Numerical Techniques in Cosmology

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Outline

1. Motivation

Standard Techniques in Cosmology

3. Background dynamics and Machine Learning

Motivation

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The formal way to proceed:

• Is to find criteria under which the solution exists (well posed problem), and prove that under some discretization (on desired function spaces) the approximate solution is bounded from below and it converges

Standard Techniques in Cosmology

In general we can separate

$$g_{\mu
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 $arXiv:1908.00116v1 (Selected\ Topics\ in\ Numerical\ Methods\ for\ Cosmology)$

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Initial conditions in the universe are given in terms of initial perturbations

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We can also separate numerical cosmology into two groups

- 1. Deterministic: Background observables (H_0 for example) \rightarrow ODE theory
- 2. Stochastic: Inhomoenoeus part \rightarrow linear perturbation theory and beyond
 - CMB radiation
 - Large Scale Structure Observables: galaxy spatial correlations, galaxy cluster count, gravitational lensing, etc.
 - We want to describe the evolution of the universe from initial primordial fluctuations to the structure formation → observables we can measure

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which lead us to

$$h_{00} = 2\phi, h_{0i} = -aD_iB, h_{ij} = 2a^2(\psi\gamma_{ij} - D_iD_jE)$$

where D_i is the covariant derivative, (ψ, ϕ, E, B) are scalar field and γ is the spatial projection of the FLRW metric.

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where D_i is the covariant derivative, (ψ, ϕ, E, B) are scalar field and γ is the spatial projection of the FLRW metric. And from here, the idea is to obtain Einstein's equations and solve them...

Learning

Background dynamics and Machine

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Universal Approximation Theorem

Given a family of neural networks $\forall f \in \mathcal{F}$ where \mathcal{F} is some function space, there exist a family of functions $\{\phi_n\}$, such that $\phi_n \to f$. We can also say that $\{\phi_n\}$ is dense in \mathcal{F} .

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Thus it makes sense to try to use ML with ODE's: Physics Informed Neural Networks

Cosmology-Informed Neural Networks

Starting with the FLRW metric

$$ds^2 = -dt^2 + a(t)^2 \left[\frac{dr^2}{1 - kr^2} + r^2 (d\theta^2 + + sin^2\theta d\phi^2) \right],$$

and assuming the universe is a perfect fluid, we have

$$\dot{\rho} + 3H(\rho + p) = 0$$

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 Λ CMD: the background cosmological evolution considering an T^{μ}_{ν} with only nonrelativistic matter

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Parametric Dark Matter: incorporation of new component of T^{μ}_{ν} , whose equation of state is that of a fluid and a function of redshift(DM)

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Parametric Dark Matter: incorporation of new component of T^{μ}_{ν} , whose equation of state is that of a fluid and a function of redshift(DM)

$$\frac{dx}{dz} = \frac{3x}{1+z} \left(1 + \omega_0 + \frac{\omega_1 z}{1+z} \right), \quad x(z)|_{z=0} = \frac{\kappa \rho_{DE,0}}{3H_0^2} = 1 - \Omega_{m,0}$$

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$$\frac{dx}{dN} = -3x + \frac{\sqrt{6}}{2}\lambda y^2 + \frac{3}{2}x(1 + x^2 - y^2),$$

$$\frac{dy}{dN} = -\frac{\sqrt{6}}{2}xy\lambda + \frac{3}{2}y(1 + x^2 - y^2)$$

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f(R) gravity: GR modifications

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f(R) gravity: GR modifications

$$\frac{dx}{dz} = \frac{1}{1+z} \left(-\Omega + 2v + x + 4y + xv + x^2 \right),$$

$$\frac{dy}{dz} = -\frac{1}{1+z} \left(vx\Gamma - xy + 4y - 2vy \right),$$

$$\frac{dv}{dz} = -\frac{v}{1+z} \left(x\Gamma + 4 - 2v \right), \quad \frac{d\Omega}{dz} = \frac{\Omega}{1+z} \left(-1 + 2v + x \right),$$

$$\frac{dr}{dz} = -\frac{r\Gamma x}{1+z}$$

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Core Methodology and Trainig Details

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- Use of ADAM optimizer for the gradient descent
- Minimize loss on batches of points until convergence

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• Trained models give H(z) as output

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Statistical Analysis (MCMC)

- Trained models give H(z) as output
- Standard likelihood constructed on the dataset
- MCMC to explore the parameter space of each cosmological model

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Key takeways

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- 2. Successful implementation of bundle solution: NN can output solutions across a continuous landscape of parameters.
- 3. Parameter constraints were found to be consistent with those obtained in previous studies that used numerical solvers
- 4. In some cases can be more efficient than traditional numerical solvers after the initial training phase, especially with the f(R) model

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Thanks!