Fast cosmological inference with iterative emulators

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Based on 2203.06124 In collaboration with Tim Eifler, Vivian Miranda, Sai Krishanth



About me

- Current: Postdoc at University of Arizona
- Past: University of Waterloo, IIT Kanpur
- Research interest:
 - * Fast inference methods using ML (This talk)
 - * Bayesian field-level inference
 - * Direct probes of peculiar velocity

Current and upcoming cosmological surveys



- Primordial non-Gaussianity
-

Images: CFHTLens, NASA, SDSS, SCP,

Connecting theory to data



Inference process

- Inference using MCMC or nested sampling algorithms
- MCMC runs are expensive, e.g, each LSST 3x2 point analysis require O(10k CPUh)
- Robust data analysis will necessitate **thousands** of simulated MCMC runs



Simulated likelihood analyses

Quantifying the impact of different systematic effects



Optimizing survey strategy



-2.5

0.0

5.0

2.5

7.5

InR

10.0 12.5

15.0

Challenge I: slow evaluation of model data vector

- Boltzmann codes / numerical integration are expensive.
- O(10⁵ 10⁶) evaluations required in each MCMC analysis.



Challenge I: slow evaluation of model data vector

- Boltzmann codes / numerical integration are expensive.
- O(10⁵ 10⁶) evaluations required in each MCMC analysis.
- <u>Alternative</u>: Use an emulator to speed-up data vector evaluation.
- After the initial computation of the data vectors, each call in MCMC very fast



Challenge II: Emulation in high dimensions

- Stage-IV analyses systematicslimited => more complex systematics modeling
- ~ $\mathcal{O}(\gtrsim 50)$ dimensional inference
- High dimensional emulation is hard (Curse of dimensionality)
- Numerical experiment:
 - Create LH sample within [-4σ,4σ] of a D-dim Gaussian
 - Determine # of points required to sample to get 50 points within 3σ ball





- $\mathcal{O}(10^5)$ points for 12 dimensions - $\mathcal{O}(10^7)$ points for 20 dimensions

Iterative Emulator to the rescue



Motivation: For inference, we only need high-fidelity emulation in the high posterior region

<u>Idea:</u> Use an iterative emulator to focus into the high posterior region, adding samples from the high posterior region





3x2pt forecast for LSST-Y1

- Demonstrate utility of the emulator on a *realistic* forecast of LSST-Y1 3x2 point analysis:
 - Use COCOA (COBAYA/ CosmoLike joint architecture)
 - Analysis of real space correlation functions
 - Realistic systematics modeling (IA/galaxy bias/baryons/ photo-*z* bias)

Case study: Impact of baryons on 3x2pt analysis

KappaTNG mass maps



 κ

Osato, Liu, '21





- Baryons impact the distribution of matter on small scales
- Usually mitigated by cutting small scales in the analysis
- Need simulated analyses to determine scale cuts/ analysis choice to mitigate baryonic effects

Huang+, 21

Case study: Impact of baryons on 3x2pt analysis

- Study different scale-cuts by reusing trained emulator
- Use scales up to 2.5 arcmin
- Highly biased for BAHAMAS (T8.0) w/o any mitigation scheme
- Mitigated using a PCA marginalization approach
- Impose prior on n_s to eliminate residual biases



Baryon marginalization assuming BAHAMAS (T8.0) contaminated data vector

(Extremely) Fast scale-cut analyses



- 5 minutes wall-time per analysis. O(1000) speed-up!
- Need one trained emulator for: *i*) Different scale cuts, *ii*) Different priors, *iii*) Different observed data vector, *iv*) Sub-space of parameter space.

Summary

- Challenges for data analysis of upcoming surveys:
 - * Computation cost for inference is prohibitive
 - * Emulation in high-dimensions is non-trivial
- We designed an iterative scheme that leads to fast and accurate inference. Demonstrated on LSST-Y1 3x2 point forecast.
- Ideal for:
 - * Quantifying impact of different systematics
 - * Optimizing survey strategy
 - * Assessing tensions