



DEEP LEARNING PROJECTS IN WEATHER, CLIMATE AND SPACE

David M. Hall Senior Solution Architect NVIDIA Sept 2019

AI CAN DO IMPRESSIVE THINGS



DEFEAT WORLD CHAMPION STRATEGISTS



OPERATE VEHICLES AUTONOMOUSLY



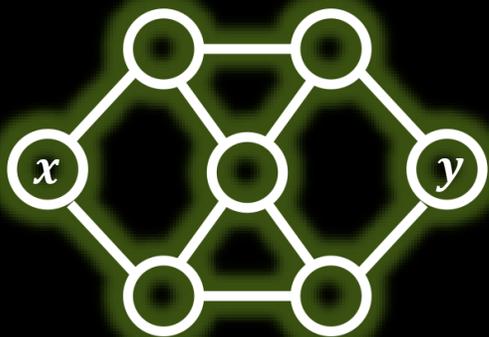
COMMUNICATE IN NATURAL LANGUAGE



GENERATE ORIGINAL CONTENT

DEEP LEARNING BUILDS FUNCTIONS FROM DATA

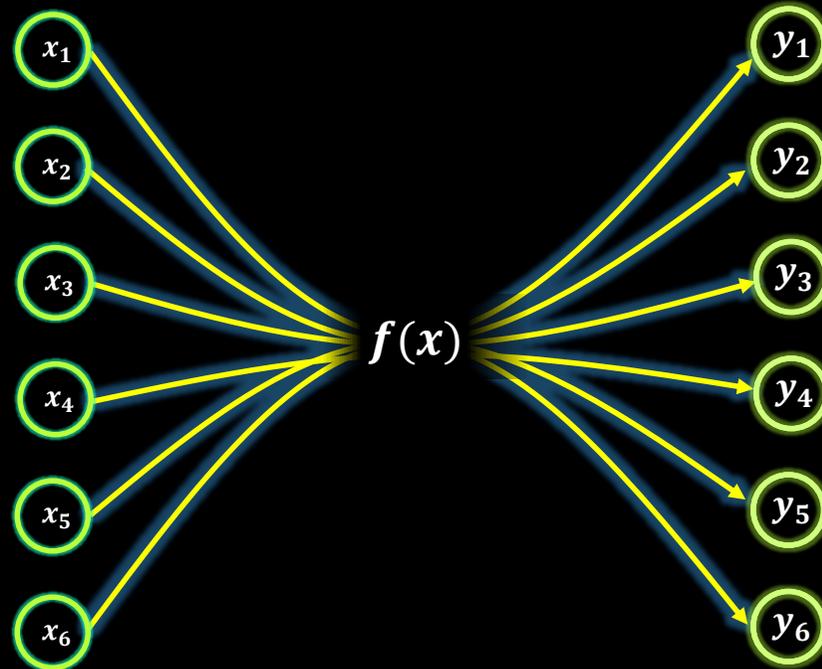
Find f , given x and y



**SUPERVISED
DEEP
LEARNING**

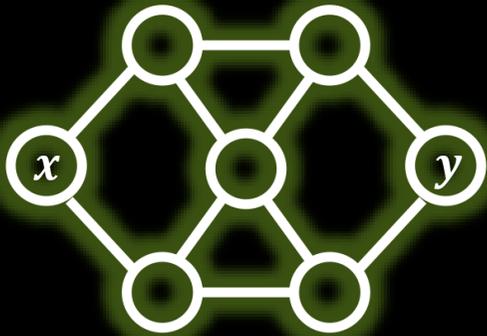
INPUTS

OUTPUTS

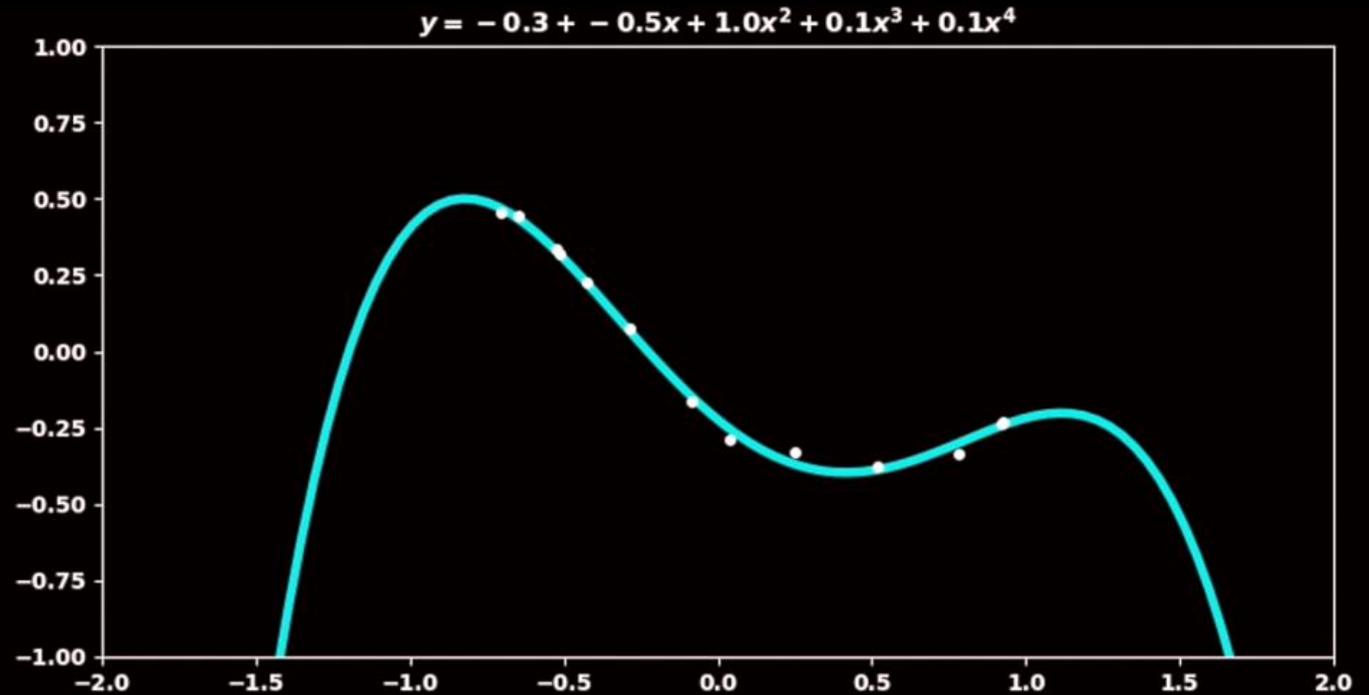


IT'S A GENERALIZATION OF CURVE FITTING

Find f , given x and y



**Supervised
Deep
Learning**



IT'S A NEW TOOL FOR SOFTWARE DEVELOPMENT

TEMP, PRESSURE, MOISTURE



PROBABILITY OF RAIN



HAND-WRITTEN FUNCTION

```
Function1(T,P,Q)
update_mass()
update_momentum()
update_energy()
do_macrophysics()
do_microphysics()
y = get_precipitation()
return y
```

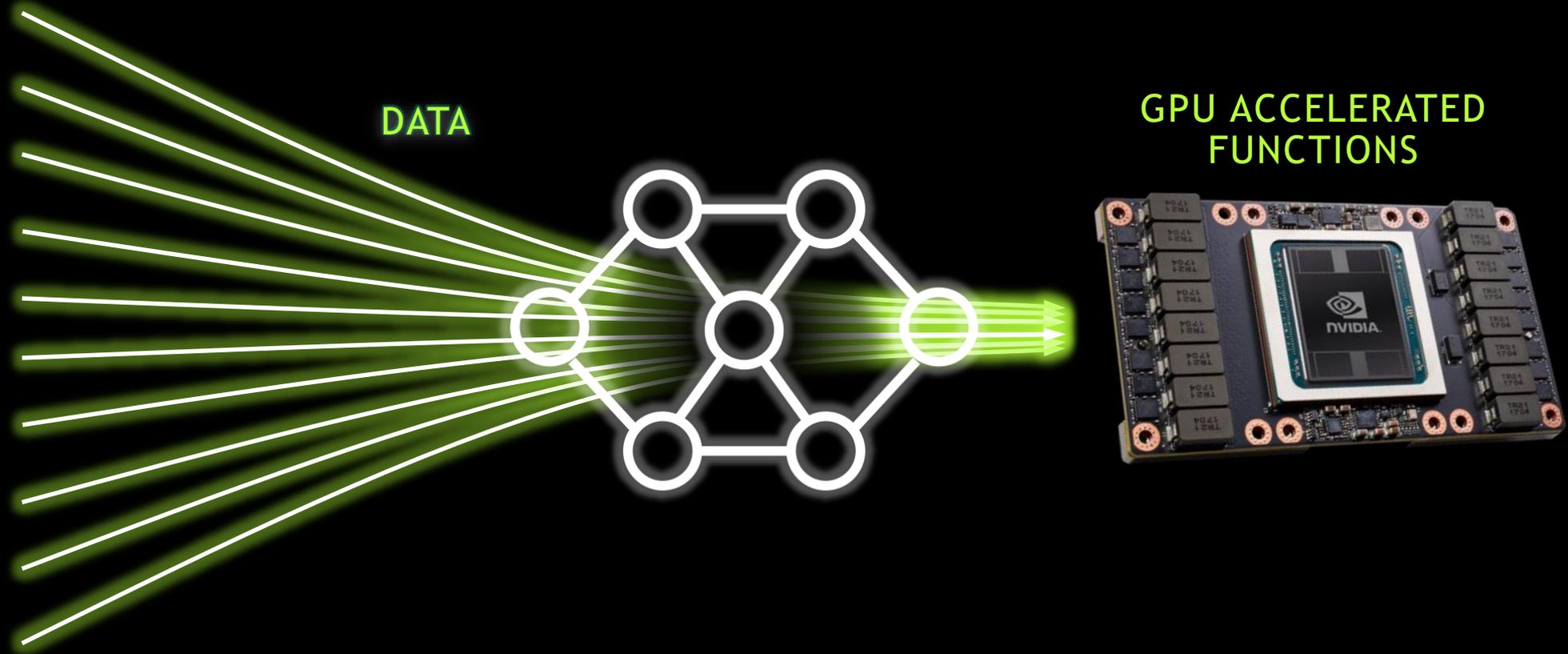
Convert expert
knowledge into a function

LEARNED FUNCTION

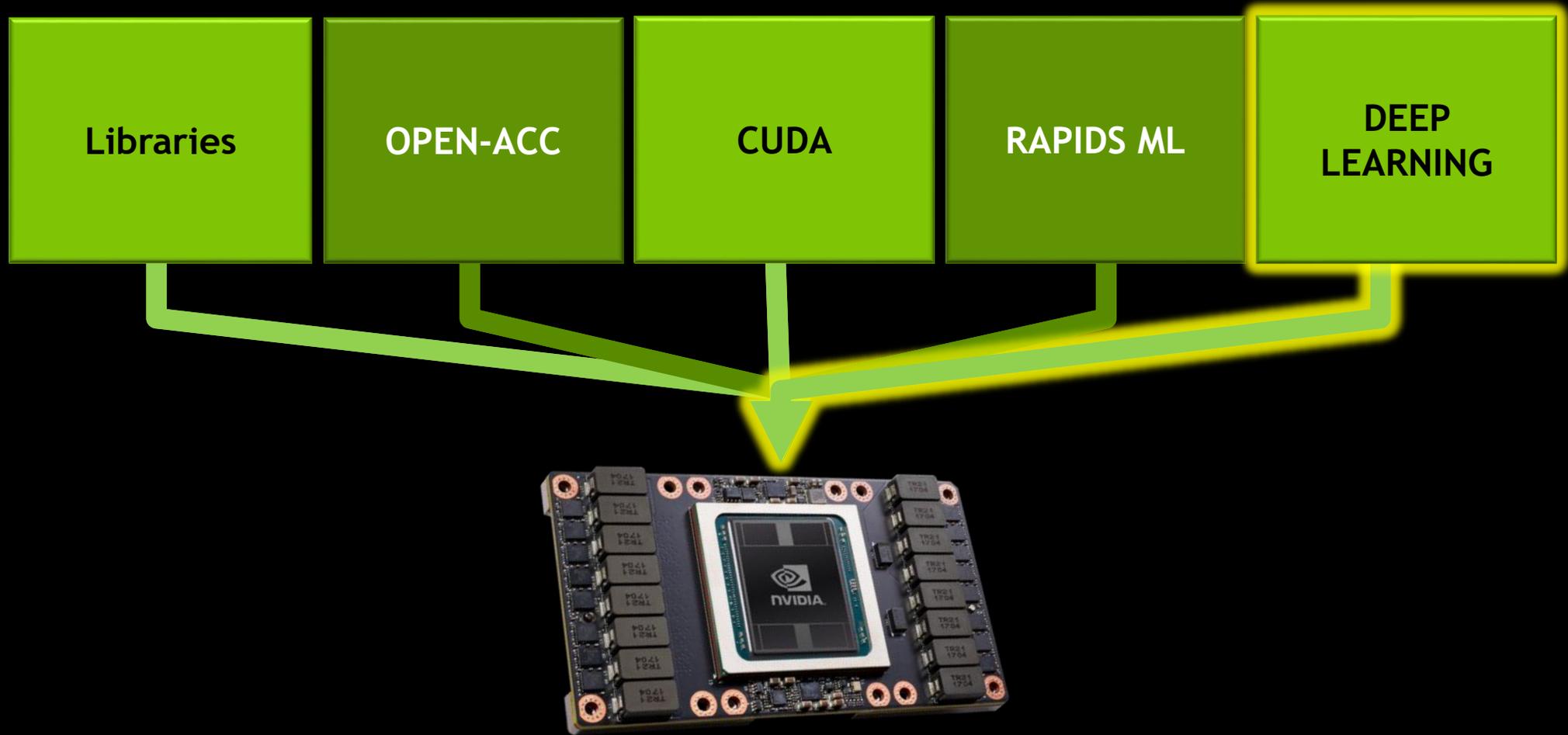
```
Function1(T,P,Q)
A = relu( w1 * [T,P,Q] + b1)
B = relu( w2 * A      + b2)
C = relu( w3 * B      + b3)
D = relu( w4 * C      + b4)
E = relu( w5 * D      + b5)
y = sigmoid(w6 * E    + b6)
return y
```

Reverse-engineer a function
from inputs / outputs

LEARNED FUNCTIONS ARE GPU ACCELERATED



MAKES EFFECTIVE USE OF NVIDIA GPUS



WE CAN ENHANCE EXISTING APPLICATIONS

Improve all stages of numerical weather prediction



COLLECTION



THINNING



ASSIMILATION



DYNAMICS

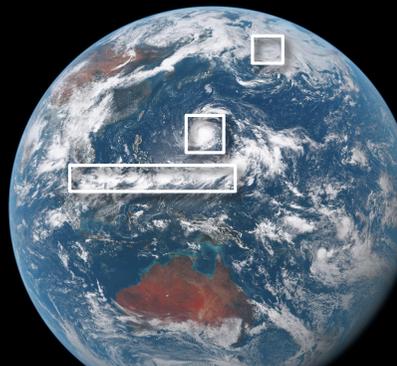


PARAMETRIZATION



COMMUNICATION

WE CAN BUILD NEW CAPABILITIES



REAL-TIME
WEATHER DETECTION



ENVIRONMENTAL
MONITORING



DISASTER PLANNING,
SEARCH AND RESCUE



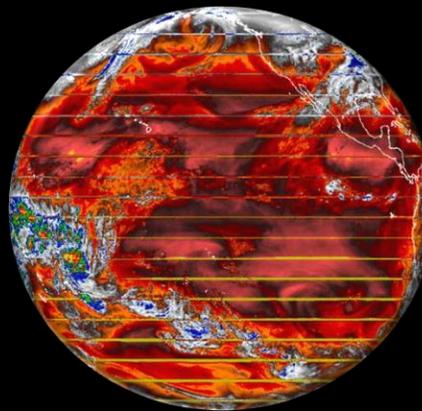
NEAR-EARTH OBJECT
DETECTION



ACCELERATED
DATA ASSIMILATION



AUTONOMOUS SENSORS
AND ROVERS



DATA ENHANCEMENT
AND REPAIR



FASTER / MORE ACCURATE
PARAMETERIZATIONS

**EXAMPLE APPLICATIONS:
FEATURE DETECTION**

REAL-TIME WEATHER DETECTION

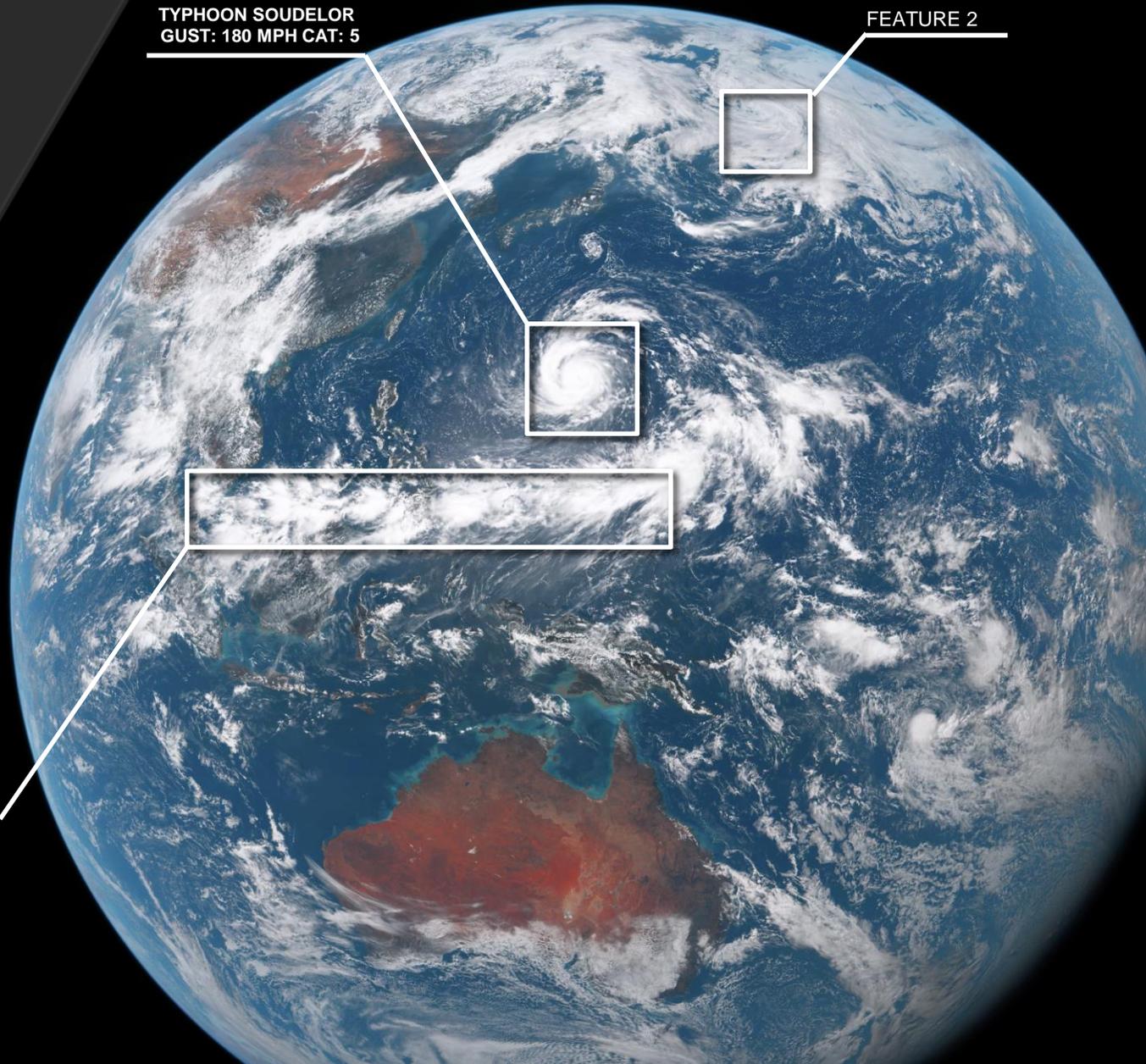
NOAA ESRL & NVIDIA

An interesting application of AI is the real time detection of features of interests, such as tropical storms, hurricanes, tornados, atmospheric rivers, volcanic eruptions, and more. Using AI we can rapidly process the data streaming in from multiple satellites around the globe, enabling us to examine every pixel in detail for important information.

TYPHOON SOUDELOR
GUST: 180 MPH CAT: 5

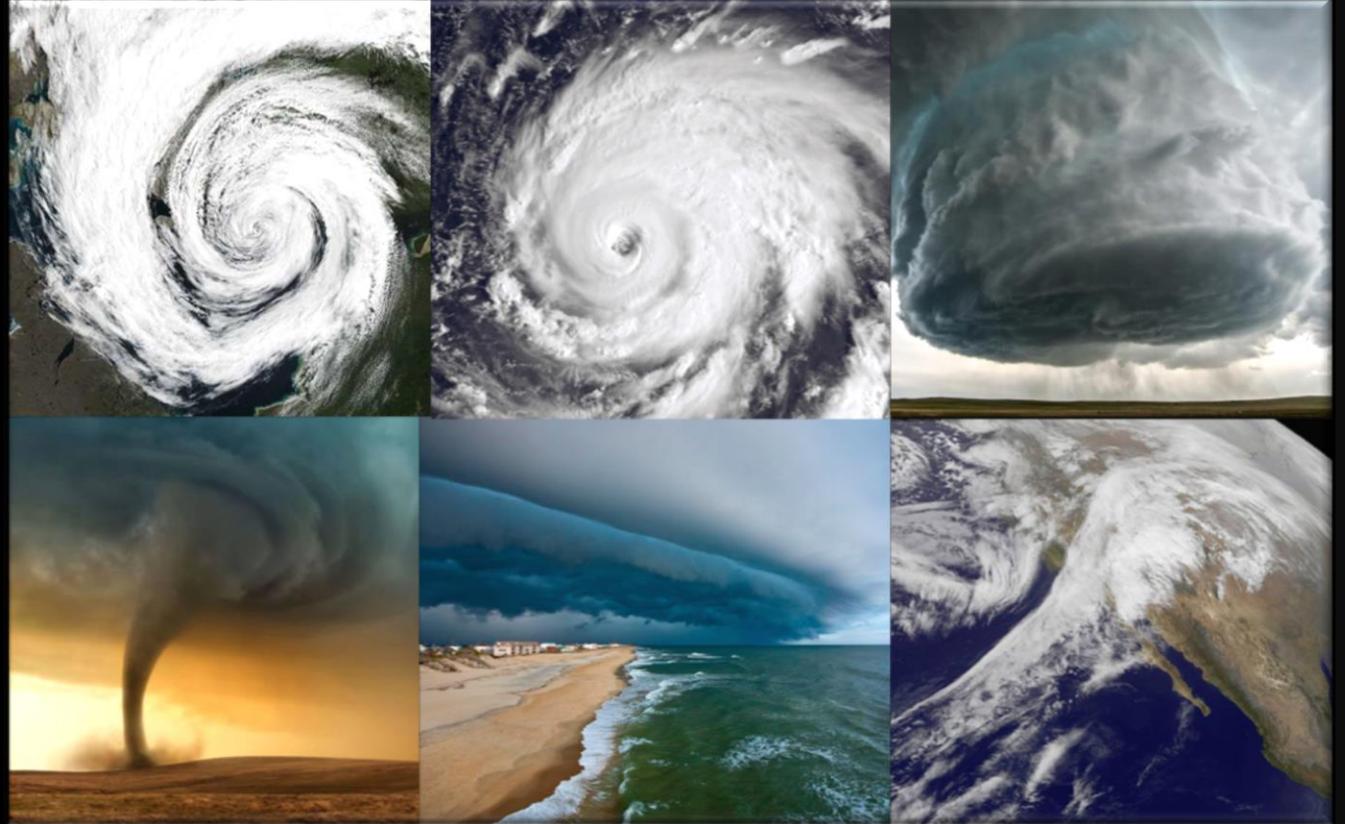
FEATURE 2

Feature 3



FEATURES OF INTEREST

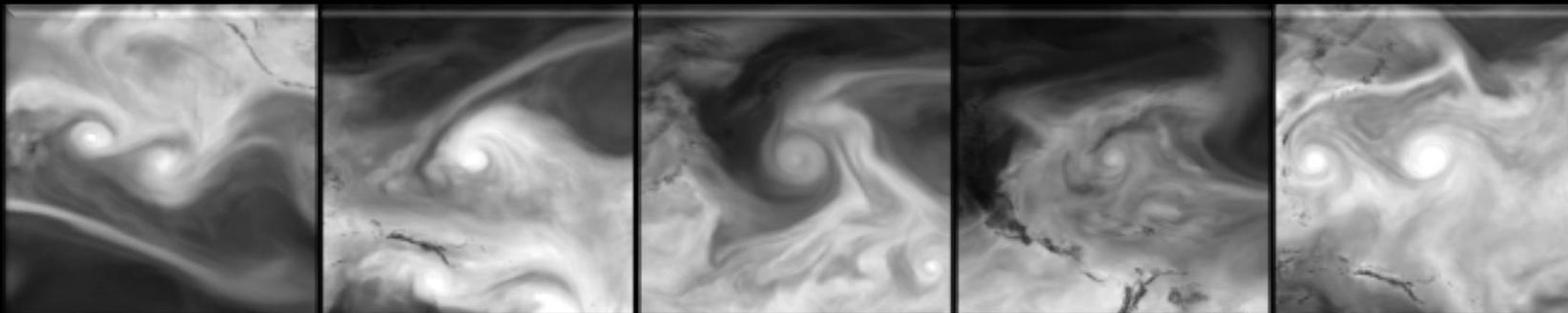
- Tropical Cyclones
- Extra-tropical Cyclones
- Atmospheric Rivers
- Storm Fronts
- Tornadoes
- Convection Initiation
- Cyclogenesis
- Wildfires
- Blocking Highs
- Volcanic Eruptions
- Tsunamis



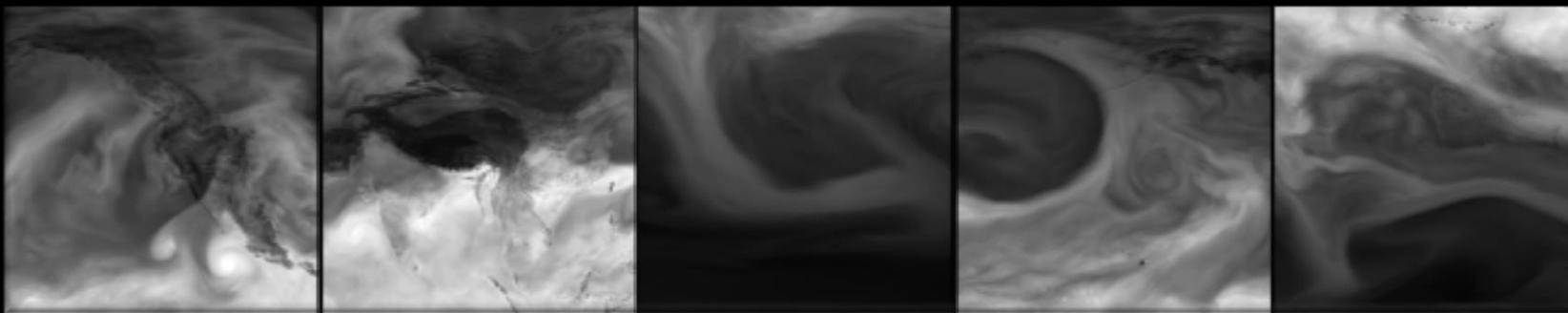
BUILD TROPICAL STORM DATASET FROM IBTRACS AND GFS

Extract positive and negative examples for supervised learning

POSITIVE

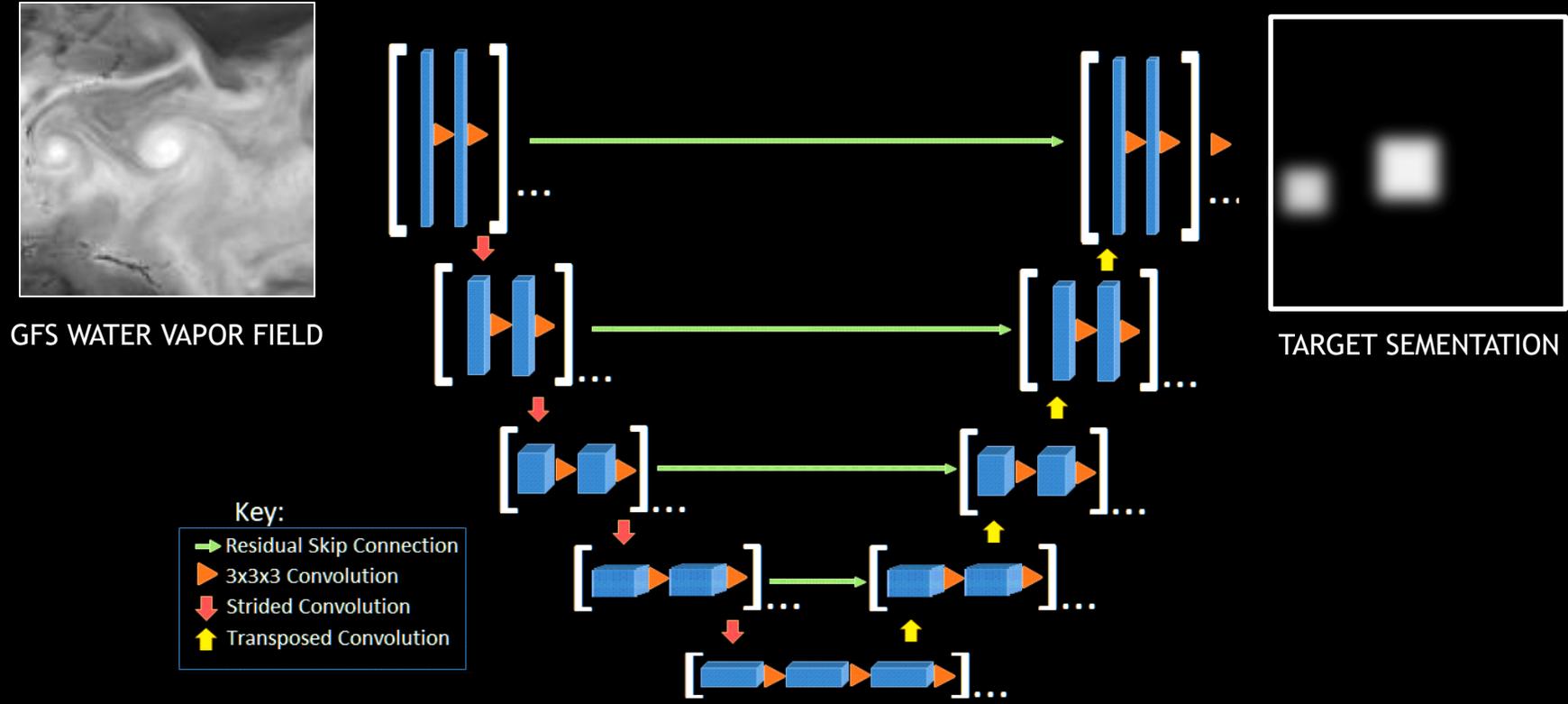


NEGATIVE



USE A U-NET MODEL FOR SEGEMENTATION

Multi-scale Convolutional Neural Net for Image Segmentation



RESULTS: TROPICAL STORMS

NOAA ESRL

Mark Govett
Jebb Stewart
Christina Bonfonti

NVIDIA

David Hall

SOURCE

GFS Water Vapor

TARGET

IBTRACS Storm Locations



Ground Truth
Prediction

RESULTS: TROPICAL STORMS GOES SATELLITE OBSERVATIONS UPPER-TROPOSPHERIC

NOAA ESRL

Mark Govett
Jebb Stewart
Christina Bonfonti

NVIDIA

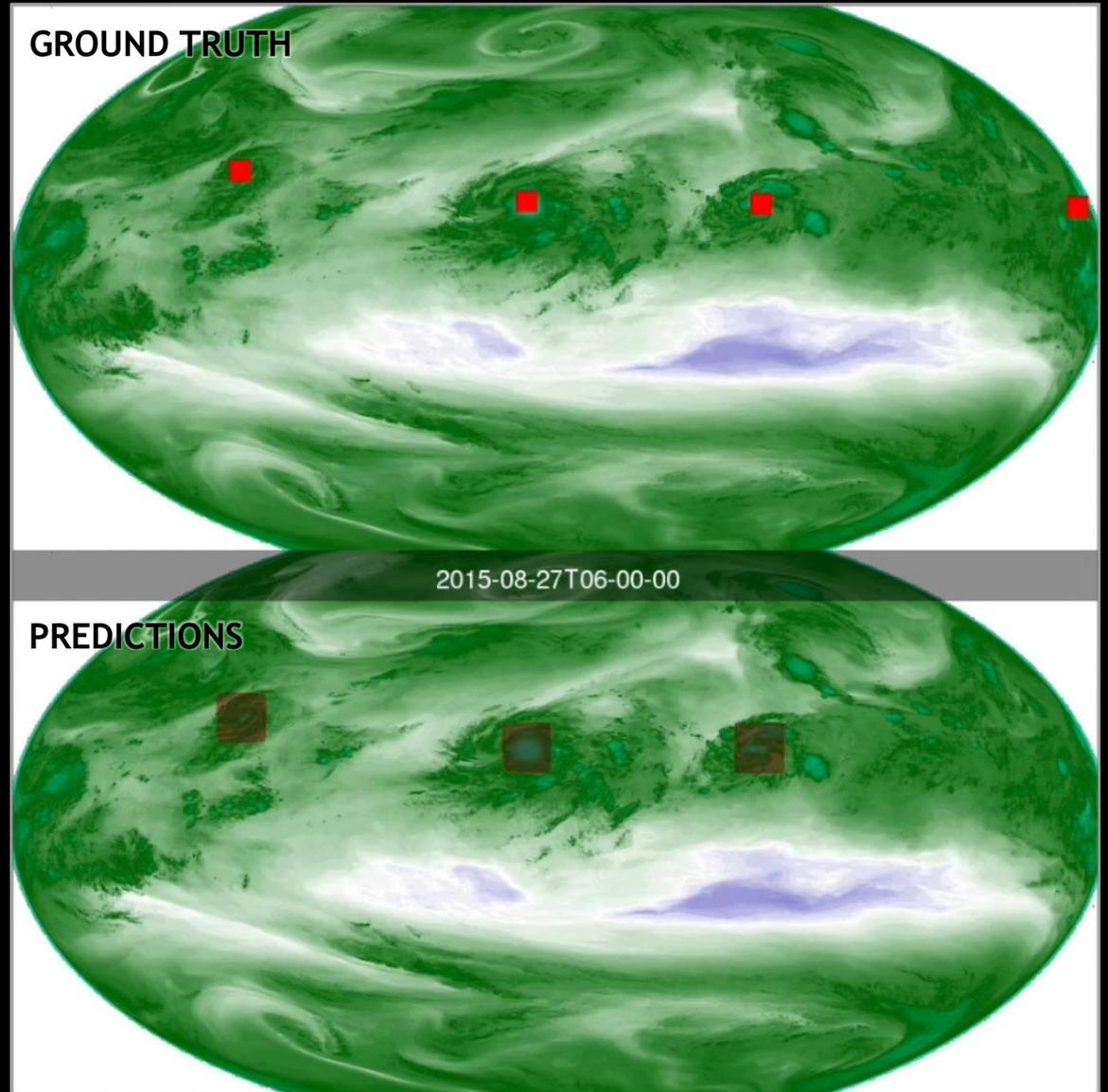
David Hall

SOURCE

GOES 12-15 Upper Tropospheric
Water Vapor Band

TARGET

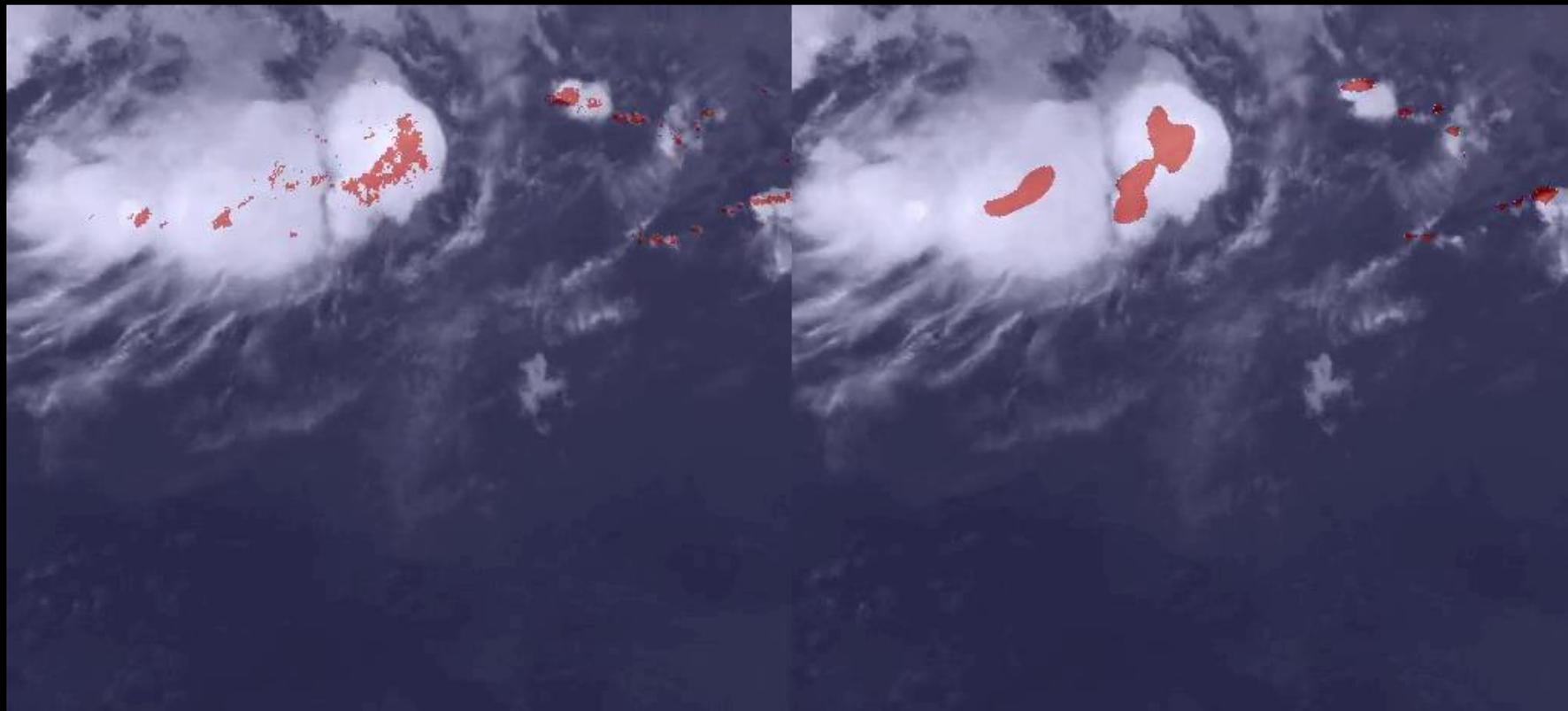
IBTRACS Storm Locations



RESULTS: CONVECTION INITIATION

GROUND TRUTH

PREDICTION



NOAA ESRL

Mark Govett
Jebb Stewart
Christina Bonfonti

NVIDIA

David Hall

SOURCE

Himawari8 band 8,13

TARGET

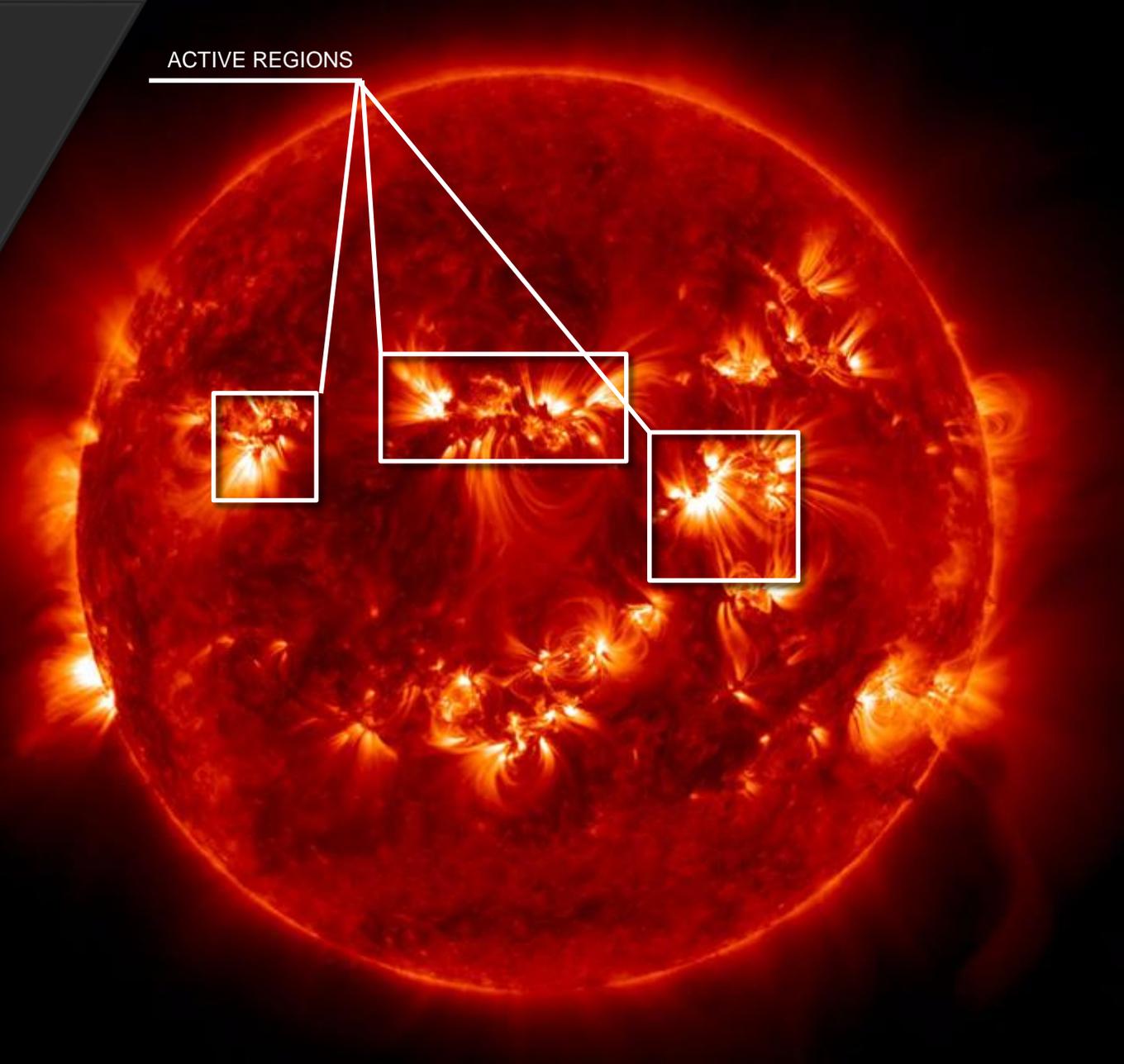
Composite Radar
Reflectivity DBZ>35

2018-05-20T13:30:00

SPACE-WEATHER DETECTION

**NASA GODDARD
ALTAMIRA & NVIDIA**

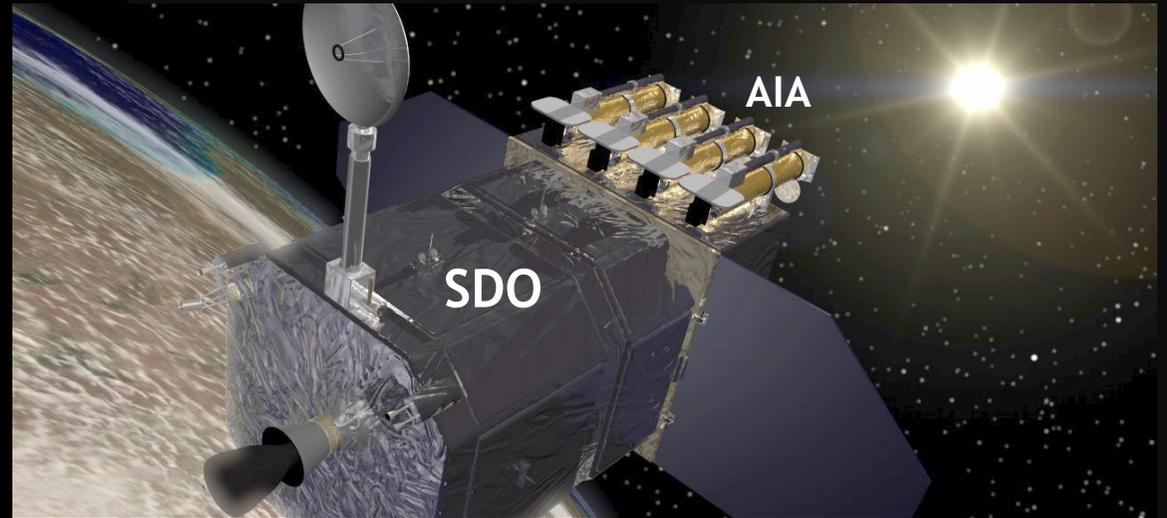
Feature detection can be applied to detect features on the Sun and other astrophysical bodies. In particular, we can apply AI to solar flares and coronal mass ejections in order to predict the influx of highly charged particles on Earth's atmosphere.



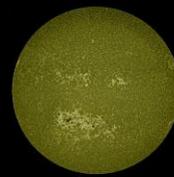
SOLAR DYNAMICS OBSERVATORY

- 1.5 TB Data / Day
- Operational Since 2010
- AIA: 10 Wavelength Channels
- 150M Images To Be Labelled
- 30k Images Labelled so far

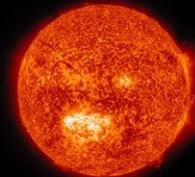
- Coronal Holes
- Active Regions
- Sunspots
- Solar Flares
- Coronal Mass Ejections
- Filaments



AIA 4500 Å
6000 Kelvin
Photosphere



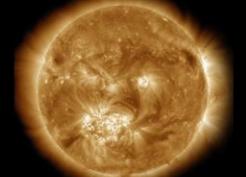
AIA 1600 Å
10,000 Kelvin
Upper photosphere/
Transition region



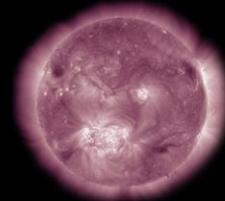
AIA 304 Å
50,000 Kelvin
Transition region/
Chromosphere



AIA 171 Å
600,000 Kelvin
Upper transition
Region/quiet corona



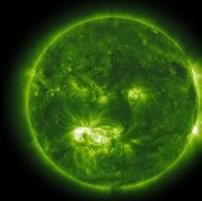
AIA 193 Å
1 million Kelvin
Corona/flare plasma



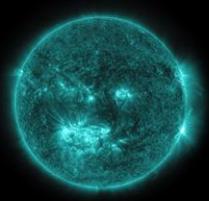
AIA 211 Å
2 million Kelvin
Active regions



AIA 335 Å
2.5 million Kelvin
Active regions



AIA 094 Å
6 million Kelvin
Flaring regions



AIA 131 Å
10 million Kelvin
Flaring regions

(AIA 193Å) BCE loss = 0.01247

RESULTS: CORONAL HOLES

NASA Goddard

Michale Kirk, Barbara Thompson,
Jack Ireland, Raphael Attie

NVIDIA

David Hall

Altamira

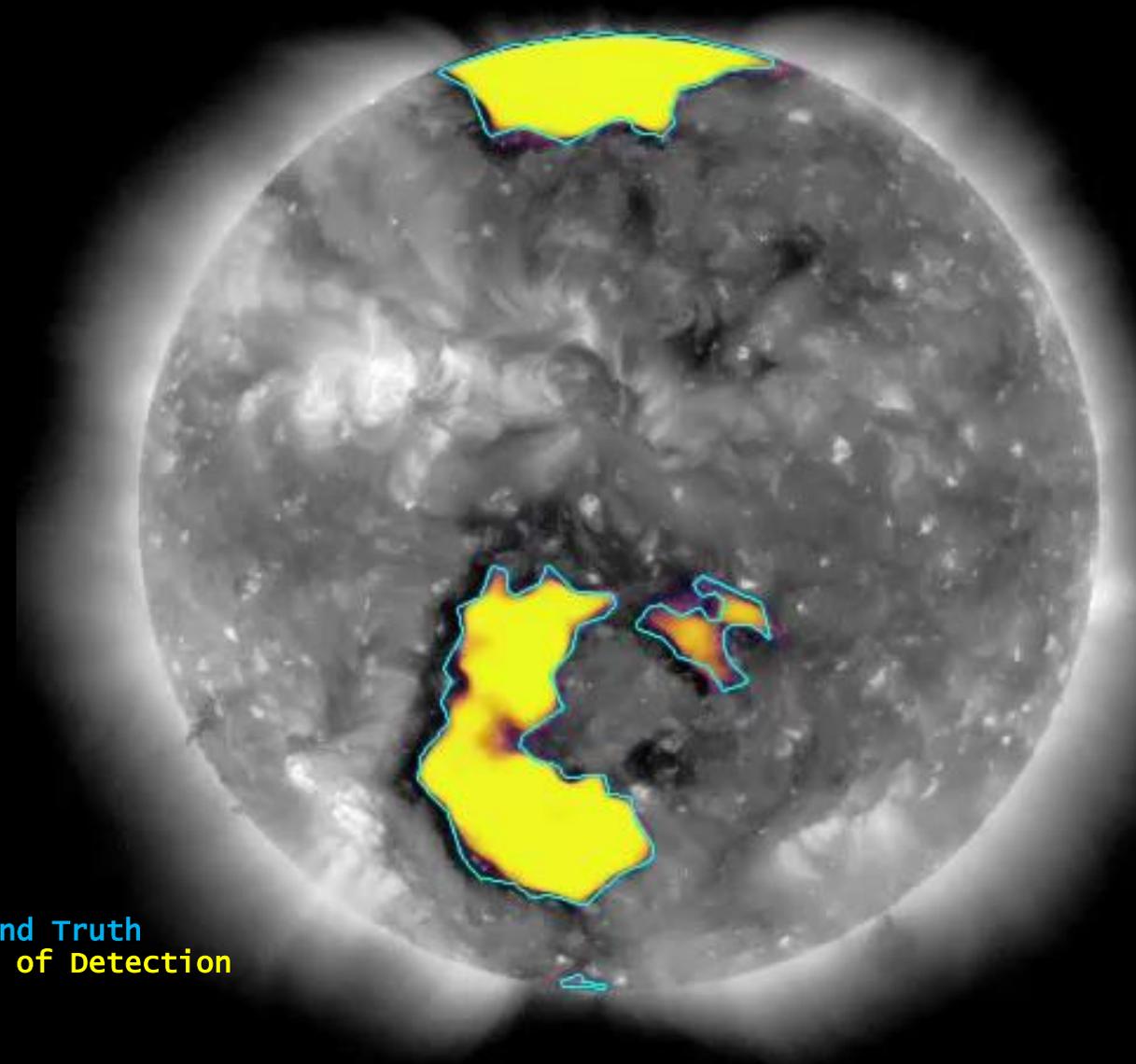
Matt Penn, James Stockton,

SOURCE

Solar Dynamics Observatory
AIA Imager

TARGET

Hand-crafted detection algorithm



Ground Truth
Prob of Detection

SUNSPOT PREDICTIONS

Highly imbalanced dataset. Needs special care.

Predicts all 0s unless special care is taken

- Super-sample minority class
- Under-sample majority class
- Use focal loss

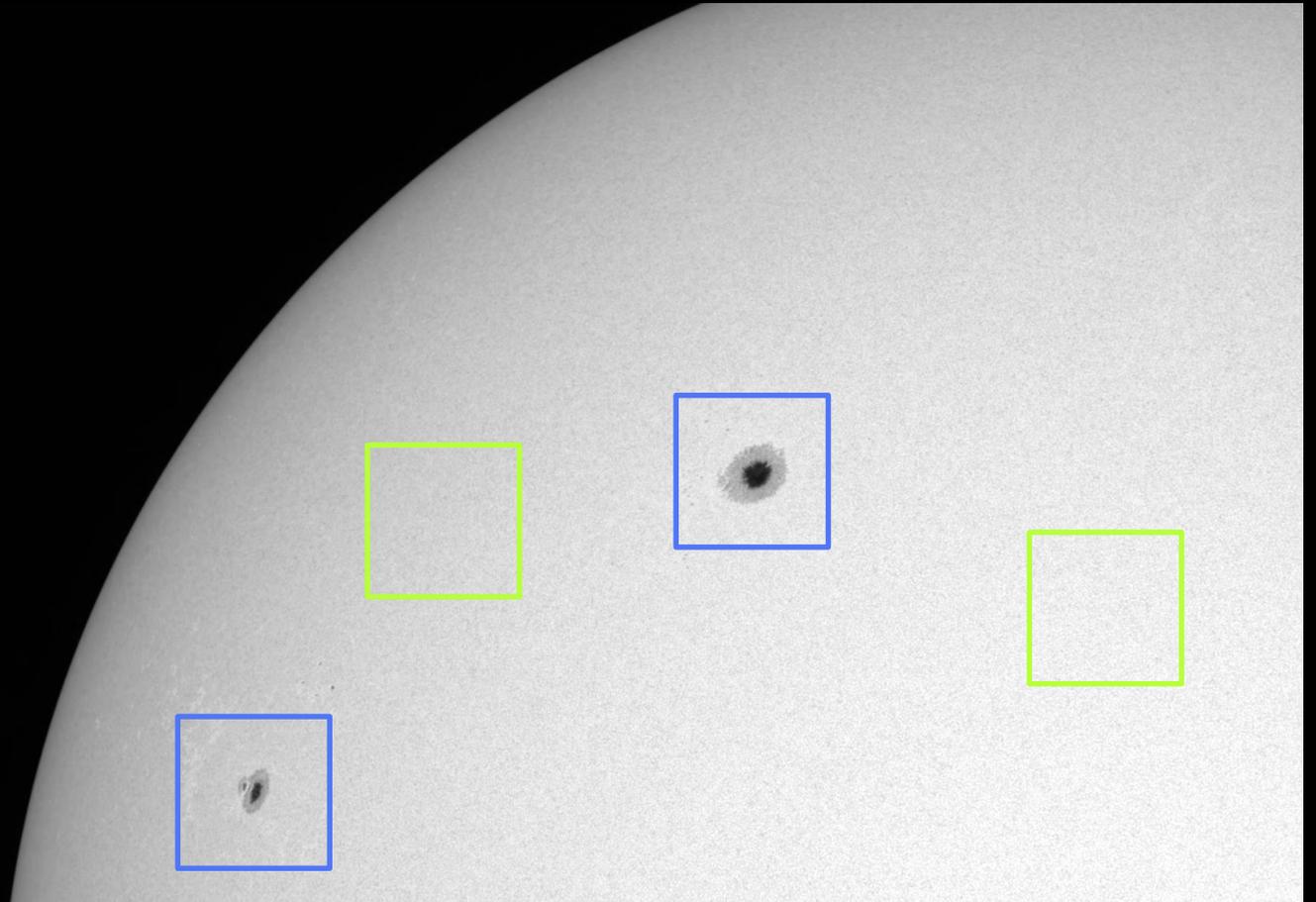
Select small crops from high-res imagery

Pos : crops w/large fraction sunspot pixels

Neg : randomly selected crops

Train conv net on small crops only

Predict on full-resolution images



(AIA 193Å) BCE loss = 0.00027

RESULTS: SUNSPOTS

NASA Goddard

Michale Kirk, Barbara Thompson,
Jack Ireland, Raphael Attie

NVIDIA

David Hall

Altamira

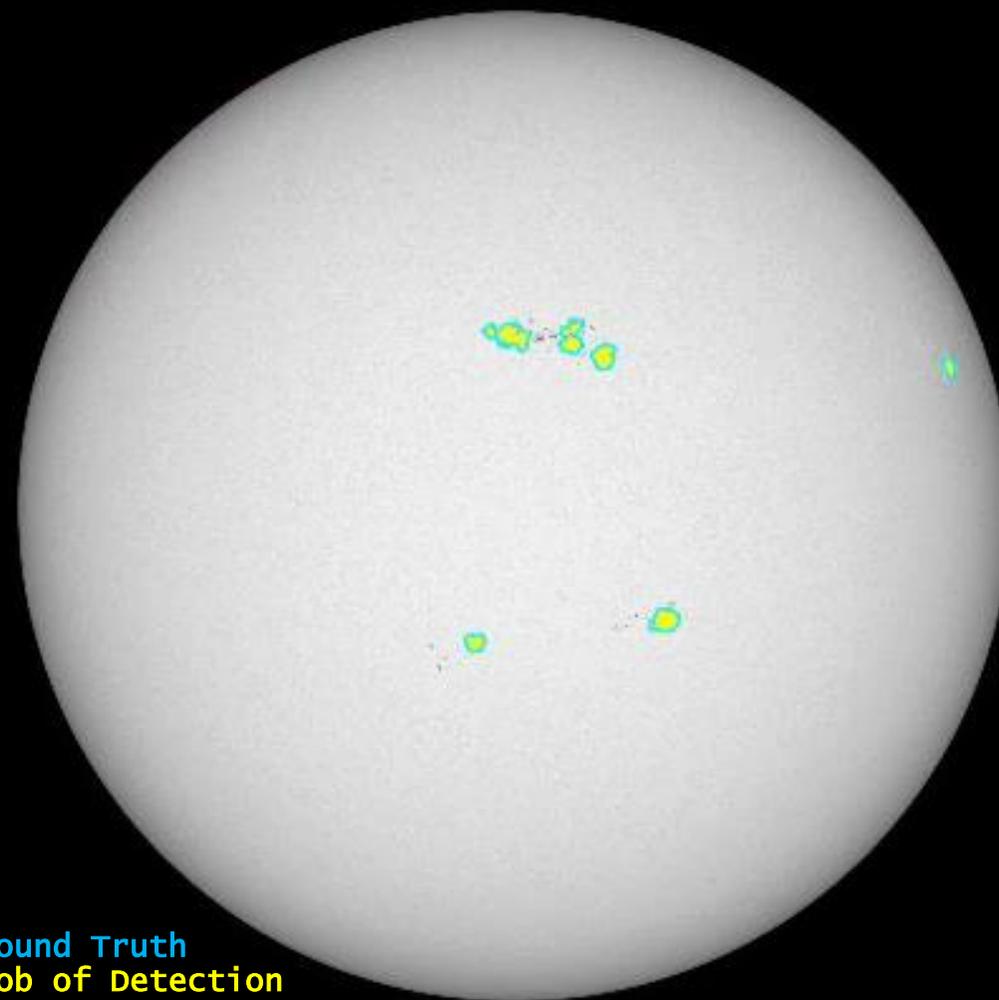
Matt Penn, James Stockton,

SOURCE

Solar Dynamics Observatory
AIA Imager

TARGET

Hand-crafted detection algorithm



RESULTS: ACTIVE REGIONS

NASA Goddard

Michale Kirk, Barbara Thompson,
Jack Ireland, Raphael Attie

NVIDIA

David Hall

Altamira

Matt Penn, James Stockton,

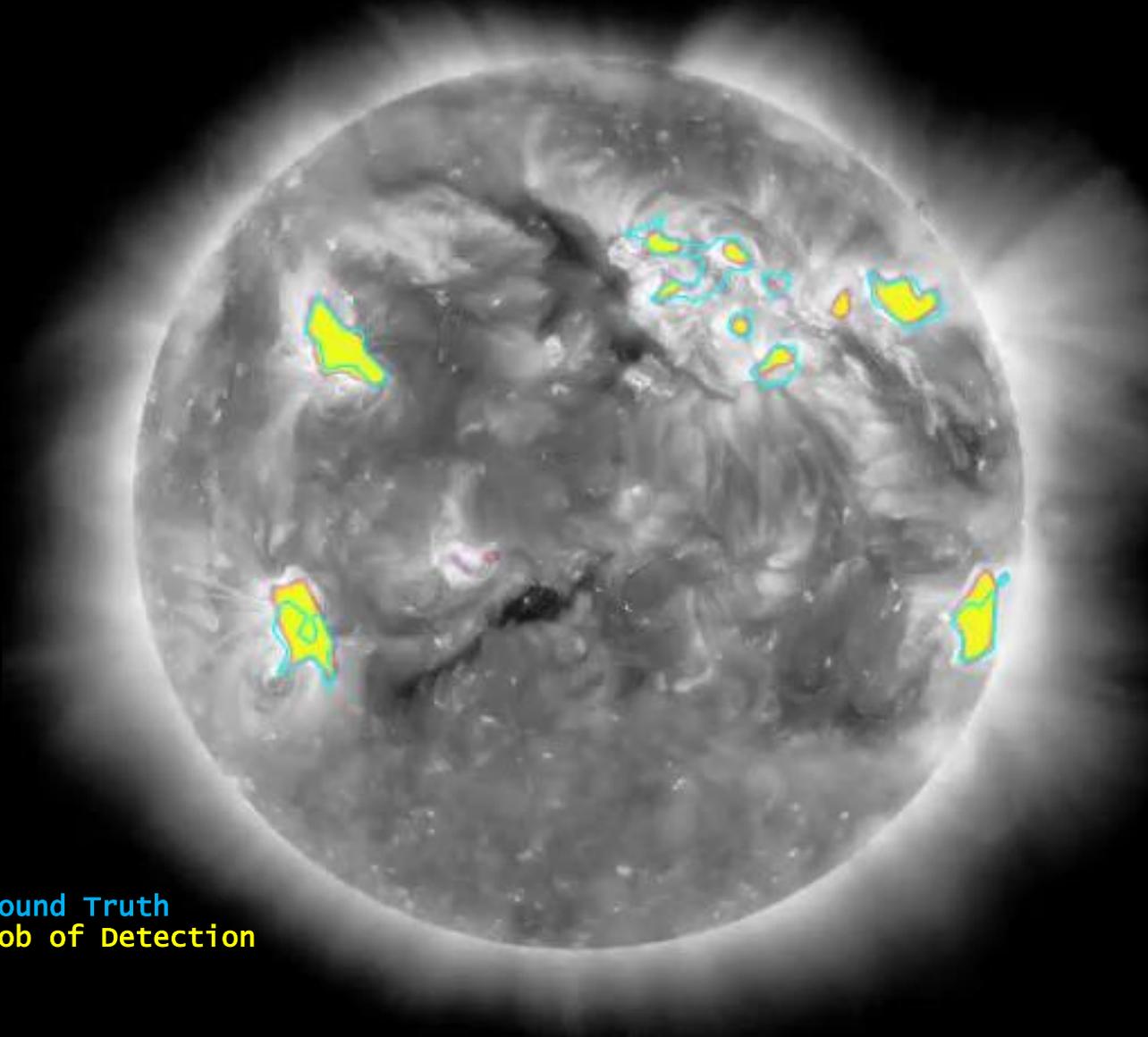
SOURCE

Solar Dynamics Observatory
AIA Imager

TARGET

Hand-crafted detection algorithm

Ground Truth
Prob of Detection

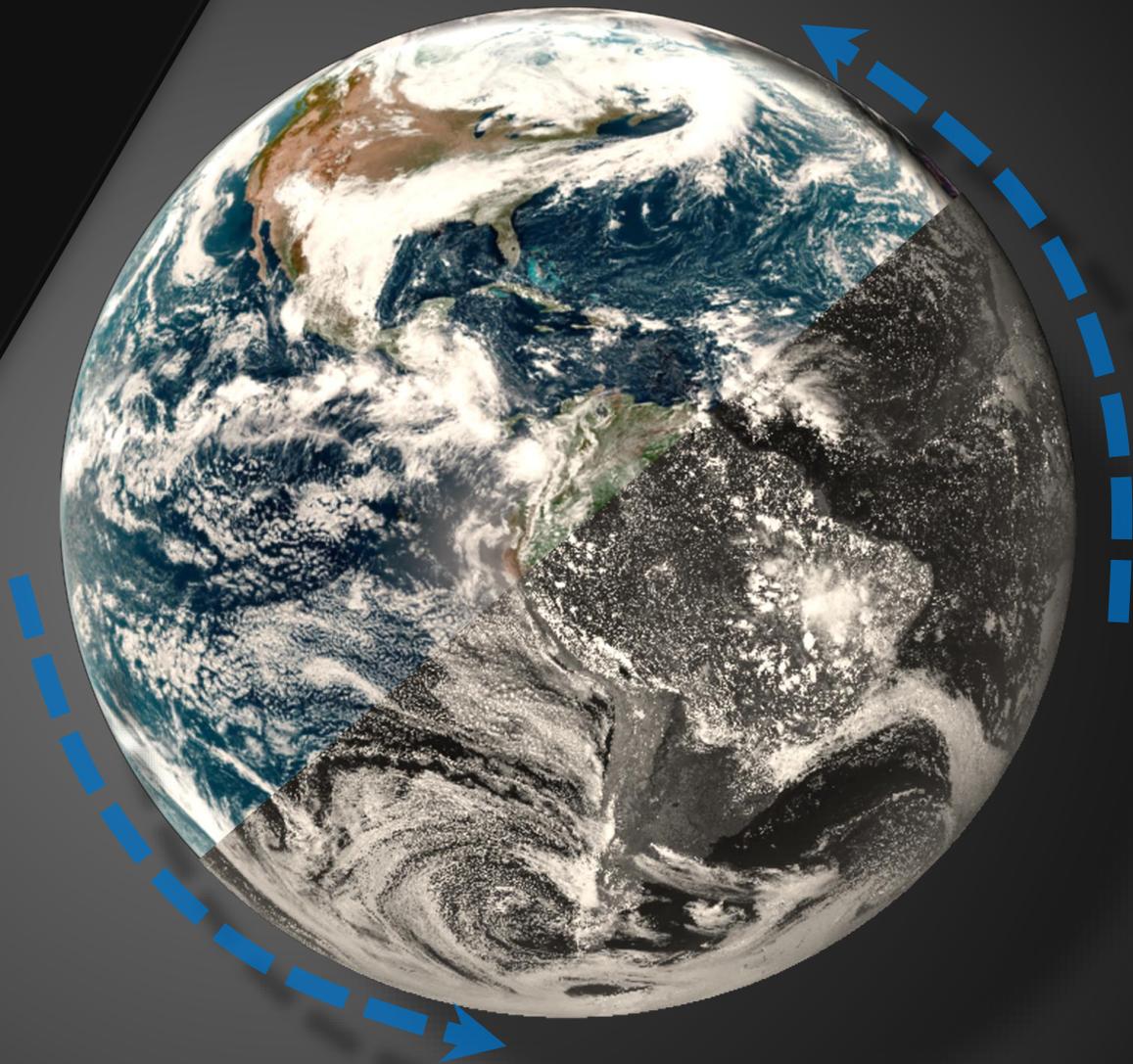


EXAMPLE APPLICATIONS:
GENERATIVE MODELS

CONDITIONAL GANS FOR DATA ASSIMILATION

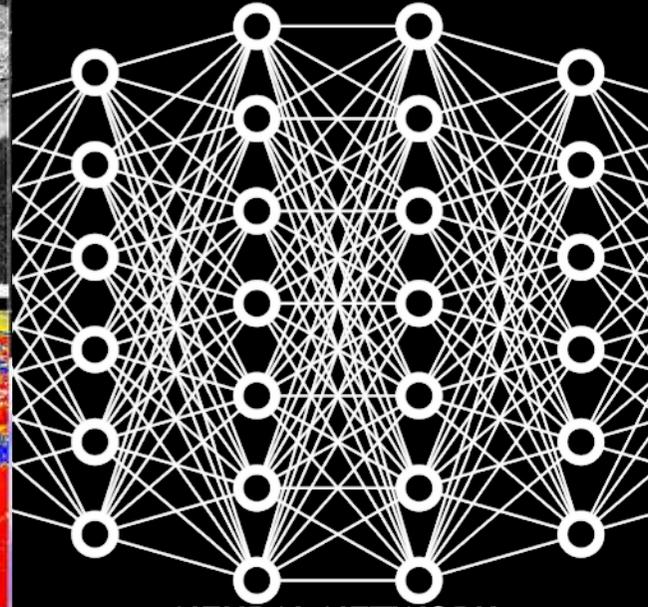
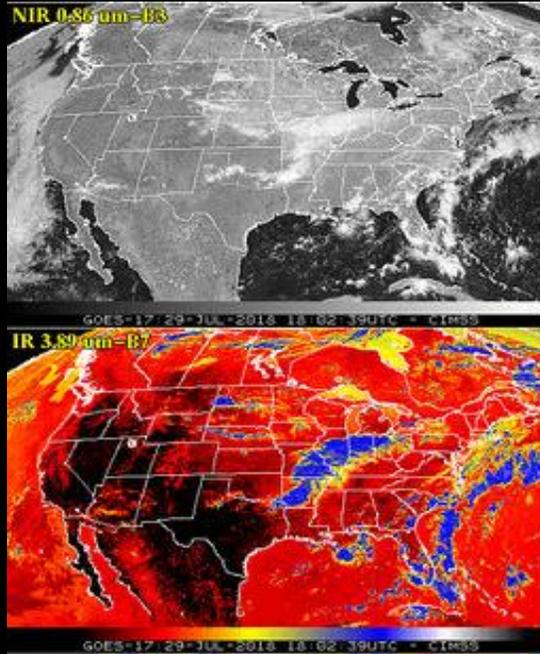
NVIDIA

In cases where a 1-1 map is not possible, we can employ conditional generative adversarial networks in order to generate a single, physically plausible state from a distribution of possible states. This prevents the dilution or blurring caused by under-constrained output.

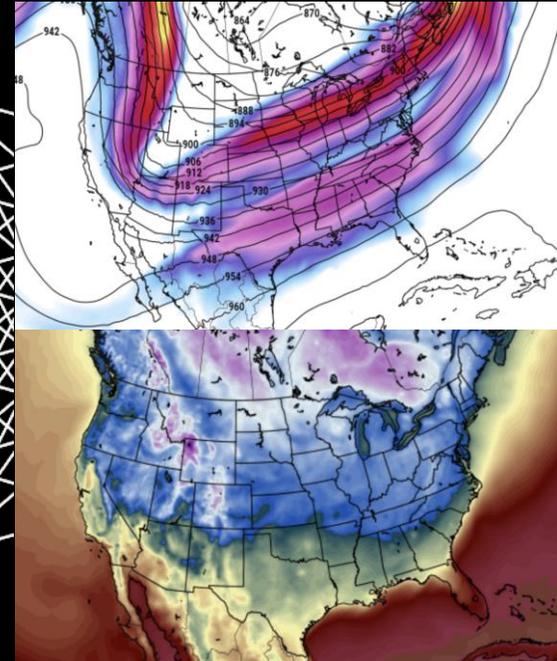


FORWARD AND INVERSE OPERATOR APPROXIMATION

SATELLITE RADIANCES



MODEL VARIABLES



RESULTS: SATELLITE TO MODEL CONDITIONAL GAN

NVIDIA

David Hall

SOURCE

GOES-15 Band 3
GFS Water Vapor

TARGET

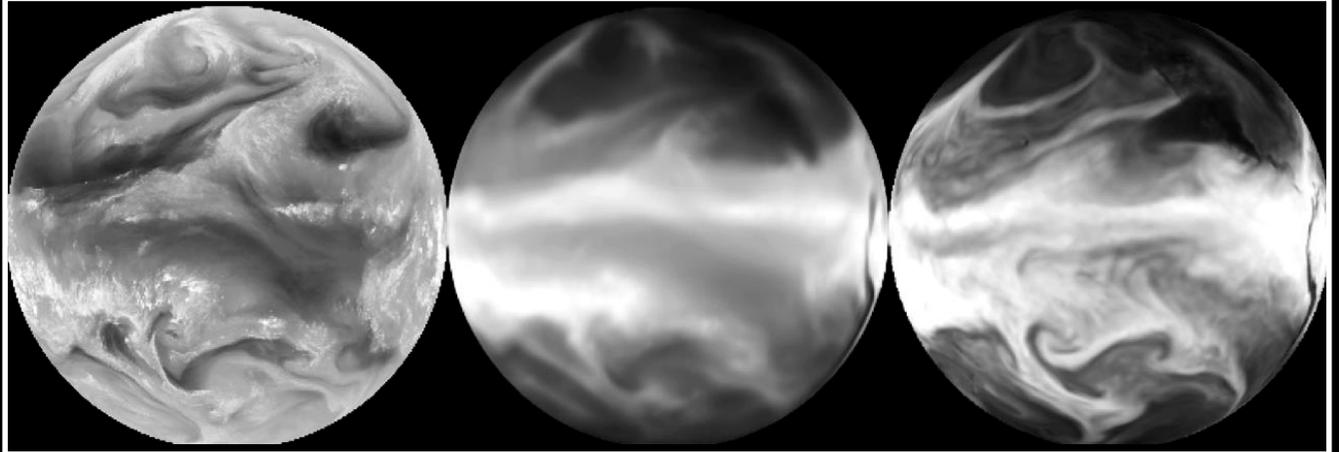
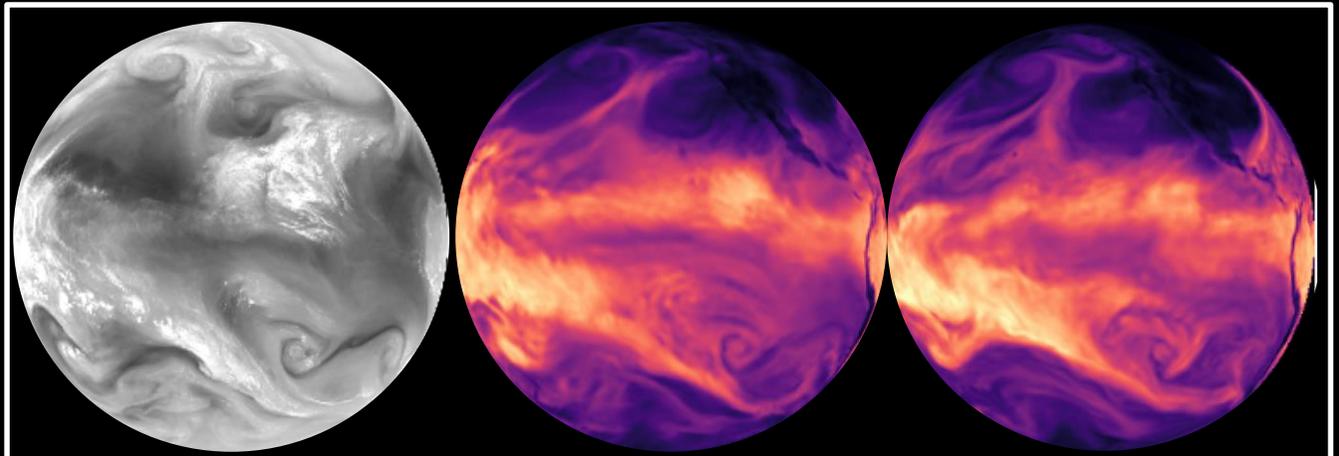
GFS Water Vapor
GOES-15 Band 3

CONDITIONAL GAN

INPUT: GOES-15

GENERATED

TARGET: GFS



INPUT: GOES-15

GENERATED

TARGET: GFS

REGRESSION MODEL

“REGRESS THEN GAN”

TOY PROBLEM: TRAINING A 2D CONDITIONAL GAN

NVIDIA

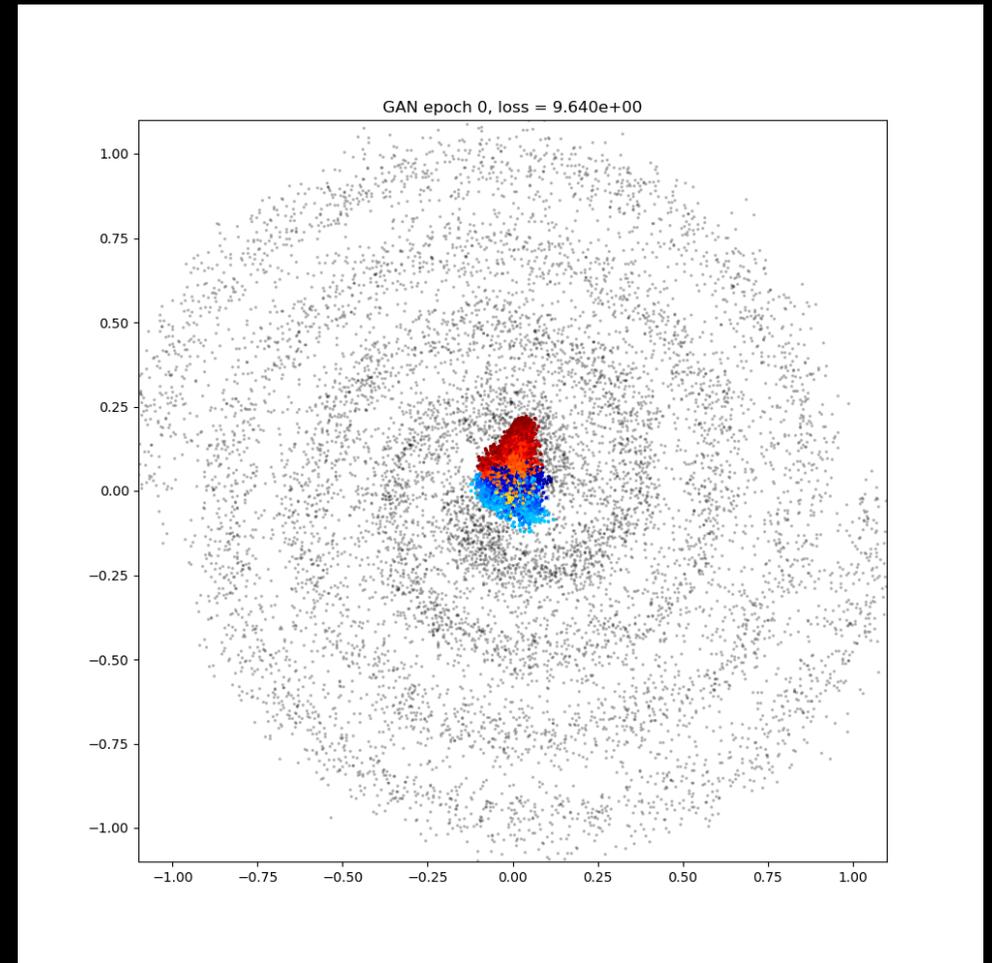
David Hall

SOURCE

1d parametric coordinate

TARGET

Synthetic point distribution



RESULTS: CGAN CLOUD GENERATION

NASA Goddard

Tianle Yuan
Hua Song
Victor Schmidt
Kris Sankaran

MILA

Yoshua Bengio

NVIDIA

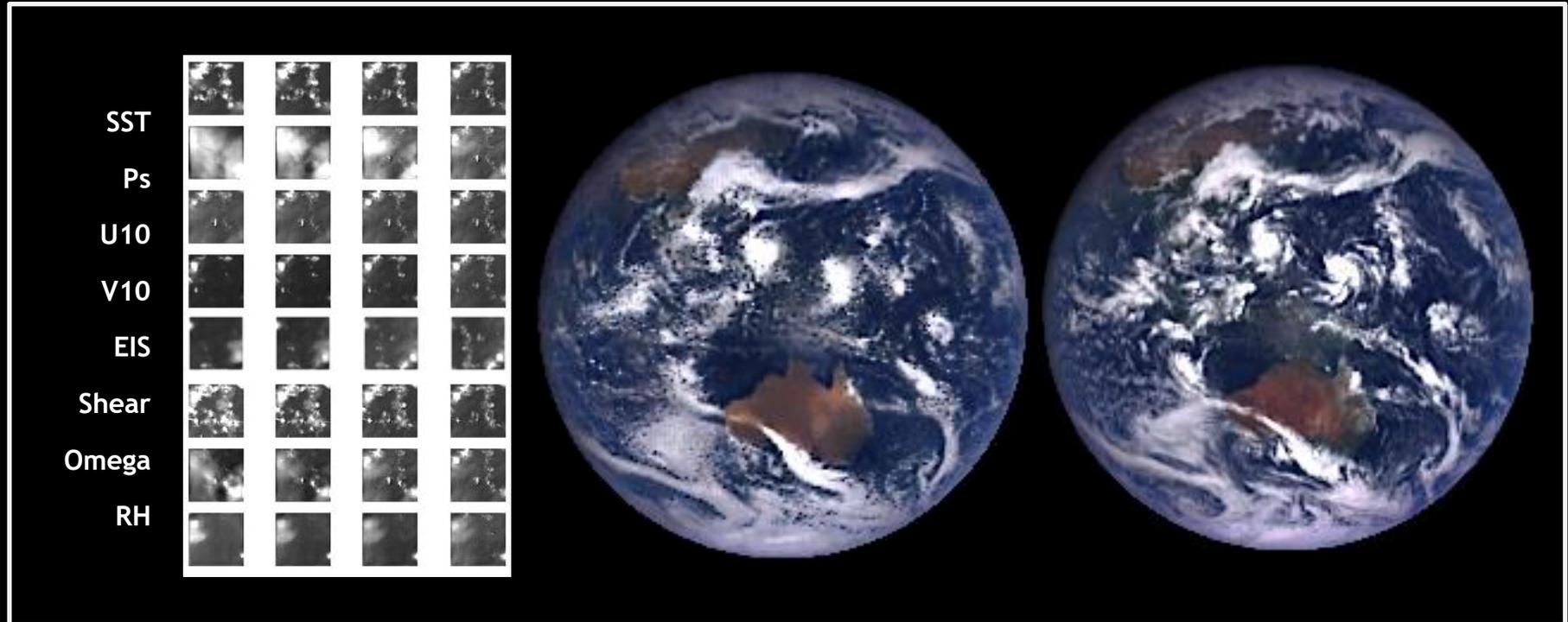
David Hall

SOURCE

Hadcrut4, cmip, 20cr

TARGET

Hadcrut4, cmip, 20cr



**EXAMPLE APPLICATIONS:
DATA ENHANCEMENT**

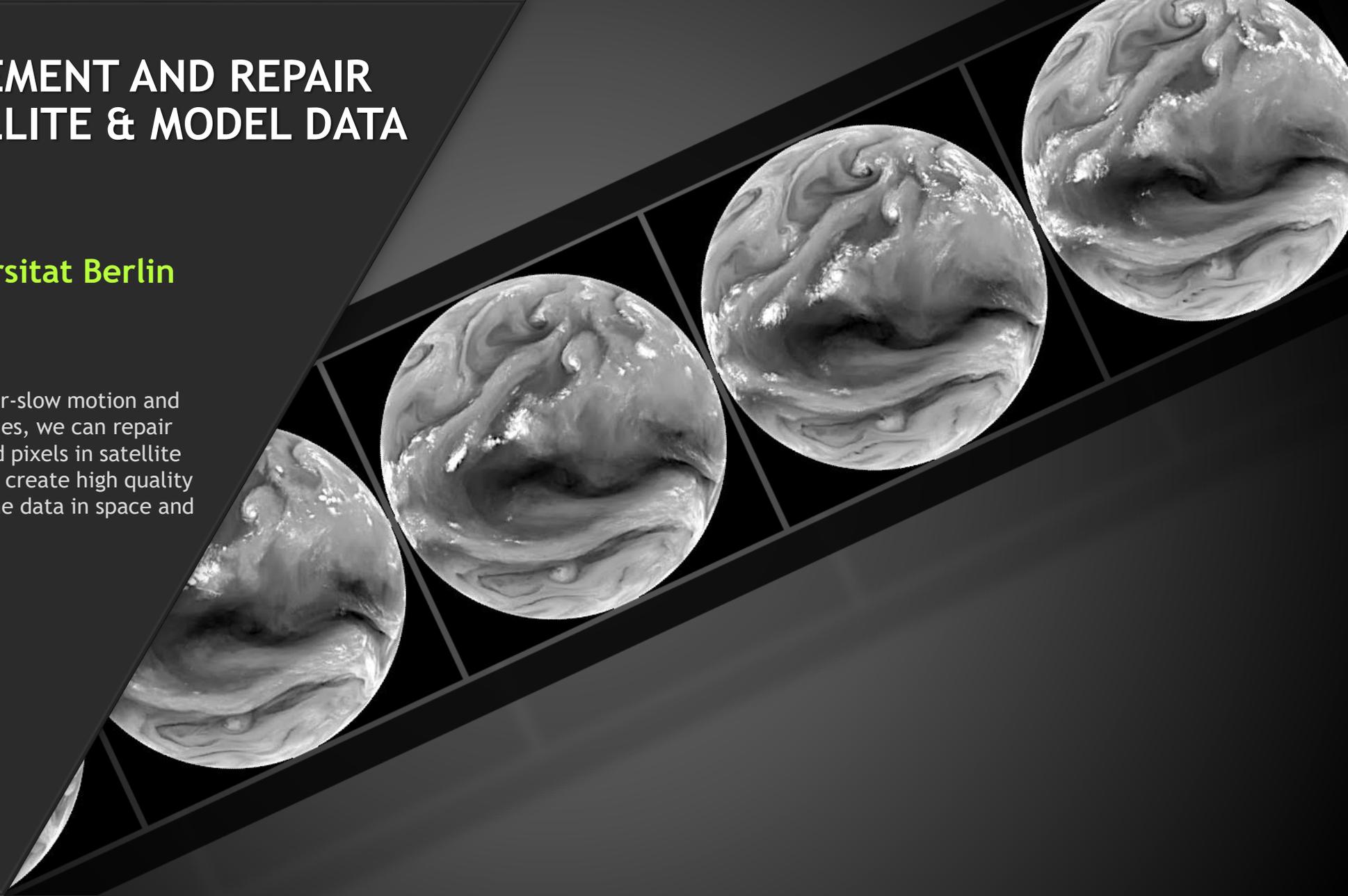
ENHANCEMENT AND REPAIR OF SATELLITE & MODEL DATA

NOAA STAR

Freie Universitat Berlin

NVIDIA

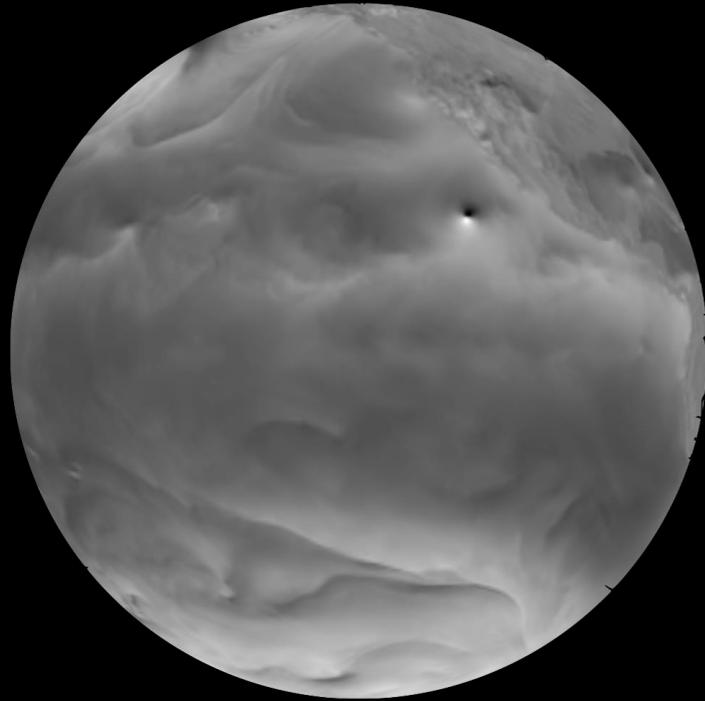
Using NVIDIA's super-slow motion and inpainting techniques, we can repair missing or damaged pixels in satellite and model data, or create high quality interpolations of the data in space and time.



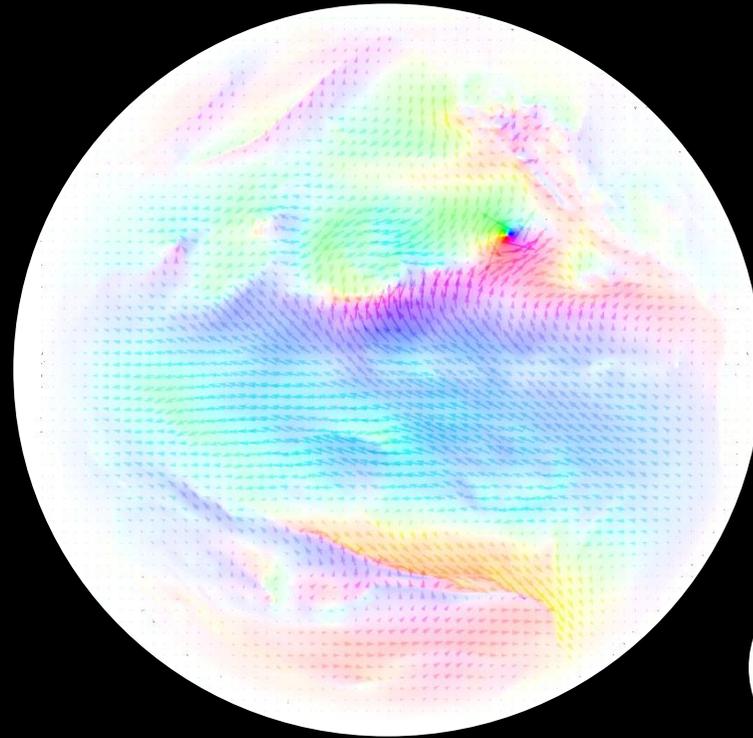
NVIDIA SUPER SLOW-MOTION



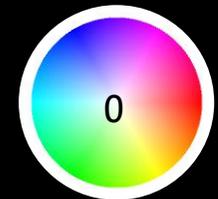
USE DEEP LEARNING TO PREDICT OPTICAL FLOW



U-COMPONENT OF WIND



2D OPTICAL FLOW



20m/s

INTERPOLATED (10x)

RESULTS: SLOW MOTION ADVECTION

NVIDIA

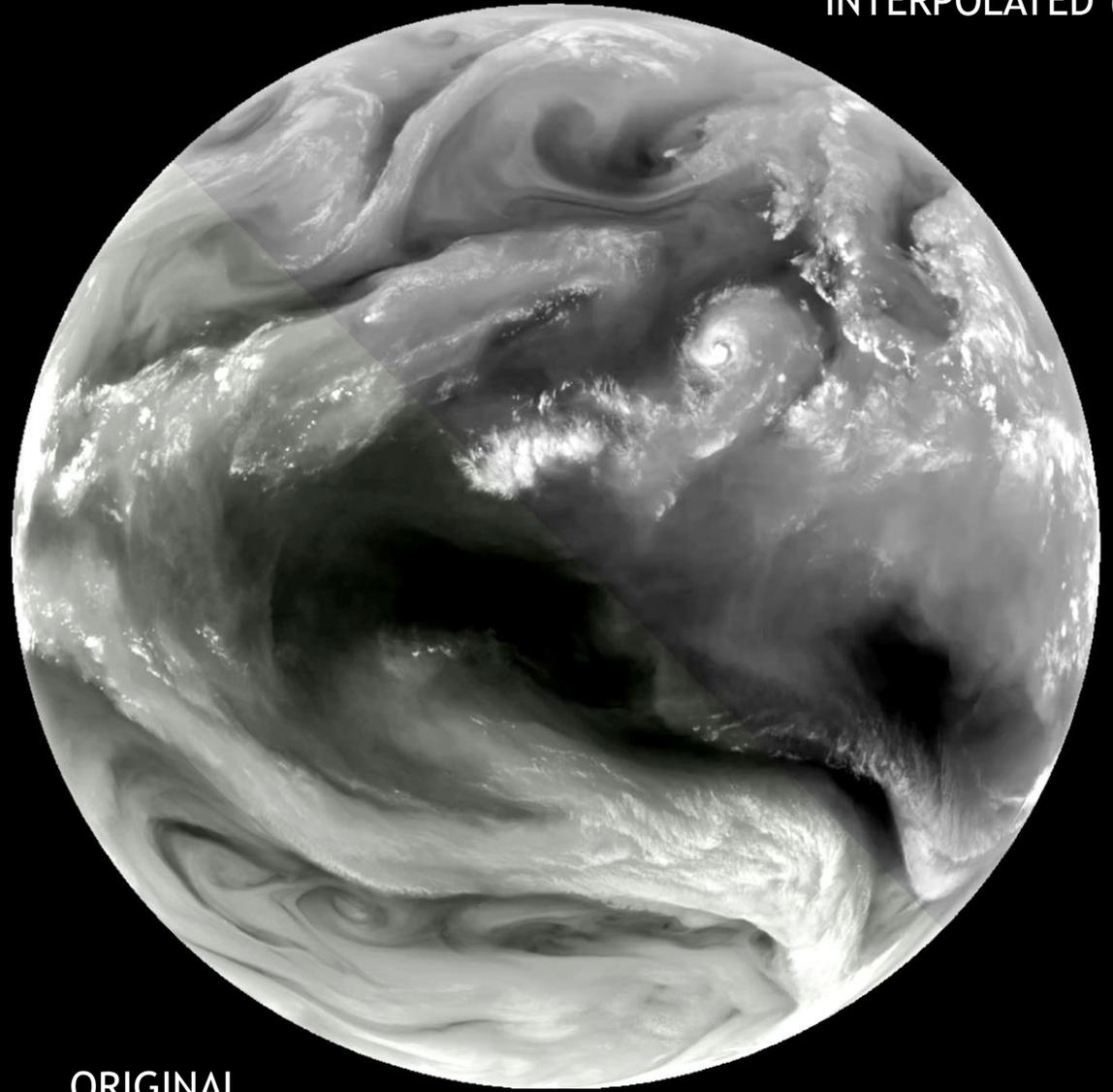
David Hall

SOURCE

GOES-15 Band 3

TARGET

GFS u,v wind fields



ORIGINAL

IN-PAINTING

Use partial-convolutions to fill in missing data

Mask



Inpainted Result



Brush Width:

[Undo](#) [Restart](#) [Load](#) [Save](#) [Quit](#)

The image displays a software interface for in-painting. It features two side-by-side panels. The left panel, titled 'Mask', shows a landscape with a tree and a white crosshair mask over it. The right panel, titled 'Inpainted Result', shows the same landscape with the masked area filled with a reconstructed image of the tree. Below the panels is a 'Brush Width' slider and a row of buttons: 'Undo', 'Restart', 'Load', 'Save', and 'Quit'.

RESULTS: INPAINTING MISSING HADCRUT4 CLIMATE DATA

FREI UNIVERSITÄT BERLIN

Christopher Kadow

NVIDIA

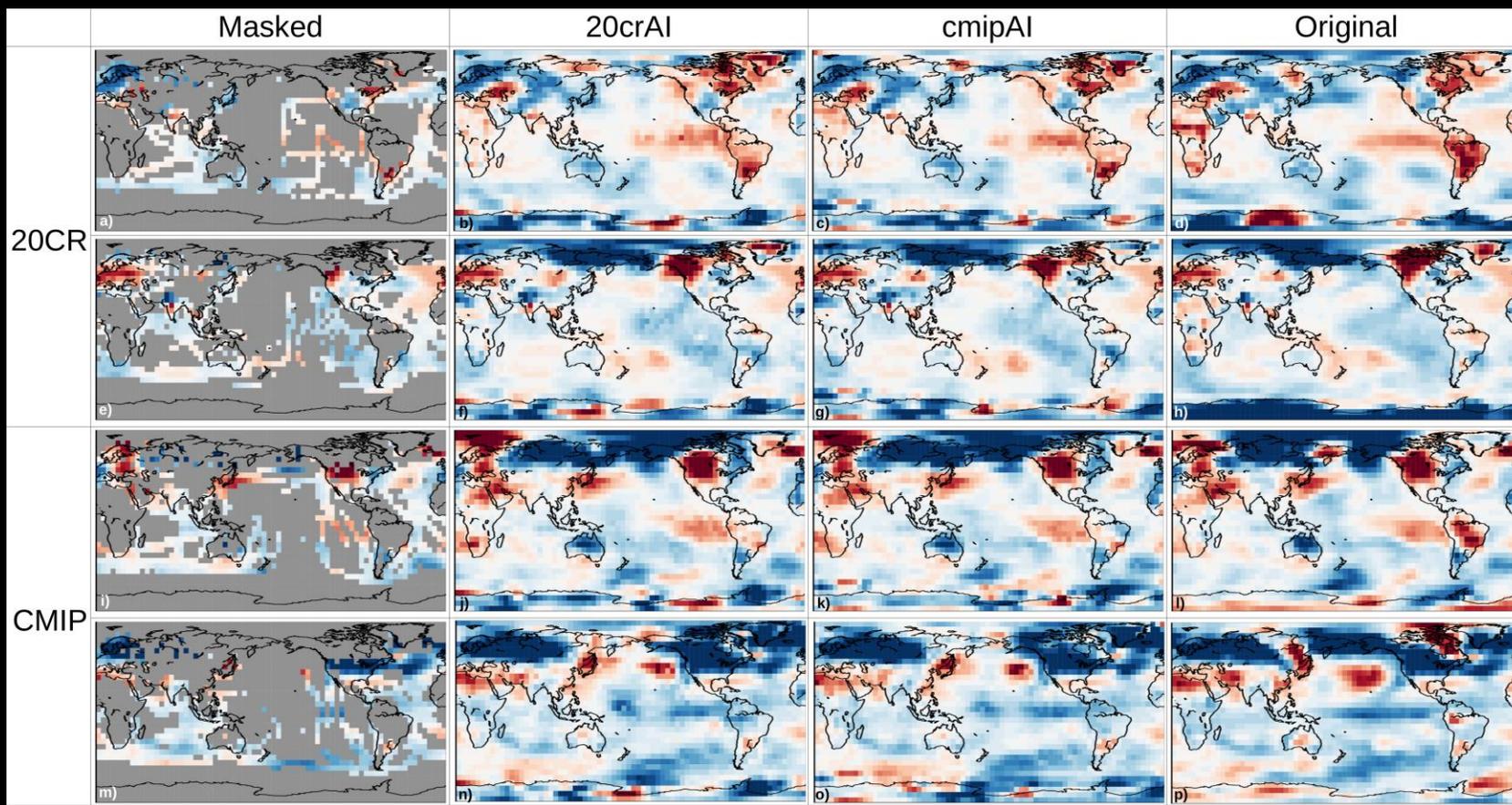
David Hall

SOURCE

Hadcrut4, cmip, 20cr

TARGET

Hadcrut4, cmip, 20cr



INPAINTING MISSING GOES-17 OBSERVATIONS

NOAA STAR

E. Maddy (RTI)

N. Shahroudi (RTI)

R. Hoffman (UMD)

T. Connor (AER)

S. Upton (AER)

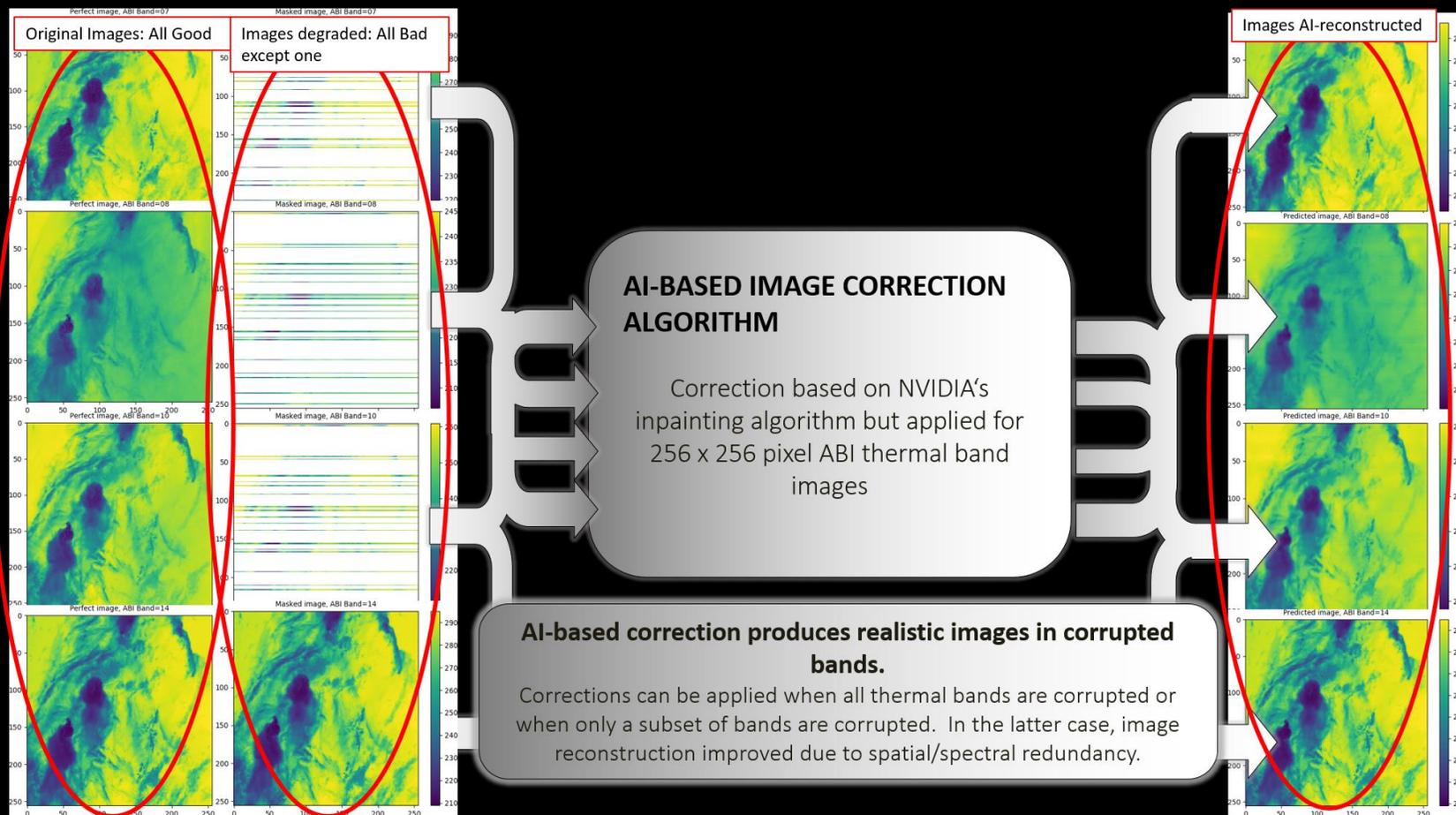
J. Ten Hoeve (NWS)

SOURCE

GOES-17

TARGET

GOES-17



**EXAMPLE APPLICATIONS:
TIME-SERIES PREDICTION**

STREAMFLOW PREDICTION UNDER CLIMATE CHANGE

UC Davis, NVIDIA

Climate models are able to predict changes in precipitation, but how will this effect streamflow rates? To answer this question one can built a detailed physical model, or train a neural network to predict time series data. In this case, we find a simple network performs just as well.



STREAMFLOW FROM PRECIPITATION

Predicting streamflow probabilities under climate change

UC Davis

Paul Ullrich, Lele Shu, Shiheng Duan

NVIDIA

David Hall

Source

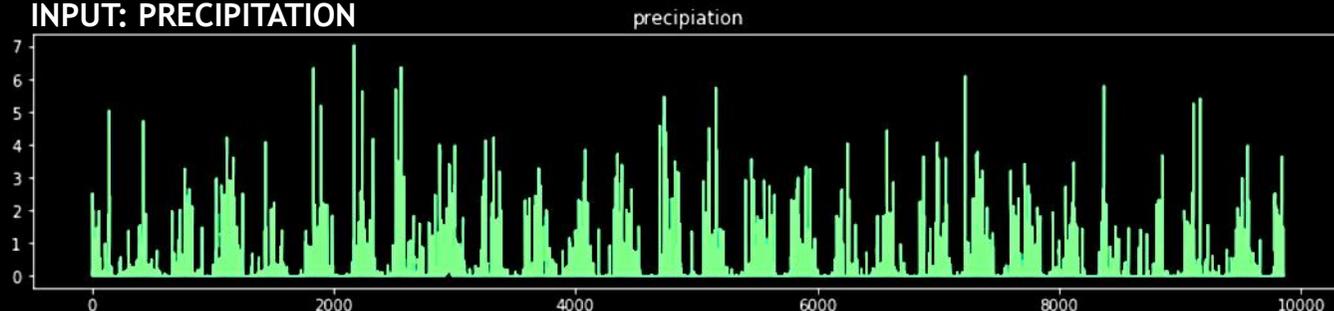
PRISM

Target

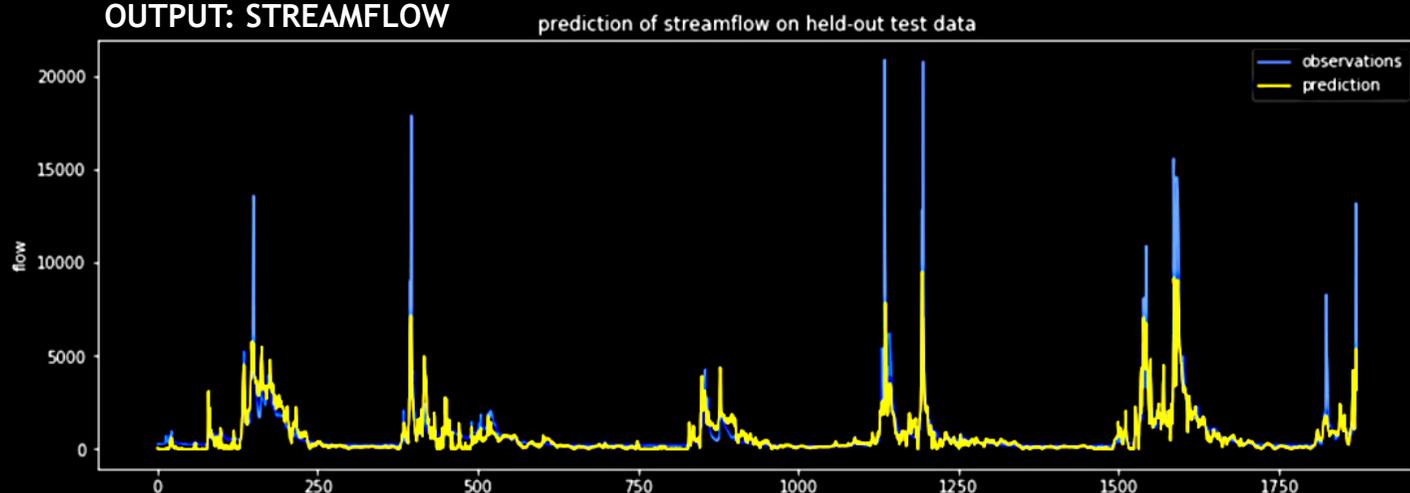
Stream Gauge Data



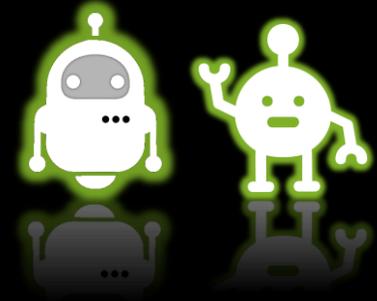
INPUT: PRECIPITATION



OUTPUT: STREAMFLOW



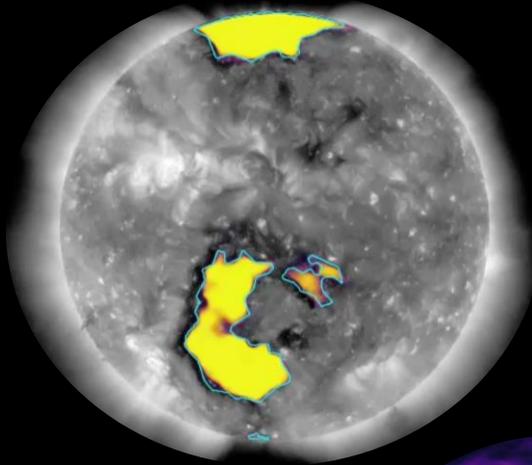
SUMMARY



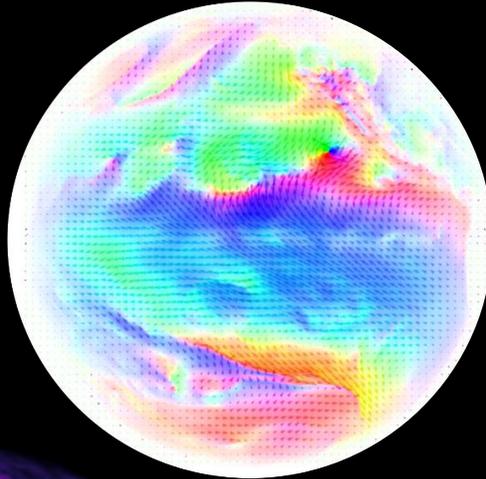
- **SUPERVISED DEEP LEARNING IS POWERFUL, BUT NOT MYSTERIOUS**
- A GENERALIZATION OF CURVE FITTING, IN HIGH DIMENSIONS
- **A DIFFERENT WAY TO BUILD SOFTWARE (REVERSE-ENGINEERING FROM DATA)**
- A GREAT WAY TO TAKE ADVANTAGE OF YOUR GPUS
- **CAN DO SOME PRETTY AMAZING THINGS. (CAN'T BE DONE IN ANY OTHER WAY.)**
- WILL BECOME A STANDARD PART OF THE NWP / CLIMATE TOOLBOX.

SUMMARY

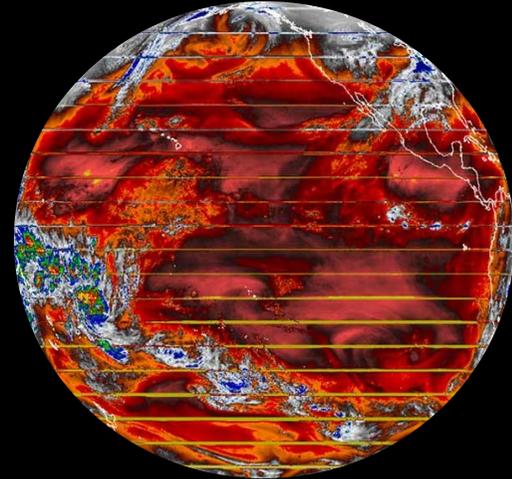
UNETS FOR WEATHER AND
SPACE-WEATHER DETECTION



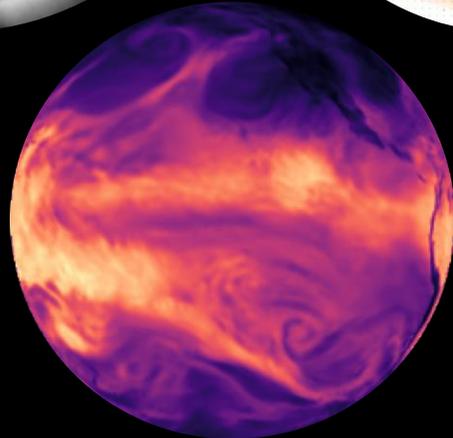
SLOW MOTION INTERPOLATION
VIA OPTICAL FLOW PREDICTION



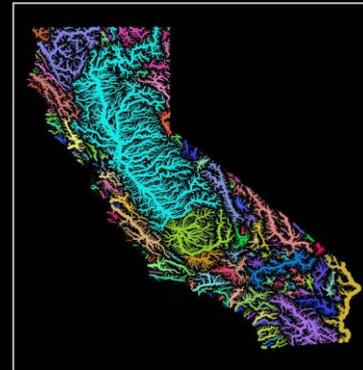
INPAINTING FOR IMPUTING MISSING
HADCRUT4 AND GOES-17 DATA



CONDITIONAL GANS FOR
DATA ASSIMILATION AND
CLOUD GENERATION



CONVOLUTIONS IN TIME FOR
STREAMFLOW PREDICTION



RESULTS: SATELLITE TO MODEL CONDITIONAL GAN

NVIDIA

David Hall

SOURCE

GOES-15 Band 3
GFS Water Vapor

TARGET

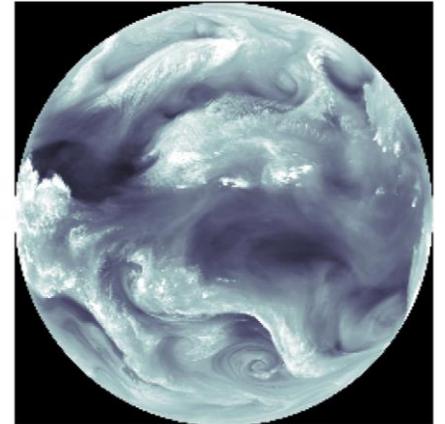
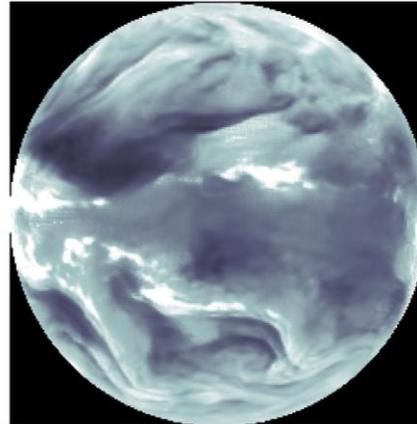
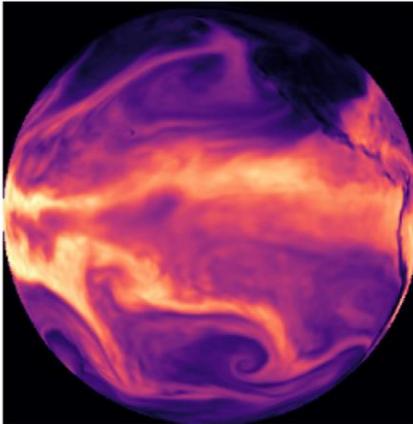
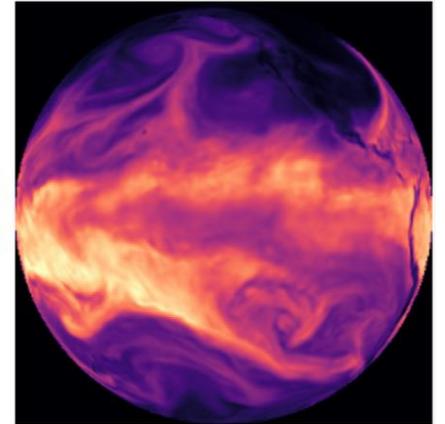
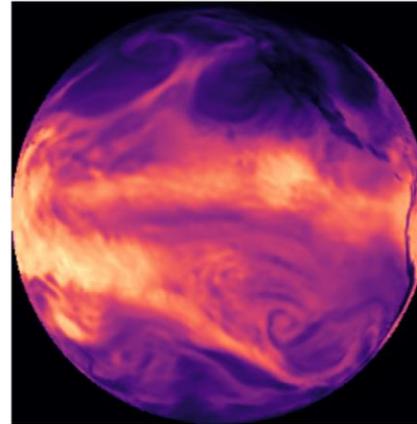
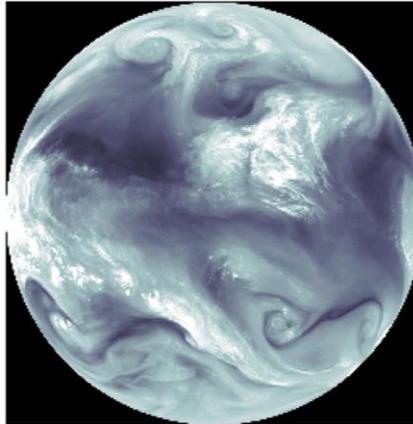
GFS Water Vapor
GOES-15 Band 3

INVERSE OPERATOR

INPUT: GOES-15

GENERATED

TARGET: GFS



INPUT: GFS

GENERATED

TARGET: GOES-15

FORWARD OPERATOR