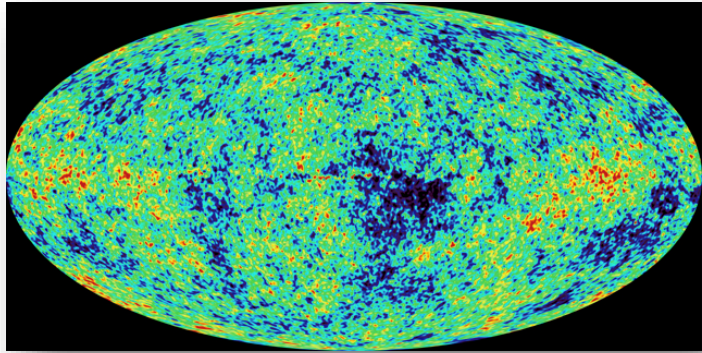


# COSMOLOGICAL SIMULATIONS

Stefano Borgani  
(INAF-OATs & UNITs)

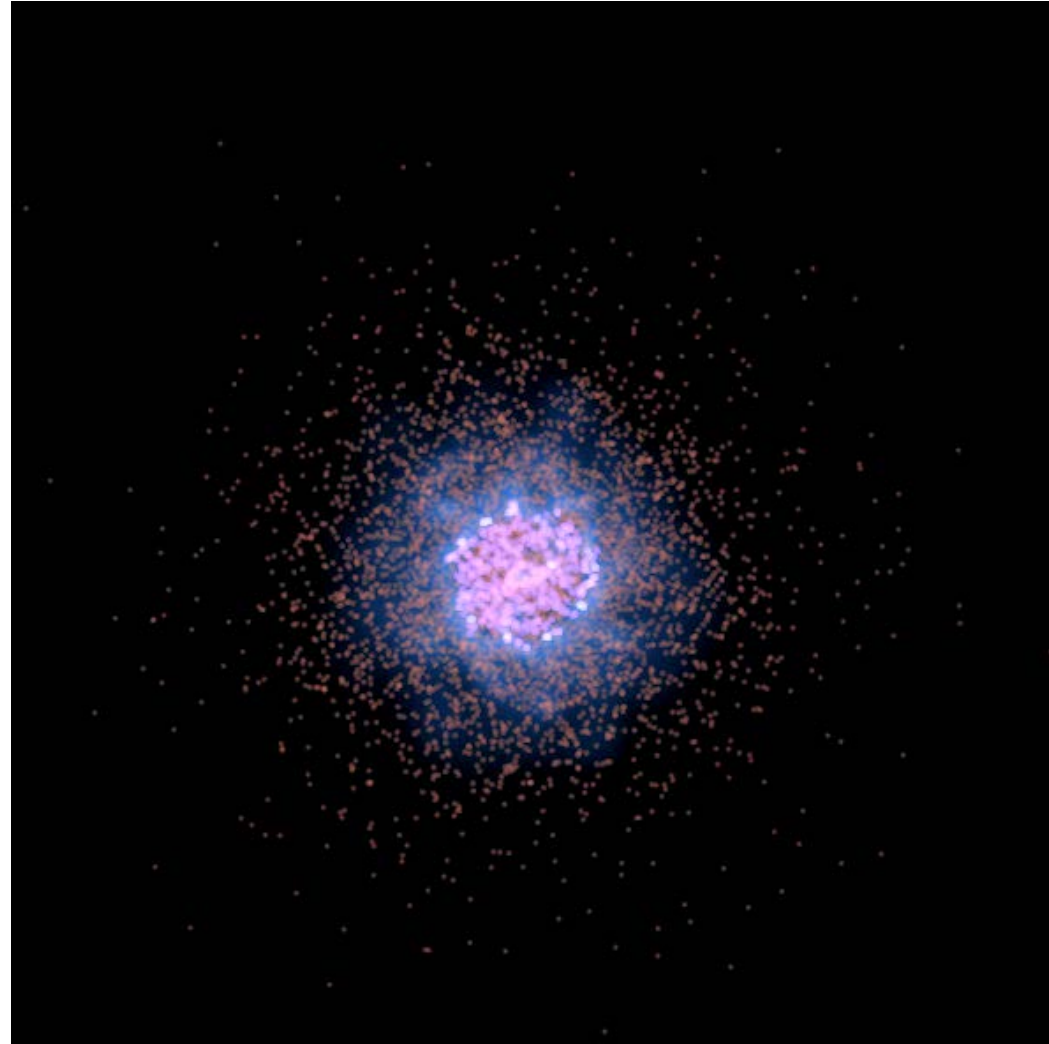
- What is a simulation of cosmic structure formation?
- What cosmological simulations are useful for?
- What is needed by our community?

# What is a cosmological simulation?



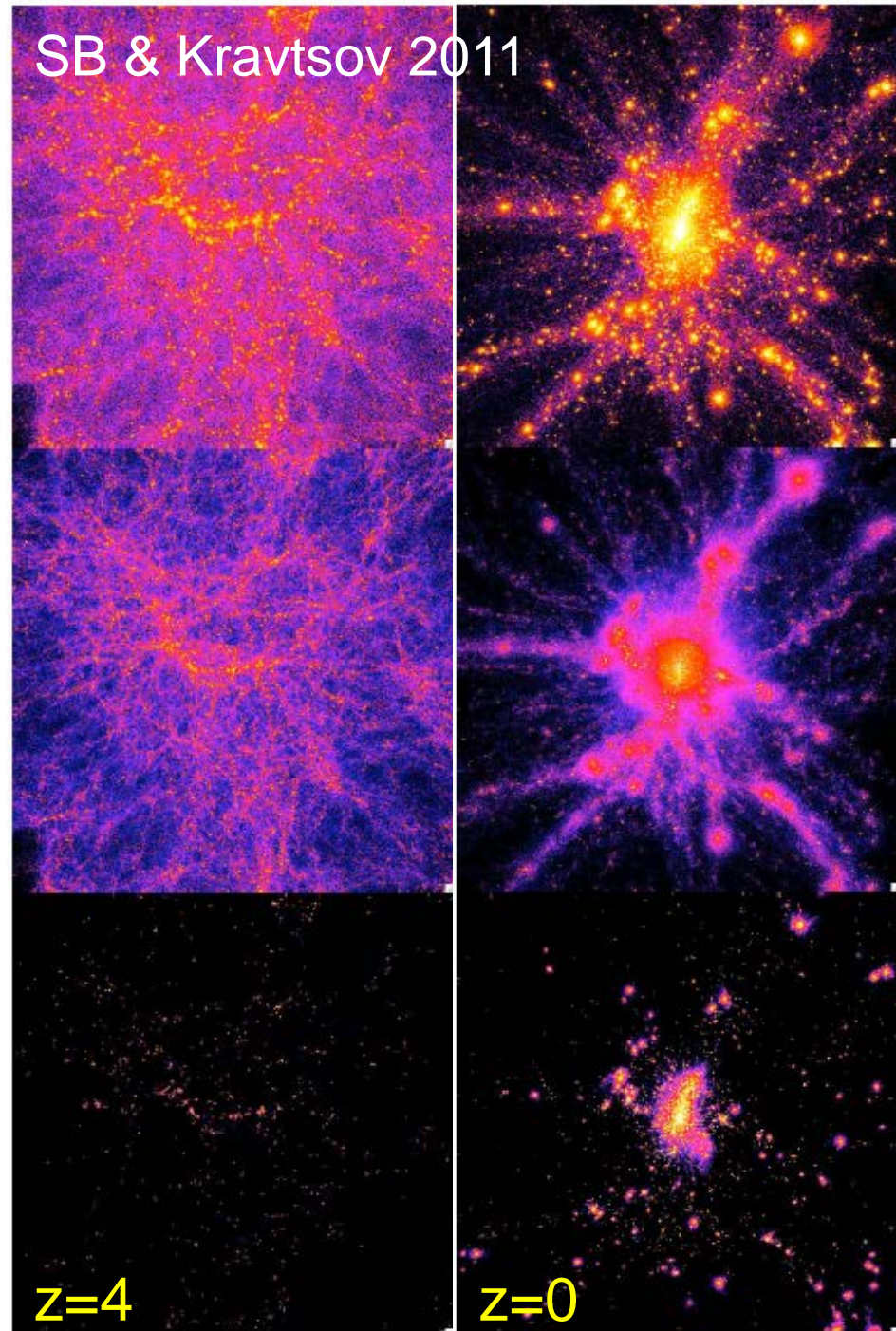
See talk by G. Murante

$z=6.6442$



# What are they useful for?

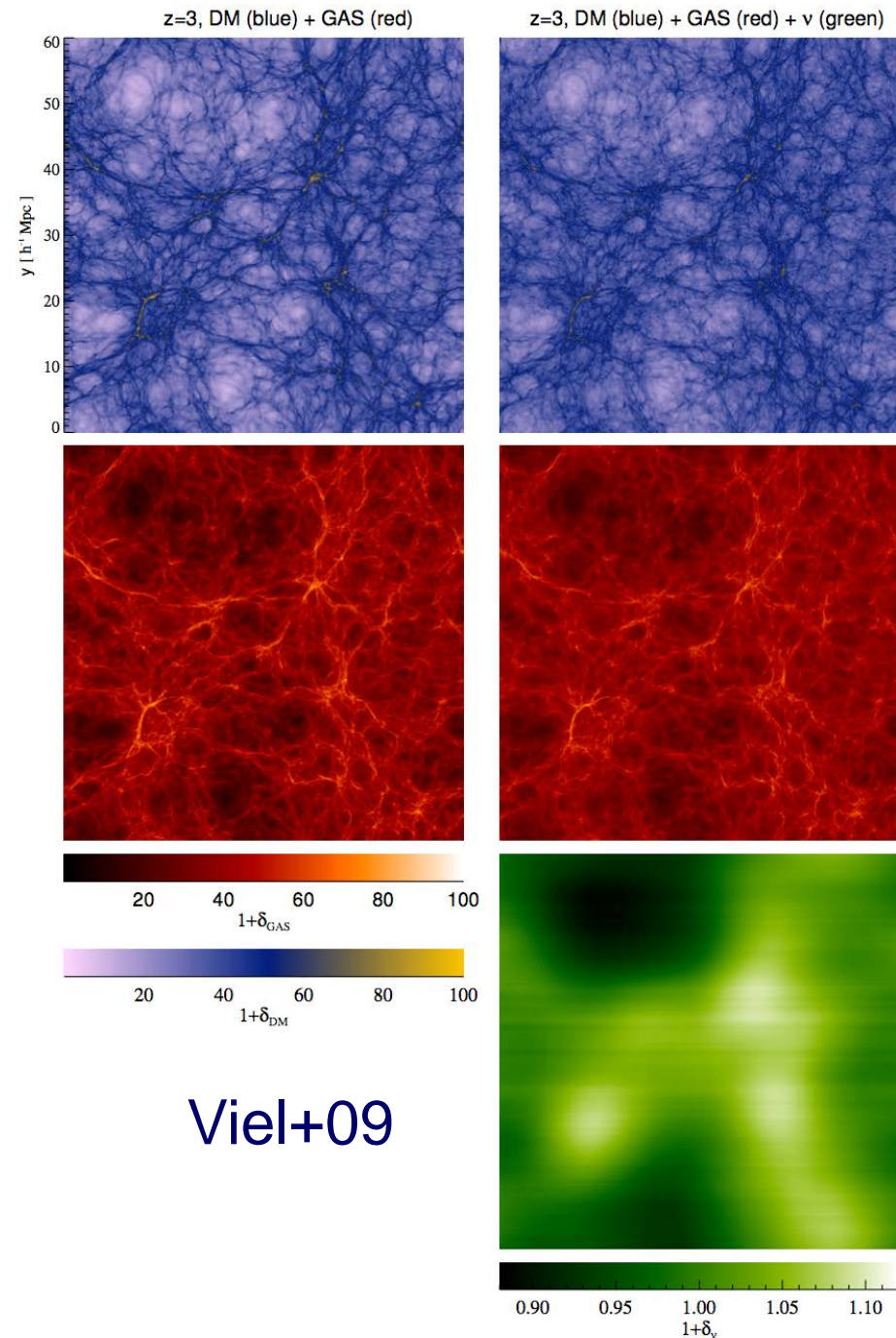
- To study gravitational instability of DM cosmic density perturbations in the strongly non-linear regime
- Observational signatures of non-standard cosmological models (massive  $\nu$ 's, WDM, non-standard quintessence, modified gravity, ....)
- To study astrophysics of cosmic structure formation
- Mocking surveys to develop analysis pipeline
- Mocking observations of specific objects to define scientific requirements on instruments





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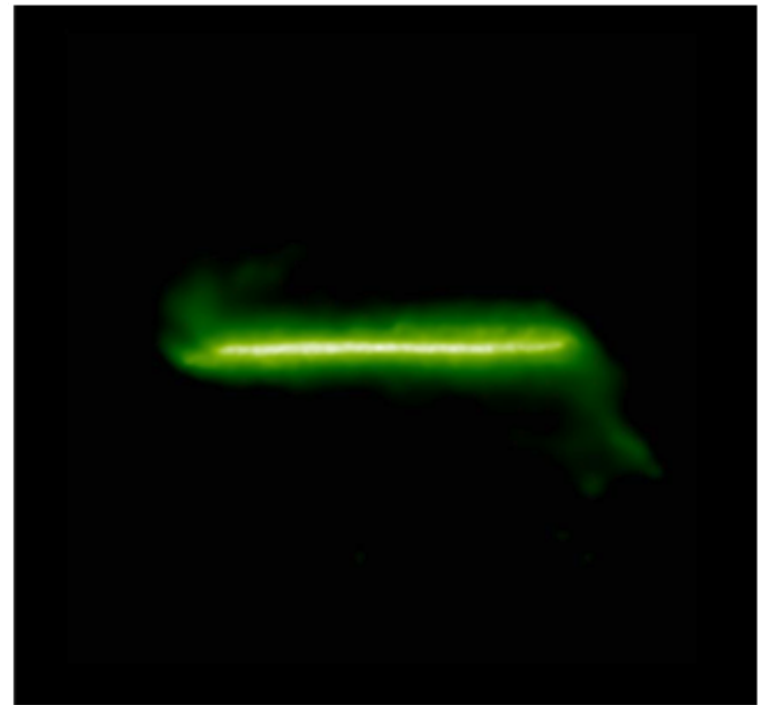
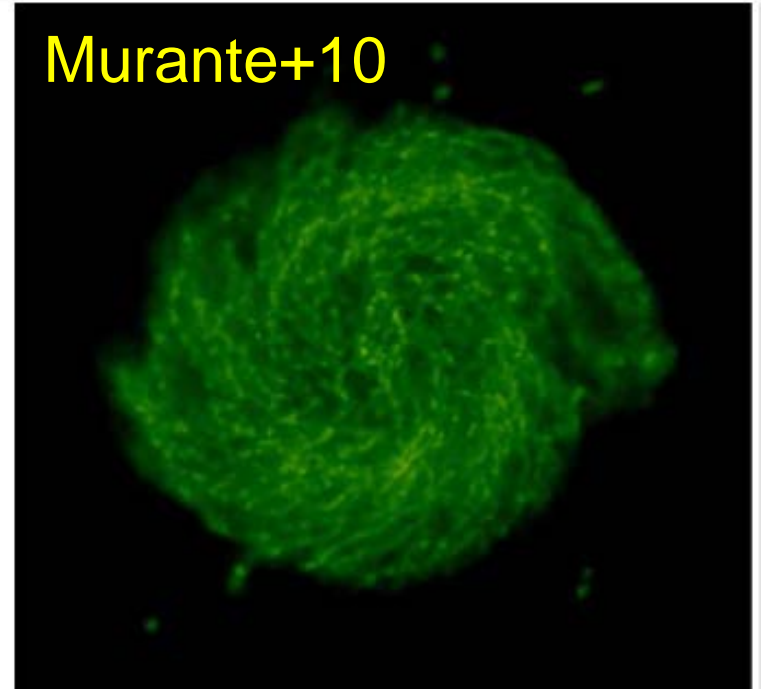
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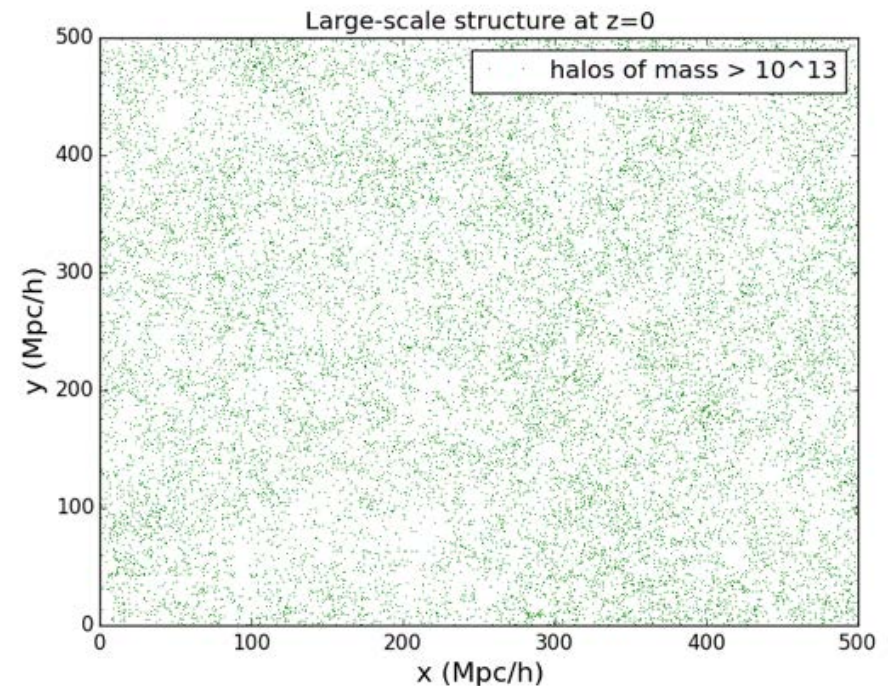
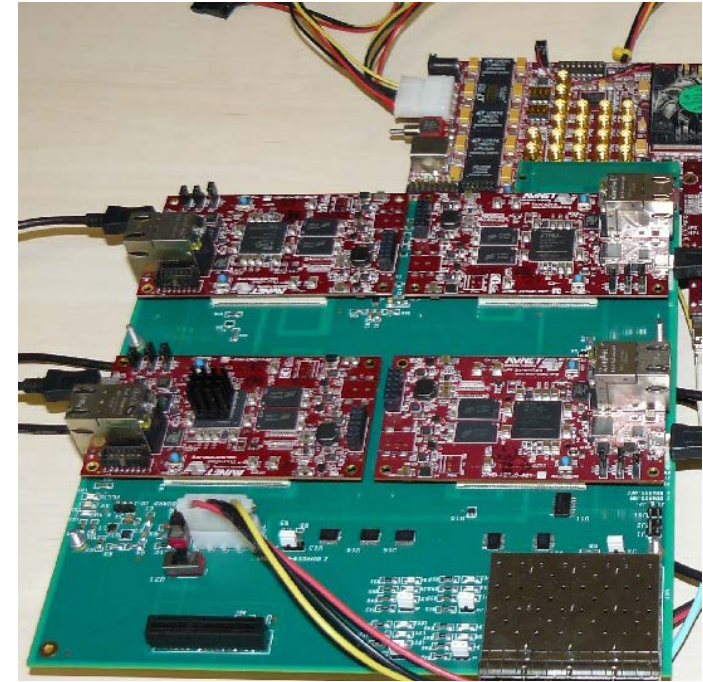
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Murante+10



# What are they useful for?

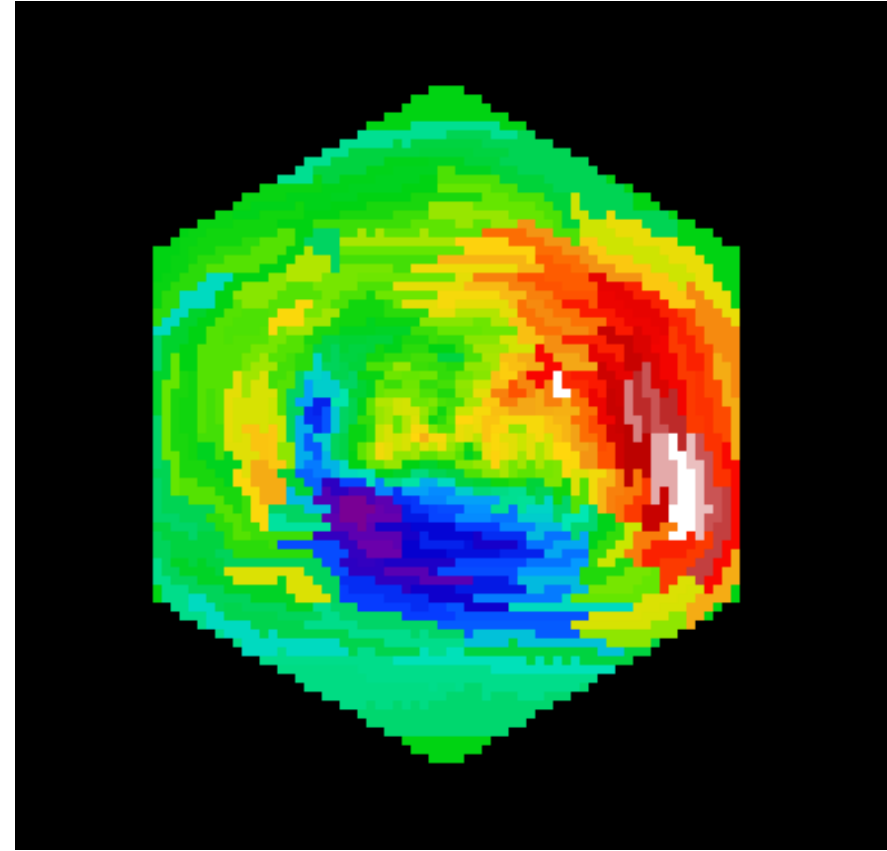
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- To study astrophysics of cosmic structure formation
- Mocking surveys to develop analysis pipeline (Pinocchio on a Juno board; UNIMEM over ARM)
- Mocking observations of specific objects to define scientific requirements on instruments





# What are they useful for?

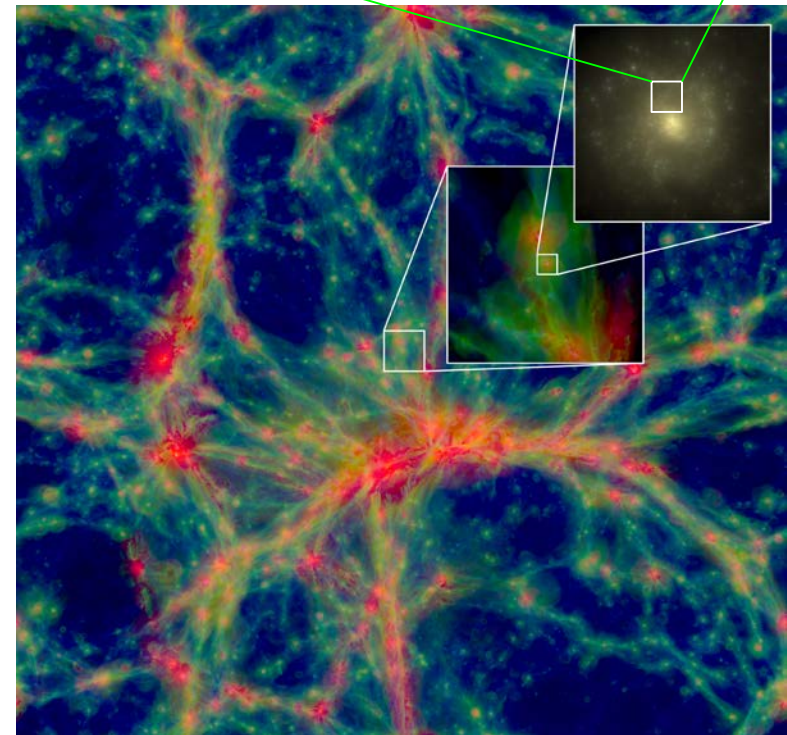
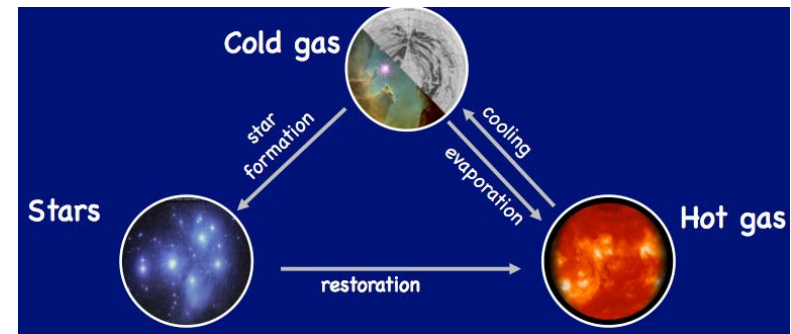
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ICM bulk velocities of a simulated Perseus-like clusters with a 100 ksec exposure with Athena

# Why are they so complex?

- Gravity: long range interaction, no screening
- Large (spatial and temporal) dynamic ranges:
  - ➔ From  $\sim 100$  Mpc of cosmological environment to sub-pc scale, relevant for astrophysical processes:  $> 8$  decades
- Resolve down to  $\sim 100$  pc scales and describe the rest through sub-resolution models
- Cross-talk between resolved and unresolved scales
  - ➔ Codes for computational cosmology: intensive and tough to parallelize
  - ➔ Apps well suited for for co-design of exascale-oriented architectures (**ExaNeSt**; see talk by G. Taffoni)



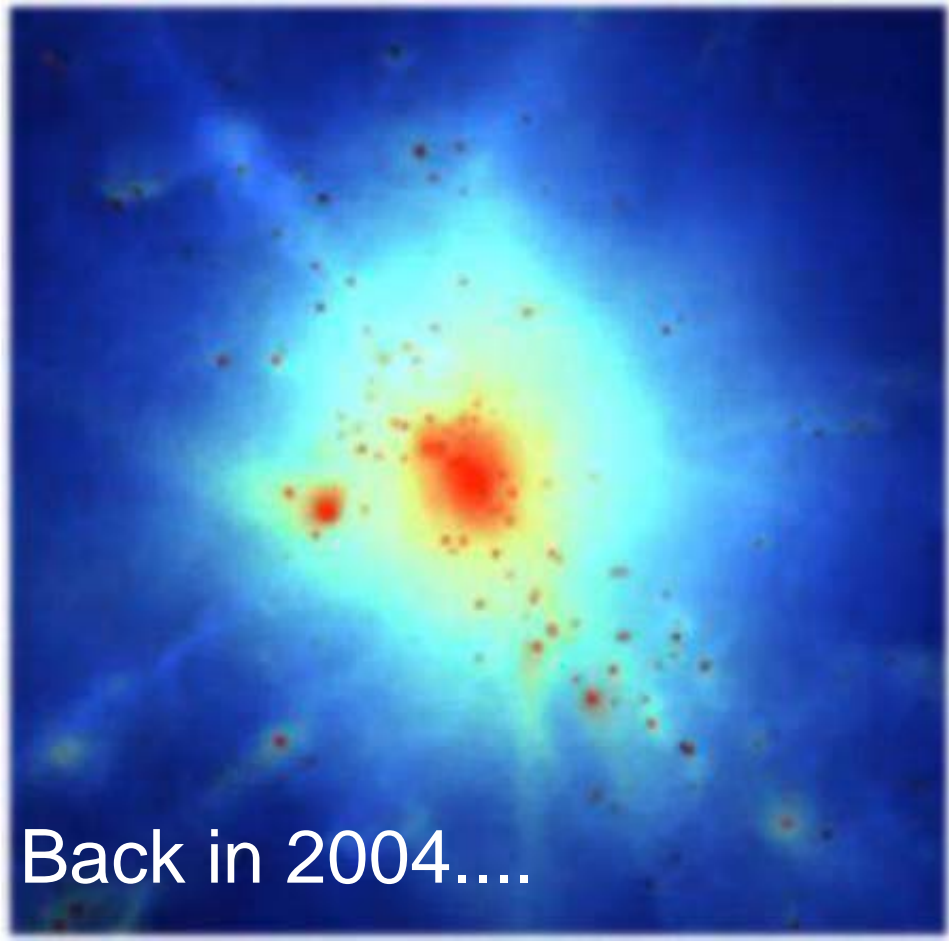
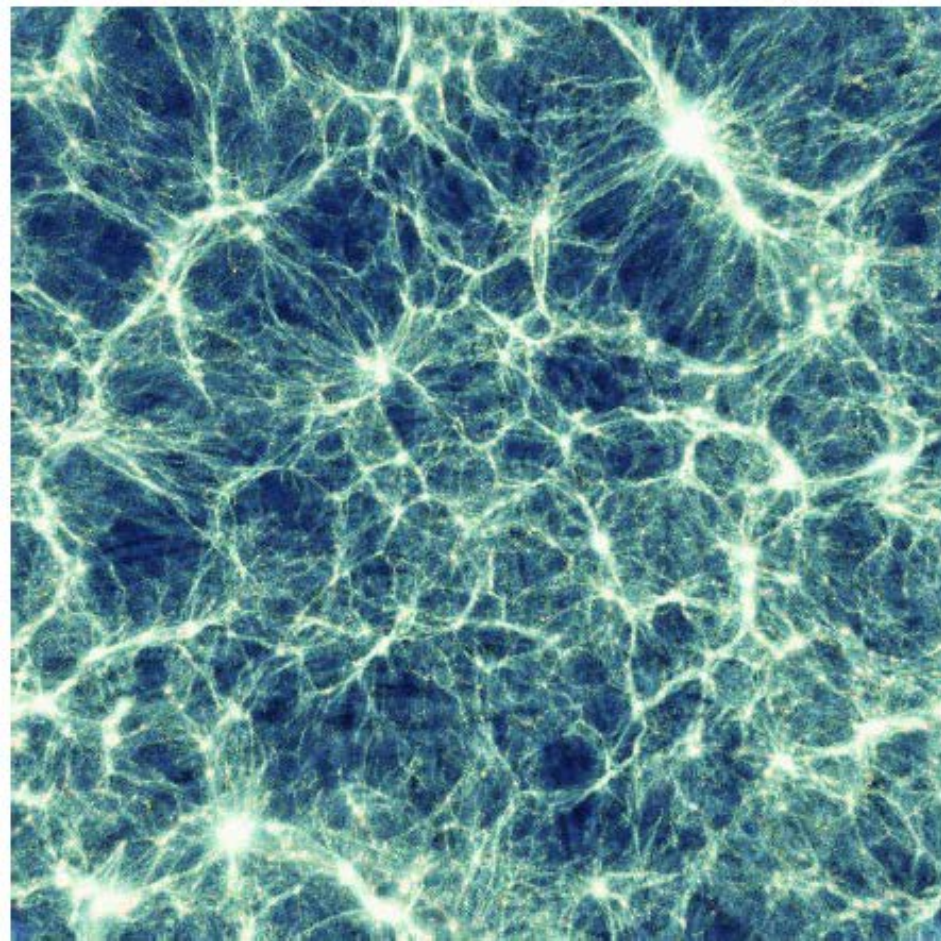
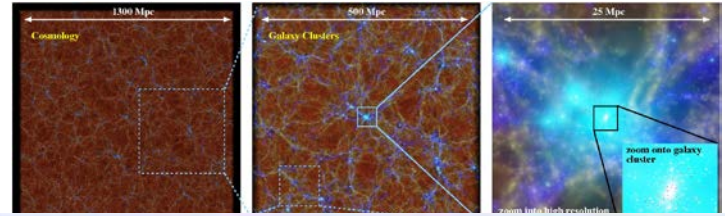
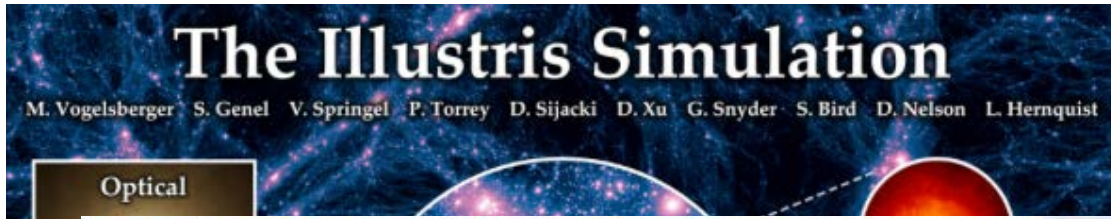


# Who's doing what in INAF?



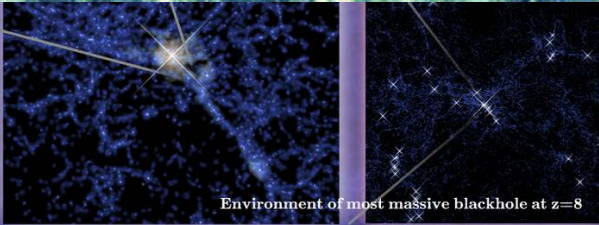
- Trieste (INAF-OATs, UNITS, SISSA): N-body + hydrodynamics
  - Galaxies, clusters, IGM, SAMs,
  - LPT-based methods;
  - non-standard DM models (massive neutrinos, WDM)
- Bologna (INAF-OABo, UNIBO):
  - non-standard cosmologies (Dark Energy & Modified Gravity)
  - AGN feedback (w/out cosmology)
- Milano (INAF-OAB):
  - N-body with massive neutrinos
- Pisa (INAF-SNS) + Roma (INAF-OAR & “La Sapienza”):
  - N-body + hydrodynamics + RT
  - High-z galaxies and reionization
- Catania (INAF-OACt):
  - N-body for LSS
  - AGN feedback (w/out cosmology)

# The “big splashes”



Back in 2004....

Dark

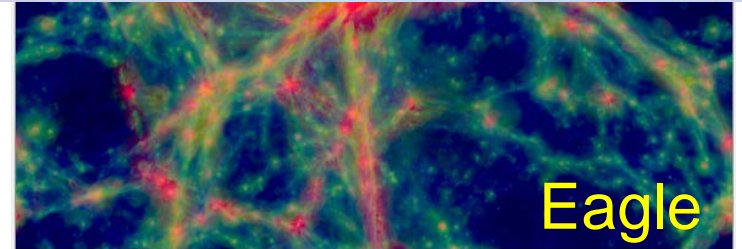


The **BlueTides** Simulation  
0.7 trillion particles  
0.65 million cores



bluewaters

Feng et al. 2015





# Facilities are not only telescopes

A policy of INAF is needed (and long overdue !) for:

- High-performance computing (HPC)
- High-throughput computing (HTC)
- Ultra-wide band connectivity

Crucial for scientific exploitation  
of a variety of observational data !!!!!

Data storage and preservation infrastructure in place (IA2 service),  
BUT:

- INAF doesn't even have a Tier-2.5 machine !
- Fragmentation in a number of (often obsolete) small clusters
- No expertise on HW configuration & middleware
- No collaboration with HW companies to develop HPC/HTC facilities tailored on our needs



A INAF computing center needs far more than “just” a Tier-N machine:

- A hosting infrastructure
- Mid- and long-term data storage (~1/2 of the cost)
- Personnel
- Commitment for a long-term policy: a machine becomes obsolete in 4 years!
- Shall we rather make a deal with other institutes or HPC centre?

Big splash simulation: apply to PRACE or make special deals with a national supercomputing centre

Development phase (including development of a “culture of computing”): flexible and continuous access to a Tier-2/2.5 INAF machine

What is NOT a solution for our simulations: grid/cloud computing