# Comparative Analysis of the Large-Scale Structure of the Universe under Varying Assumptions

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September 21, 2015

## 1   Motivation

The global structure of the Universe is thought to be composed of a distribution of matter and energy. By a large margin, dark energy is the most common element, thought to permeate all of space, contributing to as much as 68.3% percent of the observable universe. Dark matter, a hypothetical form of matter that neither absorbs nor emits light, is thought to occupy a remaining 26.8% of the observable universe, leaving baryonic matter, or ordinary matter such as the stars, planets, and humans, only 4.9%.

These definitions, while accepted by the majority of the cosmological community, are based heavily on assumptions. There is little evidence of dark matter existing as a particle, and researchers have not been able to create or consistently measure such a particle. Given that the only evidence for dark matter is observation of gravitational forces, there is a question of whether dark matter truly exists or if there are edge cases to our understanding of gravity.

Provided this uncertainty, one approach to gaining understanding of the true structure of the Universe is through cosmological simulations. Given the capacity to measure the observable universe, scientists have well-documented its current state. By changing the assumptions by which the simulations are built on, i.e. hydrodynamical forces, decoupling and cooling factors, cosmic wind speeds, one can find the set of initial conditions that best reflect the true Universe. However, in order to find the best initial conditions, one has to be able to compare different simulations. Simulations produce complex structures, and simple image analysis algorithms will not be able to distinguish finer details. To better make comparisons, an algorithm must exist that can locate a wide variety of objects in complex space.

## 2   Persistent Homology

Persistent homology is one of the popular ways to compute topological features from data given different spatial resolutions. Its purpose is to assemble discrete points, usually in some point cloud, into some global structure. There exist different approaches to organizing
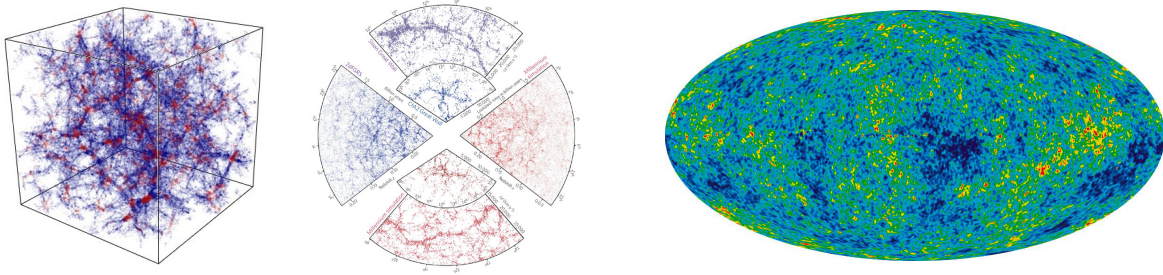
Figure 1: (Left) : A dark matter simulation cube of size 180 Mpc/h. Clusters are identified by the eigenvalues of the tidal field tensor and indicated by red colors. (Middle) : The galaxy distribution obtained from spectroscopic redshift surveys and from mock catalogues constructed from cosmological simulations. (Right) : The map of cosmic microwave background temperature fluctuations (European Space Agency Planck mission).

point clouds into topological structure, one of the most popular being via the Rips complex. The Rips algorithm replaces the set of data points with a family of simplicial complexes, indexed by a proximity parameter. For example, 0-dimensional complexes are equivalent to the points themselves; 1-dimensional complexes are equivalent to lines and segments; 2-dimensional complexes are equivalent to loops and voids, etc. Visually, one can think of the Rips algorithm has initially a ball at each point in the point cloud and growing the ball over a span of iterations. As the balls grow and overlap, higher dimensional complexes are formed. For example, two separate points are 0-dim complexes, but once their balls overlap, form a segment, or a 1-dim complex. As balls grow to overlap enough to fill a complex, the complex dies, meaning that it no only exists. Varying the proximity parameter defines the rate of ball growing, thereby speeding up or slowing down the formation and deaths of higher dimensional complexes. Persistent homology then analyzes these complexes via algebraic topology, and prioritizes those complexes which persist, or span the longest lifetimes. The assumption is that the global structures which most often appear consistently are the important features. Finally, the persistent homology of the data set is encoded in the form of a parameterized version of a Betti number which is called a persistence (Rips) diagram or barcode. This barcode represents a very simplified summary of the life spans of all complexes, and can potentially be used to compare against other persistent homologies.

## 2.1   Uniform Circle Analysis

A good toy model for demonstrating persistent homology is a uniform circle data set composed of $N$ independent simulations of $n$ sampled points from a uniform circle of radius $r$ and center $(0, 0)$ each. One should expect the algorithm to result in $N$ different loops with similar births and deaths. The results below will show the results of persistent homology with three different $n$ values. Intuitively, one could expect a larger sample size to correlate with a more accurate topological analysis.

For each $n = 5, 10, 100, 250$, a Rips diagram was generated via persistent homology. For each of the $N$ simulations, all $N$ Rips diagrams were overlayed on top of one another. Doing so should shed light on groups of 0-dimensional, and 1-dimensional objects like voids and
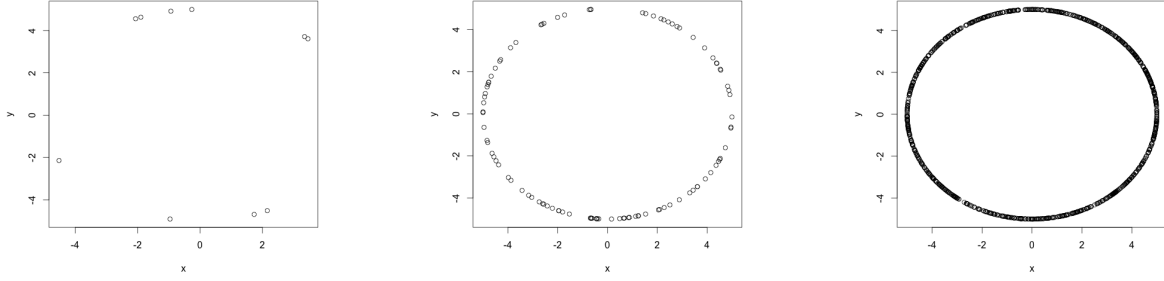
Figure 2: Generated circles of different sample sizes. From left to right, $n = 10, 100, 1000$. With a larger sample size, a more distinct circle is visually observable.

loops over repeatable simulations.

For all Rips calculations, maxdimension is set to 1, and maxscale is set to 5. We are only looking for loops, and limit filtration to 5. Circles are centered at the origin, with a radius of 2, and 10 simulations are conducted.
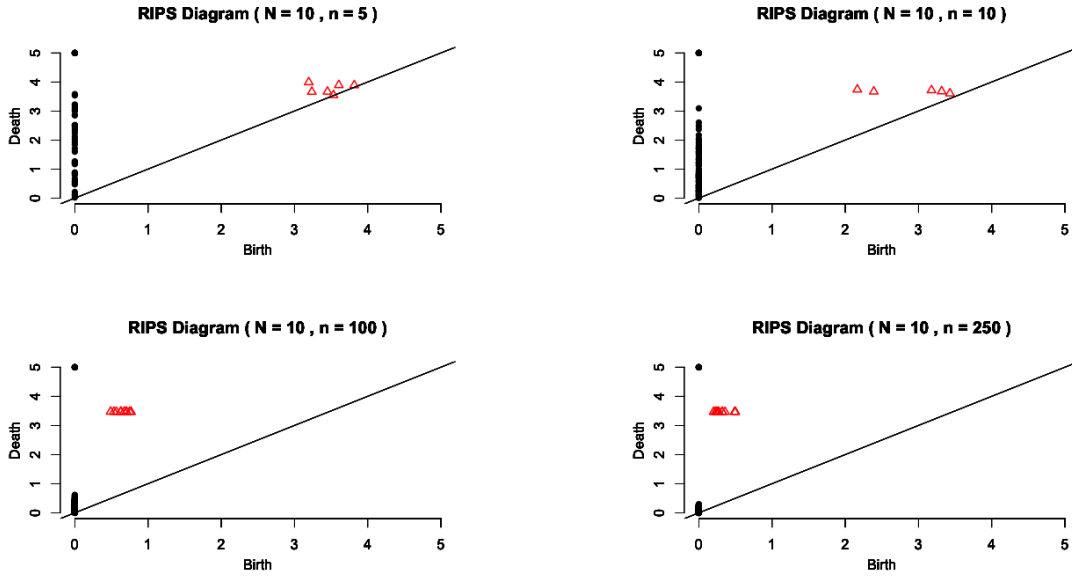


Figure 3: Overlapping RIPS diagrams over $N$ independent simulations and varied sample sizes $n$. Generated using the TDA library in R.

Two immediately recognizable patterns are that (1) the greater the sample size (larger $n$), the earlier the detection (and formation) of higher dimensional simplicial complexes. For example, when $n = 250$, the circular loop is detected as early as 0.1 units after birth, while when $n = 5$, the loop is detection after 3.5 units..., and (2), as $n$ grows larger, the spread of deaths at time 0 is more concentrated. Compare the black points in figure 3 when $n = 5$ to when $n = 250$. Intuitively, because there are more points, more points lie on the circle's perimeter. When the balls begin to grow, the amount of growth needed to form all the overlaps to find the circle is small. Thus, the loop is found immediately. When there

are very few points, the balls need much longer to grow to overlap. Therefore, given any 3 random points, there will be a loop found, even if there isn't actual structure to those three points. But most likely, that structure would not persist over time. The second observation is also explainable by the sample size. With more points, fewer initial 0-dimensional complexes appear (black points), because points start out close enough to form longer segments. When $n$ is small, the points are individual complexes, leading to increased deaths.

# 3  Research Goals

The goal of the research is to develop methods, possibly based on persistent homology, to compare probable realizations of the Universe under different sets of assumptions. Being able to appropriately analyze structure provides a standardized approach to quantitatively judge the similarities between pairs of universes. Doing so could lead to better approximations of the true initial conditions of the Universe and its development to the current state.

Secondly, the ability to quantify structure may shed light on different properties and theories of dark matter. In theory, dark matter is divisible into hot and cold counterparts. Presuming that dark matter is a particle, hot dark matter particles are thought to move at ultrarelativistic speeds. For example, the neutrino, an electrically neutral elementary particle with half-integer spin, is considered hot dark matter and is unaffected by fundamental forces but measurable by a gravitational interaction. Conversely, cold dark matter particles move slowly. Due to its slow velocity, cold dark matter is thought to have higher probabilities of smaller objects collapsing and merging into larger hierarchical objects. Provided that, many physicists often attribute the transformation of the initial Universe from a smooth initial state to a lumpy distribution of galaxies and clusters to cold dark matter ($\lambda$CDM theory). A second research goal would be to analyze the structure of hot and cold dark matter simulations and draw conclusions on their differing physical and spatial properties.
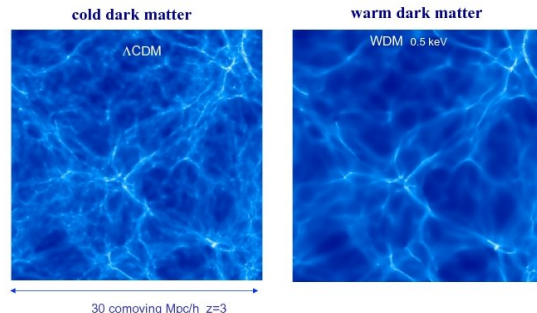


Figure 4: A visual comparison between simulations of cold and hot/warm hard matter. The streaming motions of warm dark matter suppress structure formation on small scales.

All research material will be hosted in a public Github repository and all computational code will be written in R and Python.