

Cosmological Utility Codes

Prospects on optimisation and transition towards deep learning

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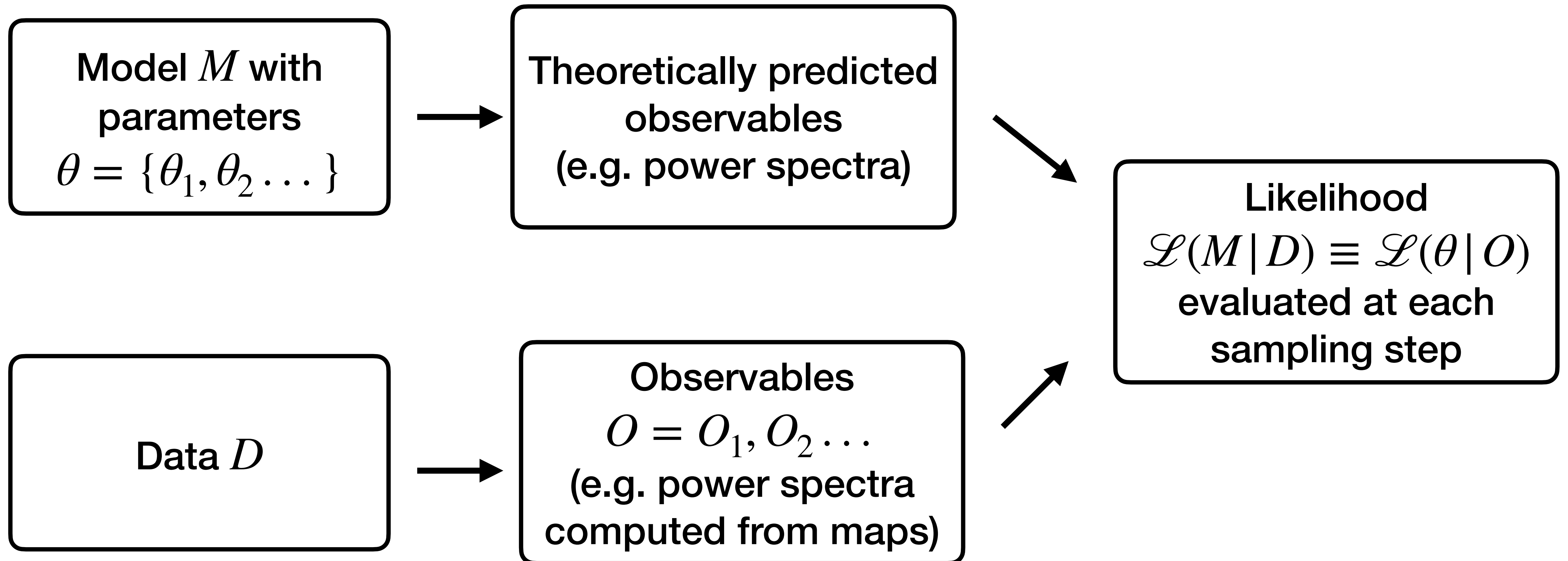
with Martina Gerbino, Massimiliano Lattanzi

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Traditional Cosmological Inference Machinery

It's likelihood-based

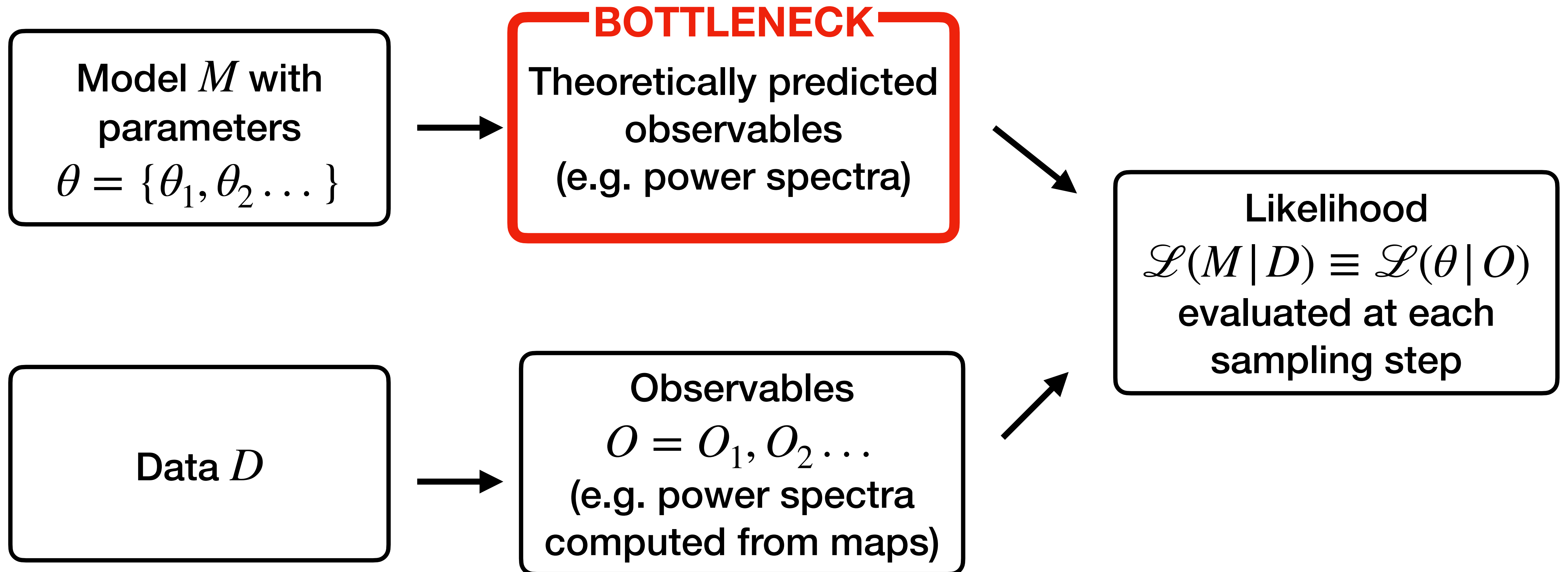
- In both Bayesian (MCMC) and frequentist (profile likelihood) frameworks



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Issues with the traditional approach

1. **Curse of dimensionality:**

- Even for moderate number of nuisance parameters MCMC or profile likelihood require $> \mathcal{O}(10^{5-6})$ likelihood evaluations to converge (\sim weeks/months!)
- Must be addressed for future surveys (LiteBIRD, Euclid...) with many nuisance parameters!

2. **Bayesian model comparison** extremely intensive or even impossible! Fundamental scientific target for future surveys!

3. Can be hard to formulate an **analytical description** of the data in a **likelihood** (e.g. residual non-Gaussian contamination in CMB maps from systematics)

Issues with the traditional approach...

1. **Curse of dimensionality**

2. **Bayesian model comparison**

3. **Can be hard to formulate an analytical description of the data in a likelihood**



...and possible solutions...

1. **Neural-Net-based Emulators (e.g. power spectrum), GPU porting of likelihoods and Boltzmann codes**

2. **Simulation-based inference with NN**

3. **Simulation-based inference e.g. CNN**

Emulators for Boltzmann codes

Neural-net-based

- Power spectrum evaluation via Boltzmann codes is the main bottleneck in likelihood computation
- Use **NN** to map **directly cosmological params to power spectra**
- Implemented in e.g. COSMOPower code (*Spurio Mancini+2021*) both matter and CMB angular power spectra
- $\mathcal{O}(10^4)$ **acceleration** compared to Boltzmann codes!!!
- Training can be done in parallel
- Implement also for **higher order correlations** (bispectrum etc.), **interpretability**

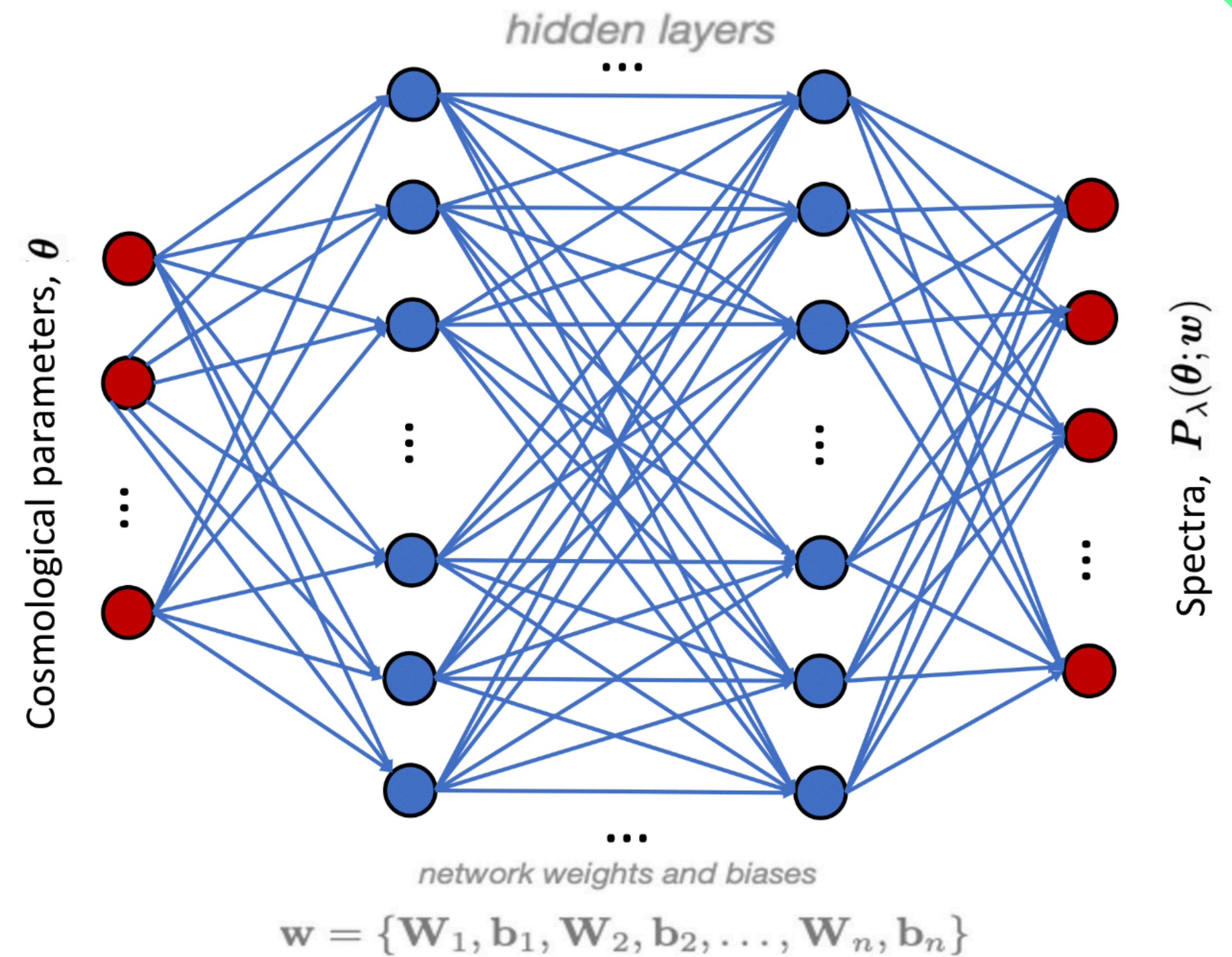


Figure from *Spurio Mancini+2021*

GPU porting of likelihoods and Boltzmann codes

Likelihood codes

- Theory power spectrum computation isn't the only bottleneck
 - Other numerical operations and loops inside the likelihood (e.g. bin cross-correlations) can be expensive
- ➔ Rewrite likelihoods in TENSORFLOW to exploit **GPU parallelisation**
- ➔ In general, **optimize simulation/inference pipelines** (e.g. for LiteBIRD)

Boltzmann codes

- NN emulators require re-training for each cosmological model being compared to data (e.g. beyond Λ CDM models)
 - Re-training can be expensive
- ➔ **Porting Boltzmann codes** like CAMB or CLASS **to GPU**

Comparing cosmological models

requires computation the Bayesian Model Evidence:

$$p(\theta | d, M) = \frac{p(d | \theta, M)p(\theta | M)}{p(d | M)}$$

Bayesian Evidence

$$z = p(d | M) = \int p(d | \theta, M)p(\theta | M)d\theta$$

- Extremely expensive multi-dimensional integral even in moderate parameter space: traditional sampling is typically unfeasible
- Solution: **simulation-based inference**, in particular **neural density estimation** (e.g. *Delaunoy+2022, Cole+2022, Spurio Mancini+2022, Vasist+2023*)
- Ideal case of use of **deep neural nets**: train estimator q_ϕ parametrized by weights ϕ to approximate target prob density (e.g. posterior, likelihood...) from a training set of N pairs of prior samples and simulations $\{\theta_i, d_i\}_{i=1}^N$, accurate for $N \rightarrow \infty$

Another application of Simulation-Based Inference

useful when modelling analytically data in a likelihood is hard

- E.g. residual non-Gaussian contamination in Planck polarization maps affecting cosmological parameters determination
- ➔ estimate cosmo parameters directly at map level using Convolutional NN (e.g. *Wolz, Krachmalnicoff & Pagano 2023*)
- SBI also useful when it is difficult to define the optimal summary statistic
- ➔ Reduction of data to summary statistic loses information

Our program

- Develop new and better tools and/or extend scope of existing tools for efficient **cosmological inference**, such as:
 - Faster and more efficient power spectrum computation:
 - Via **NN-based emulators** **WP 3**
 - Via **GPU porting of Boltzmann codes** **WP 1 & 2**
 - Faster and more efficient **likelihood codes** via **GPU porting** **WP 1 & 2**
 - **NN-based** tools for **model comparison** and **parameter estimation** **WP 3**
- Develop tools and/or optimize **pipelines** for INFN-funded experiments (e.g. LiteBIRD, Euclid) **WP 1 & 2**
- **Synergic experiments** starting now (e.g. Simons observatory) will also benefit from our **timely** studies and provide **ideal & immediate test-bed** for development and tuning of our tools!