

# Identification of high-energy astrophysical point sources via hierarchical Bayesian nonparametric clustering

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# Signal source extraction

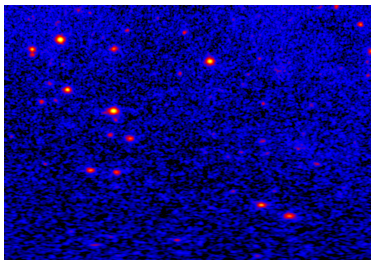


Image credit: NASA/DOE/Fermi LAT  
Collaboration

- Data are available in form of **photon counts**  $i = 1, \dots, n$  for which we know:

$x_i$ : galactic longitude,

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$E_i$ : energy.

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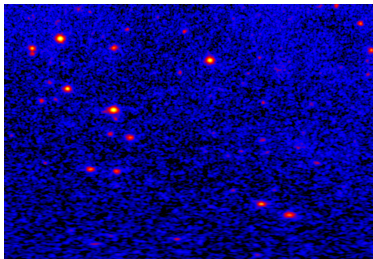


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- **Main Goal:** locate and quantify the signal of **astronomical sources**.

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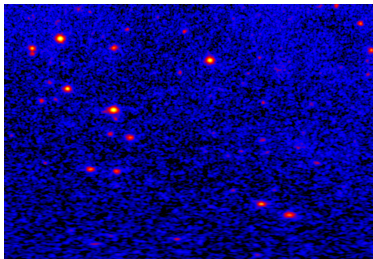


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accurately separate the background  
contamination.

## Single Source Models

- allow to discover a single source at a time;
- work very well on small areas;
- multiple approaches in literature [*Mattox et al. (1996)*, *van Dyk et al. (2001)*, *Protassov et al. (2002)*, *Park et al. (2006)*, *Weisskopf et al. (2007)*, *Knoetig (2014)*,...] ]

## Multiple Source Models

- Allow a simultaneous detection of multiple sources in a map.
- Computationally demanding.
- Require the knowledge of large areas of the background.
- Only few attempts in literature [*Guglielmetti et al. (2009)*, *Primini and Kashyap (2014)*, *Jones et al. (2015)*]

## The statistical model

Let us start from the finite mixture model for  $\mathbf{x}_i = (x_i, y_i)$ :

$$f(\mathbf{x}_i|\Theta) = \delta s(\mathbf{x}_i|\vartheta_s) + (1 - \delta)b(\mathbf{x}_i|\vartheta_b), \quad \delta \sim \text{Beta}(\lambda_s, \lambda_b).$$

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## The Source Model $s(\cdot|\cdot)$

- the way how photons from a source distribute in the space is known (**Point Spread Function**);
- there is no a priori information on the number of sources and their location in a map.

$$s(\mathbf{x}_i|\mathcal{F}, E_i) = \int \text{PSF}(\mathbf{x}_i|\boldsymbol{\mu}, E_i)\mathcal{F}(d\boldsymbol{\mu}),$$

$$\mathcal{F} \sim \text{DP}(\alpha_s, \mathcal{F}_0), \quad \mathcal{F}_0 : \begin{cases} \mu_x \sim \mathcal{U}(x_m, x_M), \\ \mu_y \sim \mathcal{U}(y_m, y_M). \end{cases}$$

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## The Background Model $b(\cdot|\cdot)$

- complex and completely unpredictable background, which tends to be smoother than the signal of the sources;
- let us define the B-spline kernel  $\varphi(\mathbf{x}_i|\boldsymbol{\ell}, \mathbf{b}) = \mathcal{B}_4(x_i|\boldsymbol{\ell})\mathcal{B}_4(y_i|\mathbf{b})$ :

$$b(\mathbf{x}_i|\mathcal{G}) = \int \varphi(\mathbf{x}_i|\boldsymbol{\ell}, \mathbf{b})\mathcal{G}(d\boldsymbol{\ell}, d\mathbf{b}),$$
$$\mathcal{G} \sim \text{DP}(\alpha_b, \mathcal{G}_0),$$

$$\mathcal{G}_0(\boldsymbol{\ell}) : \begin{cases} \ell_3 \sim \mathcal{U}(x_m, x_M) \\ \ell_j \sim \mathcal{U}(x_m, \ell_{j+1}) & j = 1, 2 \\ \ell_j \sim \mathcal{U}(\ell_{j-1}, x_M) & j = 4, 5. \end{cases}$$



# Preventing missclassification

## False Positives (Type I Error)

Groups of photons from the background are confounded with point sources.

## False Negatives (Type II Error)

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- Identification constraint:

$$\mathcal{V}(\ell_k) > c, \quad \mathcal{V}(\mathbf{b}_k) > c, \quad k = 1, 2, \dots$$

where  $\mathcal{V}(\cdot)$  is the variance of a B-spline function [*Carlson (1991)*].

## An extension that includes the energy

The previous model can be further extended as

$$f^{ext}(\mathbf{x}_i, E_i | \Theta^{ext}) = \delta s(\mathbf{x}_i | E_i, \mathcal{F}) g(E_i | E_{min}, \eta_s) + (1 - \delta) b(\mathbf{x}_i | \mathcal{G}) g(E_i | E_{min}, \eta_b), \quad (1.8)$$

where  $g(\cdot | e, \eta)$  is the density function of a **Pareto distribution** with scale  $e = E_{min}$  and shape parameter  $\eta$ .

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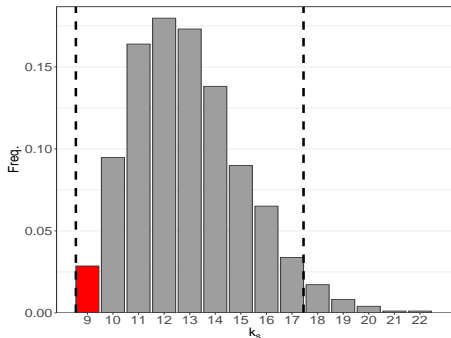
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- This modelling approach might look as simplistic and does not properly reflect the high complexity of the data...
- ...however, we believe it is useful in a first stage of the analysis to explore whether the energy variable helps increasing the detection performance of the model.

# Dealing with complex posterior distributions

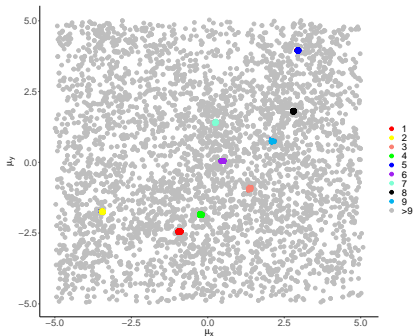
- The posterior distribution of  $k_s$  contains the information about the number of sources.



**Figure 1:** distribution of the number of sources on a simulation experiment

(9 is the true value).

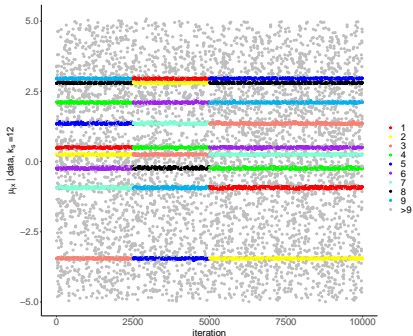
# Dealing with complex posterior distributions



**Figure 2:** Scatterplot of  $\mu_j^{(t)} = (\mu_{jx}^{(t)}, \mu_{jy}^{(t)})$ ,  
for  $j = 1, \dots, 12$  and for every iteration  $t$ .

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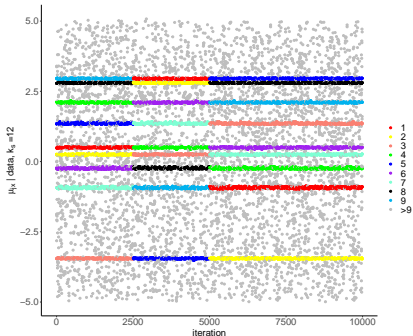


**Figure 2:** Traceplot of  $\mu_{jx}^{(t)}$ , for  $j = 1, \dots, 12$  and for every iteration  $t$ .

- The posterior distribution of  $k_s$  contains the information about the number of sources.
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- The posterior distribution of some source locations  $\mu_k$  is multimodal.



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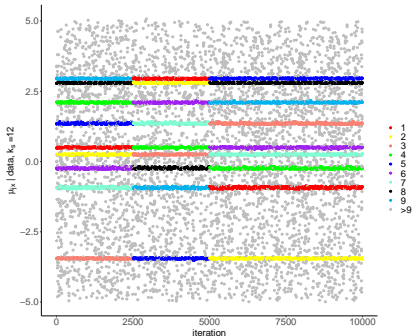
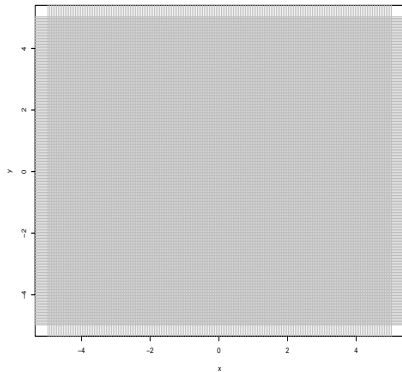


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- Regions of the map with a large concentration of posterior draws are likely to contain at least a source.
- The posterior distribution of some source locations  $\mu_k$  is multimodal.
- We further notice the label switching effect.
- We develop a **post-processing algorithm** to extract the relevant information from the posterior distribution of  $\mu$ .

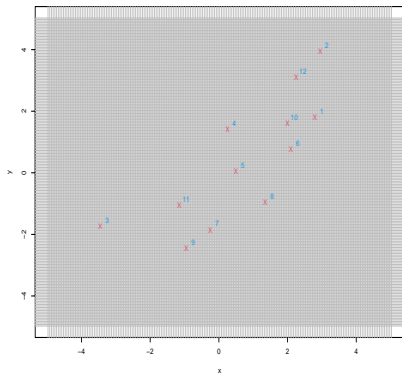
# The post-processing algorithm

- Divide the map into small, rectangular pixels;



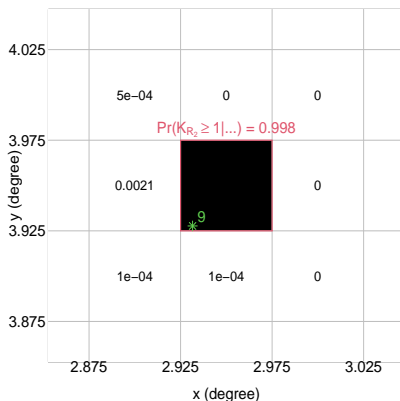
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- Divide the map into small, rectangular pixels;
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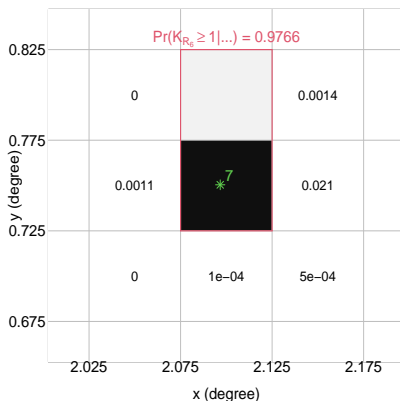
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- For each  $\mathcal{R}$ , compute  $\Pr(K_{\mathcal{R}_m} \geq 1 | \dots)$ , the **probability of containing at least one source**, and eventually enlarge the region until the threshold of 0.95 is reached.



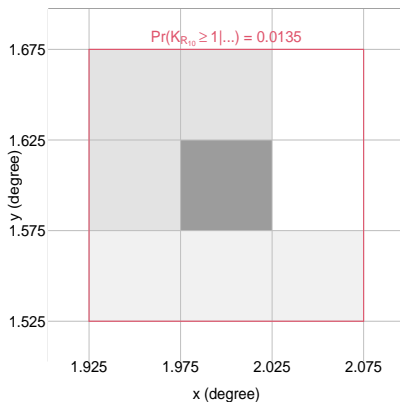
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## Simulation experiments

- Simulate the number of photons from a source  $s$  with location  $\mu_s$  and power-law spectrum with parameters  $(F_{0,s}, \rho_s)$

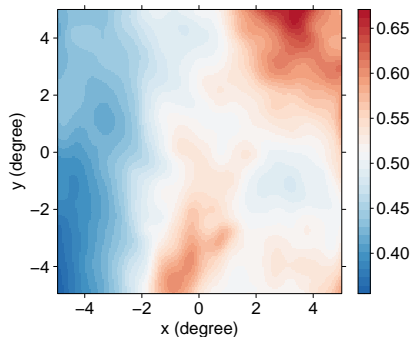
$$\text{power-law}_s = F_{0,s} \left( \frac{E}{1\text{GeV}} \right)^{-\rho_s}$$

$F_{0,s}$  and  $\rho_s$  are simulated according to [Abdo et al. \(2010\)](#).



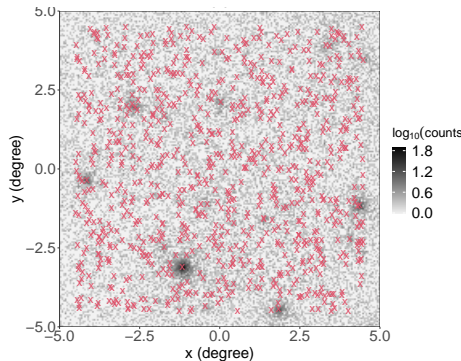
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- Simulate the background contamination from the model of [Acero et al. \(2015\)](#).



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- Simulate the background contamination from the model of [Acero et al. \(2015\)](#).
- We simulated 20 different maps, each of which with more than 800 sources.



## The *Signal-to-Noise Ratio*

- We define as *signal-to-noise ratio* of a source the quantity

$$R_s = \sum_{i,j,k} \frac{\Lambda^s(i, j, k; \boldsymbol{\mu}_s, F_{0,s}, \varrho_s)}{\Lambda^b(i, j, k)},$$

where  $i, j, k$  refers to the  $ij$ -th spatial pixel and the  $k$ -th energy pixel,

$$\Lambda^s(i, j, k; \boldsymbol{\mu}, F_0, \varrho) = \text{PSF}(i, j|k, \boldsymbol{\mu}_s) \cdot F_{0,s} \left( \frac{E_k}{1\text{GeV}} \right)^{-\varrho_s} \cdot \epsilon(E_k),$$

$\epsilon(E_k)$  is the exposure, and  $\Lambda^b(i, j, k)$  is the background model of [Acero et al.](#)

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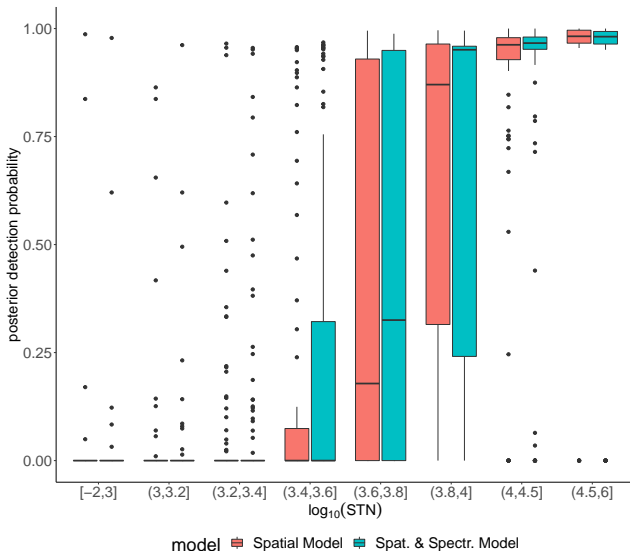
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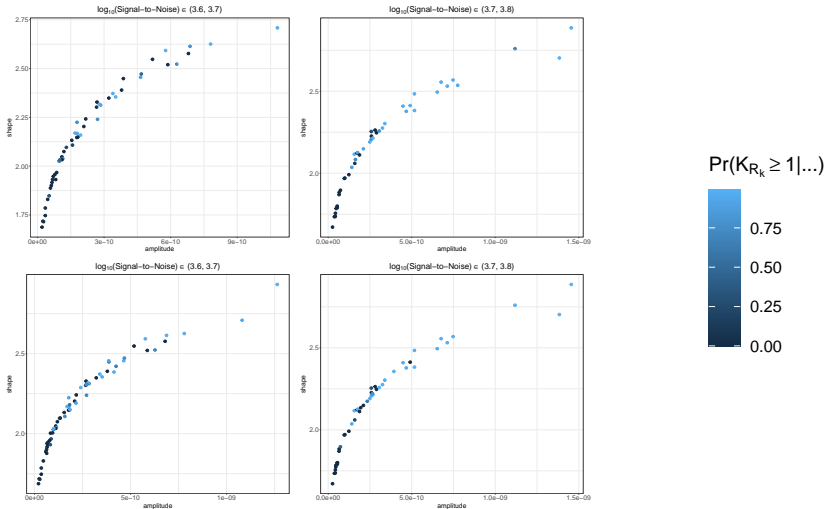
- The larger is  $R_s$ , the more intensive is the signal of the source with respect to the background.

# Simulation experiments - Results



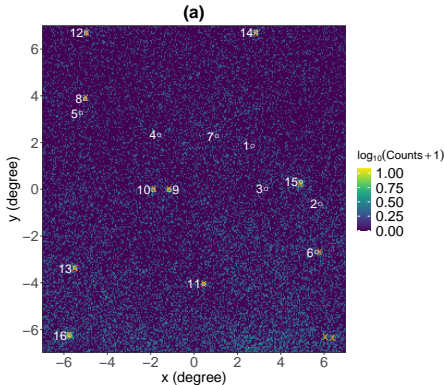
**Figure 1:** Results obtained over the 20 simulated maps.

# Simulation experiments - Results

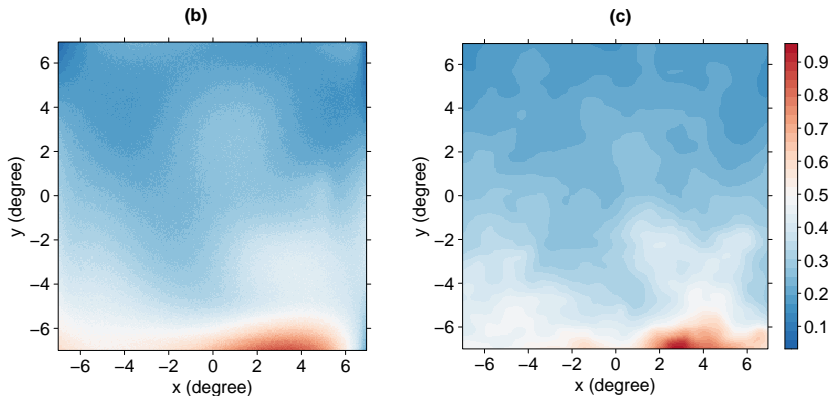


# Application to *Antlia 2* Fermi LAT data

- $\sim 22,000$  photons available within the energy range  $[0.5\text{GeV}, 300\text{GeV}]$ ;
- The background contamination from our galaxy is visible in the bottom of the image;
- 16 sources are known to be in this area from 4FGL catalogue.



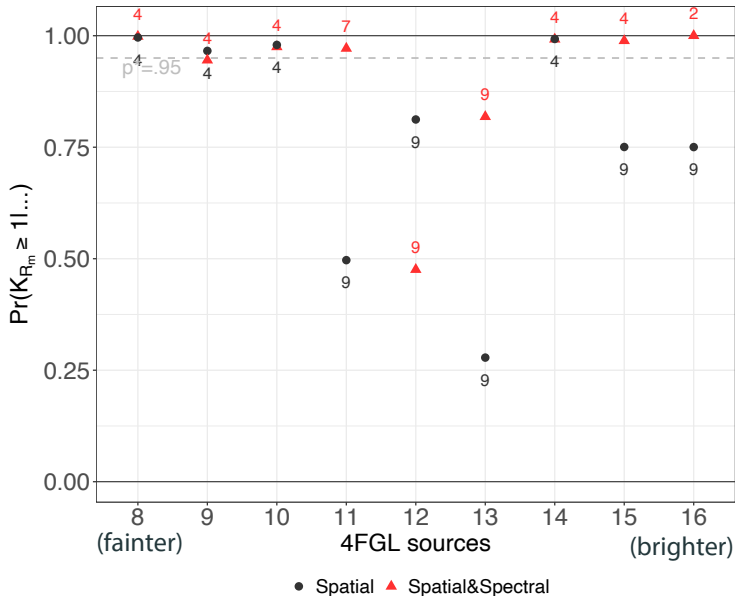
# Application to *Antlia 2* Fermi LAT data - background fitting



**Figure 2:** Left: expected posterior background density. Right: [Acero et al. \(2015\)](#)'s background model.



# Application to *Antlia 2* Fermi LAT data - source detection



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