

# Studying convective organisation with Deep Learning

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**RMetS Atmospheric Science Conference** 



#### Barbados

~100km

## "flowers"

~100km





<u>OOkm</u>



# "gravel"







## Aim

 produce software to automatically segment and classify a satellite image into regions with differently organised convection

#### Motivation

- Form of organisation affects radiative properties (albedo) and cloud-radiative feedback contributes majority of climate sensitivity uncertainty (Bony et al 2015 and many more)
- **Relative importance of local and large-scale** factors driving convection into specific forms of organisation are **unknown**
- Use tool on satellite images to identify times where different classes have formed and correlate with large-scale state diagnosed from reanalysis data (e.g. ERA-Interim)

## "Archetypes" of convective organisation?



"fish"

"gravel"

Stevens et al 2019, submitted

## "Archetypes" of convective organisation?



## Machine learning modelling aim

 Produce for every tile (t) of a satellite image an *embedding*. A point in Ndimensional space



- Enforce that tiles with similar cloud structure a close in this N-dimensional space
- Previous successful application in Google's word2vec (Mikolov et al 2013):
  - f("santa") f("christmas") ~ f("man")
  - f("london") f("england") ~ f("copenhagen") f("denmark")
- Using technique of Tile2Vec (Jean et al 2018) which learnt land-use classification

#### Using convolutional network to produce embedding



- Training done with fastai (built on pytorch)
- Use pre-trained Resnet34
- Replace last layer by fully connected layer
- Currently using N<sub>d</sub>=100 embedding length

neuralnetwork

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- Currently using N<sub>d</sub>=100 embedding length
  - How does this work?
    - See workshop in next session

## Model training

 Every training example consists for three tiles (triplet) the anchor (t<sub>a</sub>), neighbour (t<sub>n</sub>) and distant (t<sub>d</sub>) tiles.



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- Use loss function which optimises for anchor and neighbour tiles being close in embedding space and distant tile being far away (measured by Euclidian distance):



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- Use loss function which optimises for *anchor* and *neighbour* tiles being close in embedding space and *distant* tile being far away (measured by Euclidian distance):



 $L(t_a, t_n, t_d) = max(0, ||f_{\theta}(t_a) - f_{\theta}(t_n)||_2 - ||f_{\theta}(t_a) - f_{\theta}(t_d)||_2 + m)$ 



#### What does this embedding look like?



First four dimensions of embedding with a 10 random examples highlighted

#### So what does this embedding give us?

Can rank tiles by distance (in embedding space) to specific tile of interest (showing half of entire *study* set)

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So what does this embedding give us?

- Can do (hierarchical) clustering to find out how tiles clump in embedding space
- Nested clusters share similar features
- Vertical distance in *dendrogram* measure of persistence of clusters



#### Do different cloud structures have different radiative properties?



 Per-cluster mean of channel 1 (visible) and channel 9 (IR), error in the mean as error bars. Nearest tile to mean rendered as example

 Separation of clusters indicate each has specific radiative properties

## Summary

- a neural network can, without labelled training data:
  - automatically discover different forms of cloud organisation
  - through this learn to group input images containing similar cloud structures together
- different cloud structures have distinct radiative properties
- benefits of unsupervised model:
  - 1. can be applied to any spatial dataset with limited effort as no hand-labelling is required
  - 2. automatically discovers the types of structures present in the input
  - 3. produces a representation of the similarity between these structures.

## Thank you!

Questions?