

New sampler for cosmology

Anže Slosar, Brookhaven National Laboratory

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Introduction

- ▶ This is a half-baked project that I've been sitting on for over a year
- ▶ Now it is handed to Jose, who is fumbling around trying to incorporate it into SimpleMC
- ▶ It is a method to sample likelihood surface, whose main advantage is *scalability*: you don't win by having fewer likelihood evaluations but instead by having a algorithm that scales better to thousands of cores.
- ▶ Allows one to get answers in minutes on a couple of thousand of cores

The problem

- ▶ Question: How to get marginalised constraints for cosmological parameters when you have likelihood has $N > 10$ dimension and each evaluation is computationally expensive ($>1s$)
- ▶ Answer: use CosmoMC which runs Markov Chain Monte Carlo (MCMC)
- ▶ MCMC is an algorithm that “walks” around the likelihood and produces *samples*
- ▶ Integrals over likelihood can be converted to sums over samples

MCMC



Problems with MCMC

Markov Chain Monte Carlo does not scale very well:

- ▶ Scales perfectly for small number of chains, but not on modern architectures with 1000s of cores
- ▶ To run a CosmoMC chain you still run on 64 cores and wait for two days, instead of running on 10000 cores and wait 20 mins.
- ▶ But can't you run 1000 chains?
- ▶ Yes, but burn-in is a constant time process: one always needs to throw away some ~ 1000 steps, because either:
 - ▶ You start chains randomly – they need to burn in
 - ▶ You start chains at high-likelihood region - they need to decorrelate
- ▶ Both are inefficient: You take 1000 samples to burn-in, but then 100 samples on each chain is enough to get 100,00 samples – quite inefficient

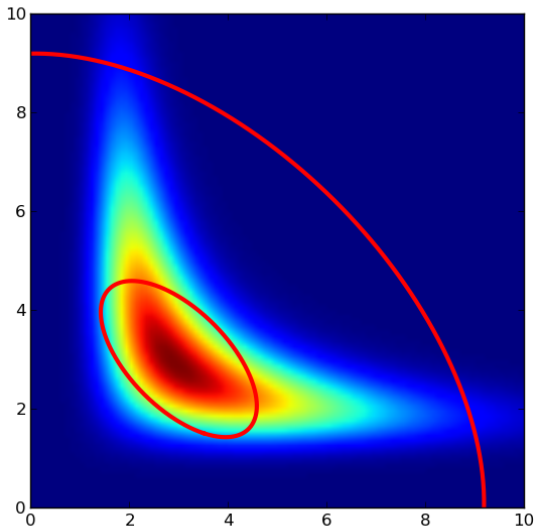
Importance Sampling

Assuming that one can sample from a known distribution, then one can weight samples to recover the effective sampling from a target distribution (whose properties one would like to study)

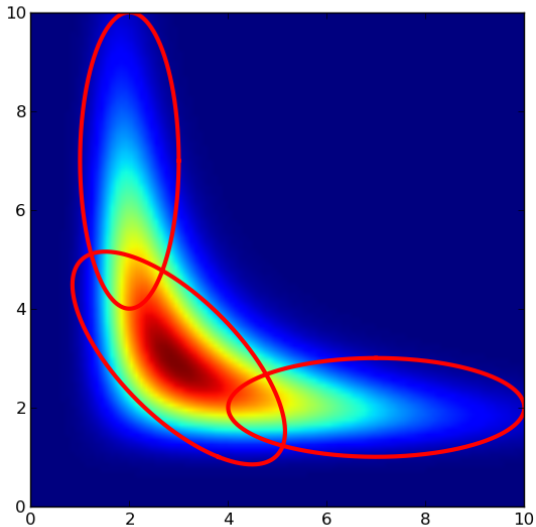
$$w_i = A \frac{L_t(\mathbf{x}_i)}{L_s(\mathbf{x}_i)}, \quad (1)$$

- ▶ Used to add a dataset to existing chains
- ▶ People tried to use it to sample cosmological likelihood directly using a Gaussian, but it fails miserably with bananas:
 - ▶ Either your Gaussian does not encompass the banana: weights blow up at the edges
 - ▶ Your Gaussian covers the banana, but also empty volume around it: most weights zero.

Why naive importance sampling doesn't work



But if you could do something like this?



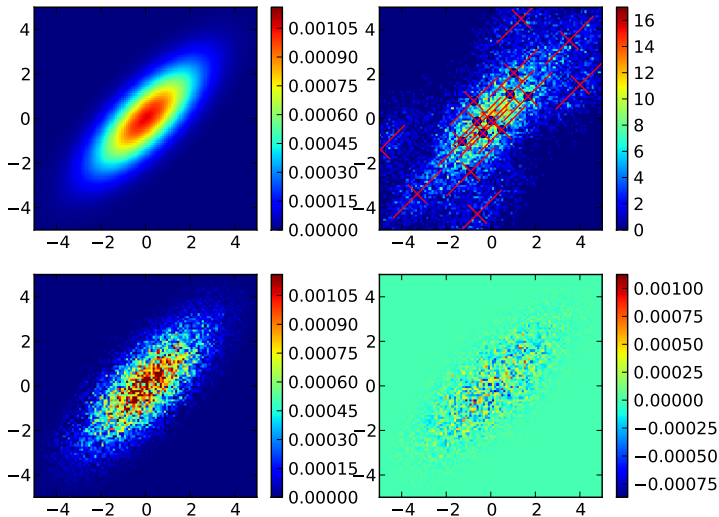
Gaussian embedding sampler

1. Populate a list of Gaussians with a single Gaussian centered at a chosen starting point with suitable covariance.
2. Take N samples from the most recently added Gaussian in the list.
3. Calculate importance sample weights,

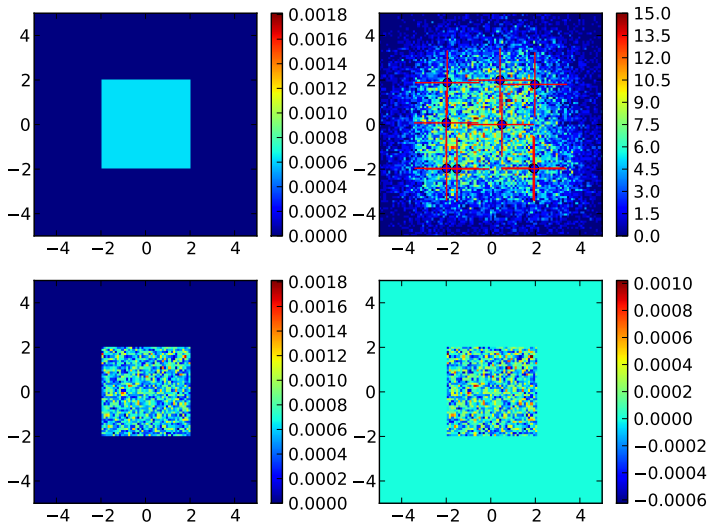
$$w_i = A \frac{L_t(\mathbf{x}_i)}{\sum_{j=1 \dots M} G_j(\mathbf{x}_i - \mu_j, C_j)}, \quad (2)$$

4. Add new Gaussian at the position of the largest importance weight
5. GOTO step 2

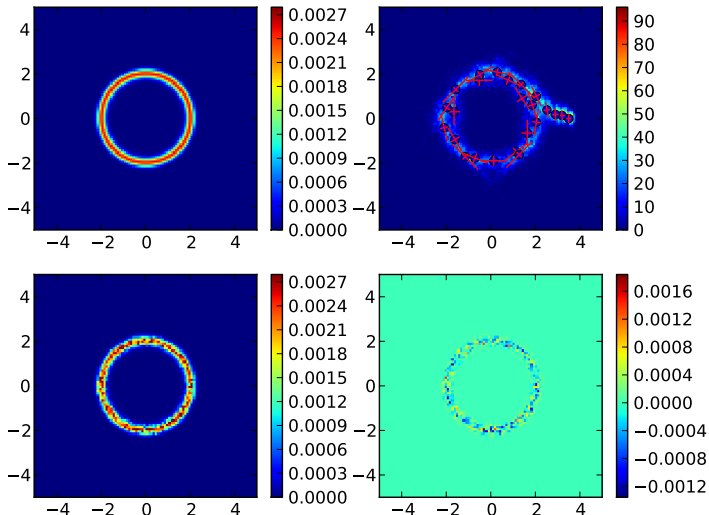
Test 1: Gaussian



Test 2: Box



Test 3: Doughnut shaped banana



Convergence

Tried several convergence tests. Jose is now working on my latest idea, namely that

$$c = \frac{\Delta\theta C^{-1} \Delta\theta}{N_p}, \quad (3)$$

where $\Delta\theta$ is the shift in mean parameter values when the last Gaussian is added, is smaller than a certain number.

