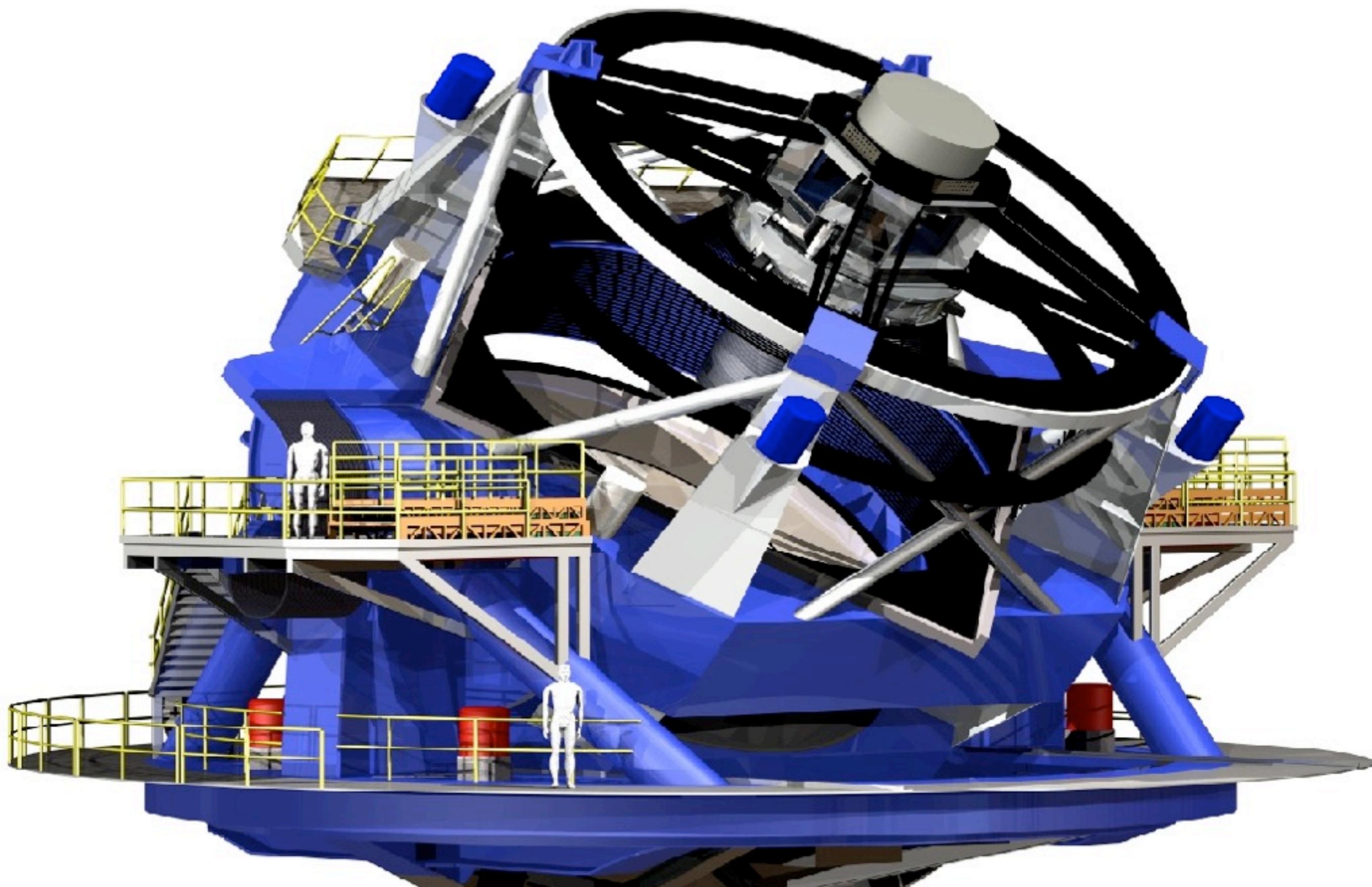


# LSST Opservatorij

LSST sistem:  
Teleskop  
Kamera  
Softver



# LSST Teleskop



# Usporedba vidnog polja Gemini-LSST

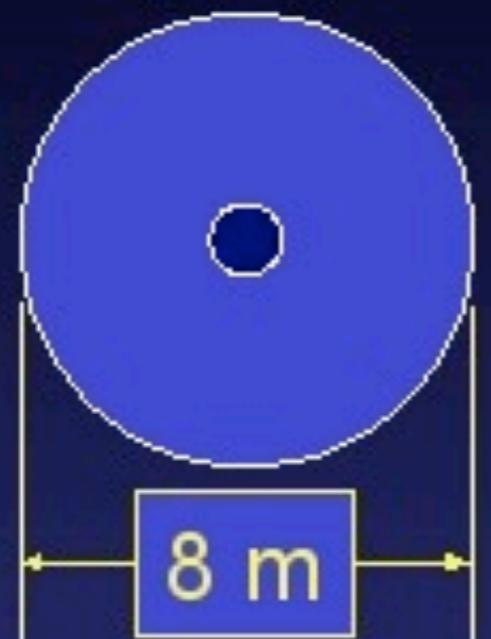


Gemini South  
Telescope

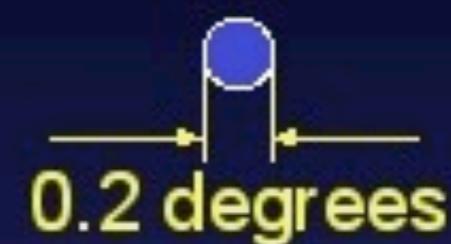


LSST

Primary Mirror  
Diameter



Field of  
View

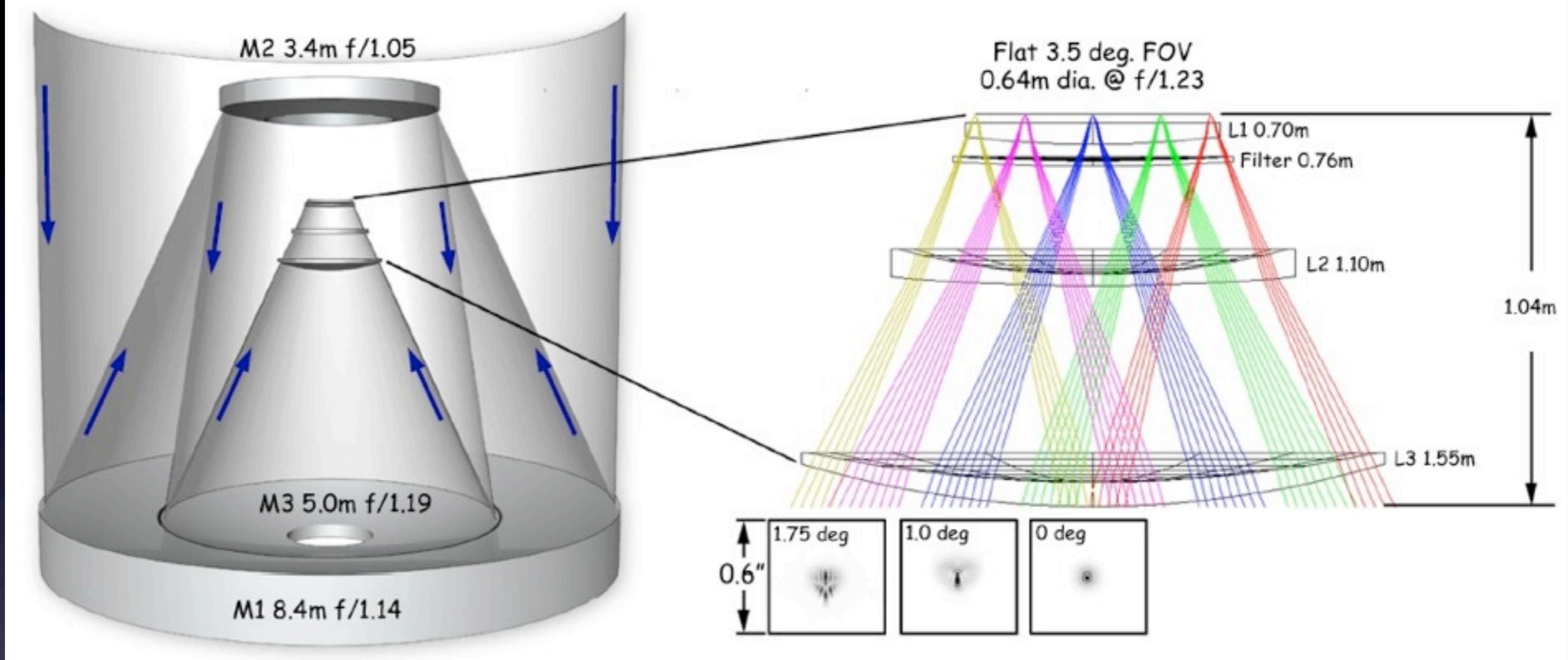


3.5 degrees

(Full moon is 0.5 degrees)



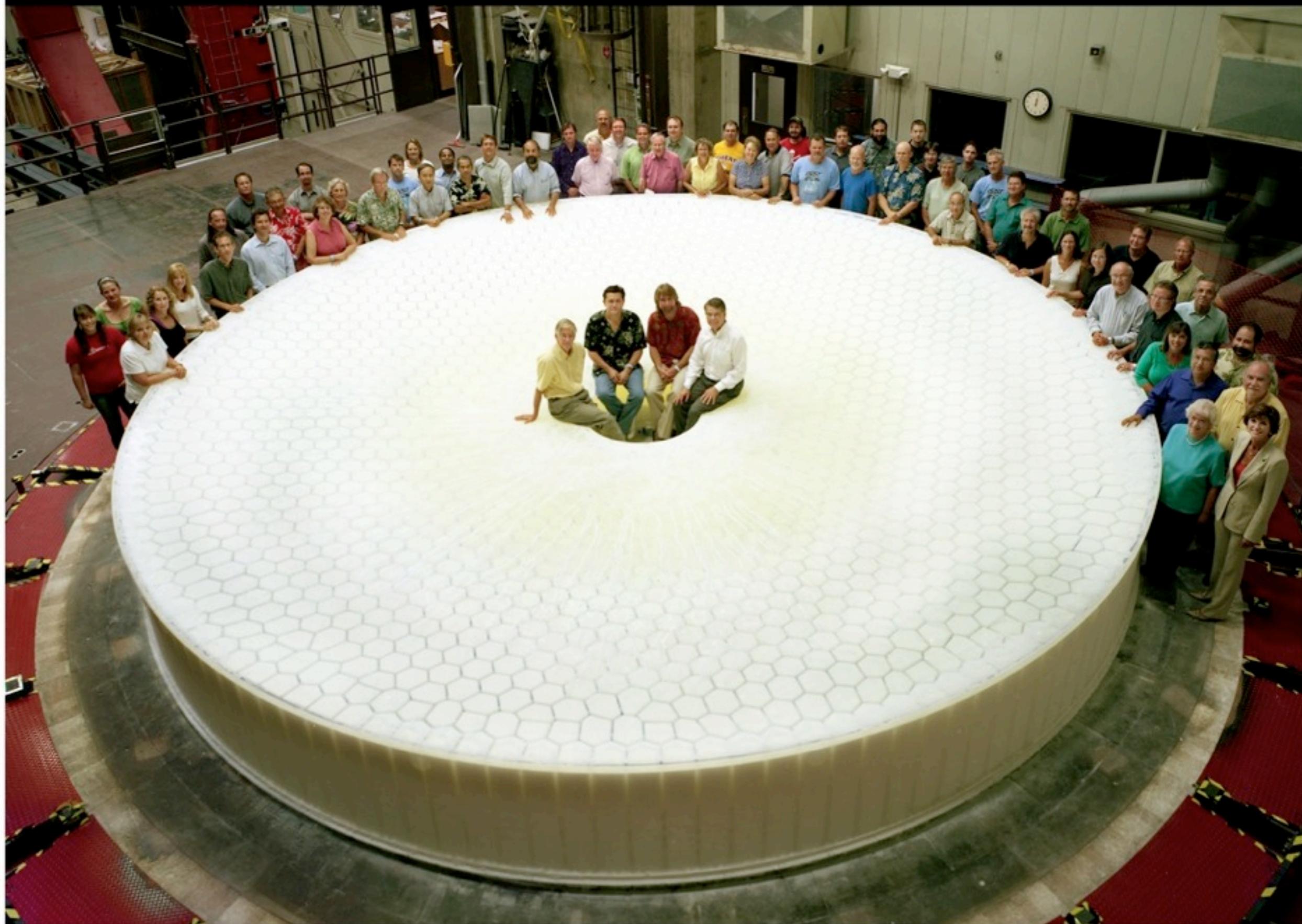
# Optički dizajn za LSST teleskop



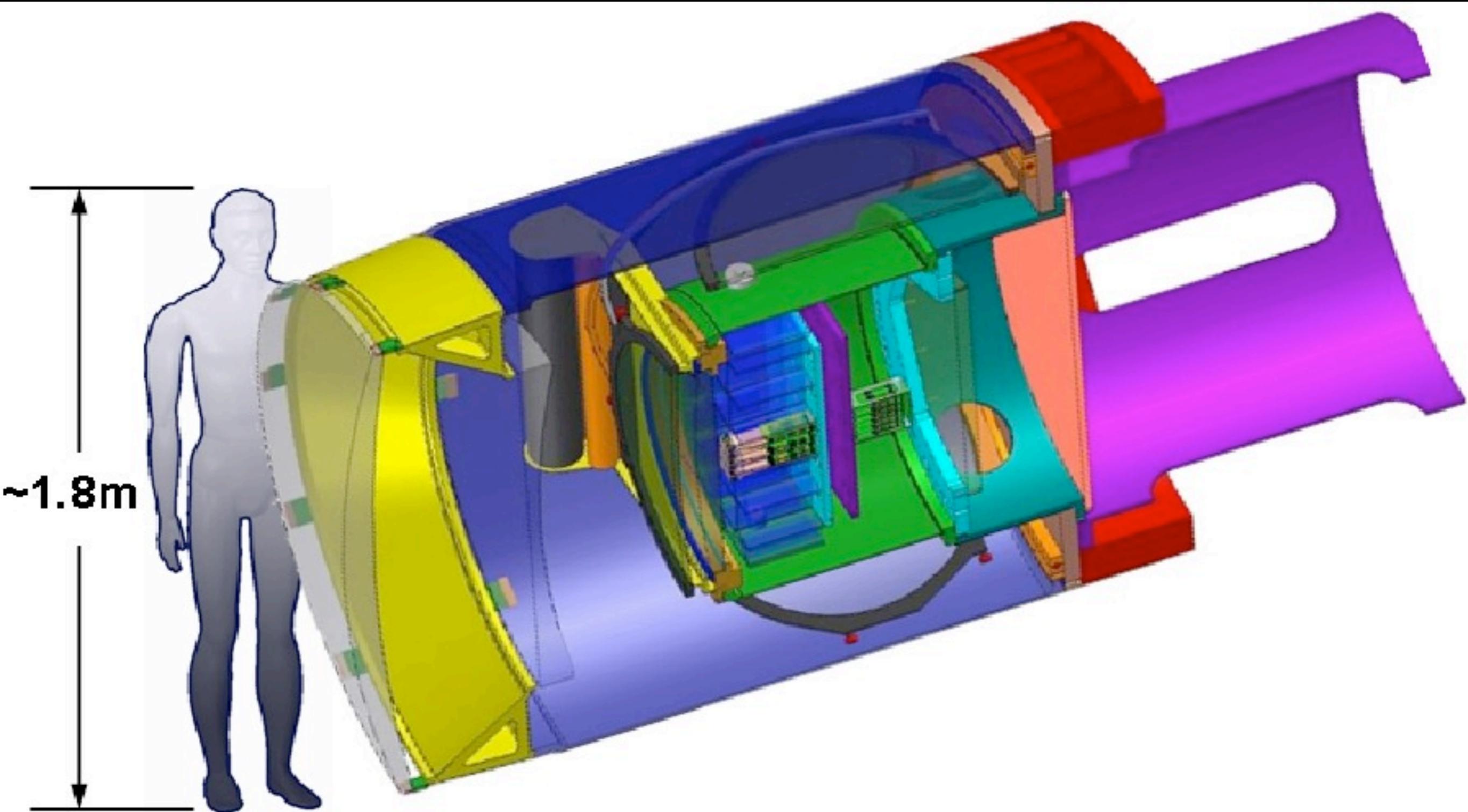
“Klasični” teleskopi: dva zrcala (ograničeno vidno polje)  
LSST: tri zrcala koja daju veliko vidno polje sa malim  
deformacijama slike (Paul-Baker sistem)



# *Large Synoptic Survey Telescope*

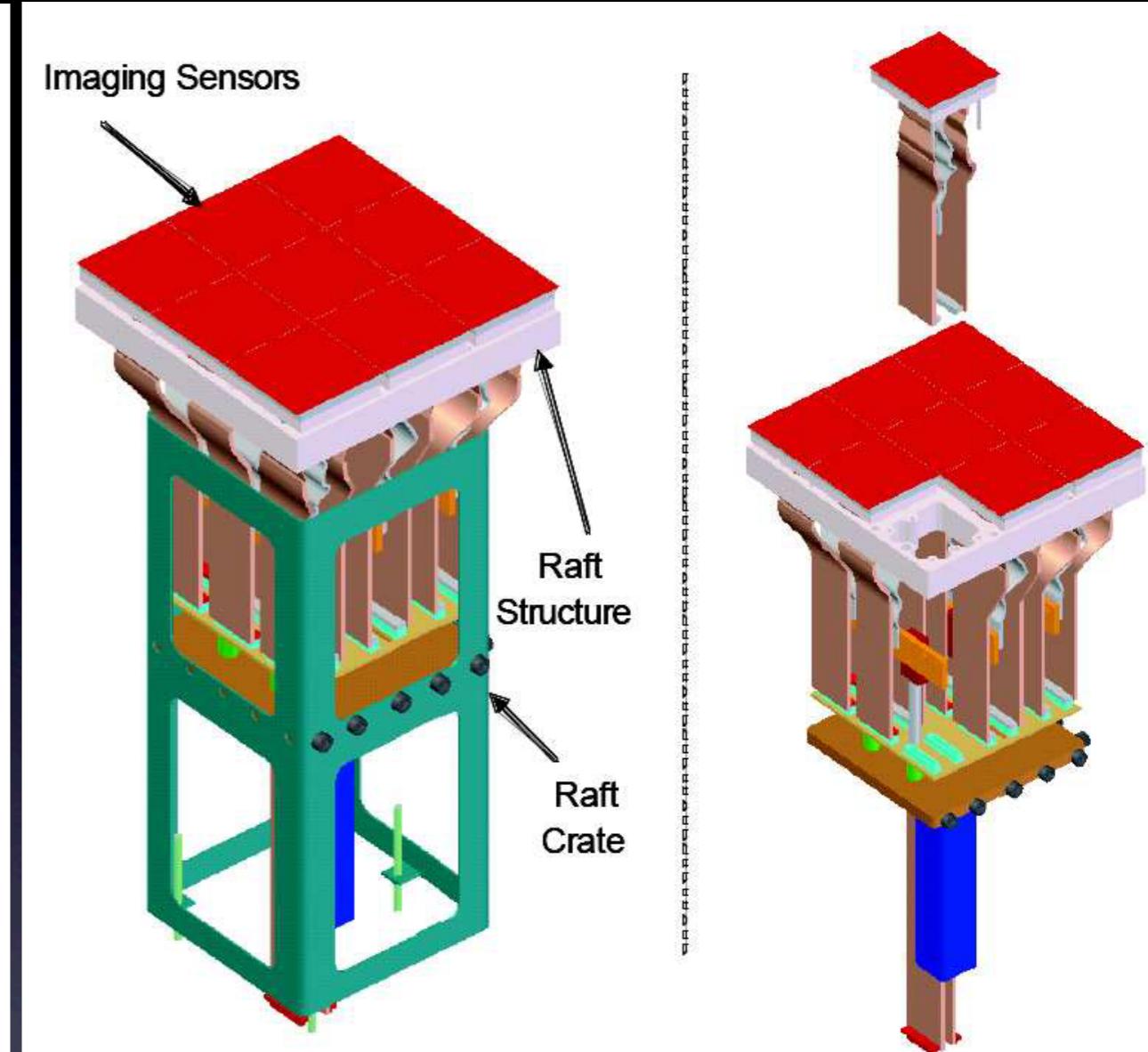
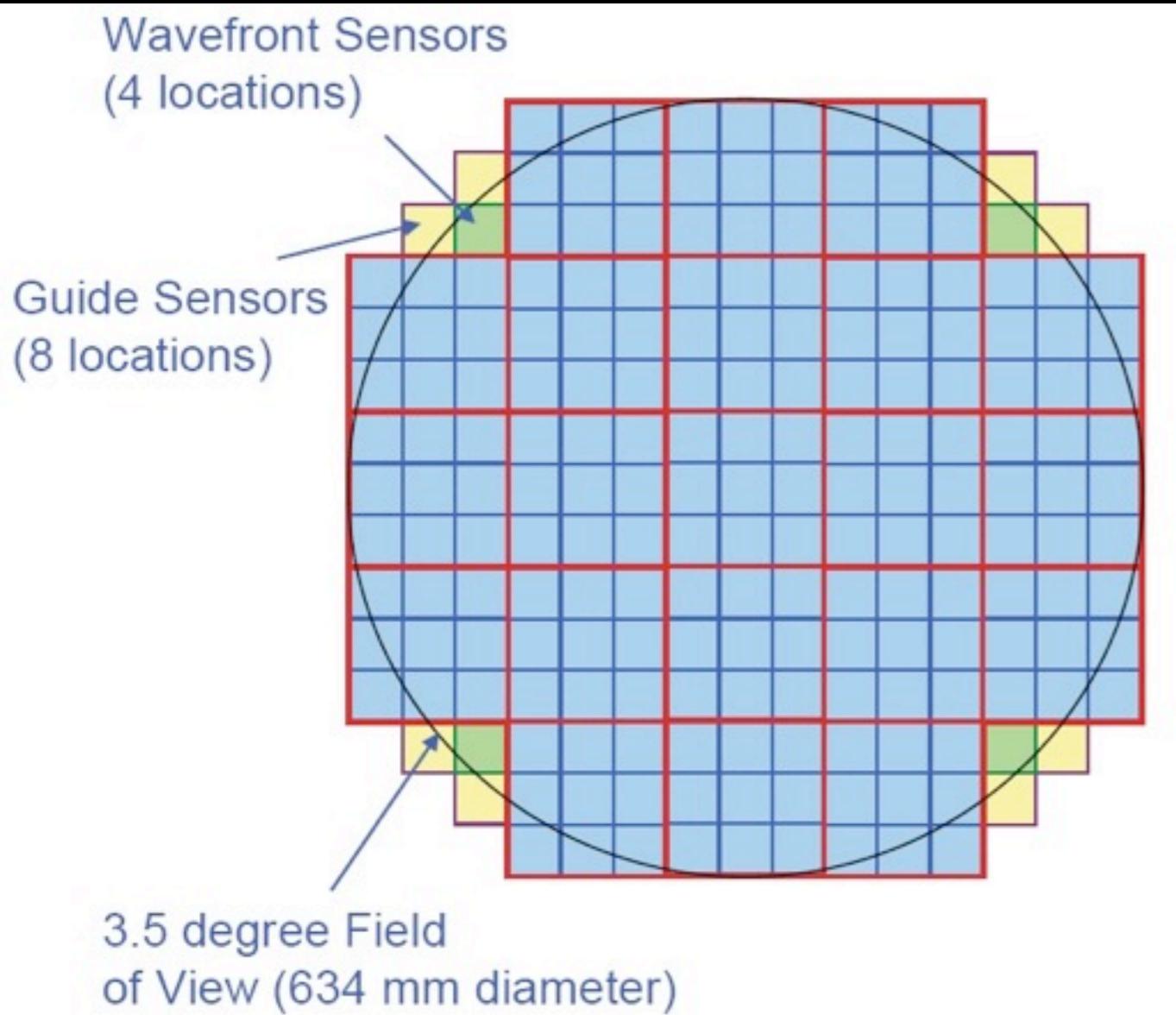


# LSST kamera



Najveća astronomomska kamera: 2800 kg, 3200 Megapixela

# LSST kamera

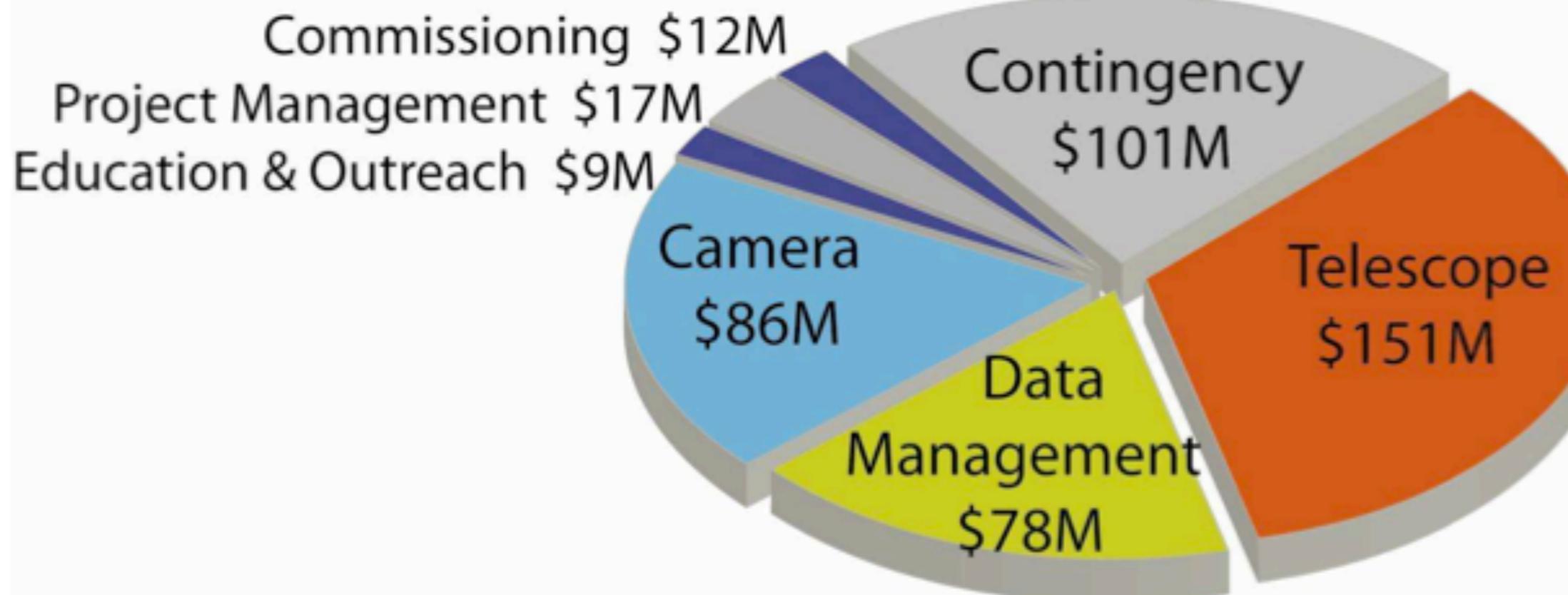


Modularni dizajn: 3200 Megapix =  $189 \times 16$  Megapix CCDs  
9 CCDova imaju zajedničku elektroniku: raft = kamera  
Raft sa problemima se može zamijeniti tokom dana

# Kako potrošiti milijardu dolara?

Pola na konstrukciju, pola na 10 godina rada.

Total Project Cost: 455M 2009USD

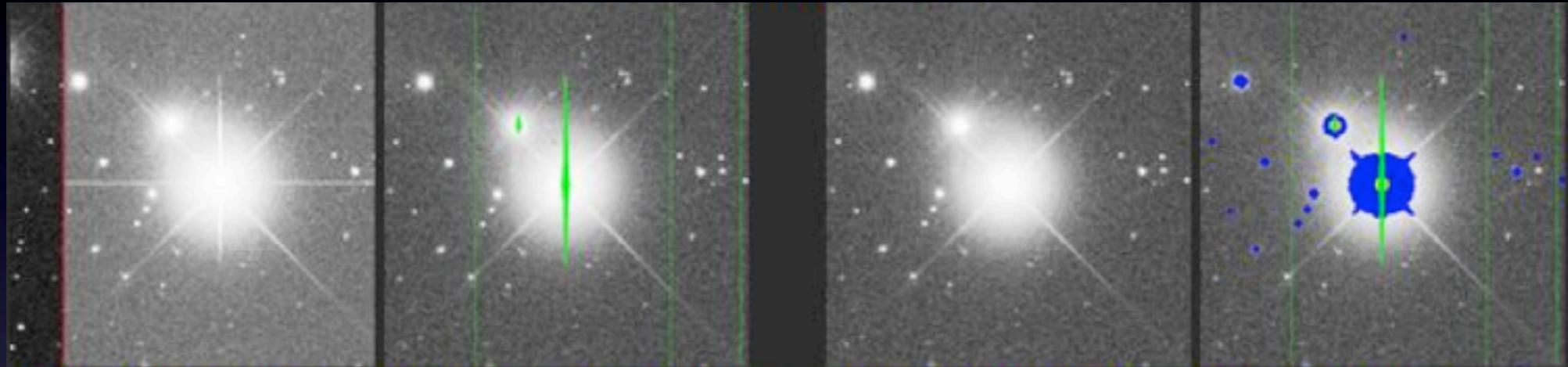


## LSST Construction Component Cost

Početak rada: oko 2018 (zeleno svjetlo: kolovoz 2010)

# Što LSST softver treba raditi?

- Obrada slika: korekcije za instrumentalne efekte, detekcija izvora, mjerenje parametara

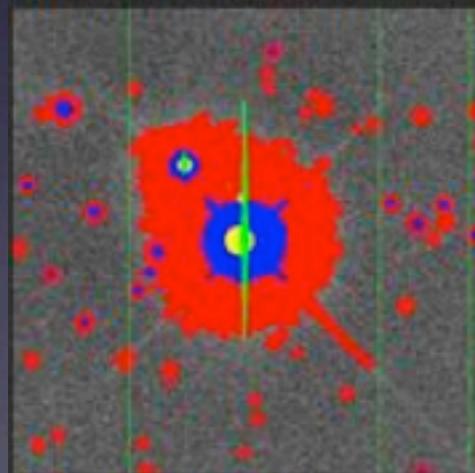


**A raw data frame.**  
The difference in bias levels from the two amplifiers is visible.

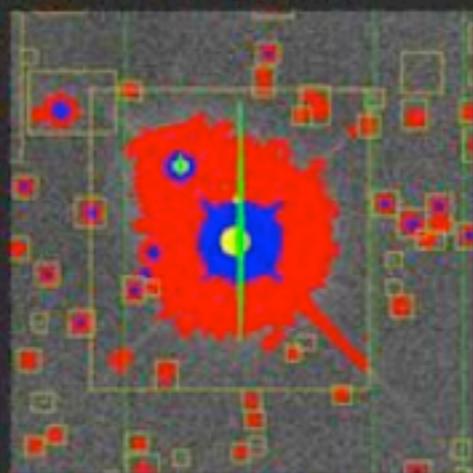
**Bias-corrected frame**  
with saturated pixels, bad columns, and cosmic rays masked in green.

**Frame corrected** for saturated pixels, bad columns, and cosmic rays.

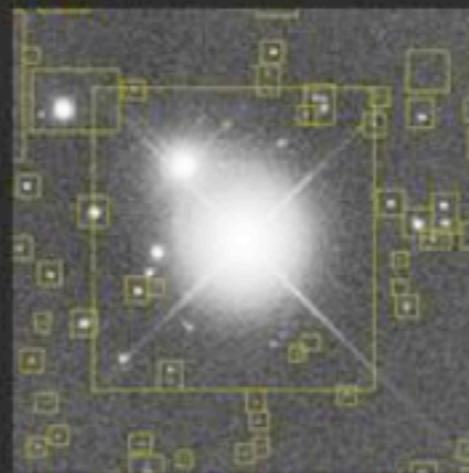
**Bright object detections** marked in blue.



**Faint object detections** marked in red.



**Measured objects**,  
masked and enclosed in boxes. Small empty boxes  
are objects detected only in some other band.



**Measured objects** in the data frame.



**Reconstructed image** using postage stamps of individual objects and sky background from binned image.

# Što LSST softver treba raditi?

- Oduzimanje slika: dvije 3200 Mpix slike se moraju oduzeti svakih 40 sec, pronaći i izmjeriti svi objekti, te na kraju svi podaci staviti na web (oko 100,000 tranzienata)

Science Image



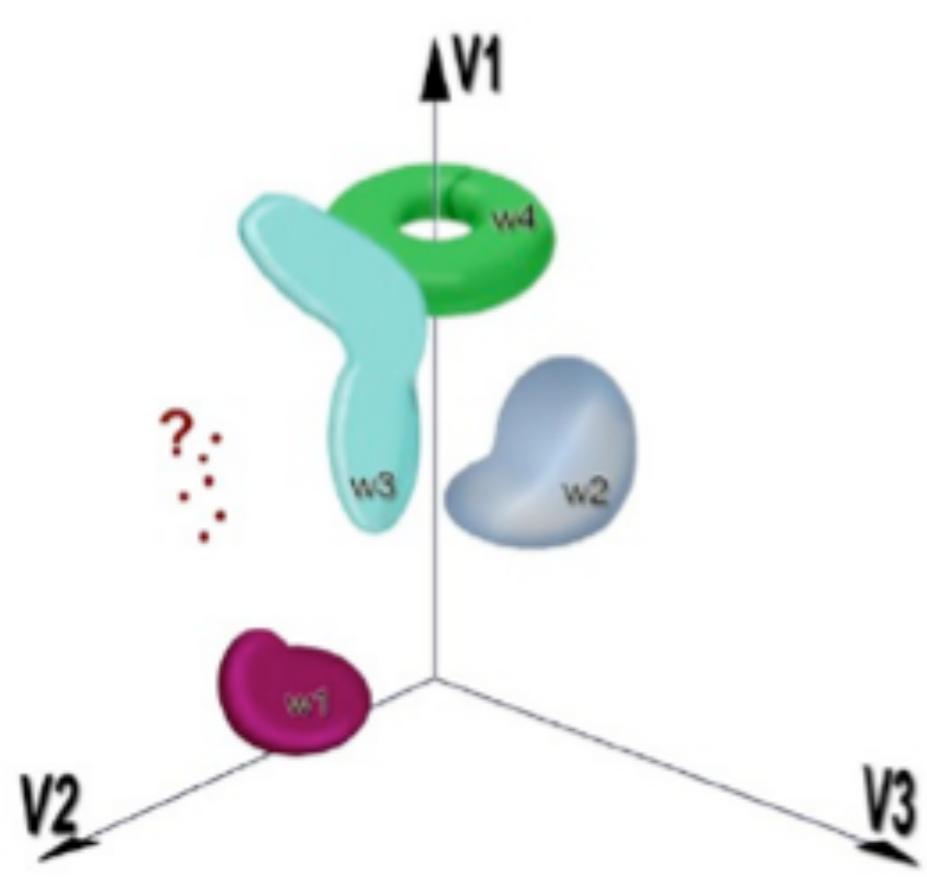
Difference Image (Science - Reference)



# Što LSST softver treba raditi?

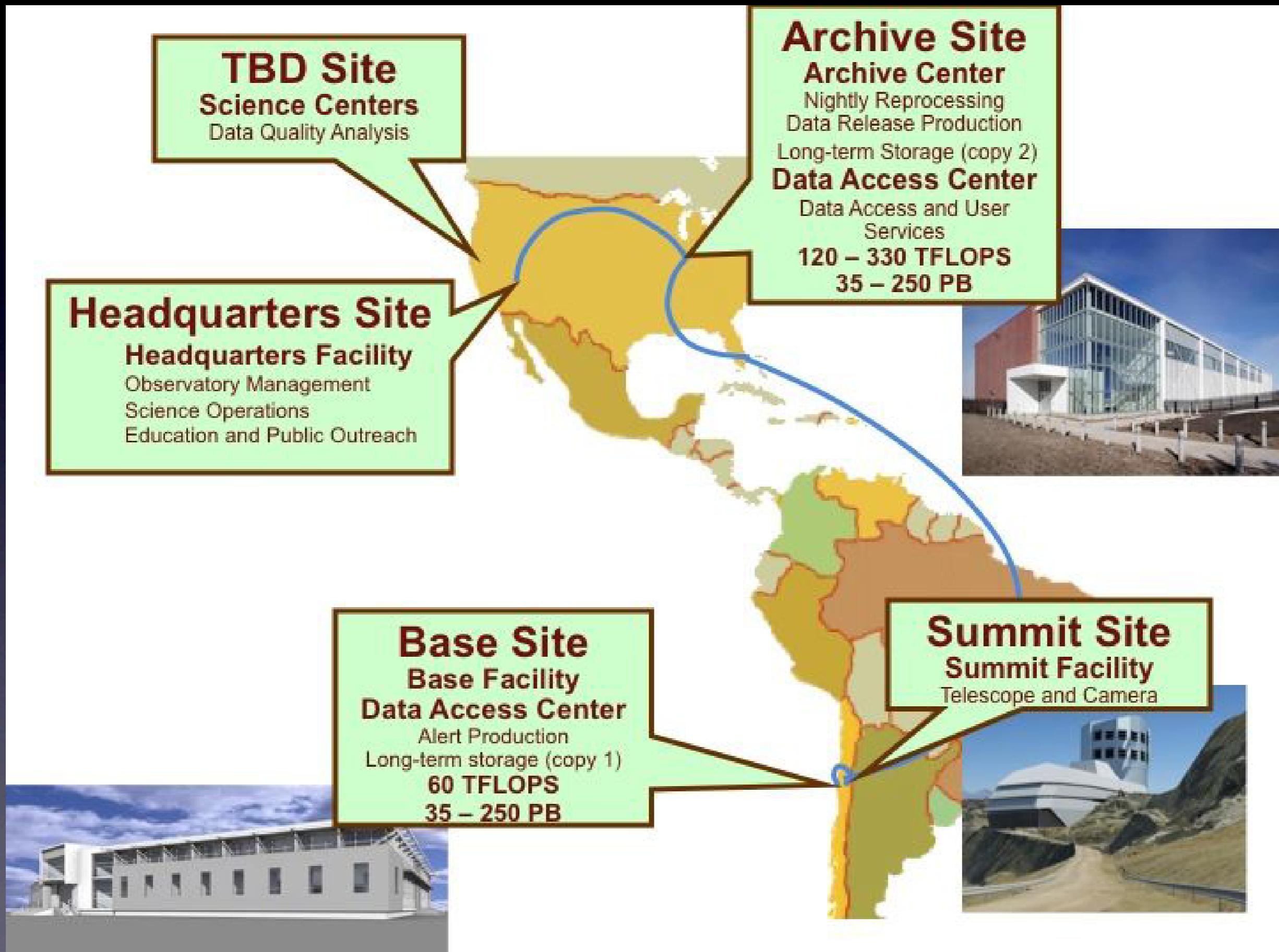
- Baza podataka i alati za analiziranje: za svaki od oko 20 milijardi objekata biti će oko 1000 mjerenja (svako mjerenje ima nekoliko desetaka mjerenih parametara)

## Data mining and knowledge discovery

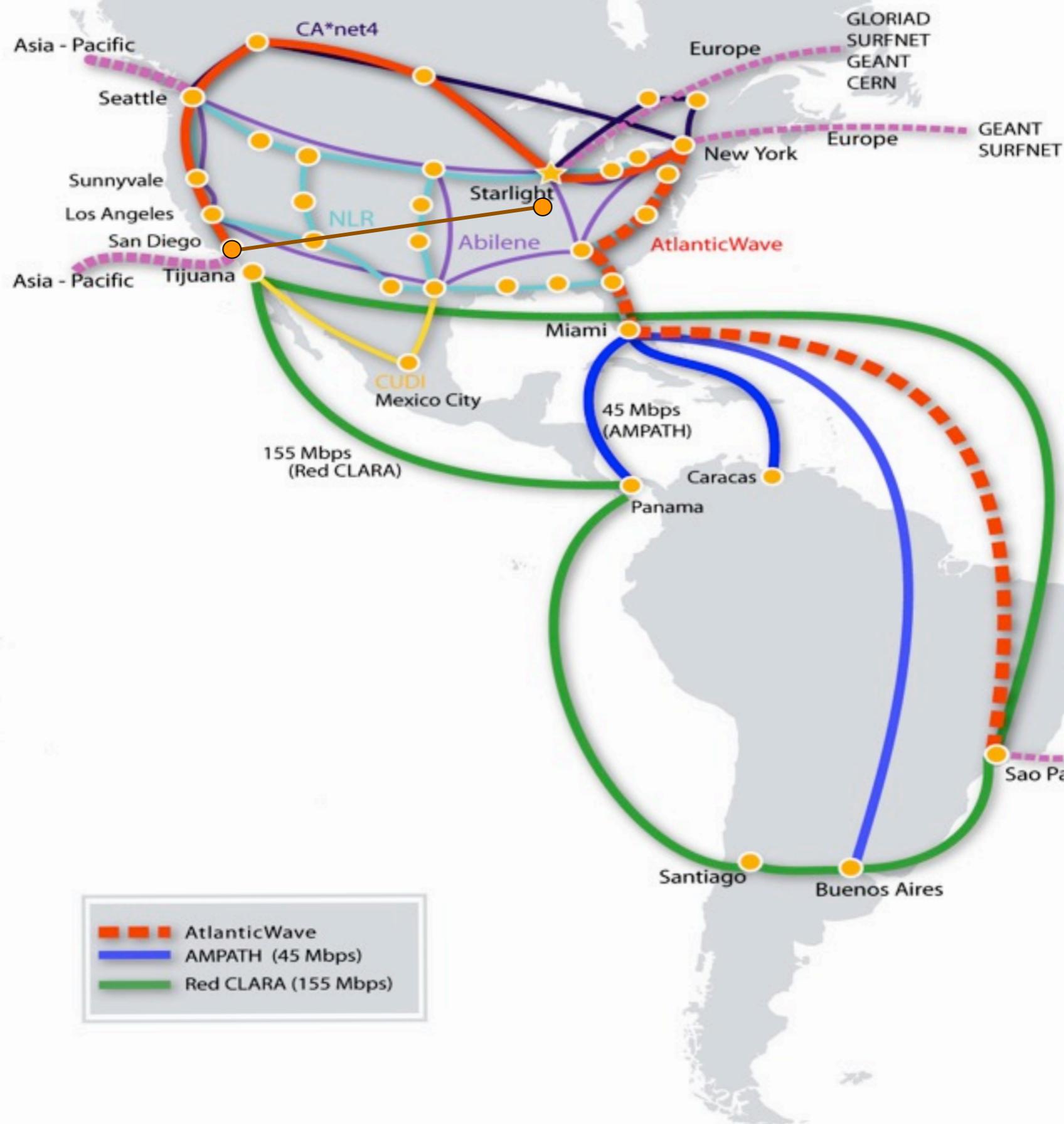


- 10,000-D prostor s 20 milijardi točaka
  - Karakterizacija poznatih objekata
  - Klasifikacija novih populacija
  - Otkrivanje “neobičnih” objekata
- Clustering, classification, outliers

# LSST Softver



# LSST Softver



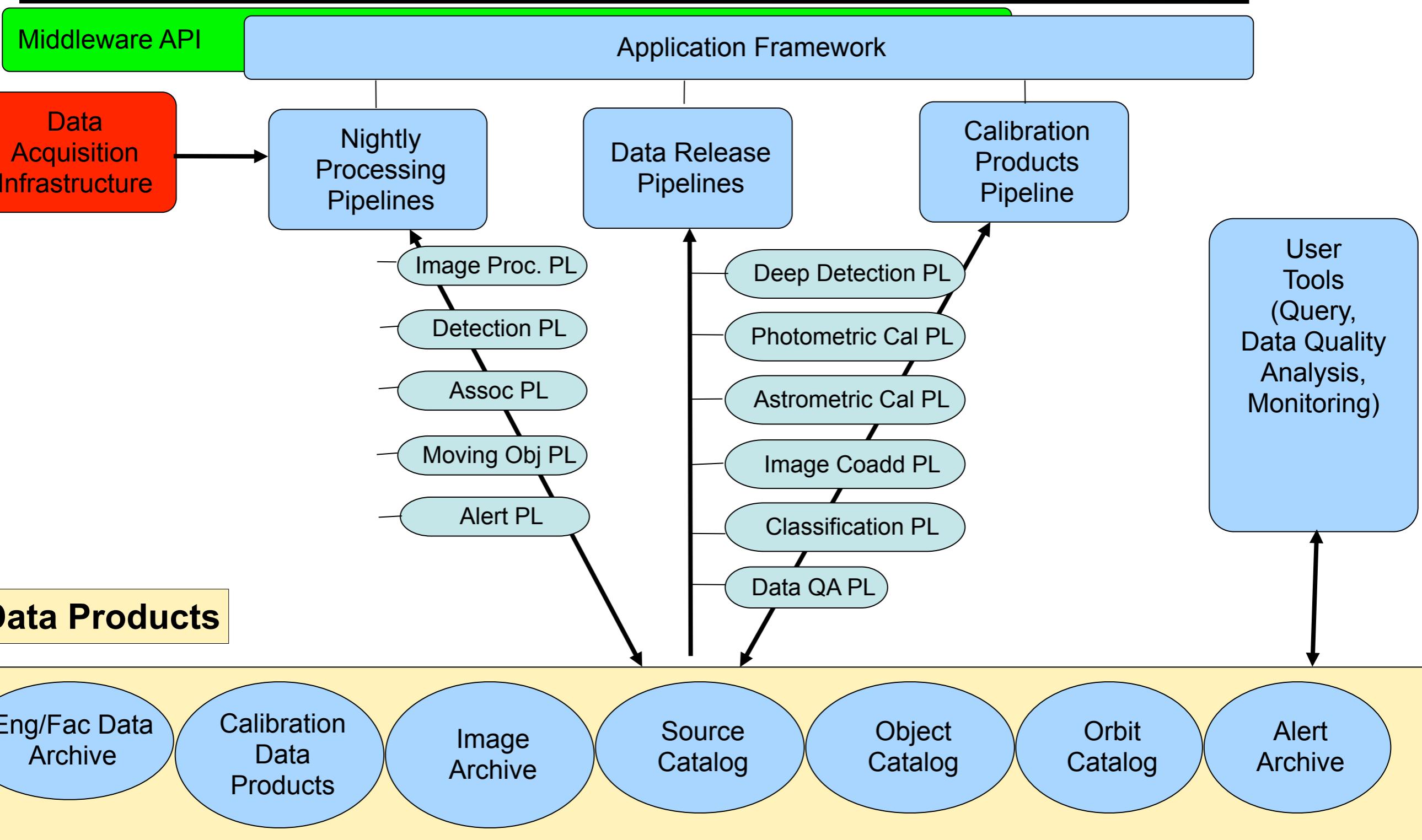
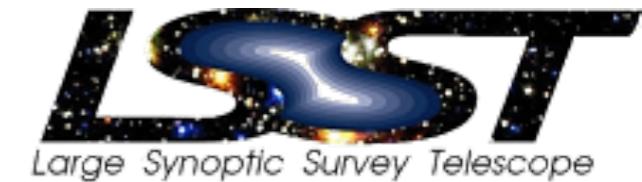
# LSST Softver - problemi:

- 20 TB podataka koje kontinuirano treba obradivati svaki dan
- 20 milijardi objekata sa 1000 mjerenja tokom 10 godina
- Potreba za novim pristupom obradi i analizi podataka:  
**software, software,  
software!**



# Application Layer - pipelines process

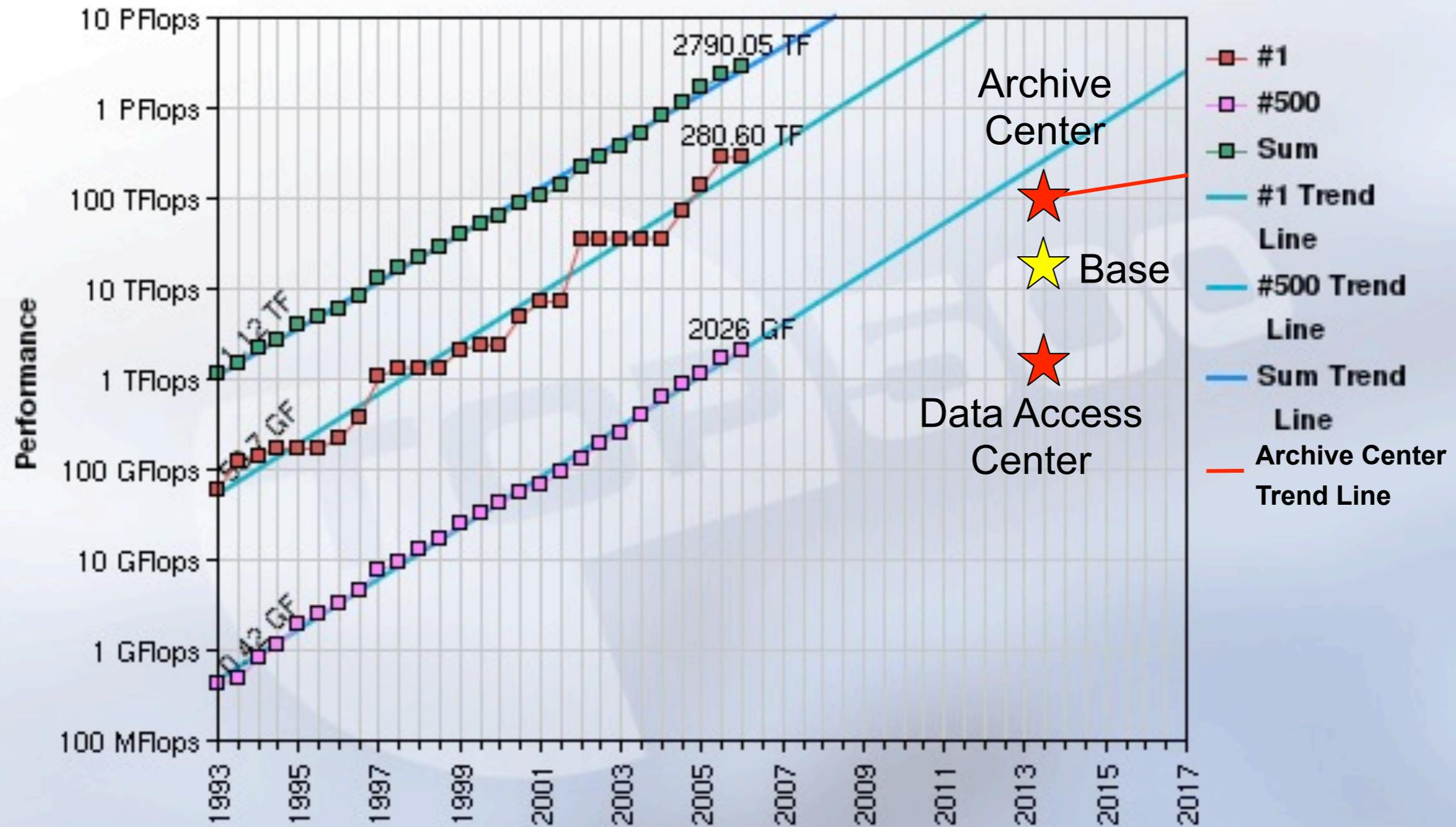
## raw data to products



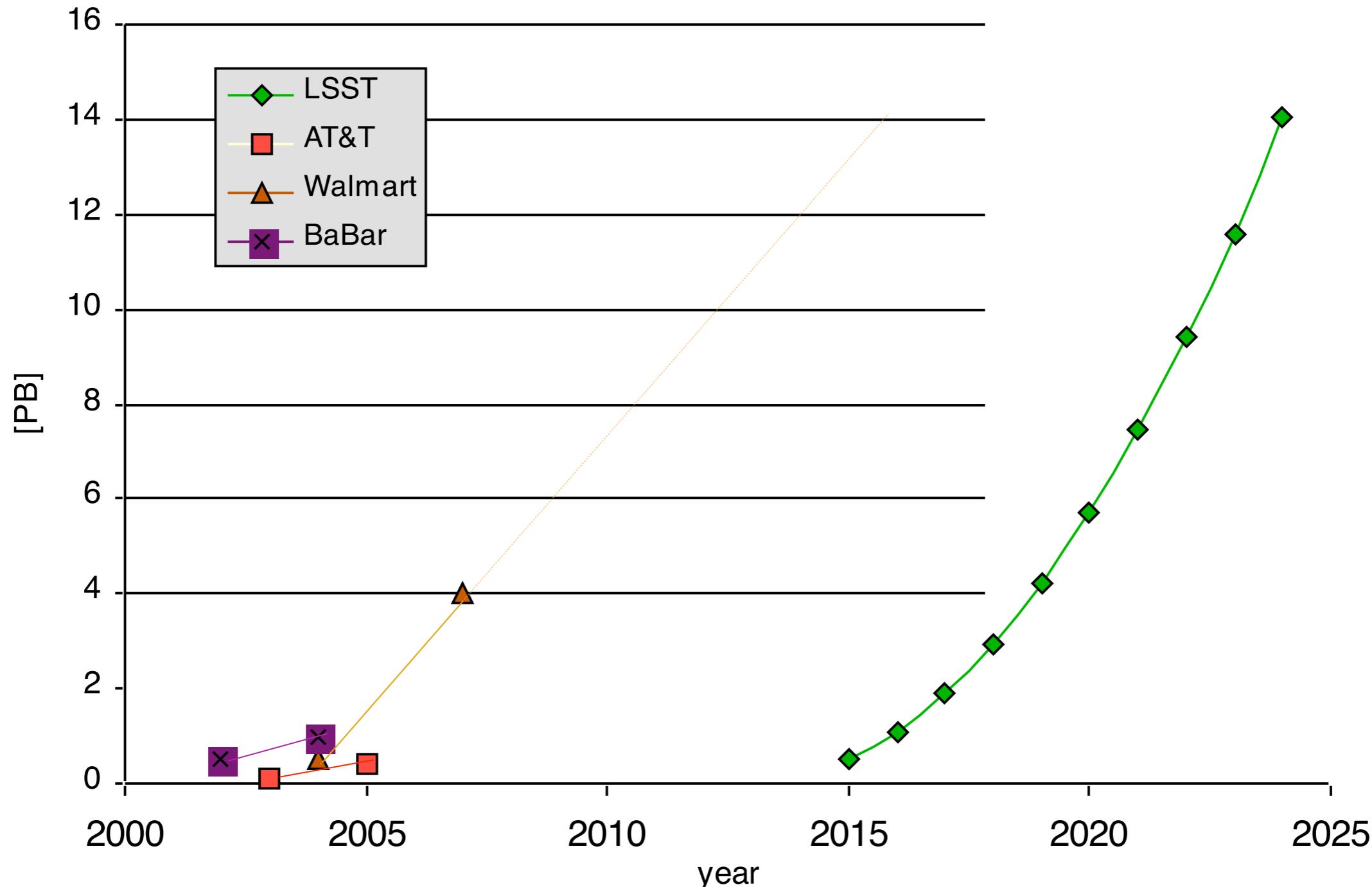
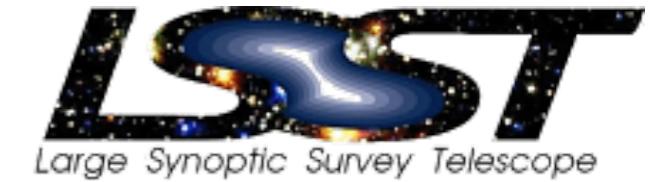
# Usporedba LSST softvera sa drugima

- **Complexities we have to deal with in DM**
  - Very high data volumes (transfer, ingest, and especially query)
  - Advances in scale of algorithms for photometry, astrometry, PSF estimation, moving object detection, shape measurement of faint galaxies
  - Provenance recording and reprocessing
  - Evolution of algorithms and technology
- **Complexities we DON'T have to deal with in DM**
  - Tens of thousands of simultaneous users (e.g. online stores)
  - Fusion of remote sensing data from many sources (e.g. earthquake prediction systems)
  - Millisecond or faster time constraints (e.g. flight control systems)
  - Very deeply nested multi-level transactions (e.g. banking OLTP systems)
  - Severe operating environment-driven hardware limitations (e.g. space-borne instruments)
  - Processing that is highly coupled across entire data set with large amount of inter-process communication (e.g. geophysics 3D Kirchhoff migration)

# Computing needs show moderate growth



# Large RDBMS Systems - Data Volumes



\* All numbers based on publicly available data

# LSST Softver: ukratko

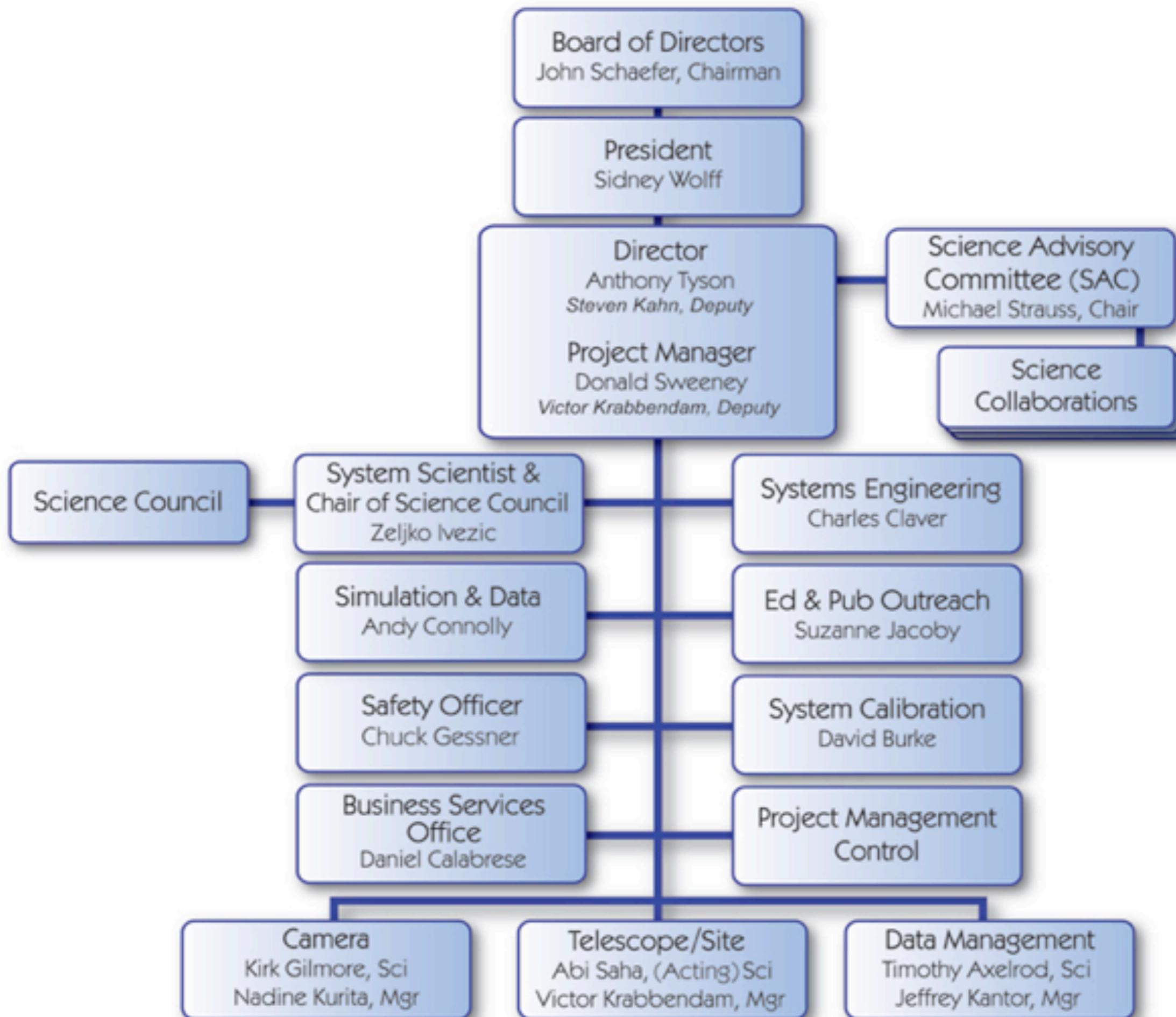
- Vjerojatno najrizičniji dio sistema
- Mora biti brz, točan i robustan (20 TB/dan)
- Oko 5-10 milijuna linija novoga koda (~1000 FTE years)
- Uglavnom C++/python (fleksibilnost & spelvel brzina)
- Multi-D multi-attribute db od >100 PB
- Kolaboracija astronoma, fizičara i profesionalnih programera
- Suradnja sa Hrvatskom (GPU klaster grupe Dejana Vinkovića u Splitu)

# *LSST All Hands Meeting at NCSA*

LSST kolaboracijski sastanak 2009



# Project Management Org Chart



## List

	Description
<a href="#">cameracontrol</a>	discussion group for camera control
<a href="#">LSST-agn</a>	LSST AGN
<a href="#">LSST-calibration</a>	LSST system calibrations.
<a href="#">LSST-Calypso</a>	Calypso Group
<a href="#">LSST-camera</a>	LSST Camera
<a href="#">LSST-cameramgrs</a>	LSST cameramgrs
<a href="#">LSST-camerasteer</a>	LSST camerasteer
<a href="#">LSST-ChangeControlBoard</a>	<i>[no description available]</i>
<a href="#">LSST-cosmology</a>	Cosmology related work
<a href="#">LSST-data</a>	LSST Data Management
<a href="#">LSST-datascience</a>	LSST-DataScience
<a href="#">LSST-DeepDrill</a>	<i>[no description available]</i>
<a href="#">Lsst-dm-db</a>	<i>[no description available]</i>
<a href="#">Lsst-dmscientist</a>	<i>[no description available]</i>
<a href="#">Lsst-epo-oab</a>	EPO Outreach Advisory Board
<a href="#">LSST-FriendsOnly</a>	Auto-enrollment
<a href="#">LSST-galaxies</a>	LSST Galaxies
<a href="#">Lsst-galaxy-clusters</a>	the mailing list for the galaxy clusters working group
<a href="#">Lsst-imagesim</a>	LSST Image Simulation
<a href="#">LSST-ImSimData</a>	ImSim Data Management for LSST.
<a href="#">LSST-lss</a>	LSST LSS
<a href="#">LSST-ManagementMeetingAttendee</a>	<i>[no description available]</i>
<a href="#">LSST-MembershipCommittee</a>	<i>[no description available]</i>
<a href="#">LSST-milkyway</a>	LSST Milkyway
<a href="#">LSST-Operations-Infrastructure</a>	Computing Infrastructure for Operations (not DCs)
<a href="#">Lsst-opsim</a>	Operations Simulator
<a href="#">LSST-PDR-Team</a>	PDR Preparation Team
<a href="#">LSST-ProjectAndScience</a>	Auto-enrollment
<a href="#">LSST-ProjectOnly</a>	Everyone working on LSST project
<a href="#">LSST-sc</a>	LSST Science Council Mailing List
<a href="#">LSST-science-working-group</a>	LSST-Science-Working-Group
<a href="#">LSST-ScienceOnly</a>	Everyone who is a member of a science collaboration
<a href="#">LSST-solarsystem</a>	Solar system science collaboration
<a href="#">LSST-stellarpops</a>	LSST Stellarpops
<a href="#">LSST-stronglens</a>	LSST Strong Lensing Science Collaboration
<a href="#">LSST-supernovae</a>	LSST Supernovae
<a href="#">LSST-Systems-Engineering</a>	Systems Engineering Group

# LSST Ukratko

- SDSS je sakupio količinu podataka (20 TB) jednaku svim knjigama u Kongresnoj Knjižnici SAD - LSST će toliko sakupiti svaku noć. **Ukupna količina LSST podataka (60,000 TB)** biti će veća nego sve riječi do sada tiskane u cijelom svijetu. Trebalo bi oko 3 milijuna HDTV za prikazati LSSTovu mapu neba.
- SDSS je napravio prvu digitalnu mapu neba - LSST će napraviti prvi digitalni film neba. Trebalo bi 11 mjeseci za to “pogledati”.
- LSST će popisati oko 20 milijardi zvijezda, galaksija i drugih objekata: po prvi put će biti više astronomskih objekata nego živih ljudi na Zemlji. (Želite li svoju zvijezdu?)

## Glavni ciljevi LSST:

- 1) tamna energija ili pogrešna gravitacija?
- 2) opasni asteroidi
- 3) promjenljivi Svemir

**Više informacija na [www.lsst.org](http://www.lsst.org)**

