# Artificial Intelligence: a game-changer for large scale structure cosmology



Tomasz Kacprzak (ETH Zurich, Swiss Data Science Center), AstroDeep22, 22/06/2022





# Large scale matter distribution in the universe Matter distribution evolves under laws of gravity and expansion of the universe

The Millennium Simulation



# Large Scale Structure is highly non-Gaussian



N-body simulation slice

these maps have the same power spectra



Gaussian Random Field with the same power spectrum as the N-body slice



# LSS data consists of multiple filelds probed by different observables













# Illustris TNG, Villaescusa-Navarro et al. 2021 2010.00619





# How can AI open new possibilities in cosmological analysis of LSS?

# Reaching the information floor of the data



# Accelearating simulations



# Breaking degeneracies between cosmology and systematics







# How can AI open new possibilities in cosmological analysis?

# Reaching the information floor of the data



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# Breaking degeneracies between cosmology and systematics





# Dark matter mass maps carry information about cosmological parameters



# low $\sigma_8$ low $\Omega_m$



# high $\sigma_8$ high $\Omega_m$



# LSS observations



## Zuercher, +TK, +DES, 2110.10135

Assume a model with parameters Assume priors on parameters Compare with observations

# **Cosmological parameter inference**



0.18

0.24

matter density  $\Omega_m$ Secco, +DES. +TK, 2105.13544

0.30

0.36

0.42







# theory prediction: analytical

# LSS observations









# theory prediction: simulations

# **Inference with Deep Learning**

# First results for CNN vs 2-pt

- First application of CNNs to weak lensing maps by Schmelzle, +TK, et al. 2017 1707.05167, for a classification problem
- First comparison between CNN and 2-pt by Gupta et al. 2018 1902.03663, noisefree N-body sims
- Greatly improved precision by CNN vs 2-pt
- Same results for CNN as for 2-pt for Gaussian Random Fields  $\rightarrow$  reassuring!







## Gupta et al. 2018 1902.03663



# How much more information can we gain with deep learning for Stage-III and Stage-IV surveys?



# What is the advantage of deep learning for current and upcoming data?



quality of simulations



# add noise $\rightarrow$

quality of observations











# What is the advantage of deep learning for current and upcoming data?

- The advantage of deep learning is preserved for high noise levels
- Advantage of deep learning starts at intermediate scales, around ell < 1000
- This is the regime already affected by baryonic feedback
- The advantage increased greatly if small scales included

# DES/KiD

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# Fluri, TK, et al. 1807.08732



intermediate scales

large scales



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# Analysis of KiDS-450 with deep learning





data: 20 x 4 tomographic shear maps

# network: 3 parameter output

# likelihood analysis

Fluri, TK, et al. 1906.03156



# **KiDS-450: robustness to simulation details**

- With great constraining power comes great systematic responsibility.
- We must test the sensitivity of the machine learning algorithms to systematics and details of theory prediction.
- Different types of tests can be employed:
  - convergence tests
  - modified mock observation tests



## Fluri, TK, et al. 1906.03156







# Analysis of KiDS-450 with deep learning



 $S_8 = \sigma_8 (\Omega_m/0.3)^{0.5} = 0.777 + /-0.037$ 

first results using machine learning inference in LSS cosmology blinded analysis Fluri, TK, et al. 1906.03156





# Al cosmology with 21cm maps from SKA

- Use the SKA 21-cm instrument model, including noise, angular resolution, foreground cleaning
- Using the SIMFAST21 simulation code
- Using CNN architectures: VGGNet, ResNet
- Simultaneously  $\Omega_m$ ,  $\sigma_8$ , h and astrophysics:
  - Photon escape fraction  $f_{esc}$
  - ionizing emissivity power dependence on halo
    mass C<sub>ion</sub>
  - ► ionizing emissivity redshift evolution index *D*<sub>ion</sub>
- Very good accuracy!

# Hassan Andrianomena Doughty 2019 1907.07787



# CSCS production project: "Measuring Dark Energy with Deep Learning" TK, Janis Fluri, Joachim Stadel, Aurel Schneider, Alex Refregier (The CosmoGrid collaboration)

# **CosmoGridV1:**

- 2500 full sky simulations at full wCDM, wide and zoom-in grids, +200 simulations at the fiducial cosmology
- derivatives at fiducial cosmology
- 5 cosmological parameters, fixed neutrinos
- around Healpix 80 maps per sim at redshifts from z=3.5
- max resolution: Healpix nside 2048
- weak lensing and NLA intrinsic alignment maps
- baryonic feedback+intrinsic alignment
- (large) halo catalogs
- extendible Sobol sequence grid  $\rightarrow$  possible to add new parameters easily
- ran at Piz Daint in Switzerland, large production project, 750m GPU node hours
- 120 TB compressed light cone output
- The CosmoGrid Collaboration: University of Zurich and ETH Zurich
- Used for KiDS-1000 deep learning constraints paper by Janis Fluri, et al. 2201.07771
- Paper in preparation



 $\Omega_M$ 

# Deep learning on the sphere: a tool for large area sky maps



- Various CNN architectures on the sphere with Healpix sampling
- Using graph representation, useful for analysis of data on part of the sphere
- One of the fastest sphere convolutions available (but slightly approximate)
- Used by other domains: weather, geo-sciences
- Tensorflow and PyTorch interfaces

fully connected layer

github.com/ deepsphere

Perraudin, TK, et al. 1810.12186





# **KiDS-1000 constraints and CosmoGrid**

- Demonstration of the scalability of the deep learning approach
- Full KiDS-1000 survey analysis of the 1000 deg<sup>2</sup> survey
- Using full CosmoGrid simulation volume
- Using low-resolution maps due to processing power limitations
- Intrinsic alignments and baryonic feedback included in the model
- Improved results compared to power spectra
- Blinded analysis with results consistent with main KiDS results





Fluri, TK, et al. 2022, arXiv:2201.07771





# How can AI open new possibilities in cosmological analysis?

# Reaching the information floor of the data



# Accelearating simulations



# Breaking degeneracies between cosmology and systematics





# **DeepLSS: combined probes with deep learning**

Breaking parameter degeneracies in large scale structure with deep learning analysis of combined probes Kacprzak and Fluri 2022, arXiv:2203.09616, accepted to PRX



weak lensing

# clustering

Open source code: <a href="mailto:github.com/tomaszkacprzak/DeepLSS">github.com/tomaszkacprzak/DeepLSS</a>





# **DeepLSS: combined probes with deep learning**

# $\Omega_m$ • Combining: ✓ Weak gravitational lensing (galaxy shapes) ✓ Galaxy clustering (galaxy positions) $\checkmark$ ... more in the future! • Weak gravitational lensing is very powerful but degenerate with intrinsic galaxy alignments • Intrinsic galaxy alignment (IA) is the correlation between the shape of a galaxy and the shape of the dark matter halo it occupies • Probe combination is a powerful way to disentangle gravitational lensing and intrinsic alignments • However, many degeneracies between the parameters of the model remain in the joint analysis



# **DeepLSS: combined probes with deep learning**

 $\Omega_m$ 

- Deep learning analysis breaks several key degeneracies
- Intrinsic alignment measurement is greatly decorrelated from cosmology
- Galaxy biasing evolution is also de-correlated from cosmology
- Cosmology constraints greatly improved due to degeneracy breaking



# Where is the additional information coming from?

- Sensitivity maps show which pixels have the most impact on the final prediction of the network
- The networks focuses on very specific regions in the galaxy positions and lensing maps
- Power spectra average over the entire map, even with empty regions
- Thus power spectra dilute the signal with empty parts of the map, which contains only noise
- Deep learning weights the data in a way that maximises information gain







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# Al for cosmological simulations

Several key applications of deep learning and generative models can significantly aid generation of simulations, whether for traditional or machine learning inference:

- 1. Enable precise simulations on small scales: simulation super-resolution
- 2. Fast emulators of projected survey maps
- 3. Use dark matter as a skeleton, **painting** consistent fields, for example baryons

# First Generative Model for cosmological mass maps

- First generative model trained on simulations applied to cosmological fields
- N-body vs GAN visually indistinguishable
- Excellent agreement on (non-Gaussian) summary statistics
- Very simple networks, worked out-of-the-box



## Mustafa et al. 2017 1706.02390





# Learning to Predict the Cosmological Structure Formation

- Use a U-net trained on pairs of N-body and corresponding Zel'dovich Approximation (ZA) input • The Deep Density Displacement Model (D<sup>3</sup>M) successfully displaces particles to match N-body • ZA + D<sup>3</sup>M is extremely fast compared to full N-body
- Hints that a training on single cosmology generalises to other cosmologies!





He at al. 2018 1811.06533





# Al super-resolution of N-body simulations

# Li et al. 2021 2010.06608

- Learn the mapping from the low to high resolution simulations
- Works on 3D volumes!
- Using Wasserstein GANs with gradient penalty on 3D volumes
- Increase of resolution by a factor of 8
- Super-resolution is extremely fast
- Reproduces well the halo mass function  $(10^{11}\text{--}10^{14} \text{ M}_{\odot})$  and power spectra (k between 0.1 - 10)
- Works for a single cosmology, separate GAN for each redshift

## Low-res (training) Hi-res (true)



# **Super-resolution**





# KiDS-1000 conditional mass map emulator

- Emulators of the non-linear Pk are becoming more commonly used in cosmology
- EuclidEmulator and BACCO are state of the art P(k) emulators
- Separate simulations are used to calculate the covariance matrices
- Idea: create an emulator of mass maps directly on pixel level
  - Independent of summary statistic of choice, suitable for non-Gaussian and ML analyses
  - Accurate mean and variation in the signal, no splitting between them
  - Very fast to generate on-the-fly for a given cosmology
  - Maps are differentiable with respect to the input cosmological parameters
  - Interpolation to unseen cosmologies on the map level

# simulated mass maps at **KiDS-1000** footprint:



# Timothy Wing Hei Yiu, Janis Fluri, TK 2112.12741

# KiDS-1000 mass map emulator



Very fast generator publicly available: <u>https://tfhub.dev/cosmo-group-ethz/models/kids-cgan/1</u>

# $\Omega_M = 0.3109 \quad \sigma_8 = 0.8418$

Visual comparison between original N-body and GAN maps



# KiDS-1000 mass map emulator



The generated maps are differentiable with respect to the input cosmological parameters Very good agreement on power spectra and non-Gaussian summary statistics



# "Painting with baryons: augmenting N-body simulations with gas using deep generative models"

# Input



Dark matter map

matter maps

z = 0.0

pressure maps based on the dark matter map only

## Truth Generated

# Gas pressure map

Using BAHAMAS simulations to create gas pressure maps for the corresponding dark

• Using Generative Adversarial Nets and Variational Autoencoders to create the gas Troester et al. 2019, 1903.12173





# **CAMELS:** Cosmology and Astrophysics with MachinE Learning Simulations

General, precise simulations including all of the important effects

- Magneto-hydrodynamic simulations using AREPO and GIZMO, employing baryonic subgrid physics as IllustrisTNG and SIMBA
- Dataset used to demonstrate the possibilities of machine learning to understand astrophysics and cosmology jointly
- 4233 small boxes (25  $h^{-1}$  Mpc)<sup>3</sup> spanning the wCDM cosmological model and different AGN feedback models
- New CAMELS-SAM suite: 1000 dark-matter only simulations of (100 h<sup>-1</sup> Mpc)<sup>3</sup> with semi-analytic galaxy catalogs Perez et al. 2022 2204.02408
- 16 methods papers for various problems in the last 2 years
- Data publicly available at https://camels.readthedocs.io

# Villaescusa-Navarro et al. 2022 2201.01300







hydrogen



Gas



Gas metallicity





# Changing the cosmology game with AI

The ways that AI is opening new possibilities in cosmology:

- 1. Improved inference using beyond-Gaussian information with automatic feature selection
- 2. Efficient, map-level probe combination
- 3. Creating handy map-level emulators of survey data
- 4. Improving resolution of simulations on small scales
- 5. Creating consistent multi-field simulations for combined probes inference



# **Accelearating simulations**



Breaking degeneracies between cosmology and systematics





- → Moving towards **Computational Cosmology**
- $\rightarrow$  Reaching the **information floor** of cosmological datasets with AI- based parameter inference → Cosmological constraints using **large-scale simulation grids**
- $\rightarrow$  Building large simulations in a **collaborative way**, publishing data sets to the community
- $\rightarrow$  Using AI to build multi-field, high resolution simulations creating a simulations ladder
- $\rightarrow$  Capitalising on **latest advances in AI** in practical cosmological measurements



# The way forward $\rightarrow$



# Extra slides

# Non-Gaussian statistics

# Automatically designed features

# Human intuition features

# Deep neural networks

- Three-point functions
- Higher-order moments of the map
- Full map histogram
- Minkowski functionals
- Counting peaks and voids

# Human vs machine: peaks statistics for DES Y3





Image credit: Samantha Bond (SKIM Group)



# Human intuition statistics: peaks for DES-Y3



# Human intuition statistics: peaks for DES-Y3









# Emulation of cosmological mass maps with conditional GANs



varying cosmological parameters

Comparison between the N-body and GAN-generated mass maps for

Perraudin, TK, et al. 2020, 2004.08139

# **Emulation of cosmological mass maps with conditional GANs**



Quantitative comparison: a very good match of summary statistics

Perraudin, TK, et al. 2020, 2004.08139



# **Emulation of cosmological mass maps with conditional GANs**





Quantitative comparison as a function of cosmology: very good match, with a some room for improvement

## Perraudin, TK, et al. 2020, 2004.08139



# Simulations with generative models

- Training on 2D images of N-body simulations of cosmic web
- Generative model samples new realisations
- New realisations are statistically consistent with training set
- Good agreement on summary statistics

N-body simulation samples



Rodriguez, TK, et al. 2018, 1801.09070









# Al for cosmological simulations



- Train on existing simulations

• Learn a mapping from a random vector to a cosmic web map

• Generate new cosmic web in a fraction of a second on a laptop image by Aurelien Lucchi and Andres Rodrigues



# Tensions between early and late universe

 $3\sigma$  tension on  $S_8$ 



Heymans et al. 2020, 2007.15632

# $4-5\sigma$ tension on $H_0$



Verde et al. 2019, 1907.10625

# Deep learning captures more information



40% increase in constraining power equivalent to collecting 2x more data

Fluri, TK, et al. 1807.08732

# Next steps for the deep learning analysis

- Bring the machine learning analysis on the same level of maturity as the traditional 2-pt analysis for weak lensing maps
  - expand the simulation set to cover the entire standard cosmological model: include  $\Omega_b$ ,  $n_s$ ,  $H_0$ , as well as the dark energy equation of state  $w \downarrow v$
  - add baryonic feedback models
- Adjust the analysis to large data sets from Stage III and IV LSS surveys create deep learning algorithms on the sphere • overcome difficulties in simulations processing and ML training <a>[</a>[</a>

- Create the deep learning analysis of combined probes
  - combination of galaxy shapes and positions: equivalent of 3 x 2-pt <a>[]</a>
  - combination with CMB SZ and X-rays data <sup>3</sup>
  - create a consistent set of simulations for all these probes

![](_page_52_Picture_11.jpeg)