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Enhanced LSS cosmological simulations with ML techniques Lorenzo Piga, Carmelita Carbone, Matteo Calabrese, Ben Granett

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ICSC Italian Research Center on High-Performance Computing, Big Data and Quantum Computing

Missione 4 • Istruzione e Ricerca









Scientific Rationale: Cosmology

- ΛCDM: the standard cosmological model due to its remarkably accurate predictions of a variety of observables. Still the nature of Dark Energy (DE) and Dark Matter (DM) are unknown, possibly indicating beyond ΛCDM physics.
- Upcoming first Euclid data release (May 2025): simulations help in preparing the pipeline for Euclid data analysis in the presence of massive neutrinos and dynamical Dark Energy.
- Main goal: accelerating the production of N-body simulations for simulation-based cosmological parameter inference.
- Large cosmological simulations: limited by computational resources (cpu-time and storage).









Technical Objectives, Methodologies and Solutions

- Neural networks (NN) can learn from high-resolution (HR) images to produce super-resolution (SR) versions of different low-resolution (LR) images.
- We plan to train **Generative Adversarial Networks (GANs)** in the context of cosmological simulations.
- The GANs consist of two NNs: the generator and the discriminator. The generator tries to produce increasingly realistic data, while the discriminator gets better at distinguishing real from fake.









Technical Objectives, Methodologies and Solutions

- The DEMNUni simulations (Carbone et al. 2016) have been performed using the code GADGET-3 (possibly accounting for the presence of massive neutrinos);
- standard DEMNUni (LR) and High-Res DEMNUni (HR) simulations will be used as training datasets to produce SR simulations with increased mass resolution and volume for both CDM and neutrino particles.
- Simulation size: respectively 2 and 16 Tb per LR and HR sim (4 and 32 Tb if neutrinos are present);
- Over 150k cpu-hrs per HR simulation;









Technical Objectives, Methodologies and Solutions

- The SR output can reproduce small-scale structures with a factor of 8 in length (and 512 in mass) below the LR scale;
- The SR computational resources are extremely reduced in comparison to a HR simulation: i.e. for a (100 h⁻¹ Gpc)³ volume, it could take 500 core hours to produce a LR simulation and then only 16 hours with 1 GPU for the SR version (a tiny fraction of the cost of the HR counterpart);
- It is possible to sample multiple "realizations" of the small-scale clustering by varying the input noise component;









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Timescale, Milestones and KPIs

Test SR Power Spectra for Planck's cosmology (~ 1 month);

Incorporate massive neutrinos and massive neutrinos with dynamical dark energy (~ 5 months)

Implement a dynamical dark energy background (~ 2 months) Bayesian Likelihood Free Inference (LFI) (~ 4 months)









Timescale, Milestones and KPIs

M8 (March 2024 - June 2024)

 First run with LR DEMNUni with a public available code (Li et al. 2020): testing for a different cosmology (Planck vs WMAP);

- USC VIII course:

 Computing and High Performance Computing in Astronomy and Astrophysics (Bologna, June - July 2024)









Next Steps and Expected Results

- **Step 1:** Incorporate **dynamically dark energy (DDE)** in the training process and analyze the resulting SR simulations;
- **Step 2:** Implement the presence of **massive neutrinos** in the training of the GANs and test the SR outcomes in terms of different summary statistics (ie Pk, HMF etc);
- **Step 3:** Implement both the presence of **DDE & massive neutrinos** in the training of the GANs and test the SR outcomes in terms of summary statistics
- **Step 4:** Extend the developed techniques to hydrodynamical simulations with **baryons** and **neutrinos** by adopting a mixed-method approach that leverages both NNs and other ML algorithms, i.e. **Lagrangian Deep Learning (LDL)**.









THANKS FOR THE ATTENTION!





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