

Modified gravity simulations

On the road to build reliable emulators for modified gravity models

Christian Arnold

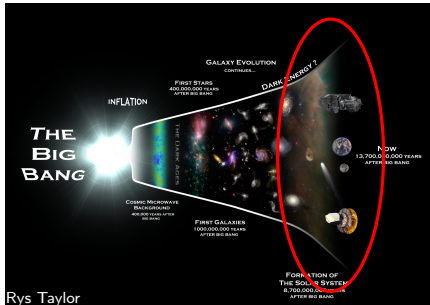
05.05.22, Marseille

ICC, Durham University

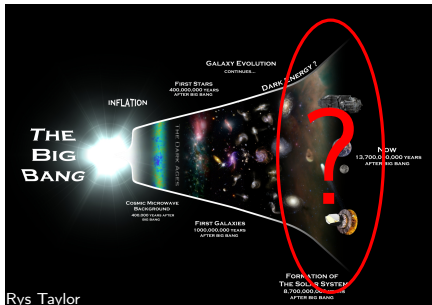


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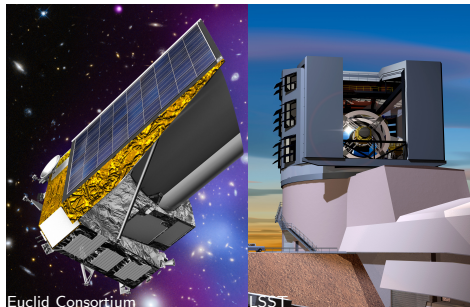
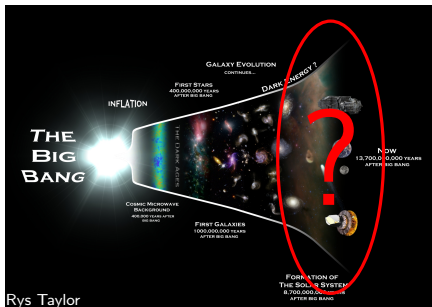
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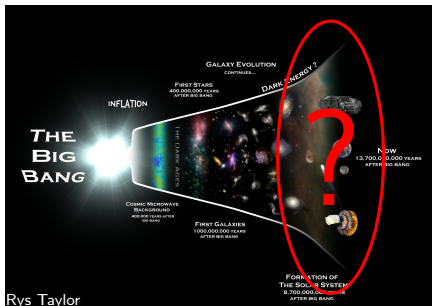
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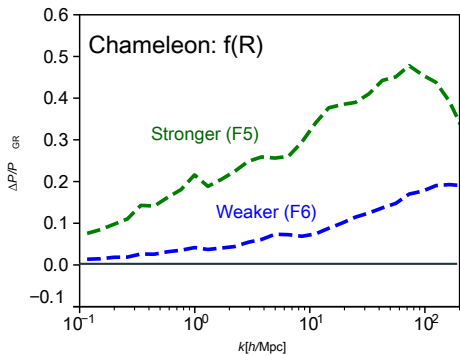
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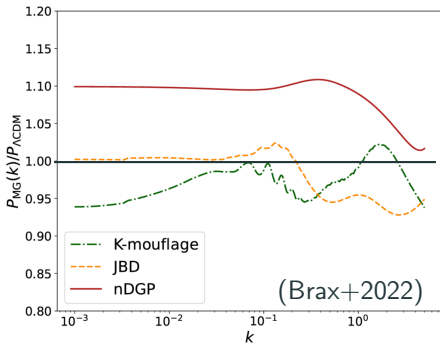
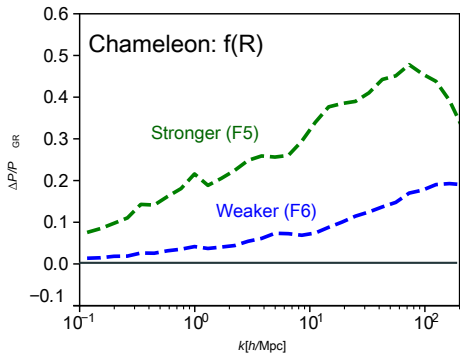
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	$c_g = c$	$c_g \neq c$
Horndeski	<p>General Relativity quintessence/k-essence [42] Brans-Dicke/$f(R)$ [43, 44] Kinetic Gravity Braiding [46]</p>	<p>quartic/quintic Galileons [13, 14] Fab Four [15, 16] de Sitter Horndeski [45] $G_{\mu\nu}\phi^\mu\phi^\nu$ [47], Gauss-Bonnet</p>
beyond H.	<p>Derivative Conformal [20] [18] Disformal Tuning [22] DHOST with $A_1 = 0$</p>	<p>quartic/quintic GLPV [19] DHOST [20, 48] with $A_1 \neq 0$</p>
	Viable after GW170817	Non-viable after GW170817 from Ezquiaga & Zumalacarregui (2017)

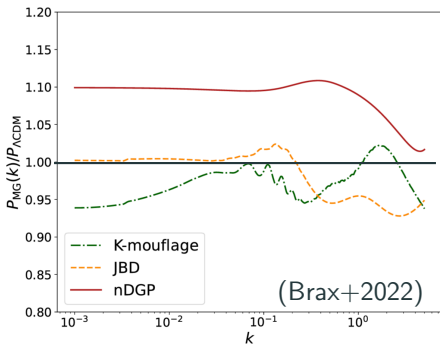
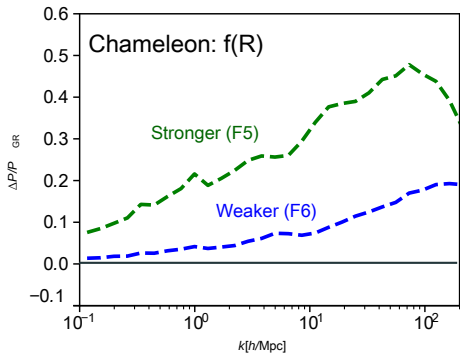
Modified gravity models: Effect on the matter power spectrum



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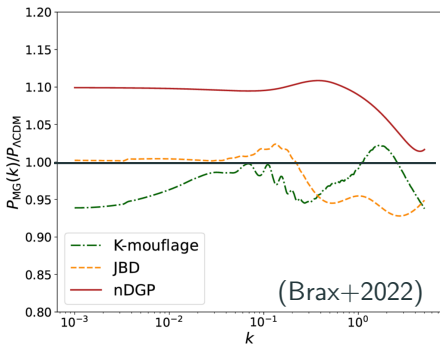
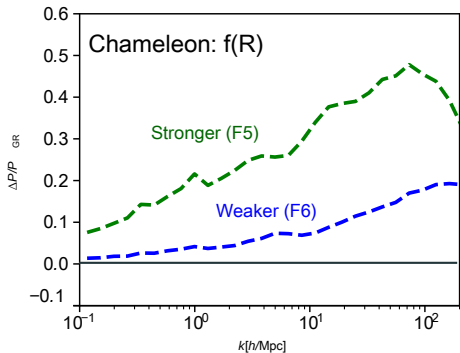


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\Rightarrow simulations for MG

Modified Gravity Simulation Codes

Classic codes	Fast / approximate codes	Emulators
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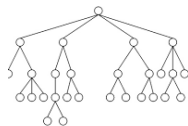
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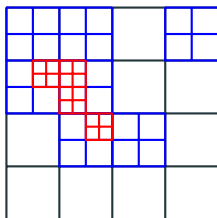
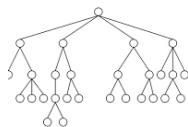
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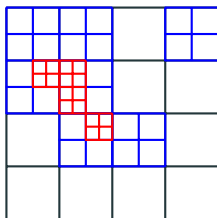
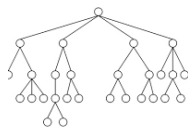
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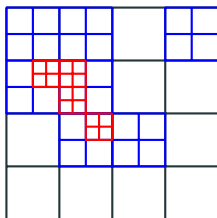
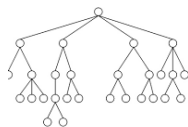
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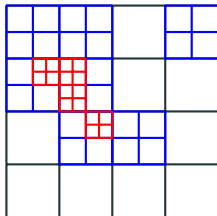
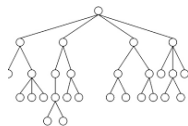
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- slow and computationally expensive if many runs are required

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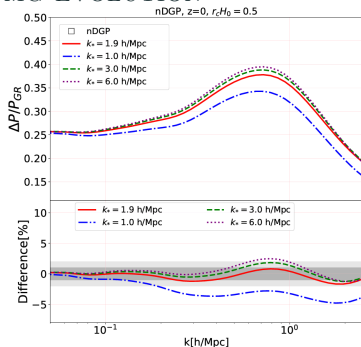
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MG-EVOLUTION



Hassani&Lombriser(2020)

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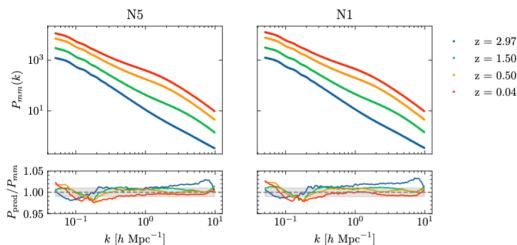
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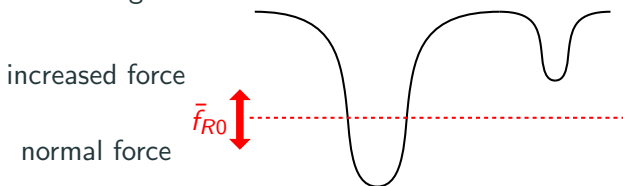
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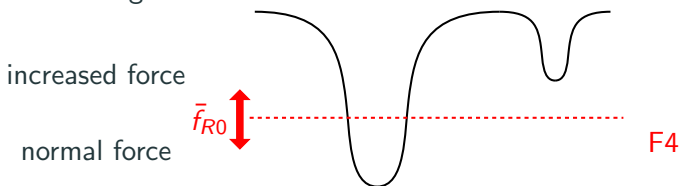
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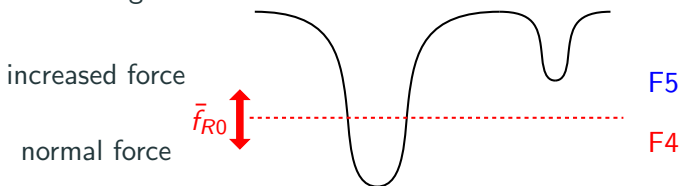
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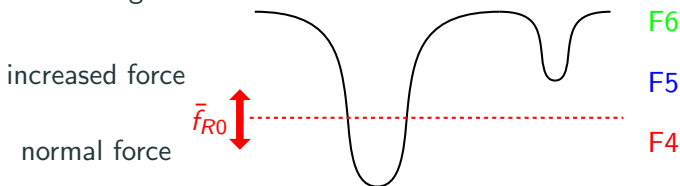
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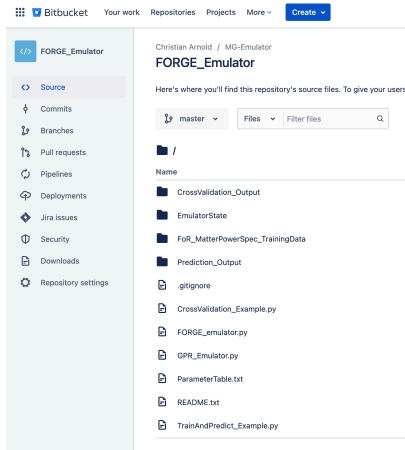
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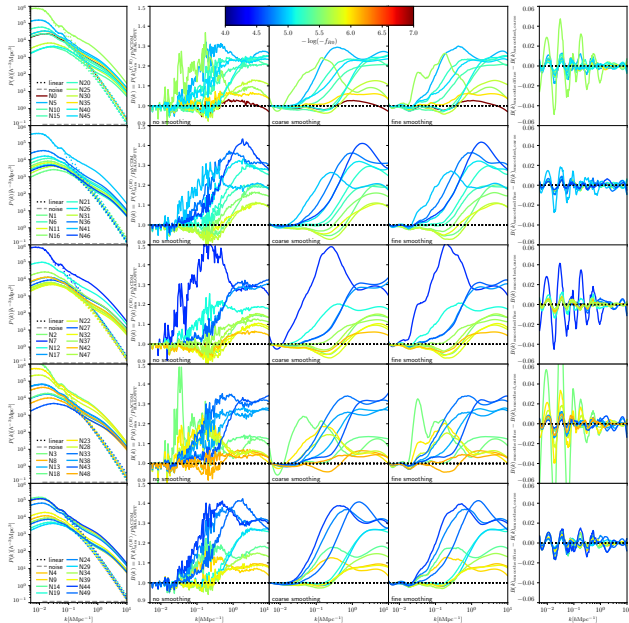
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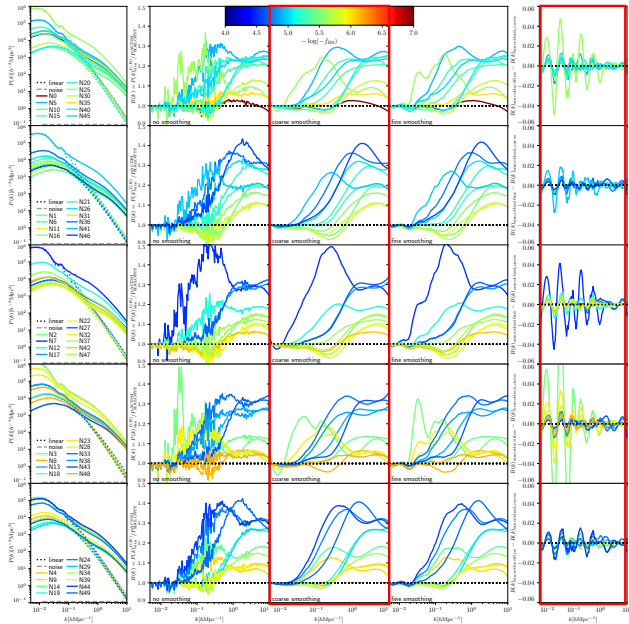
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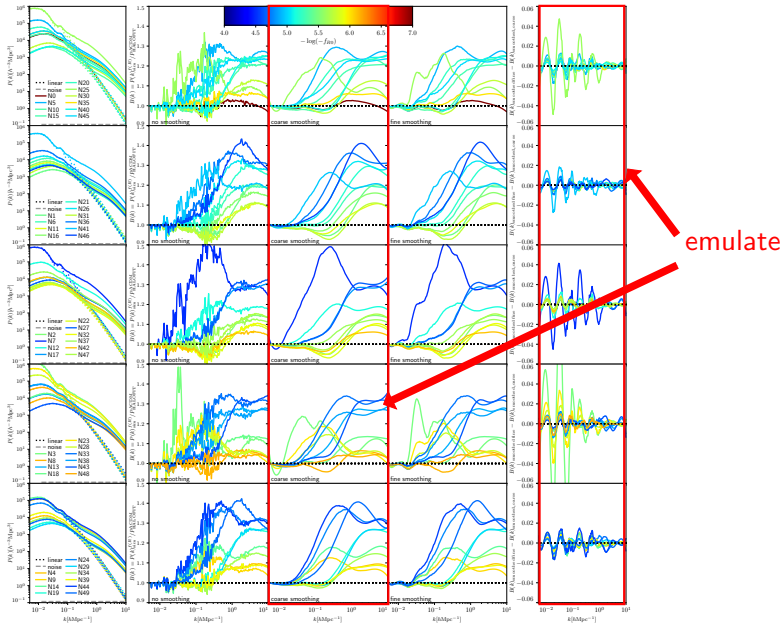
3D matter power spectrum emulator



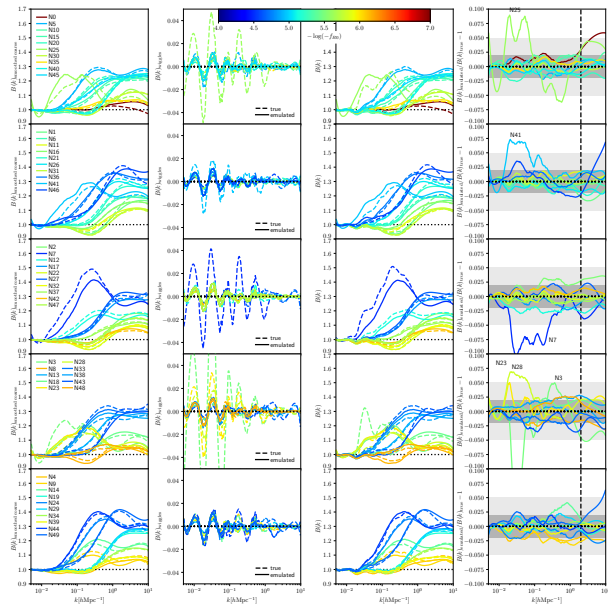
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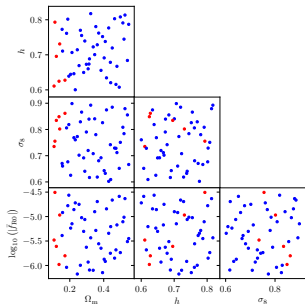
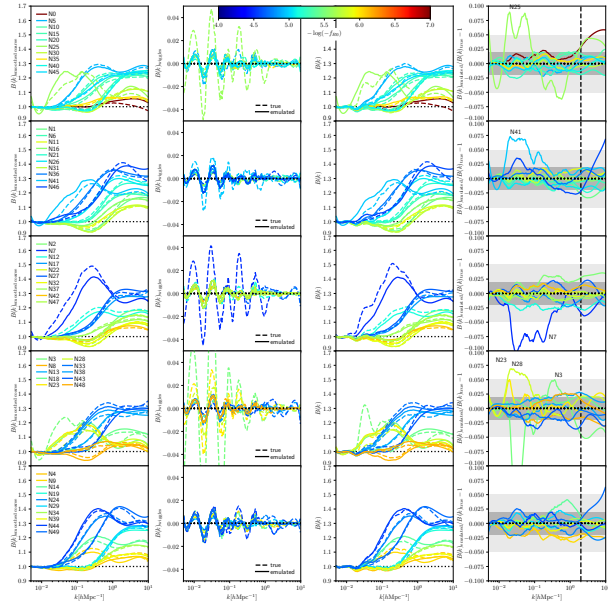
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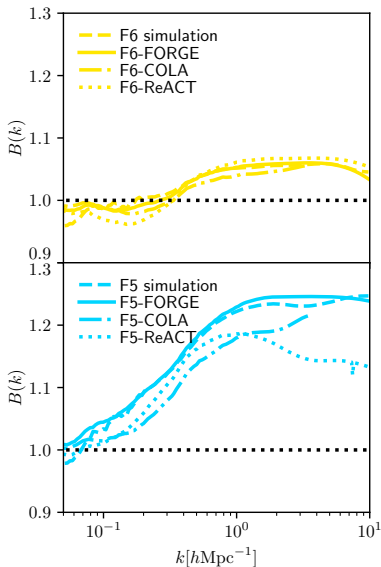
Emulator cross validation



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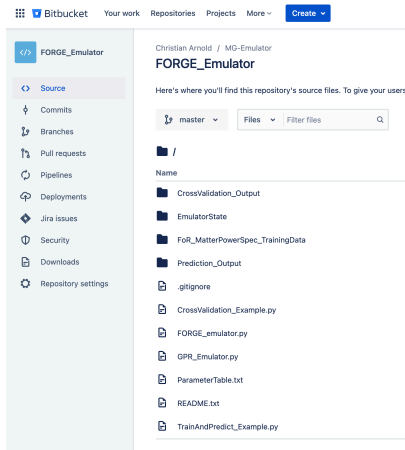


Making a prediction for independent simulations and comparing to other emulators



FORGE - what is there to come?

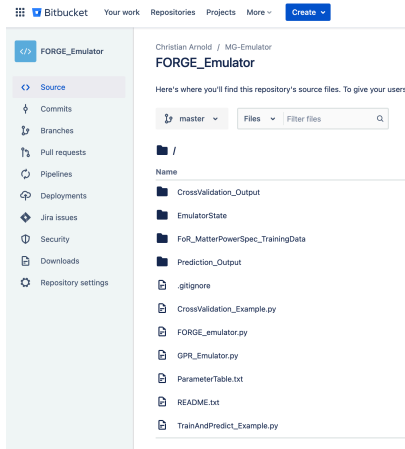
- BRIDGE - nDGP emulator (Cesar Hernandez-Aguayo, Carol Cuesta-Lazaro)



The screenshot shows a Bitbucket repository page for 'FORGE_Emulator' by Christian Arnold. The page includes a navigation sidebar with options like Source, Commits, Branches, Pull requests, Pipelines, Deployments, Jira issues, Security, Downloads, and Repository settings. The main content area displays the repository's source files, including folders like 'CrossValidation_Output', 'EmulatorState', 'FoR_MatterPowerSpec_TrainingData', and 'Prediction_Output', as well as files such as '.gitignore', 'CrossValidation_Example.py', 'FORGE_emulator.py', 'GPR_Emulator.py', 'ParameterTable.txt', 'README.txt', and 'TrainAndPredict_Example.py'.

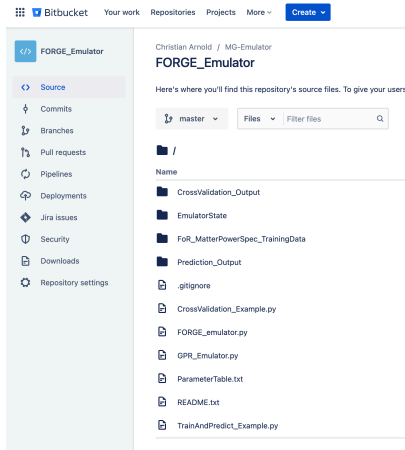
FORGE - what is there to come?

- BRIDGE - nDGP emulator (Cesar Hernandez-Aguayo, Carol Cuesta-Lazaro)
- MCMCs with HALOFIT are dead slow - HALOFIT emulator



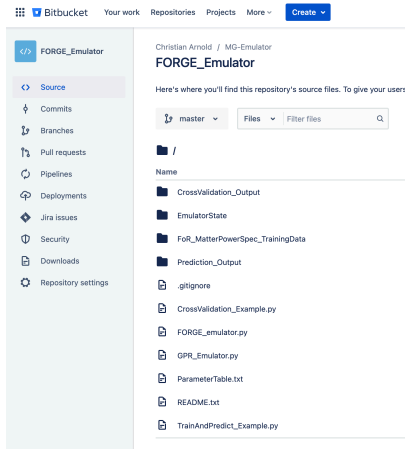
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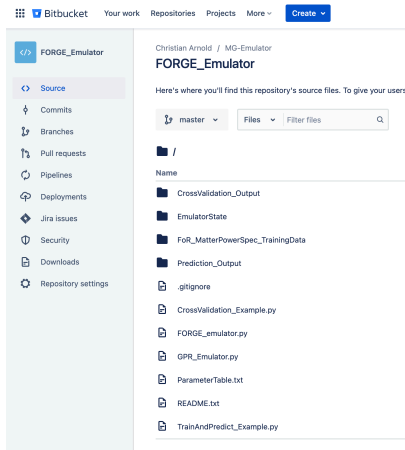
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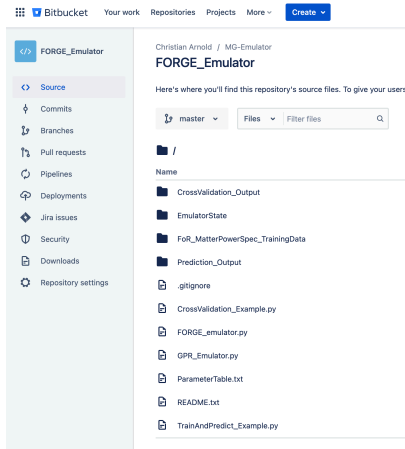
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- Larger simulation suites for training: MG-GLAM



Fast full N-body simulations of generic modified gravity: conformal coupling models

arXiv:2110.00328

Cheng-Zong Ruan,^a César Hernández-Aguayo,^{b,c} Baojiu Li,^a
Christian Arnold,^a Carlton M. Baugh,^a Anatoly Klypin,^d and
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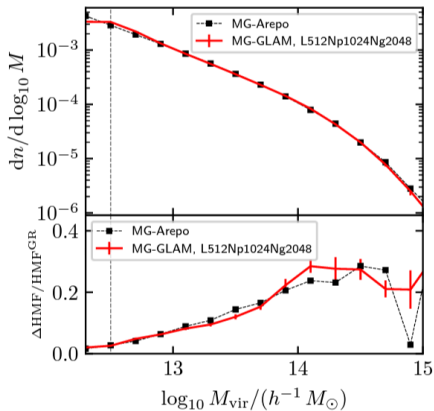
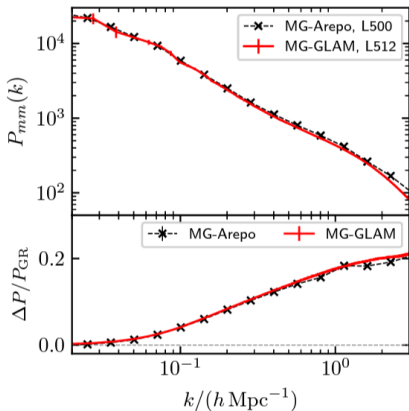
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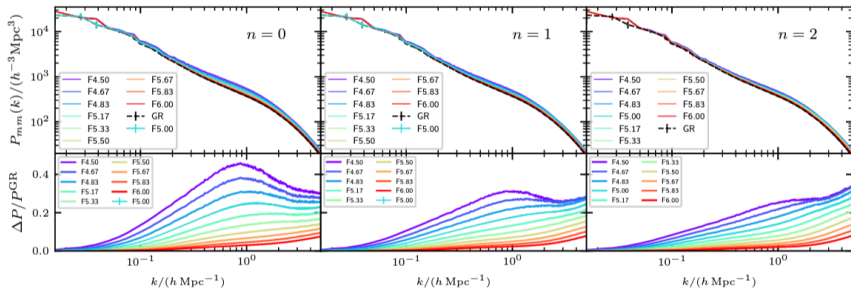
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- $f(R)$ run with 2048^3 particles in a $1\text{Gpc}/h$ box with a 4096^3 grid takes $\approx 27\text{h}$ on one cosma8 node (128 cores)

MG-GLAM - accuracy

Compare $\approx 500\text{Mpc}/h$ boxes with 1024^3 particles of MG-GLAM (2048³ grid) and AREPO



MG-GLAM - power spectrum



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Summary

- Fully non-linear simulation codes can provide high resolution images of MG-universes but are very slow
- Data analysis requires fast predictions for a certain parameter set
- Emulators can supply this but ideally need big simulation set to train on
- Fast simulation methods can now offer the speed and accuracy for this also for MG-models