

# Emulation of the cosmic density field

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**Image source:** NASA/Apollo 17 crew; taken by either [Harrison Schmitt](#) or [Ron Evans](#) - <https://web.archive.org/web/20160112123725/http://grin.hq.nasa.gov/ABSTRACTS/GPN-2000-001138.html> (image link);

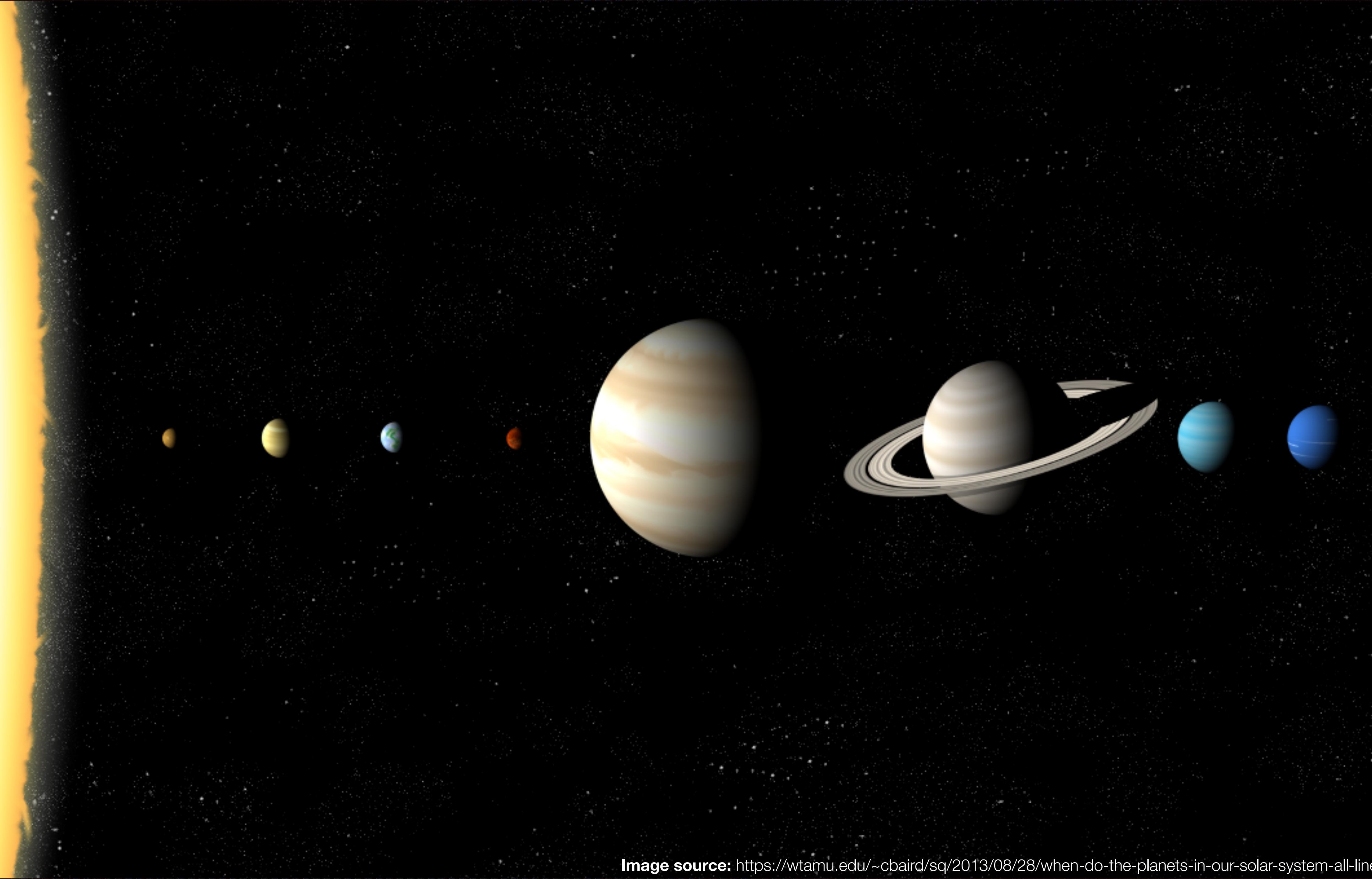
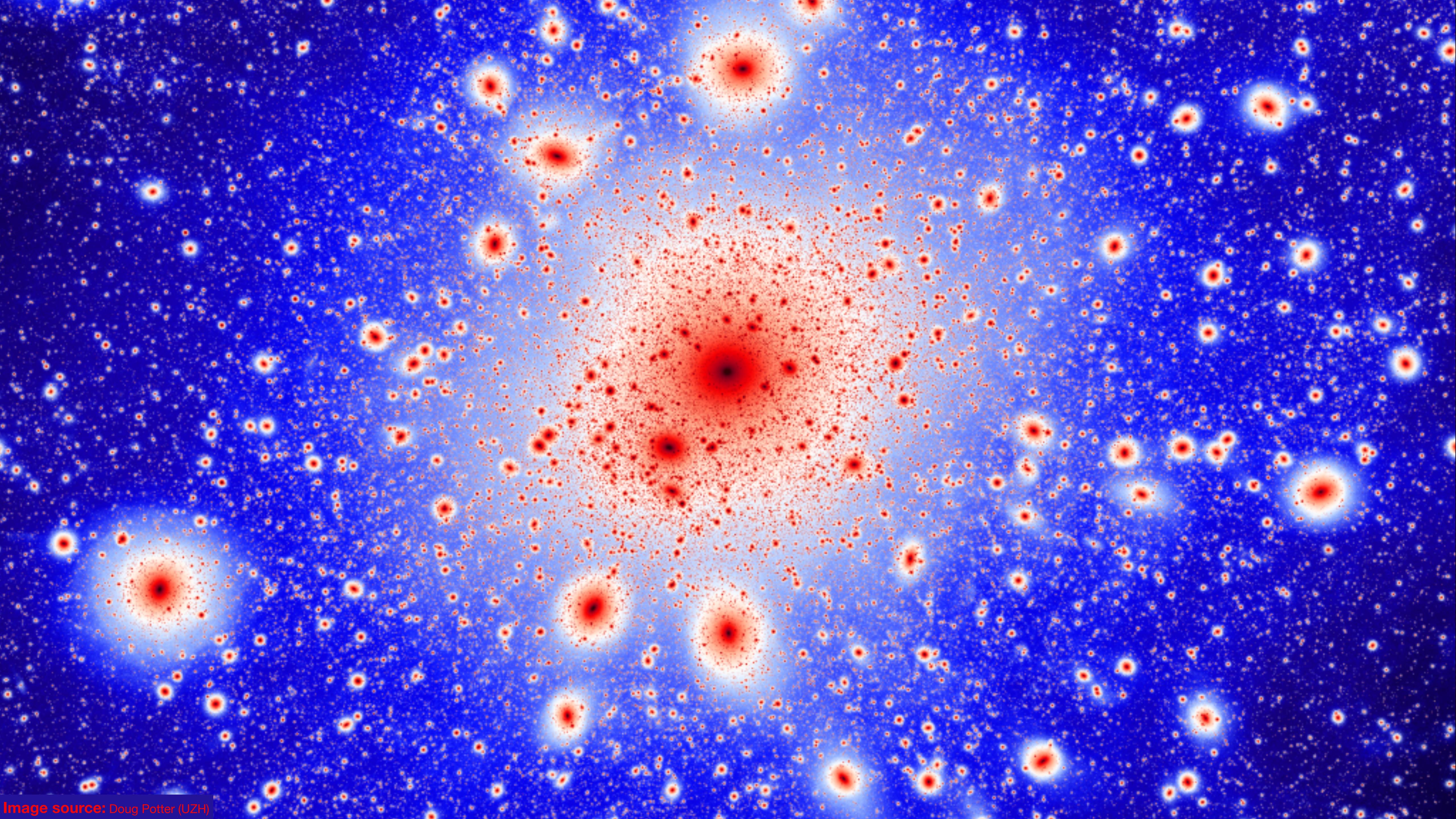
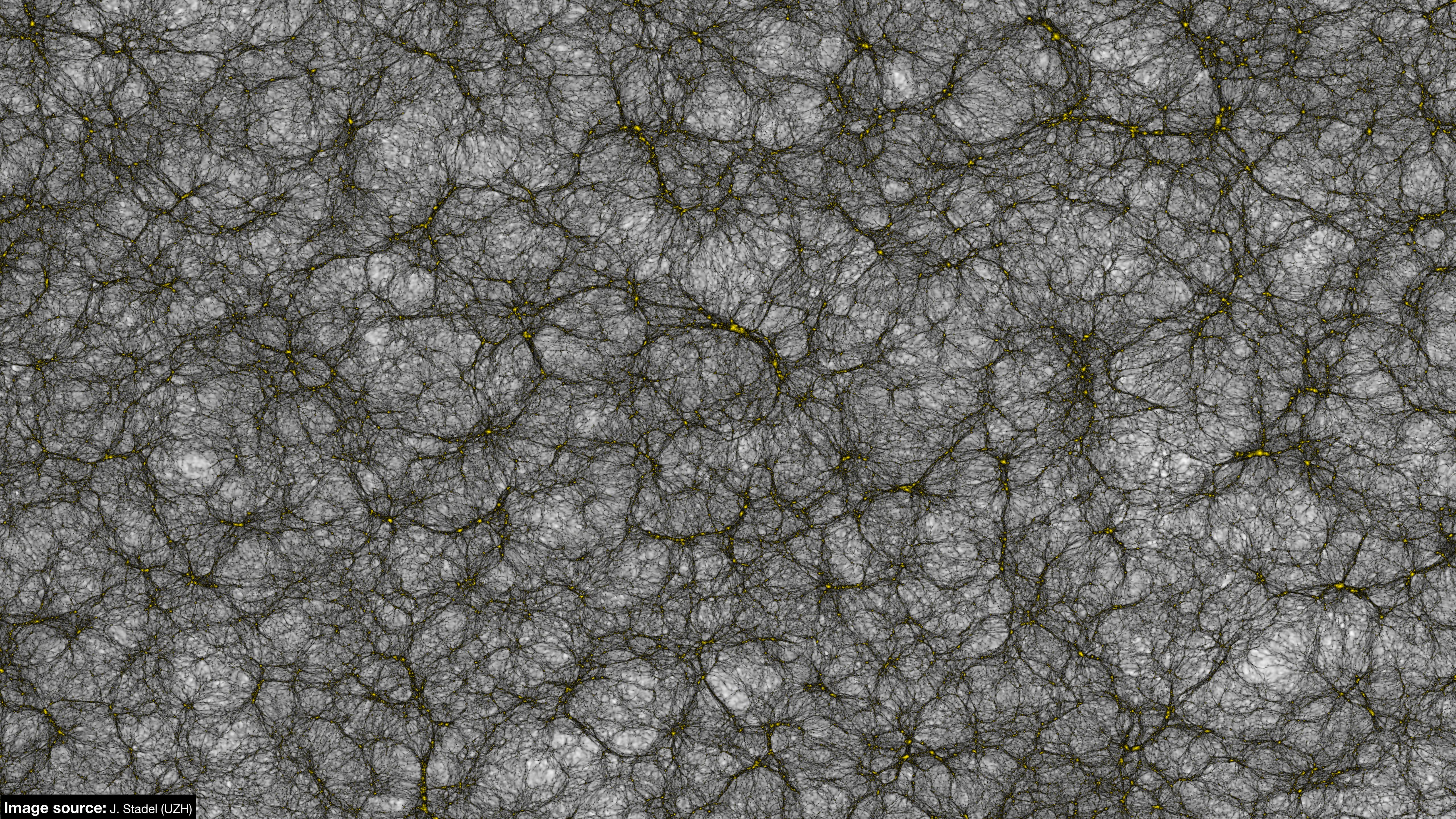


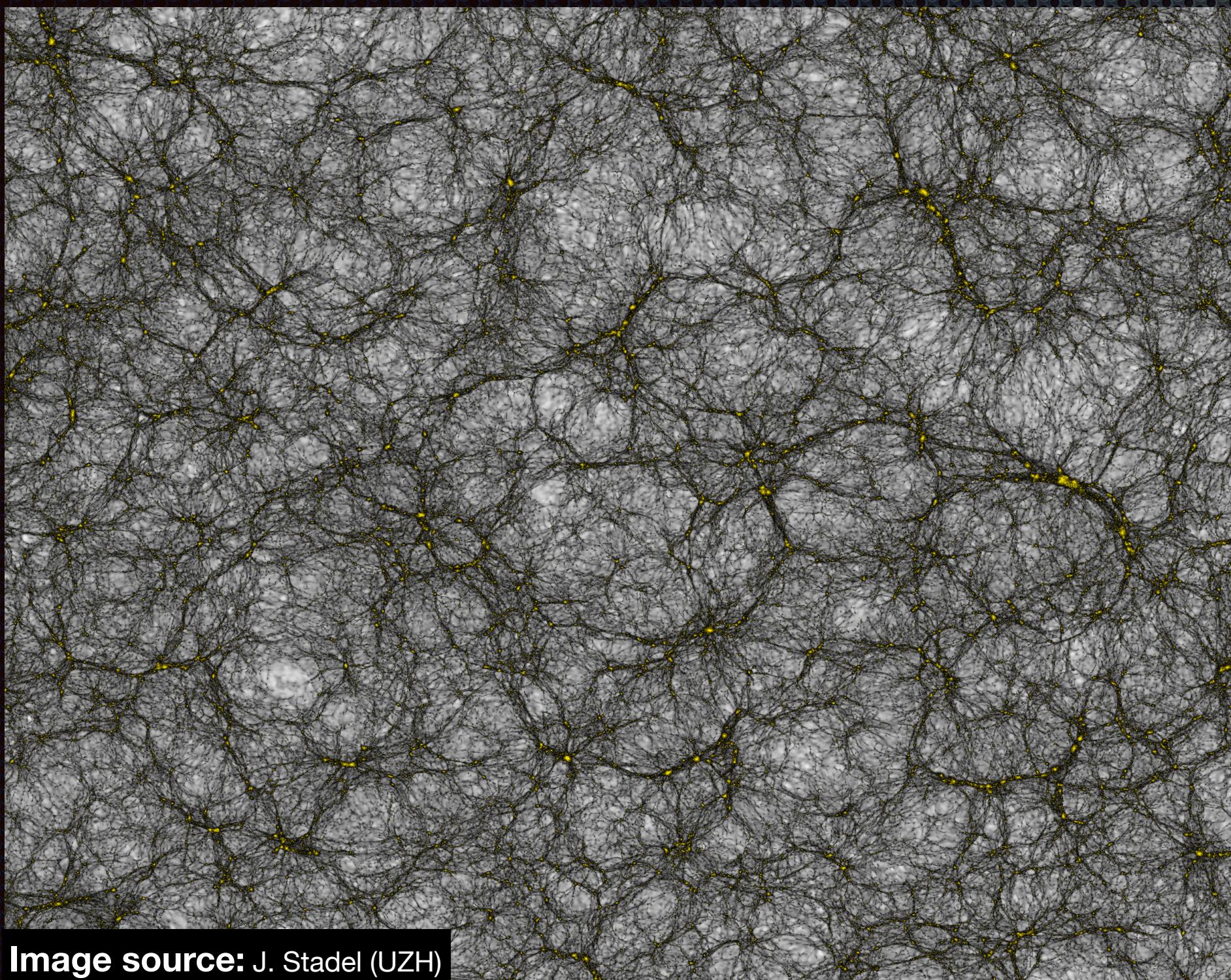


Image source: <https://www.starobserver.org/tag/andromedagalaxie/page/2/>; Credits: Robert Gendler





# The cosmic density field



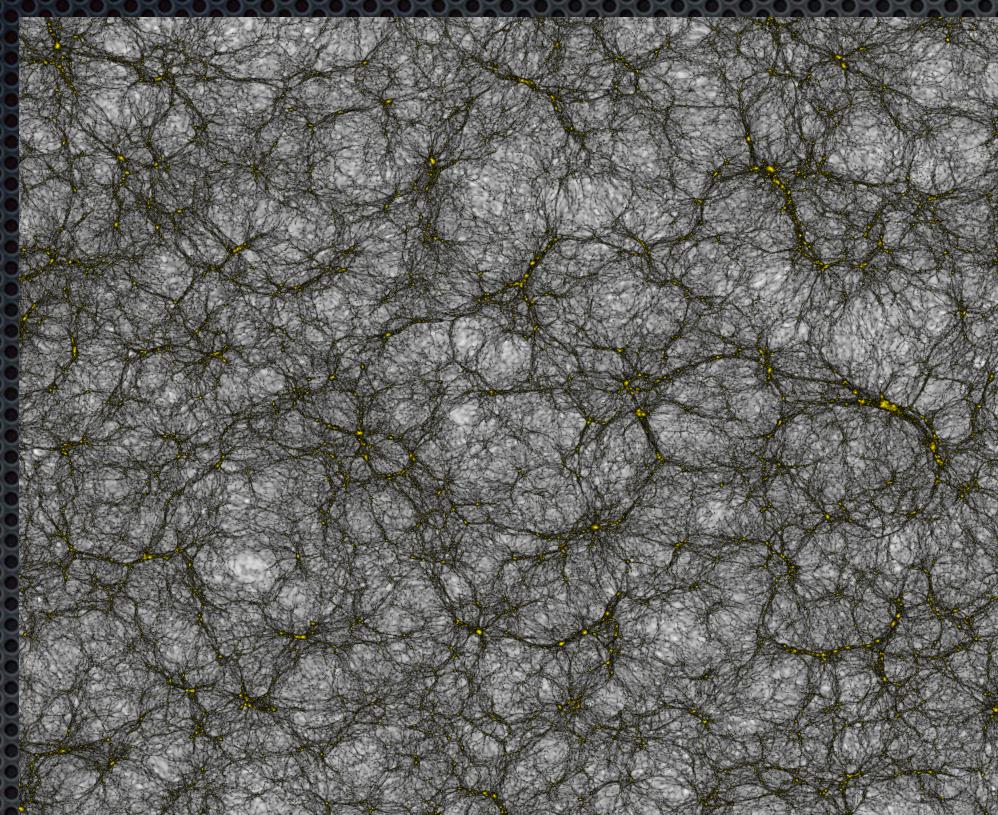
is described by fundamental properties of the Universe (called „cosmological parameters“) such as

- the amount of matter
- the amount of radiation
- amplitude of initial density fluctuations
- others

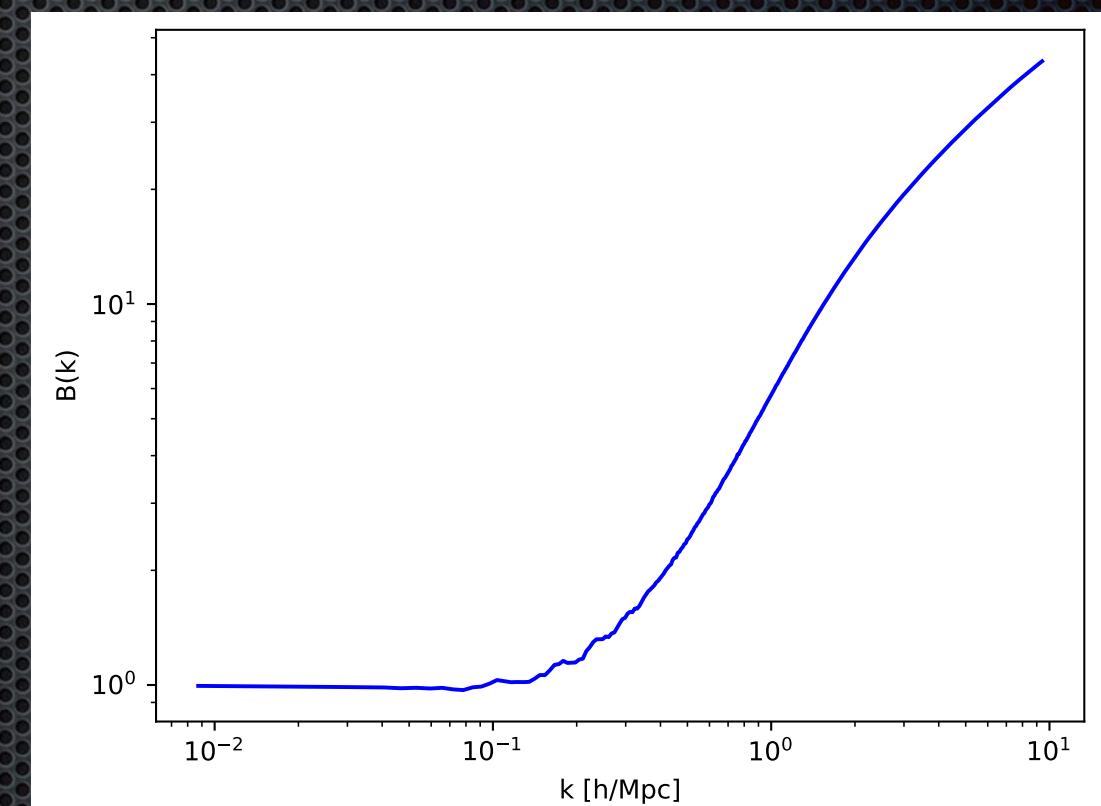
**Cosmological parameters are the features**

# Statistics of the cosmic density field

$$\begin{pmatrix} \Omega_b \\ \Omega_m \\ \vdots \\ A_s \end{pmatrix} \xrightarrow{\text{Sim}} \text{Sim}$$



post-processing  
→.....→



feature  
vector

statistical measure  
= target

**What is the mapping [cosmo params → statistical measure]?**

# Two options:

## **Standard approach: Simulation (physics-driven)**

Are very accurate but computationally demanding (HPC)

## **Alternative approach: Emulation (data-driven)**

Still accurate but less demanding (HPC)

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**We use polynomial chaos expansion**

# Polynomial chaos expansion (PCE)

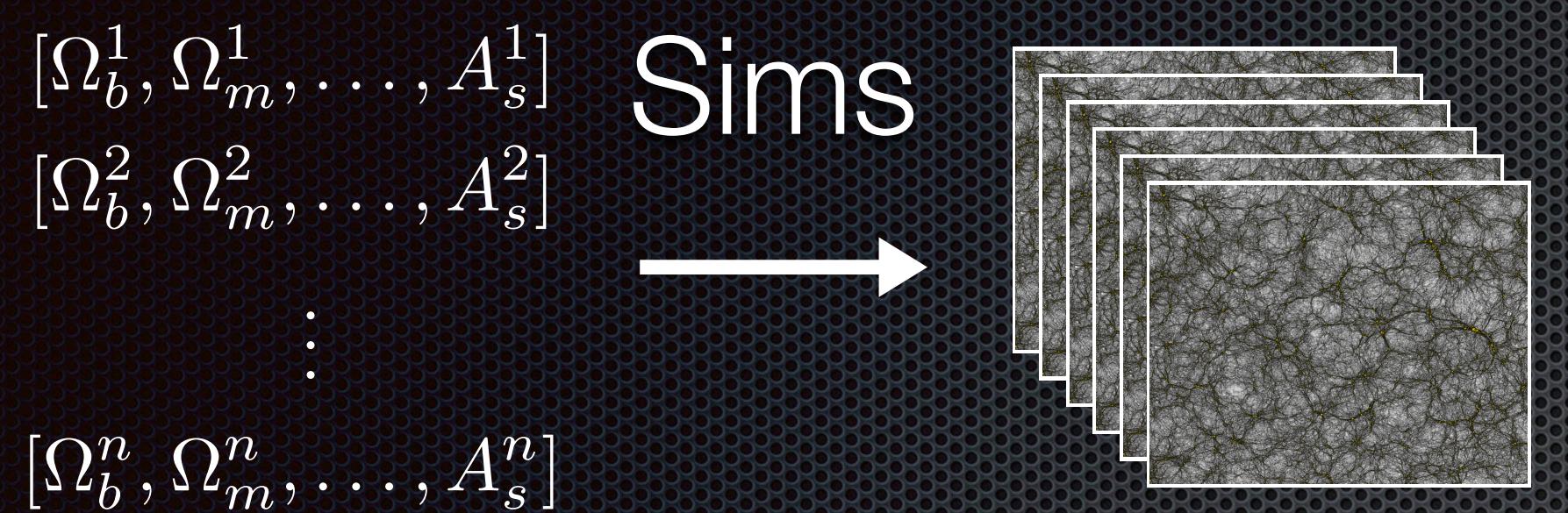
Supervised regression technique based on orthonormal polynomials:

- PCE performs well even when trained on small data sets (!!!)
- PCE is interpretable (coefficients have a statistical interpretation)
- ...

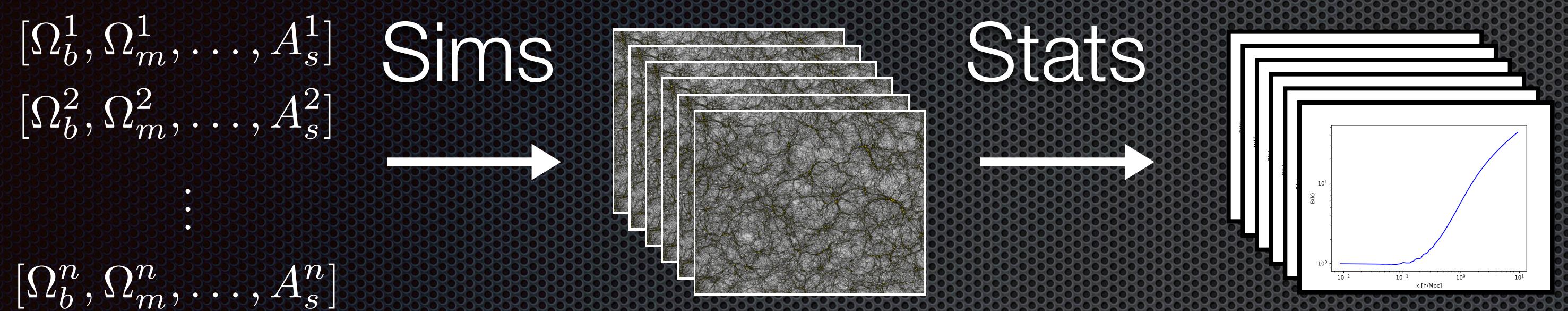


[www.uqlab.com](http://www.uqlab.com)

# The training pipeline



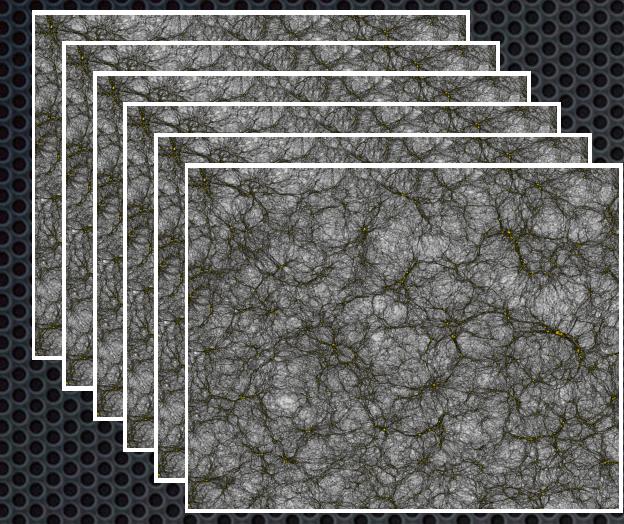
# The training pipeline



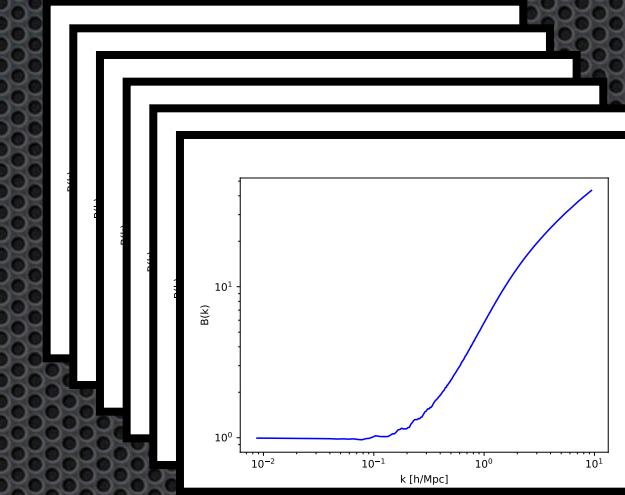
# The training pipeline

$$\begin{bmatrix} [\Omega_b^1, \Omega_m^1, \dots, A_s^1] \\ [\Omega_b^2, \Omega_m^2, \dots, A_s^2] \\ \vdots \\ [\Omega_b^n, \Omega_m^n, \dots, A_s^n] \end{bmatrix}$$

Sims

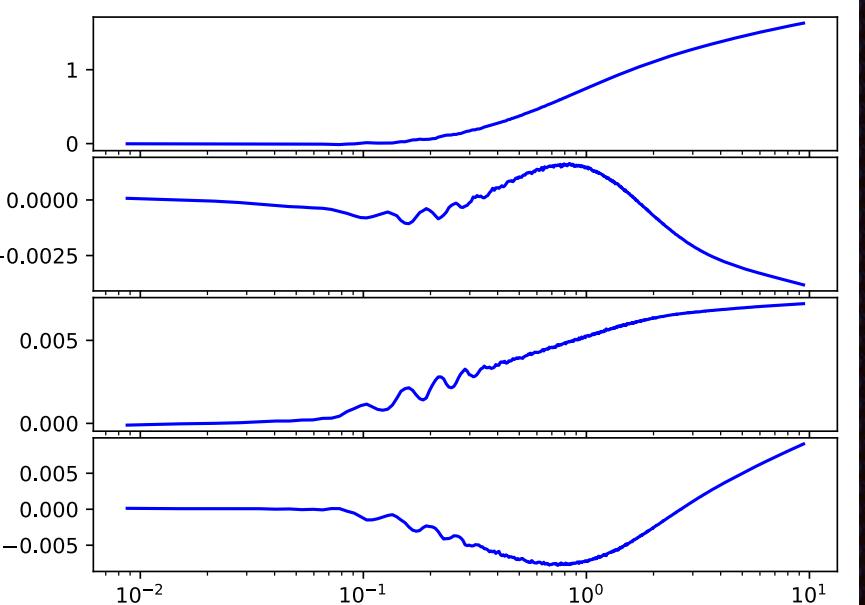


Stats

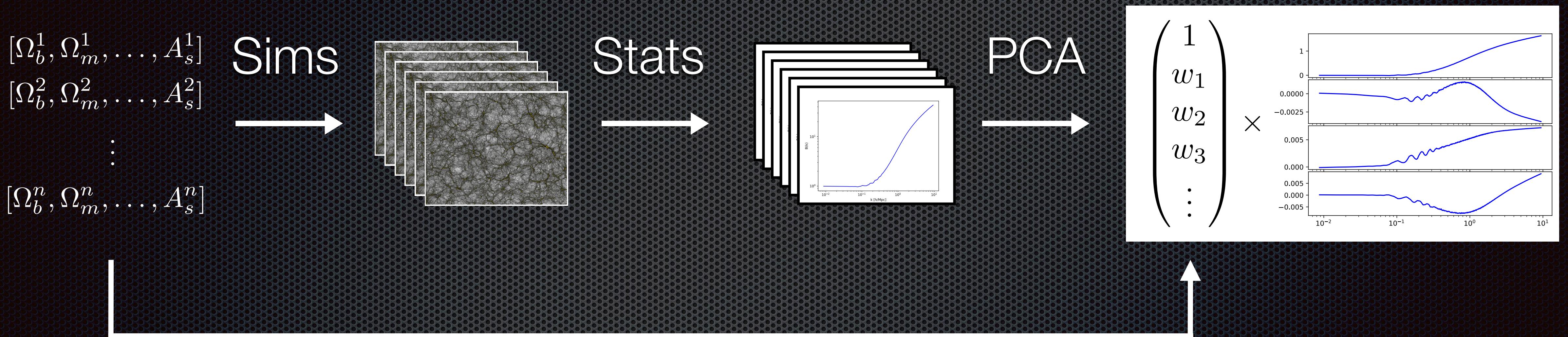


PCA

$$\begin{pmatrix} 1 \\ w_1 \\ w_2 \\ w_3 \\ \vdots \end{pmatrix} \times$$



# The training pipeline



One PCE emulator per principal component (PC)!

# EuclidEmulator specifications

## EuclidEmulator1

(published)

- 6D feature space
- 11 PCs → 11 emulators  
(each with a 1D target)
- 100 training examples

## EuclidEmulator2

(in prep.)

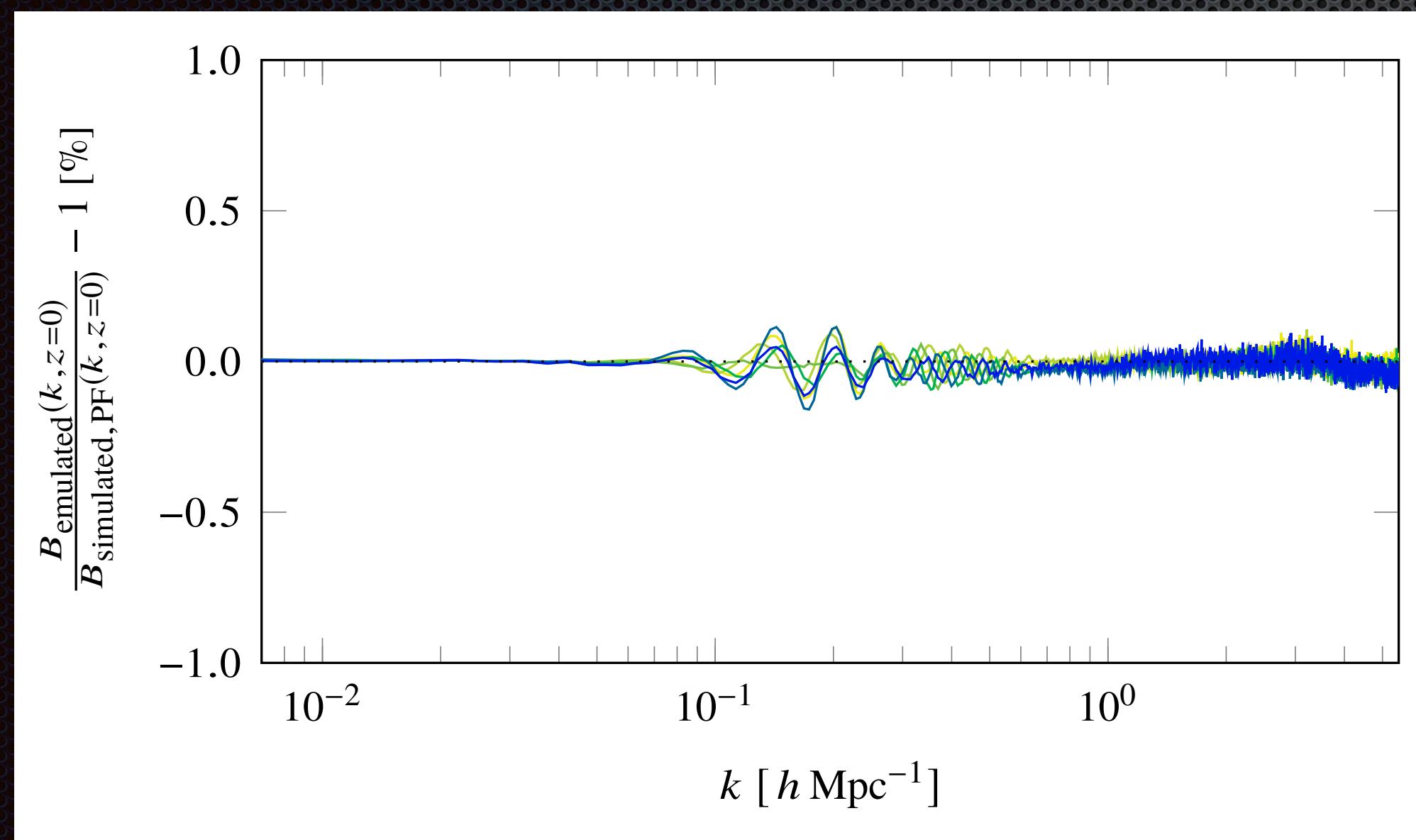
- 8D feature space
- 14 PCs → 14 emulators  
(each with a 1D target)
- 127 training examples

# Performance (EuclidEmulator1)

## Validation

36 validation examples

max validation error < 1%



## Speed

$\mathcal{O}(10^{-5})$  CPU hours per evaluation

compared to  
 $\mathcal{O}(10^4)$  CPU hours per simulation

**Speed-up factor:  $10^9$**

# Exploiting the non-black-box nature

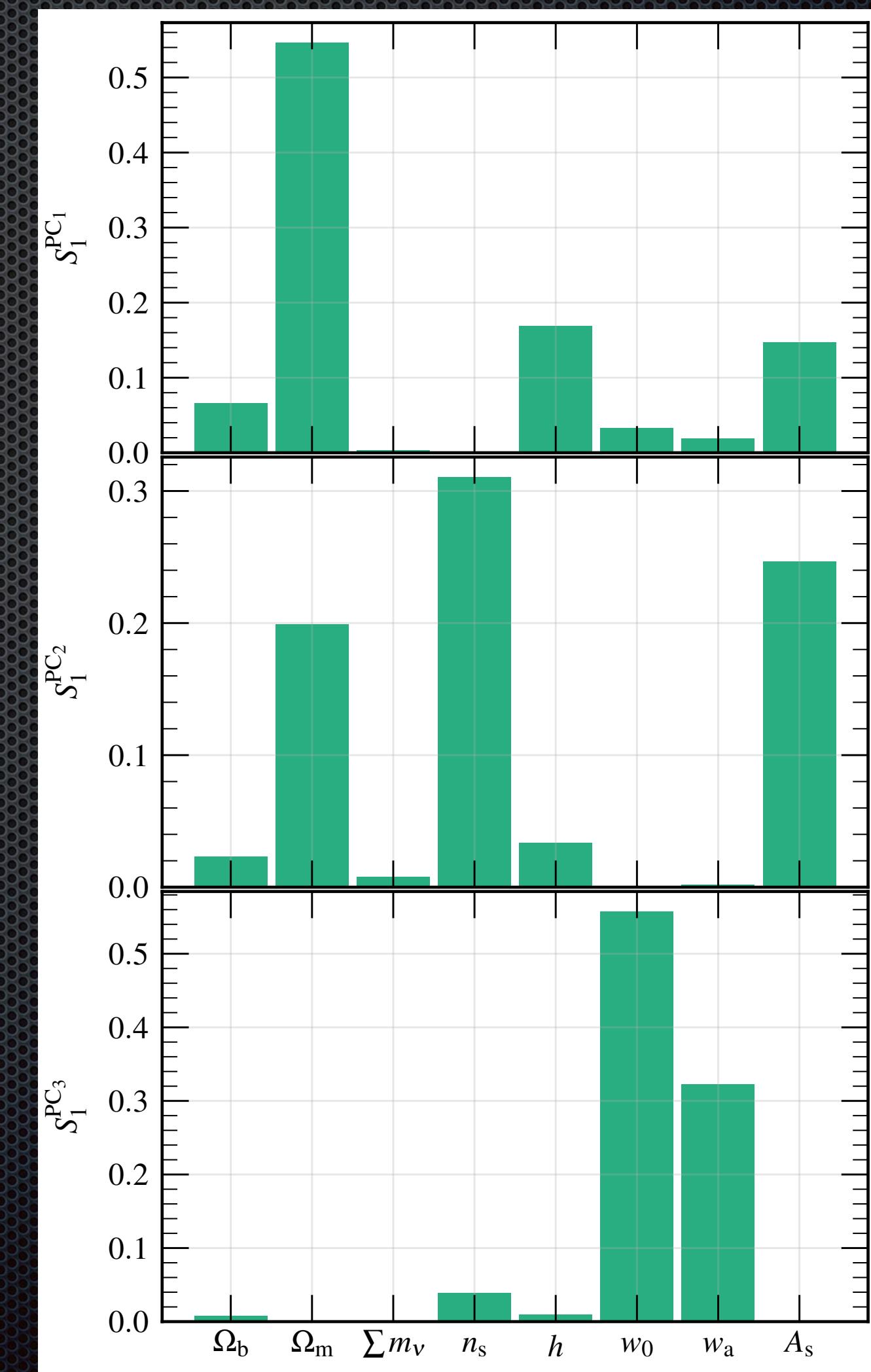
## Sobol' analysis

Just by re-ordering expansion terms

we get a sensitivity analysis

(for free - no sampling required!)

→ **Very valuable e.g. for feature selection!**



# Find me online....



<https://github.com/miknab/EuclidEmulator>



<https://arxiv.org/abs/1809.04695>



<https://www.linkedin.com/in/mischa-knabenhans/>

Thank you....

# Further reading

M. Knabenhans et al. (2019), MNRAS, 484 (4), 5509-5529

M. Timpe et al. (2020, submitted)

S. Marelli and B. Sudret, ICVRAM 2014, University of Liverpool (UK),  
July 13–16, 2014, pp. 2554–2563

Torre et al. (2019), Journal of computational physics, 388, 601-623

D. Xiu and G. E. Karniadakis (2002), SIAM, 24, 619

B. Efron et al. (2004), The Annals of Statistics, 32 (2), 407-499