

# TransformerPayne: Enhancing Spectral Emulation Accuracy and Data Efficiency by Capturing Long-Range Correlations

<https://arxiv.org/abs/2407.05751>

Tomasz Róžański, Yuan-Sen Ting, Maja Jabłońska

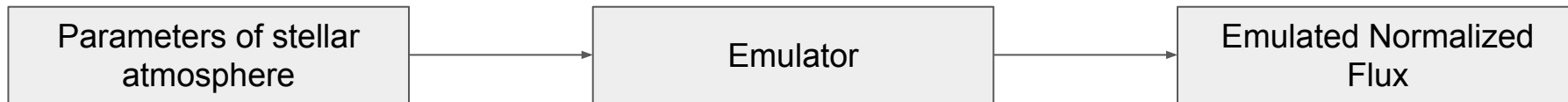


Australian  
National  
University

ML4Astro2, Catania, 10.07.2024

# Background and motivation

- Inferring parameters of stellar atmospheres, including precise individual abundances, becomes computationally prohibitive when considering large surveys like 4MOST or WEAVE, which will collect millions of stellar spectra,
- One method to amortize the cost of inference is by developing precise and fast emulators that can replace spectral synthesis in pipelines,
- The current state-of-the-art emulator, The Payne (Ting et al., 2018), tends to saturate in prediction accuracy even as the size of the training dataset increases.



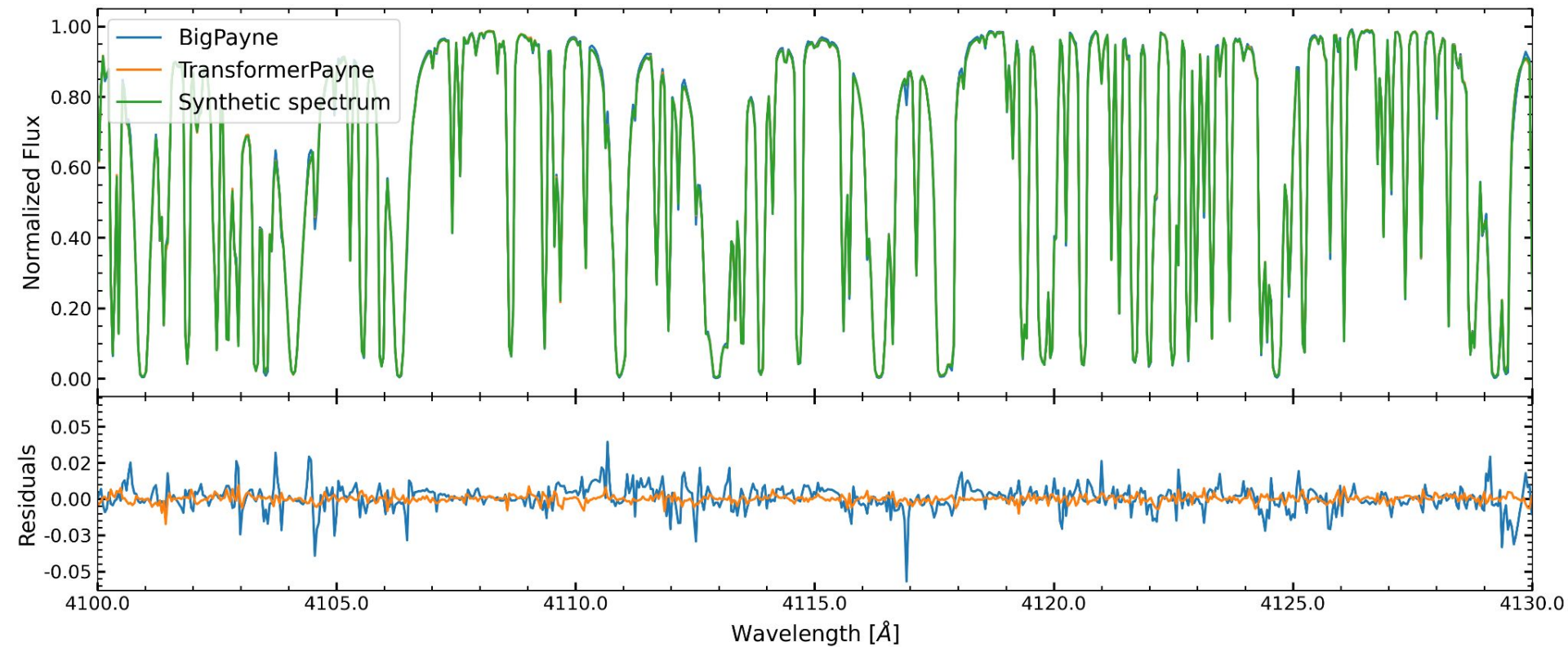
# Goals

- Developing more precise spectrum emulation and reducing the number of spectra required to train an emulator with equivalent accuracy,
- Addressing the limitations of the small scale inherent in the original The Payne emulator,
- Developing a new architecture capable of efficiently handling correlations across widely separated wavelengths, such as those associated with spectral lines of the same elements in stellar spectra,
- Experimenting with fine-tuning as a way to increase data efficiency of training spectra emulators.

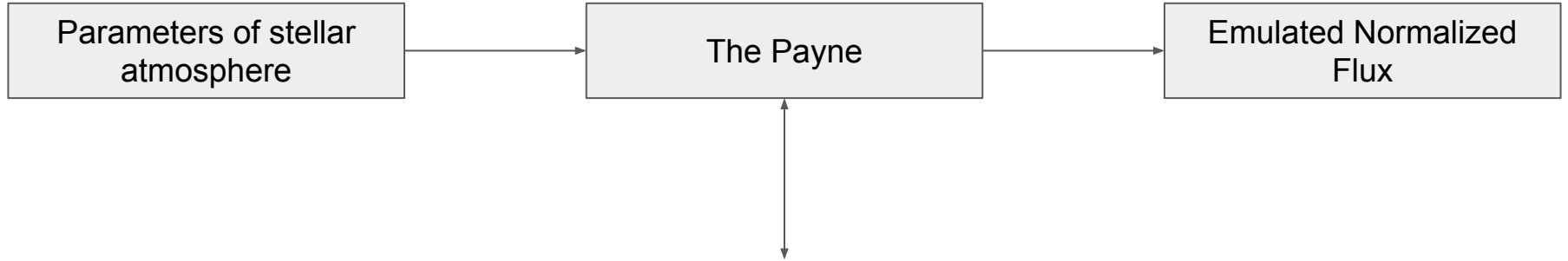
## Pre-training and training datasets

Grid definition	Pre-training	Training
Effective Temperature	5000 K	[4000, 6000] K
Surface Gravity	4.5	[4.0, 5.0]
# Training Spectra		Up to 100000
Wavelength range		[4000, 5000] Å
# Wavelengths		22315
Microturbulence, $\xi$		0 km/s
Helium Abundance		[0, 0.1568]
Other Abundances, $[X/H]^*$		[-2, 1]

# Emulation quality overview

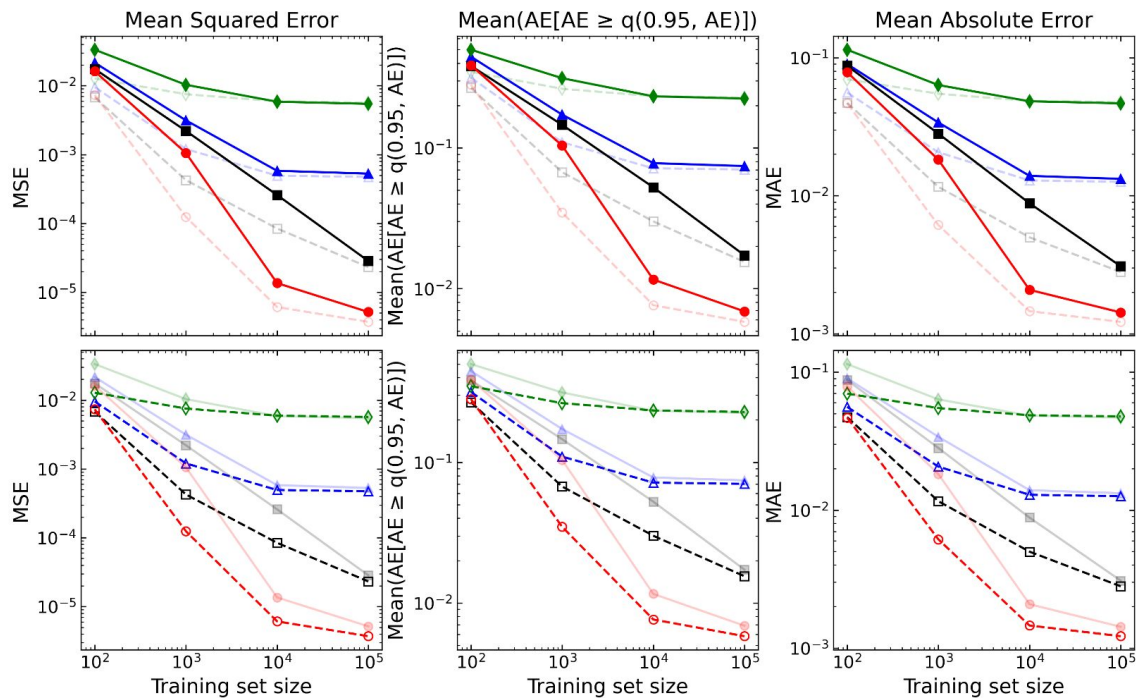


# The Payne emulator



$$\vec{f} = \mathbf{W}_3 \text{gelu}(\mathbf{W}_2 \text{gelu}(\mathbf{W}_1 \vec{p} + \vec{b}_1) + \vec{b}_2) + \vec{b}_3$$

# TransformerPayne emulator

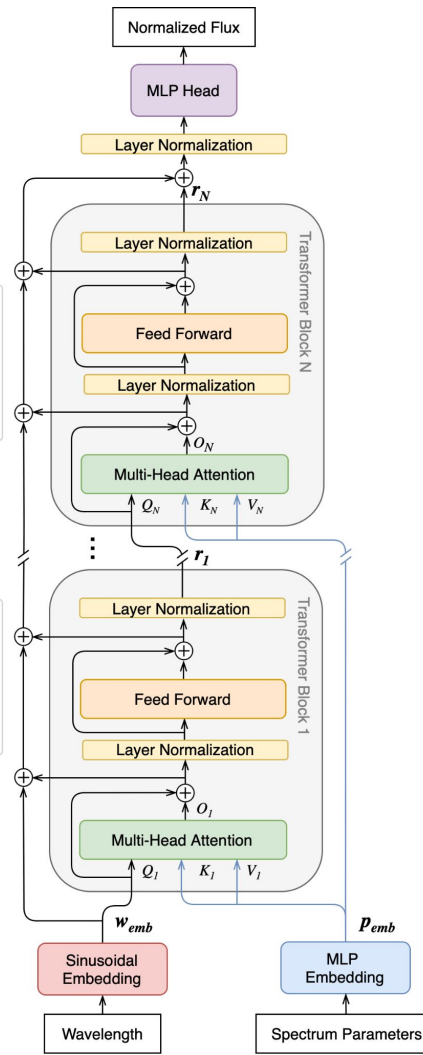


**Training model**

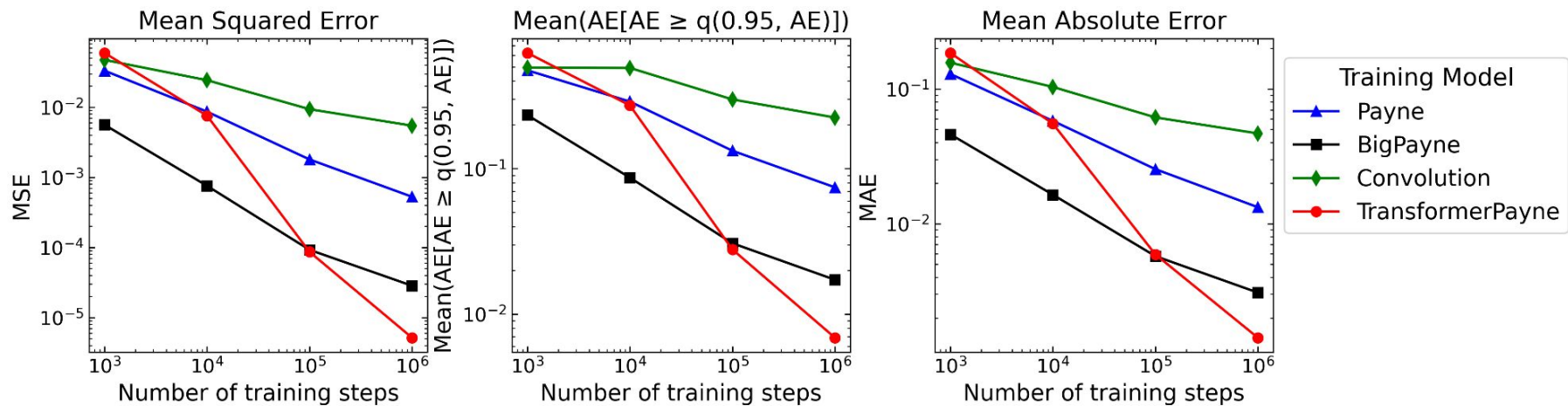
- ▲— Payne
- BigPayne
- ◆— Convolution
- TransformerPayne

**Fine-tuning model**

- -▲- - Payne
- -■- - BigPayne
- -◆- - Convolution
- -●- - TransformerPayne



# TransformerPayne emulator



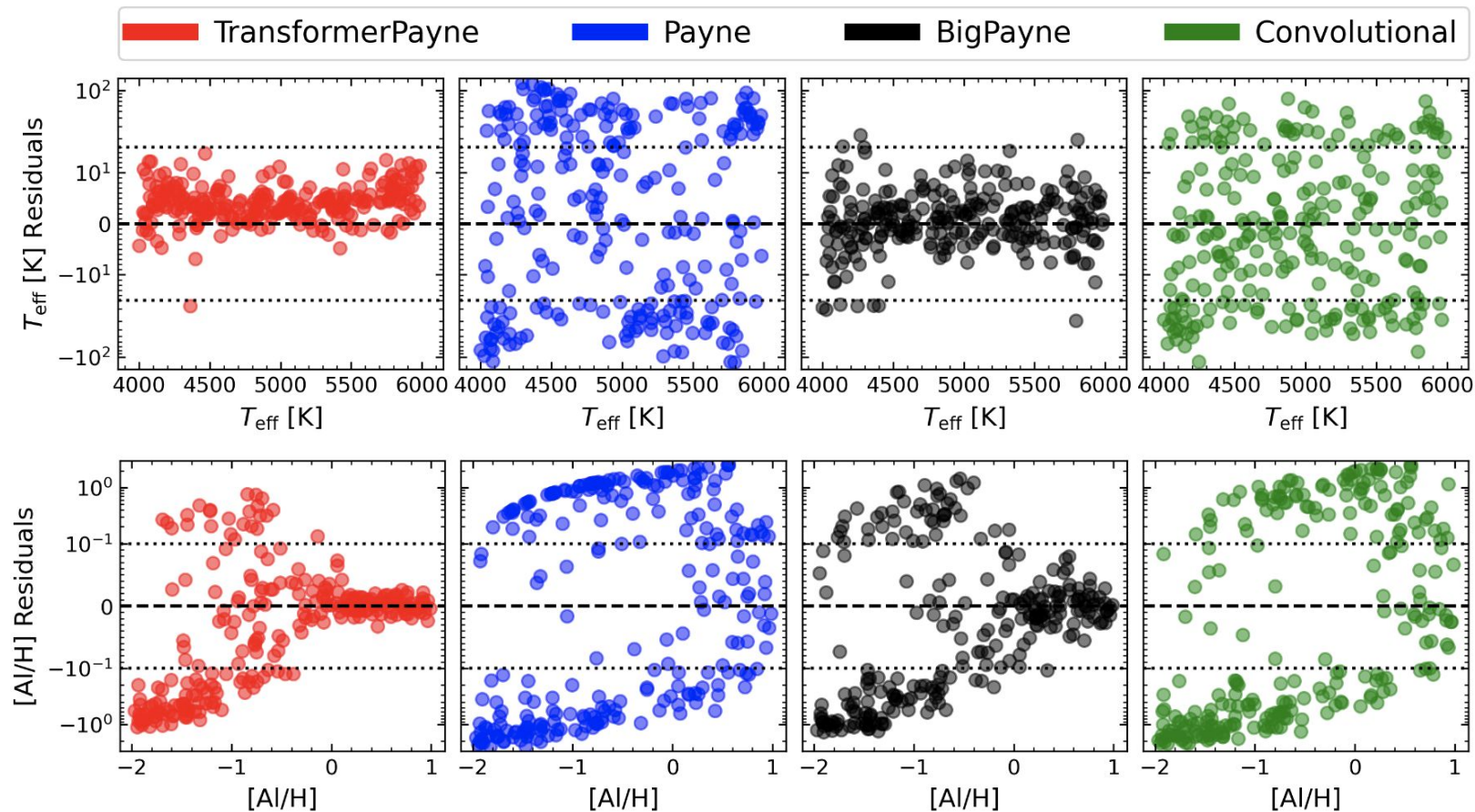


# Parameters inference

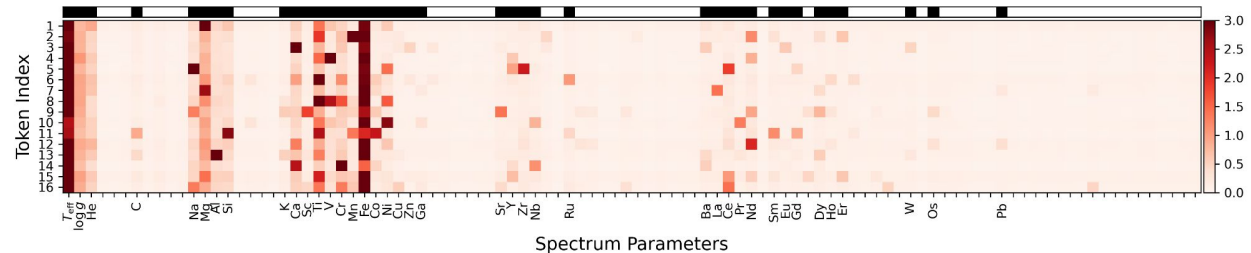
Parameter	TransformerPayne (TP)	The Payne (P)	BigPayne (BP)	Convolutional (C)
$T_{\text{eff}}$ [K]	<b>3.7027</b>	43.3008	6.3656	24.3971
$\log g$	<b>0.0050</b>	0.0632	0.0080	0.0330
$N_{\text{He}}/N_{\text{tot}}$	<b>0.0029</b>	0.0213	0.0034	0.0136

[X/H]	$-2.0 \leq [X/H] < -1.0$				$-1.0 \leq [X/H] < 0.0$				$0.0 \leq [X/H] \leq 1.0$			
	TP	P	BP	C	TP	P	BP	C	TP	P	BP	C
C	<b>0.4933</b>	0.6964	0.5955	0.7195	<b>0.3920</b>	0.6510	0.4557	0.6436	<b>0.4629</b>	0.7459	0.5566	0.8036
Na	<b>0.0313</b>	0.2824	0.0493	0.1618	<b>0.0076</b>	0.1678	0.0167	0.1484	<b>0.0070</b>	0.0592	0.0102	0.0324
Mg	<b>0.0058</b>	0.1444	0.0142	0.0689	<b>0.0052</b>	0.0759	0.0109	0.0300	<b>0.0068</b>	0.0599	0.0081	0.0317
Al	<b>0.3713</b>	0.9599	0.5278	0.7450	<b>0.1884</b>	0.9245	0.4038	0.7979	<b>0.0161</b>	0.7982	0.0332	0.7952
Si	<b>0.0096</b>	0.2231	0.0244	0.1295	<b>0.0089</b>	0.1482	0.0223	0.0922	<b>0.0077</b>	0.0996	0.0133	0.0624
K	<b>0.2222</b>	0.5804	0.2996	0.5176	<b>0.0208</b>	0.3401	0.0423	0.3774	<b>0.0230</b>	0.4331	0.0415	0.5008
Ca	<b>0.0057</b>	0.0829	0.0092	0.0306	<b>0.0054</b>	0.0498	0.0077	0.0204	<b>0.0052</b>	0.0406	0.0064	0.0210
Sc	<b>0.0105</b>	0.1320	0.0183	0.0549	<b>0.0090</b>	0.0577	0.0103	0.0368	0.0090	0.0504	<b>0.0088</b>	0.0301
Ti	<b>0.0052</b>	0.0579	0.0073	0.0231	<b>0.0050</b>	0.0466	0.0062	0.0236	<b>0.0053</b>	0.0331	0.0055	0.0176
V	<b>0.0064</b>	0.1347	0.0275	0.0766	<b>0.0055</b>	0.0529	0.0069	0.0260	<b>0.0055</b>	0.0359	0.0071	0.0231
Cr	<b>0.0057</b>	0.0734	0.0098	0.0355	<b>0.0045</b>	0.0425	0.0068	0.0176	<b>0.0051</b>	0.0337	0.0057	0.0181
Mn	<b>0.0068</b>	0.1227	0.0142	0.0319	<b>0.0053</b>	0.0445	0.0072	0.0211	<b>0.0059</b>	0.0390	0.0074	0.0191
Fe	<b>0.0042</b>	0.0516	0.0060	0.0192	<b>0.0038</b>	0.0338	0.0050	0.0175	<b>0.0045</b>	0.0333	0.0073	0.0204

# Parameters inference

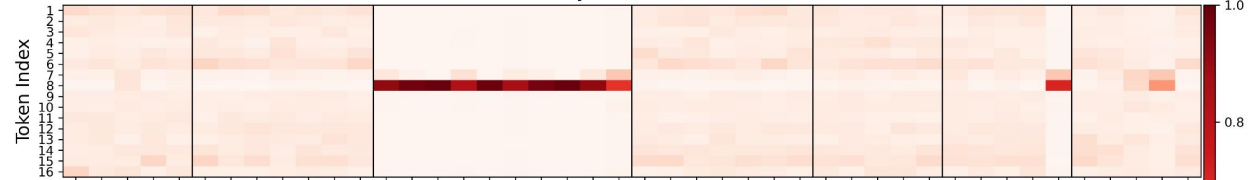


Average Dependence of Parameters Embedding Tokens on Spectrum Parameters

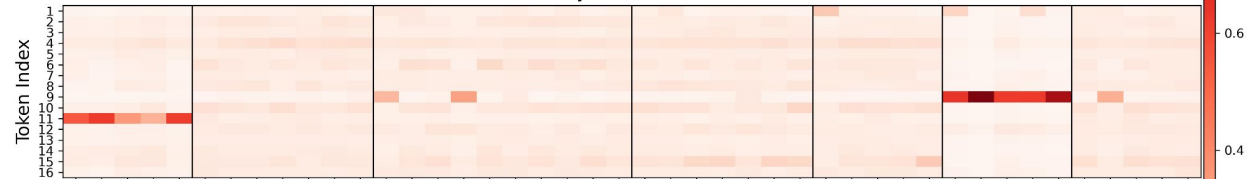


Attention maps

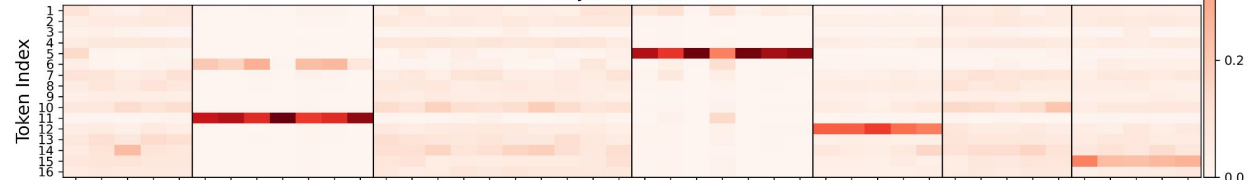
Layer 10, Head 2



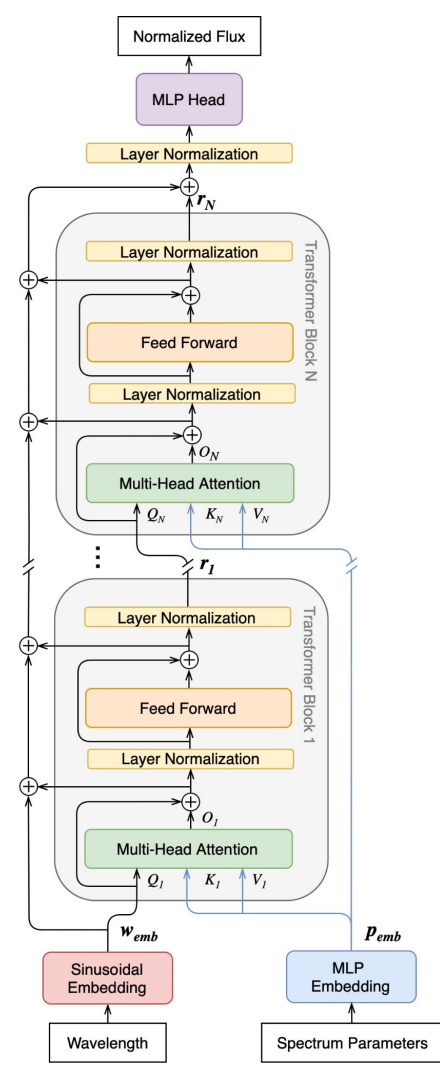
Layer 13, Head 5



Layer 10, Head 8



Spectral Lines



# Summary

- Scaling The Payne emulator by increasing the number of layers and the number of neurons in each layer prevents it from saturating as the number of training spectra increases,
- Parametrizing the emulator explicitly as a function of wavelength and incorporating flexible attention blocks leads to more precise and data-efficient emulation,
- Fine-tuning serves as a method to enhance data efficiency in stellar spectrum emulation,
- An interpretability study reveals that the TransformerPayne emulator naturally learns physically relevant features without direct supervision.