

Next-Generation Model Comparison for Primordial Cosmology

Will Handley
[<wh260@cam.ac.uk>](mailto:wh260@cam.ac.uk)

Royal Society University Research Fellow
Institute of Astronomy, University of Cambridge
Kavli Institute for Cosmology, Cambridge
Gonville & Caius College
willhandley.co.uk/talks

16th September 2026



UNIVERSITY OF
CAMBRIDGE



Beginning the golden age of astronomy data

- ▶ Over our research lifetimes we will see next-generation data rates across the electromagnetic spectrum & beyond:

Radio SKA *et al.*

Micro SO/CMB-S4/LiteBIRD.

IR JWST, Roman.

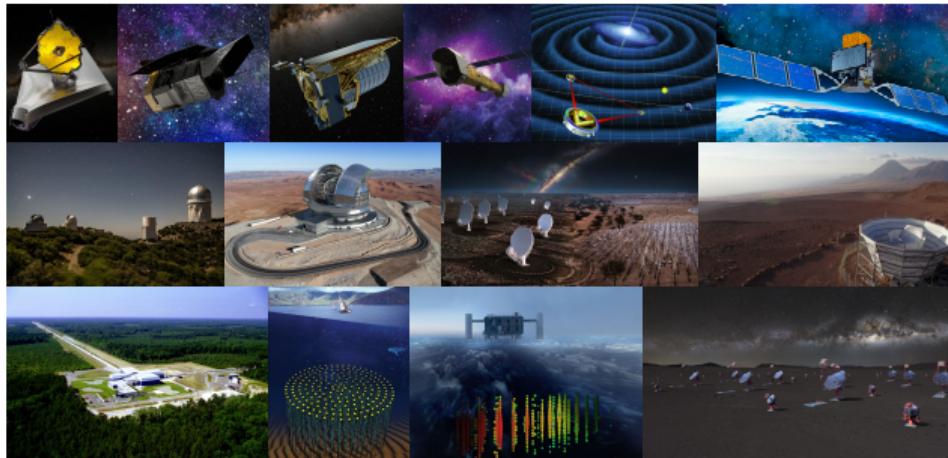
Optical Euclid, DESI, Rubin, EELT.

X-ray Athena.

Gamma-ray e-ASTROGAM.

Gravitational LIGO/ET/LISA.

Particle CTA, IceCube, KM3NeT.



- ▶ This data deluge creates unprecedented computational challenges for model comparison and parameter estimation.
- ▶ Traditional computing approaches will not scale to these next-generation data volumes and complexity.

GPU Computing: Beyond Machine Learning

GPU vs CPU for Scientific Computing

- ▶ **CPU:** Few powerful cores (10s), complex control.
- ▶ **GPU:** Many simple cores (1000s), simple control.
- ▶ **Memory bandwidth:** GPU 10× faster than CPU.
- ▶ **Perfect for:** Independent parallel tasks.
- ▶ **Scientific algorithms:** MCMC chains, likelihood evaluations, simulations.

HPC Landscape Evolution

- ▶ HPC transitioning to GPU-based architectures.
- ▶ ML adoption accelerating hardware development.
- ▶ Legacy CPU codes require modernization.

Key Point

GPU ≠ Machine Learning
GPUs accelerate any parallel algorithm

Modern Languages: Two Independent Capabilities

Differentiable programming languages: JAX, PyTorch, TensorFlow, Julia, Stan, ...

Capability 1: Free Gradients

- ▶ **Automatic differentiation:** $\nabla_{\theta} \log \mathcal{L}(\theta)$.
- ▶ Enables gradient-based MCMC (HMC, NUTS).
- ▶ Essential for modern optimization.

Traditional Physics Benefits

- ▶ **Nested sampling:** Massive parallelization.
- ▶ **Boltzmann solvers:** Vectorized across k -modes.
- ▶ **N-body sims:** GPU acceleration.

Capability 2: Massive Parallelization

- ▶ **Vectorization across ensembles.**
- ▶ Run 1000s of parallel chains/particles.
- ▶ Evaluate likelihoods simultaneously.

Key Insight: Often Confused

These are completely independent.
People mistake one for the other.
You can use gradients on CPU.
You can parallelize without gradients.
They serve different purposes.

BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

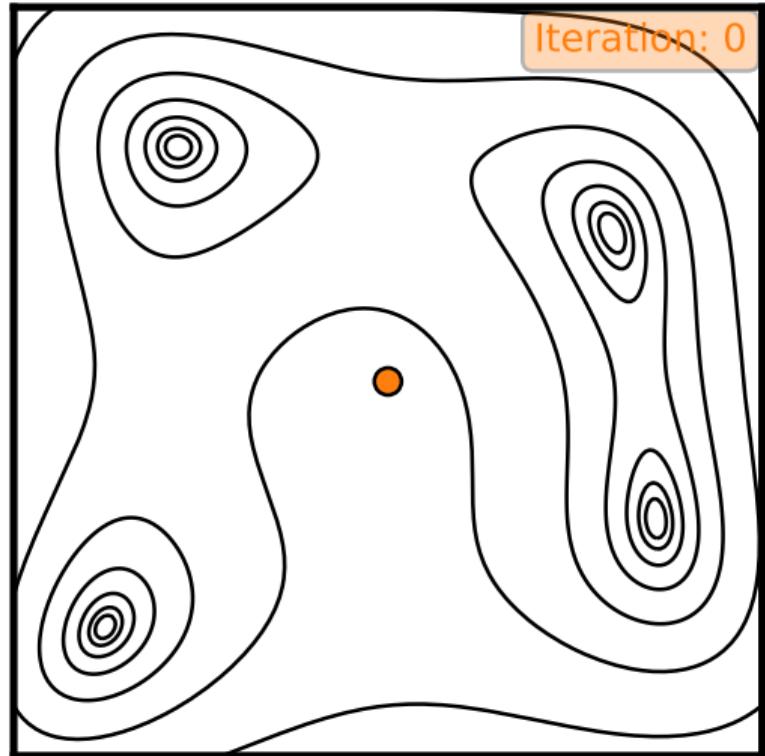


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

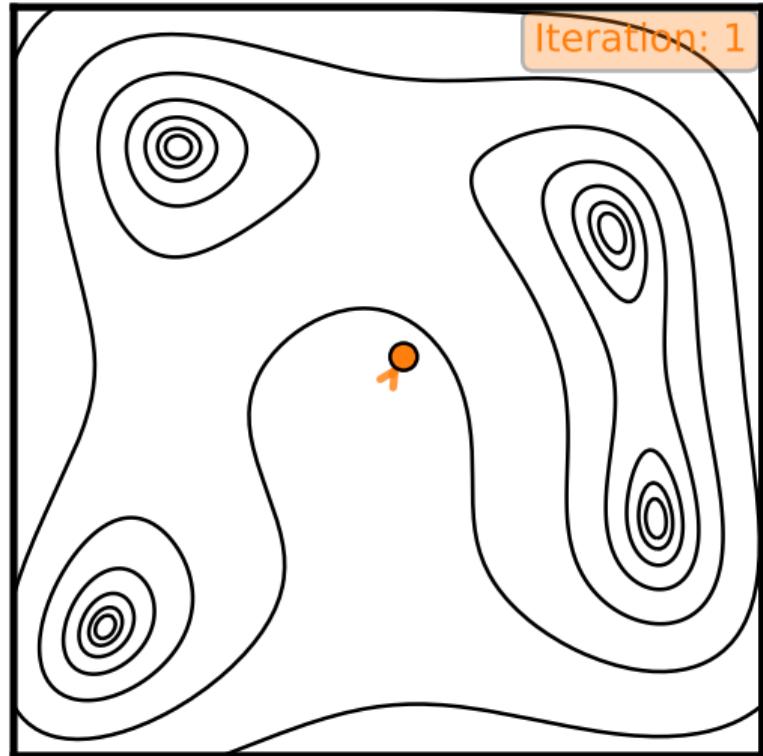


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

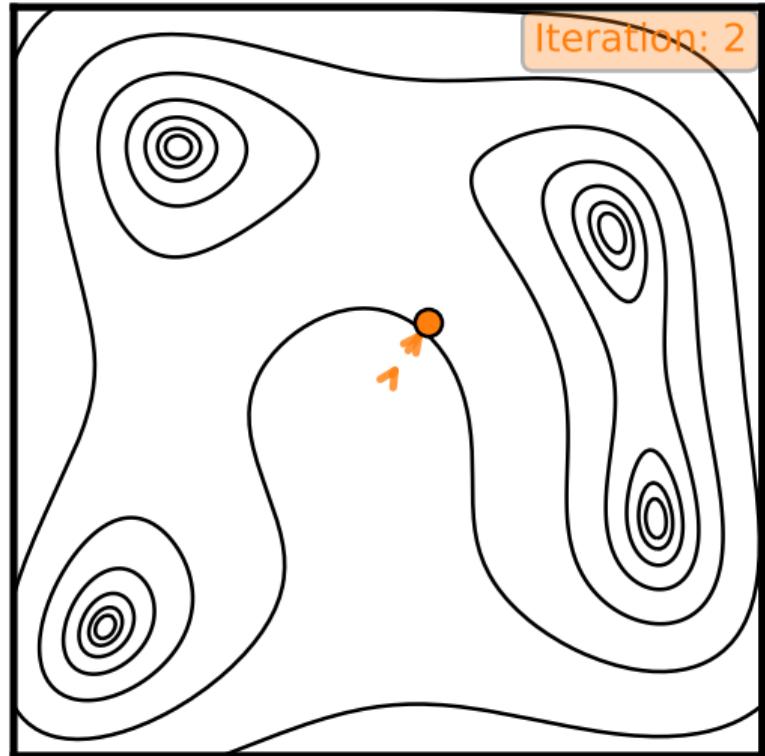


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

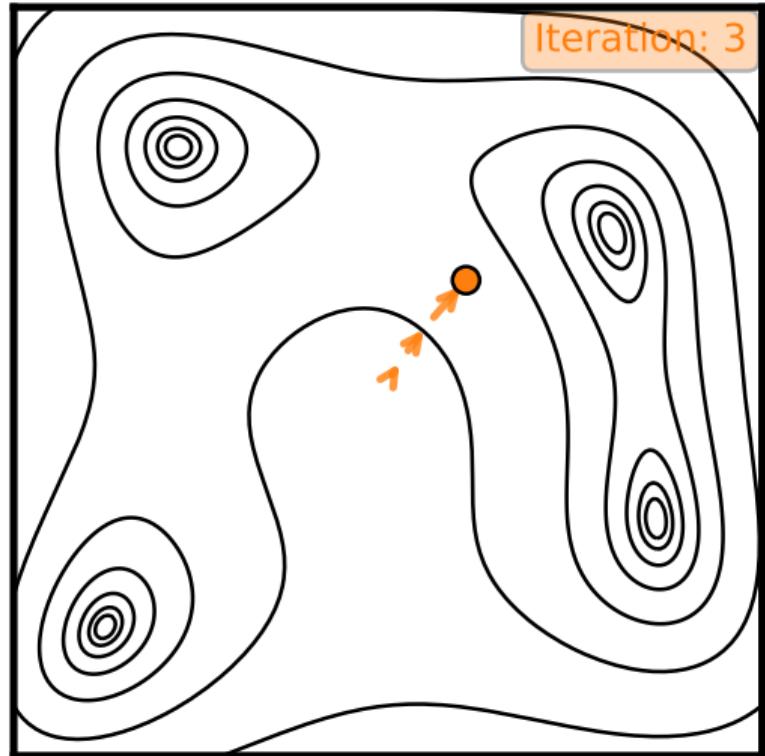


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

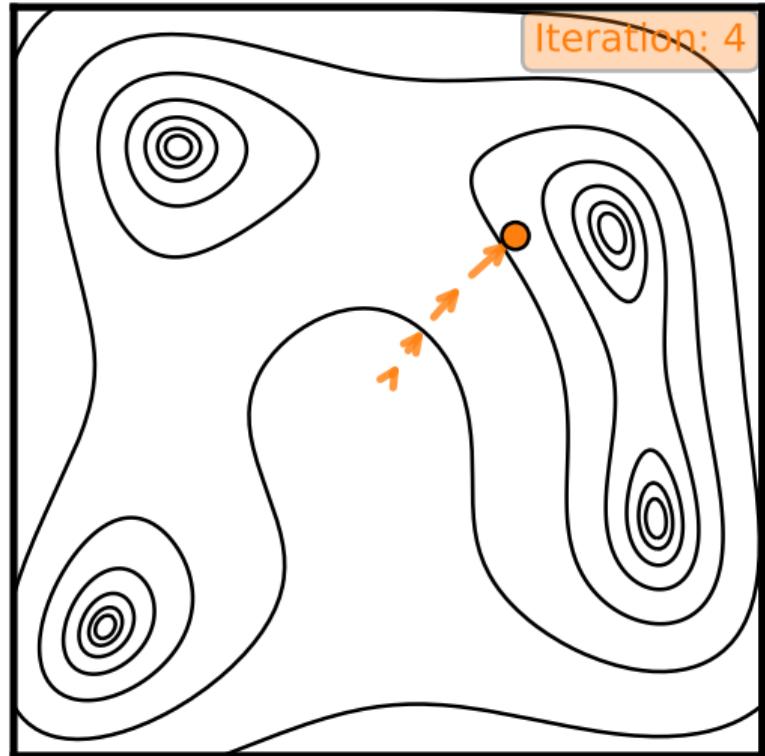


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

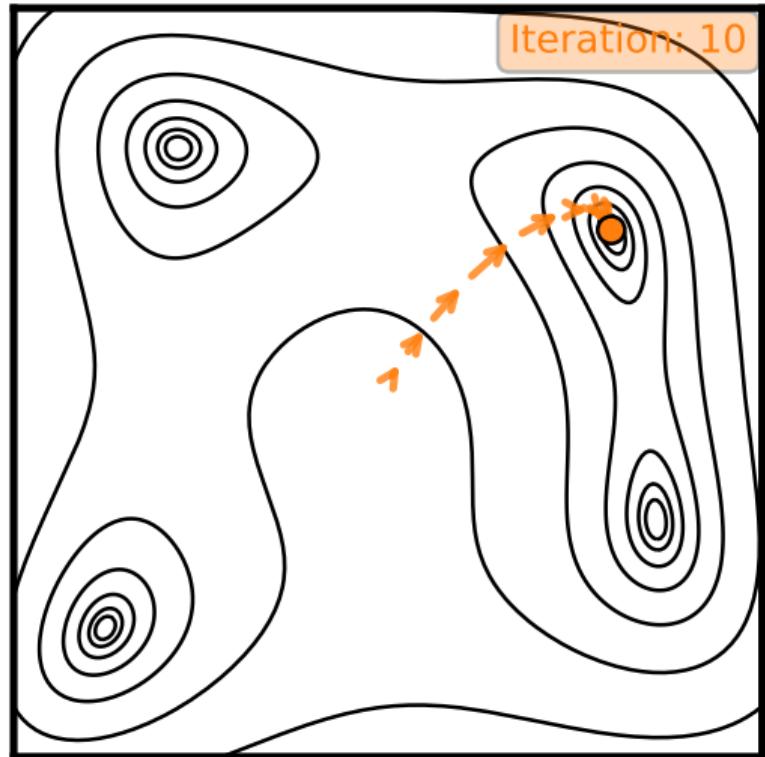


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

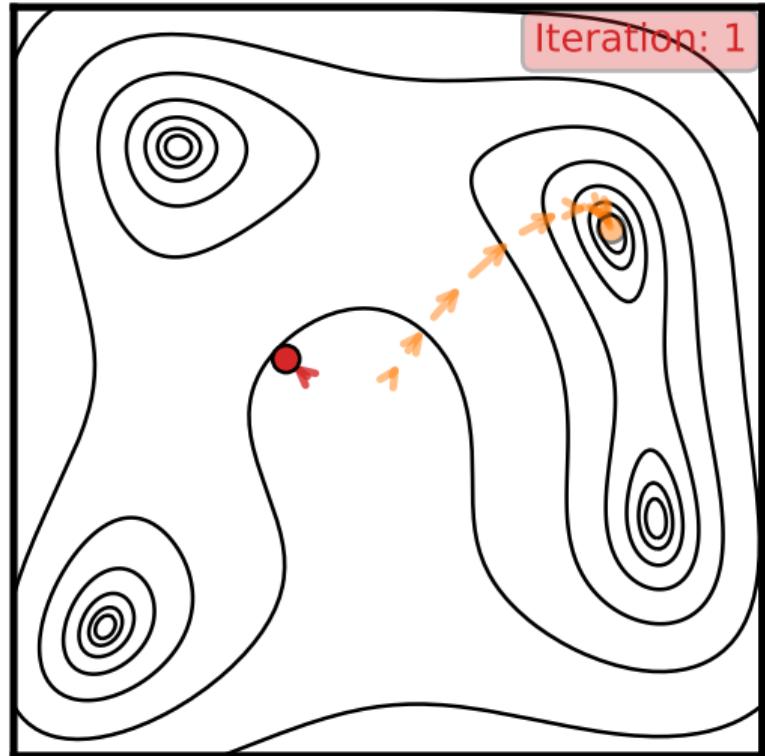


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

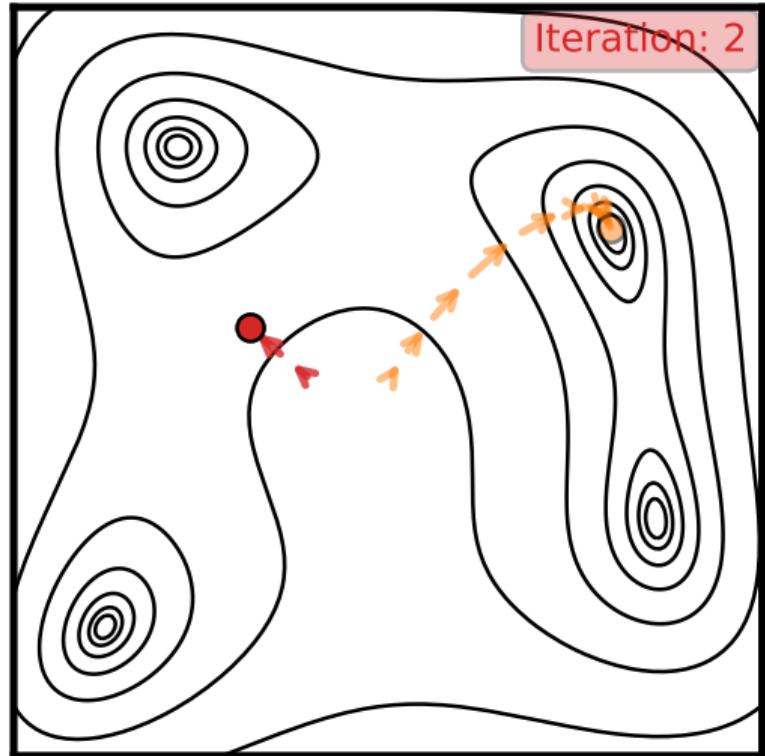


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

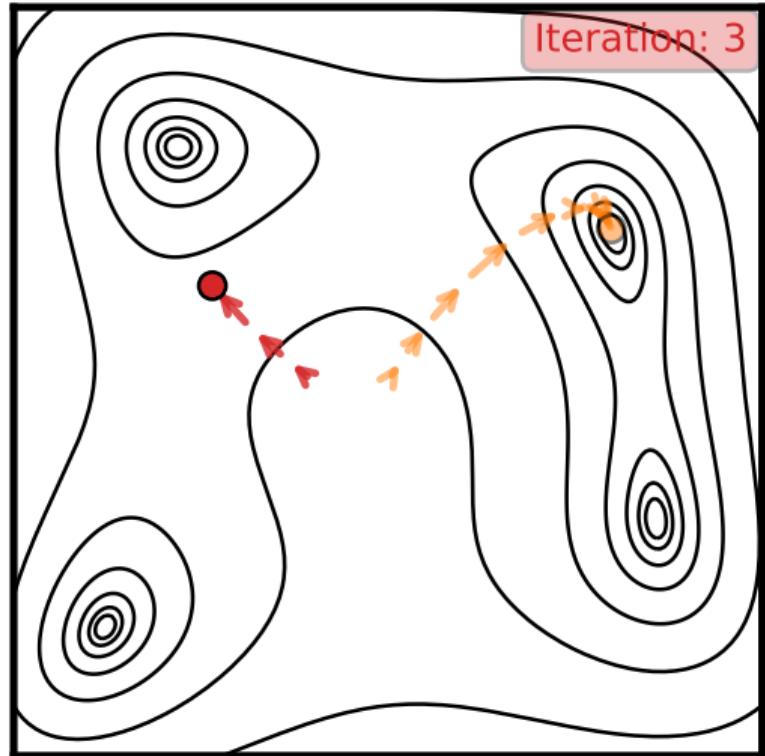


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

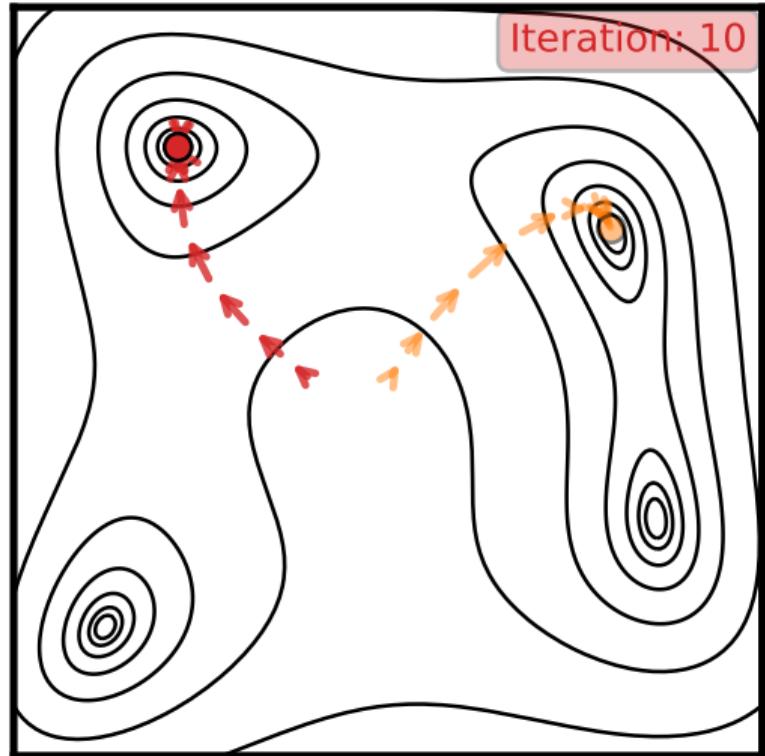


Gradient descent: inference at speed

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

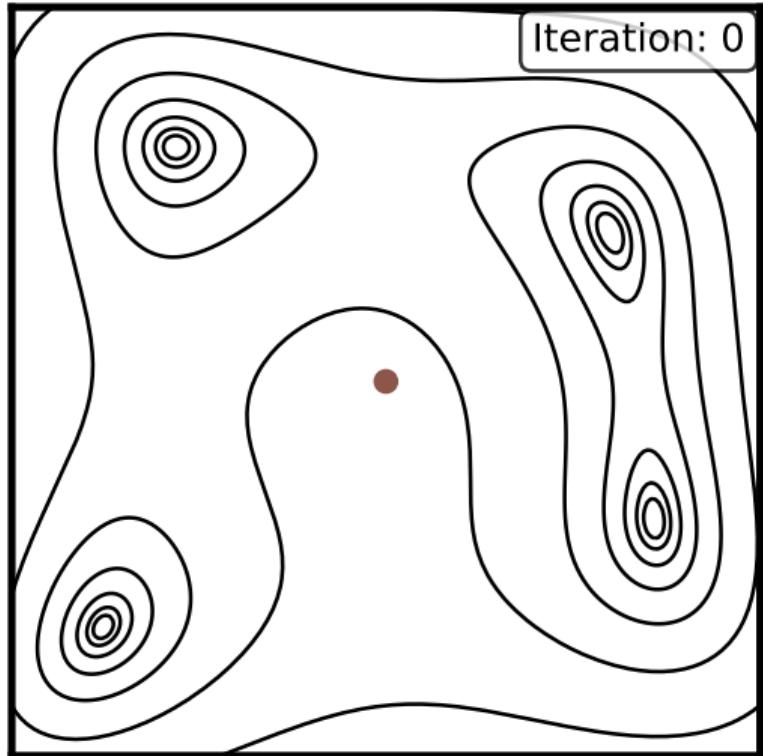


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

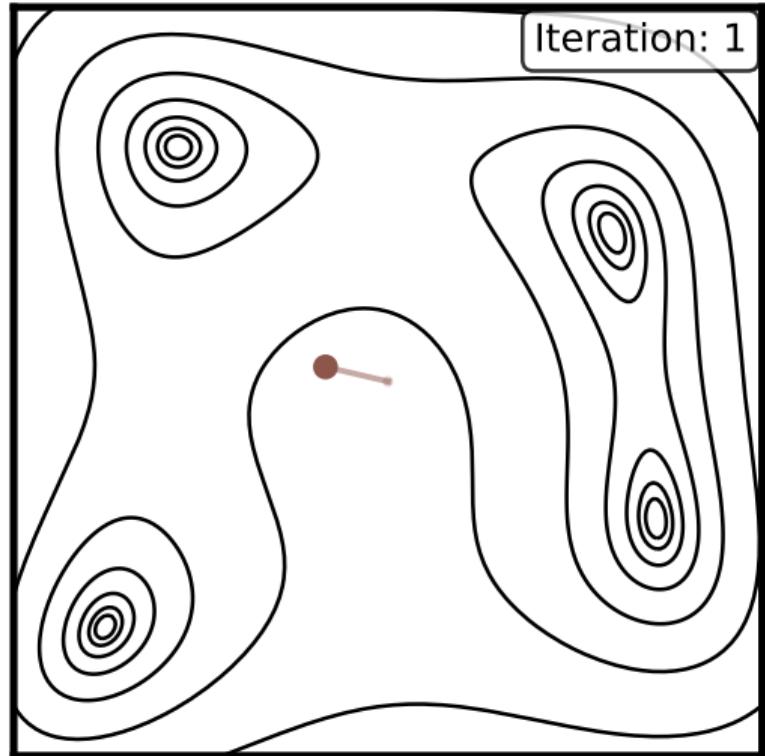


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

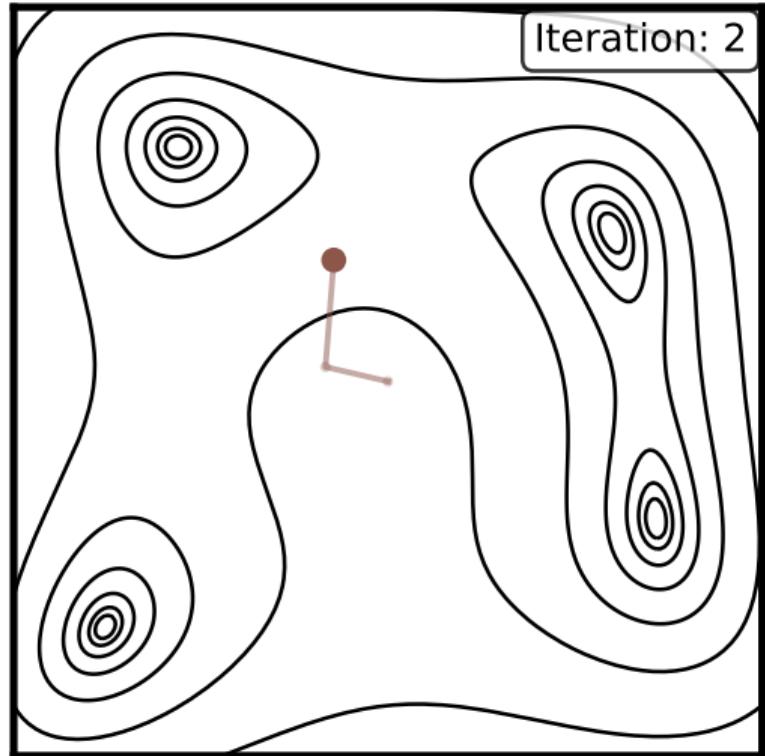


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

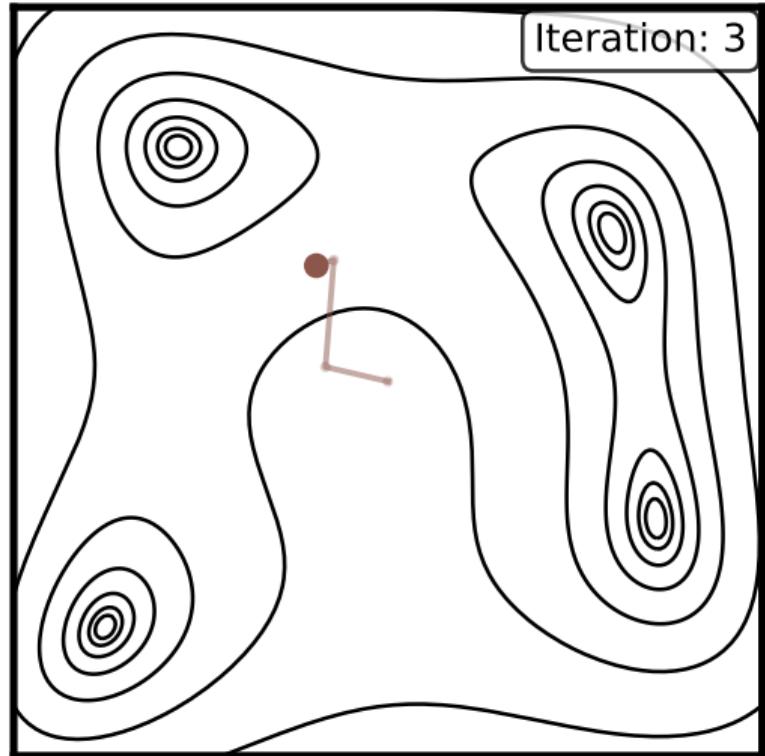


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

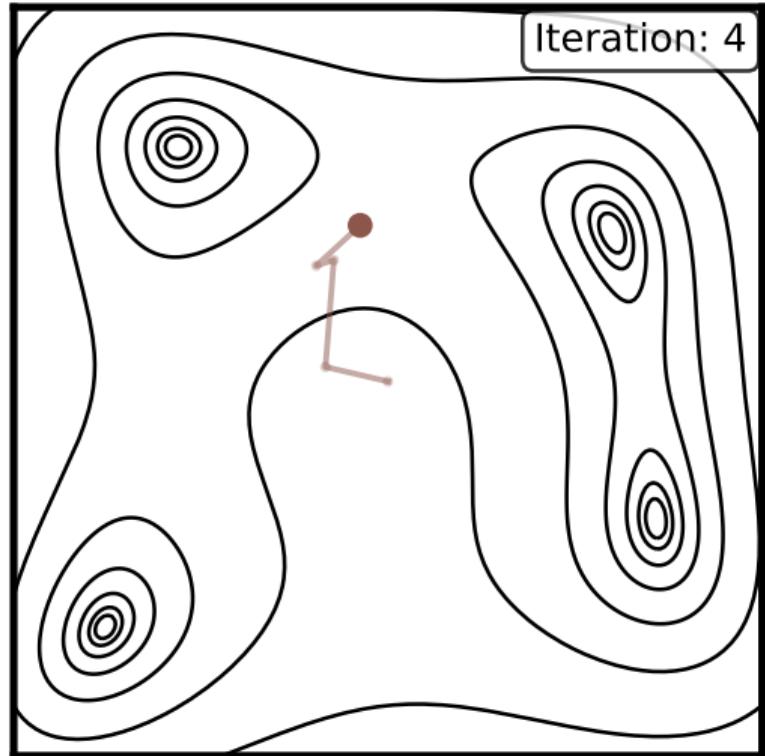


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

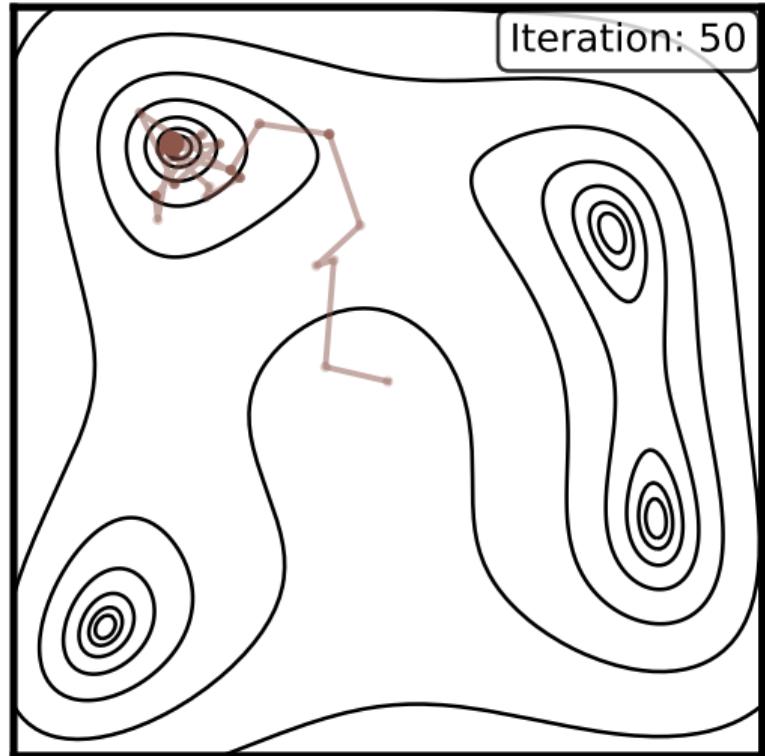


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

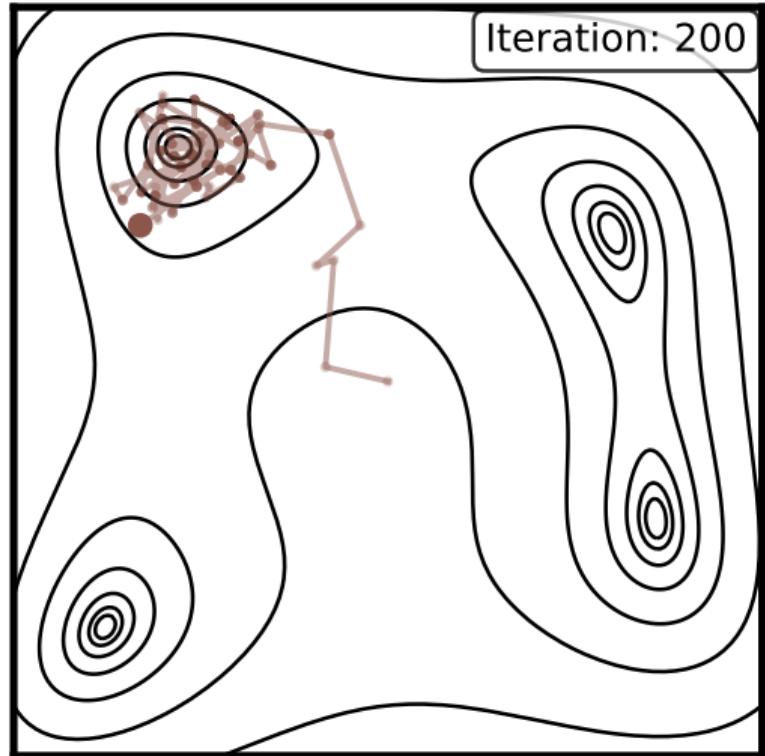


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

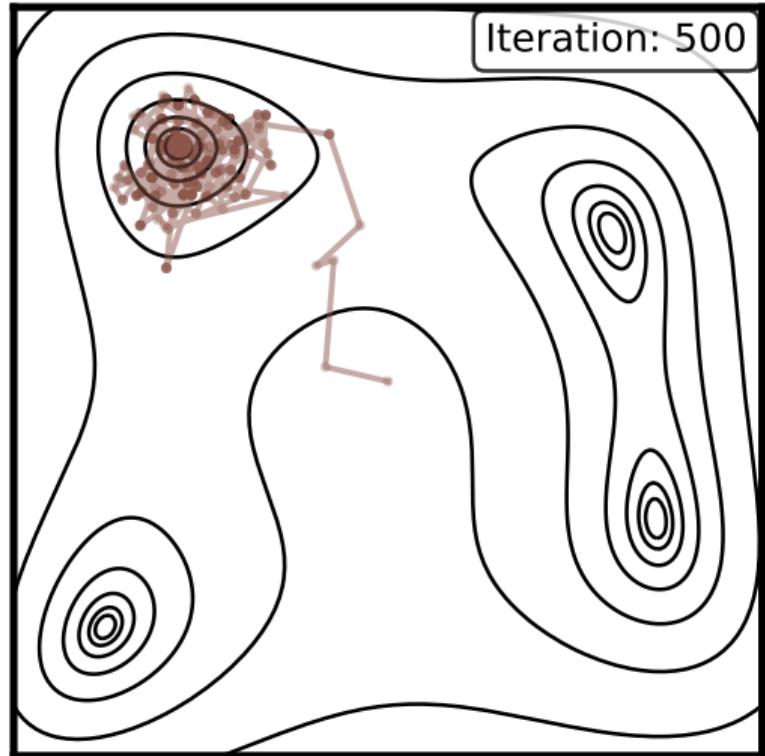


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

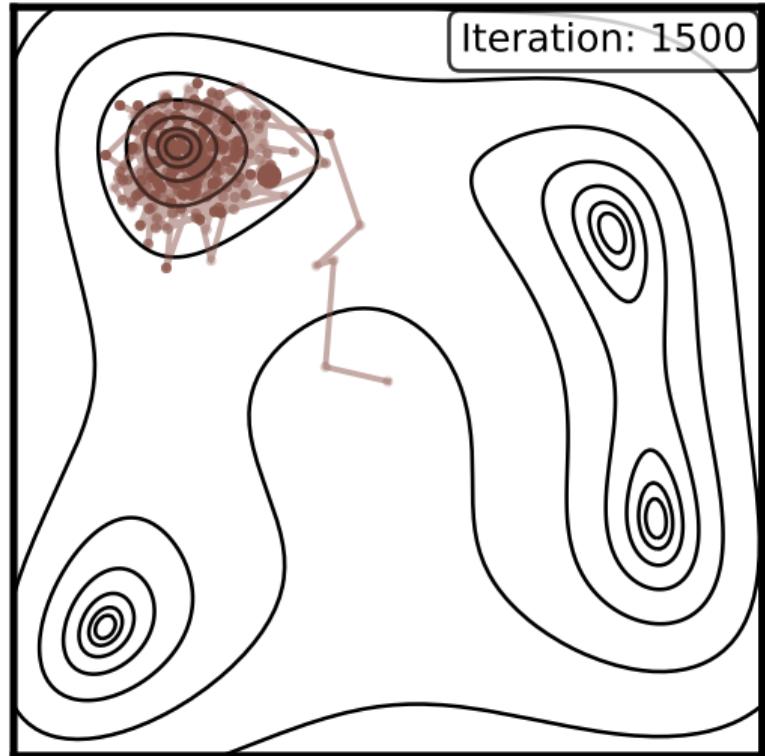


Metropolis-Hastings: error bars

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

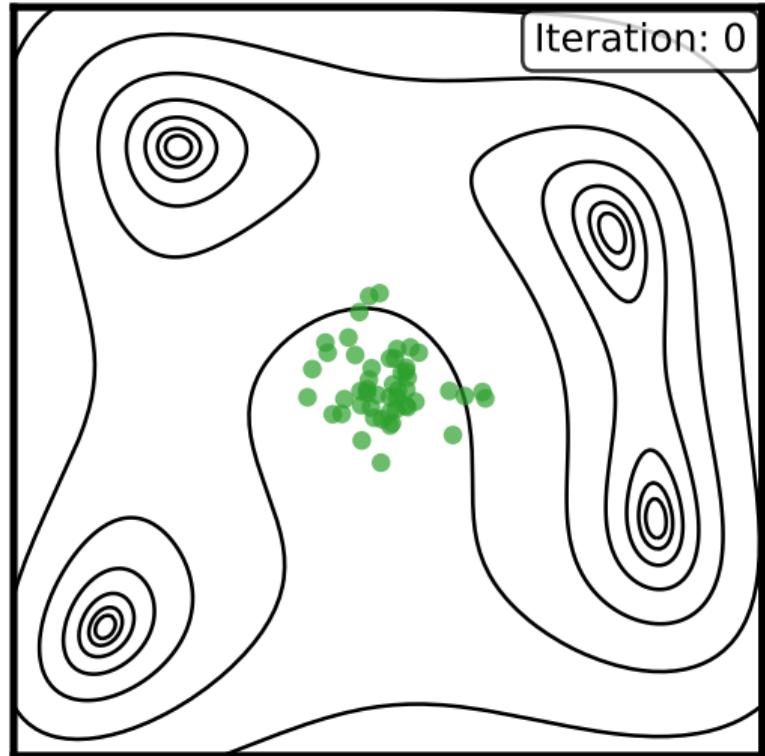
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

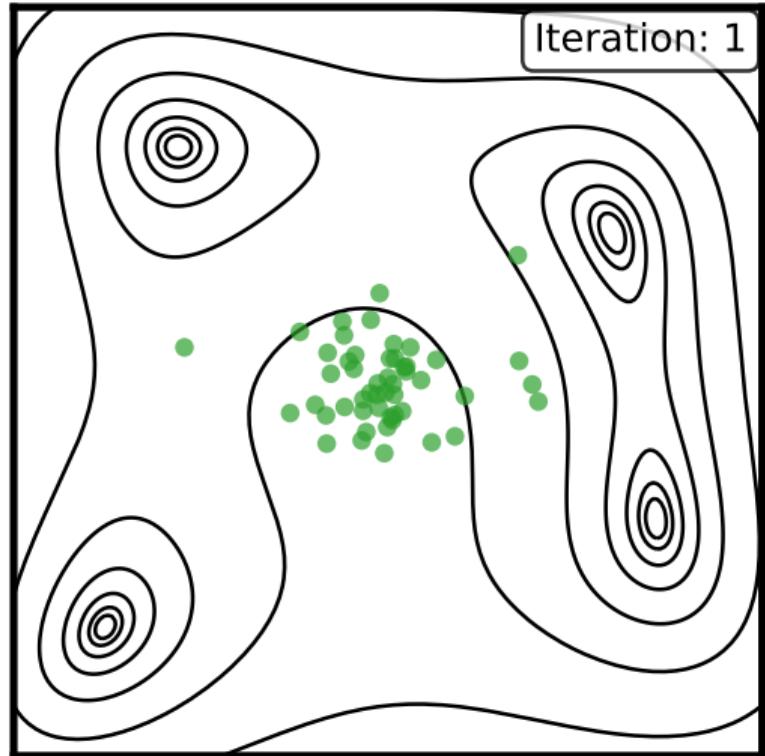
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

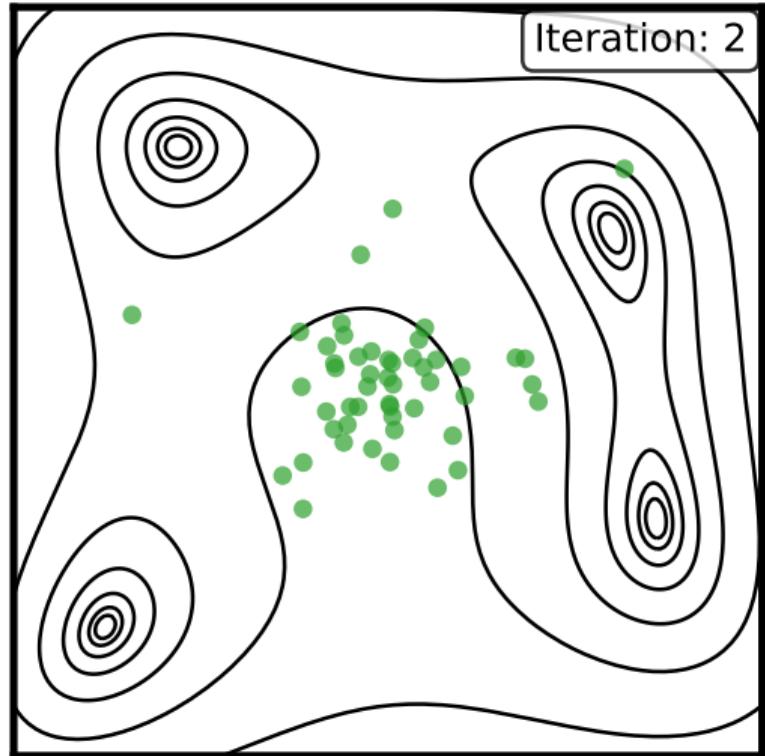
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

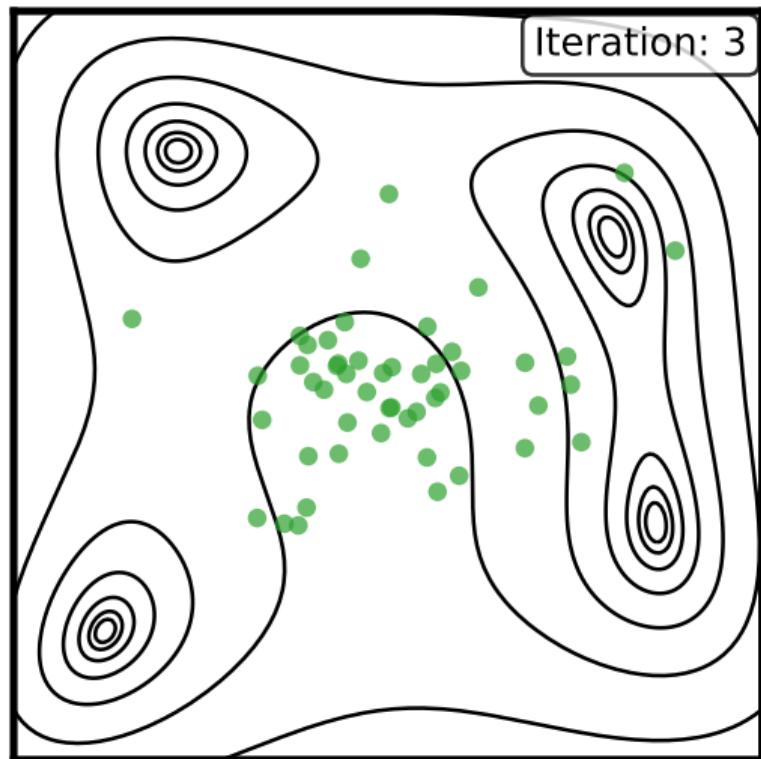
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

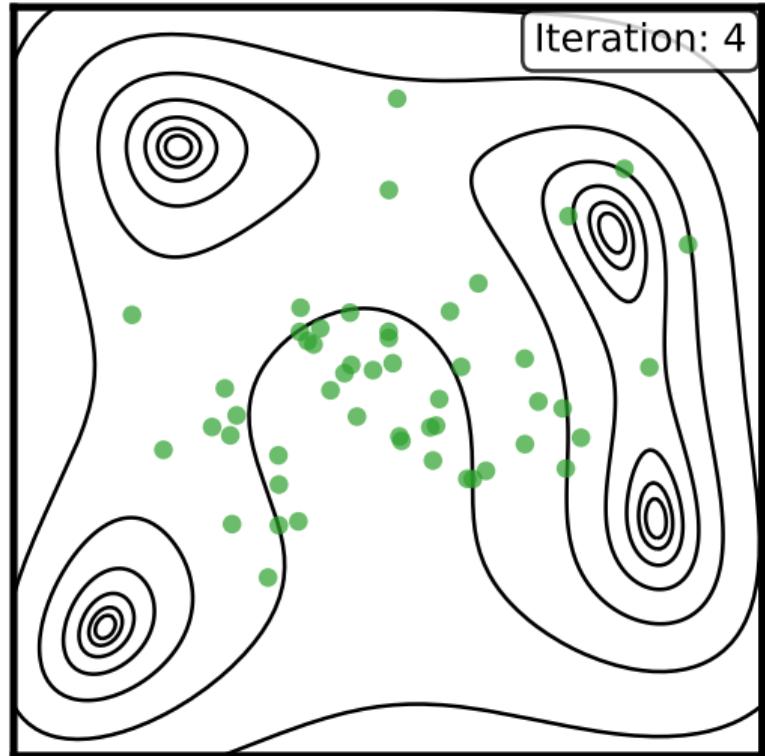
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

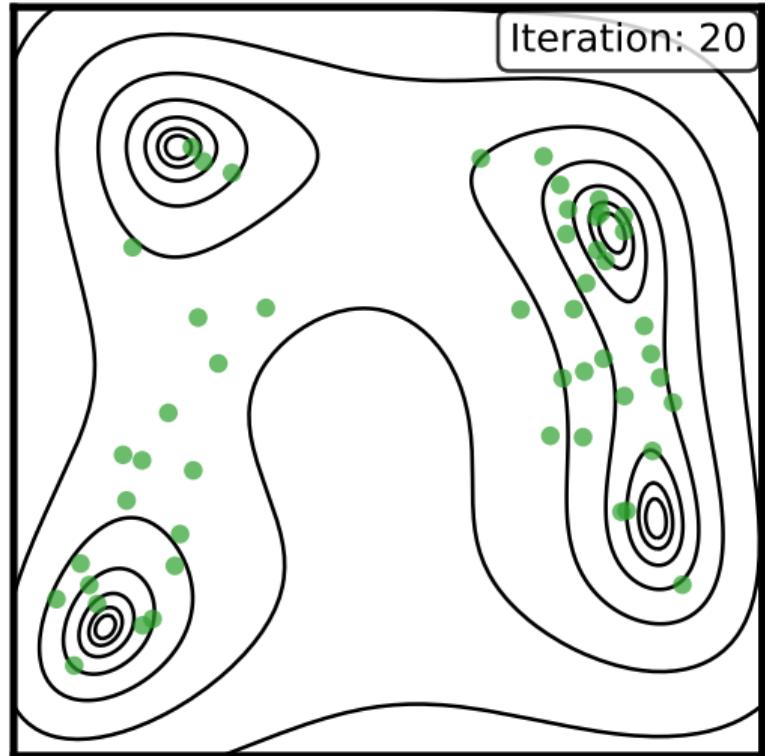
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

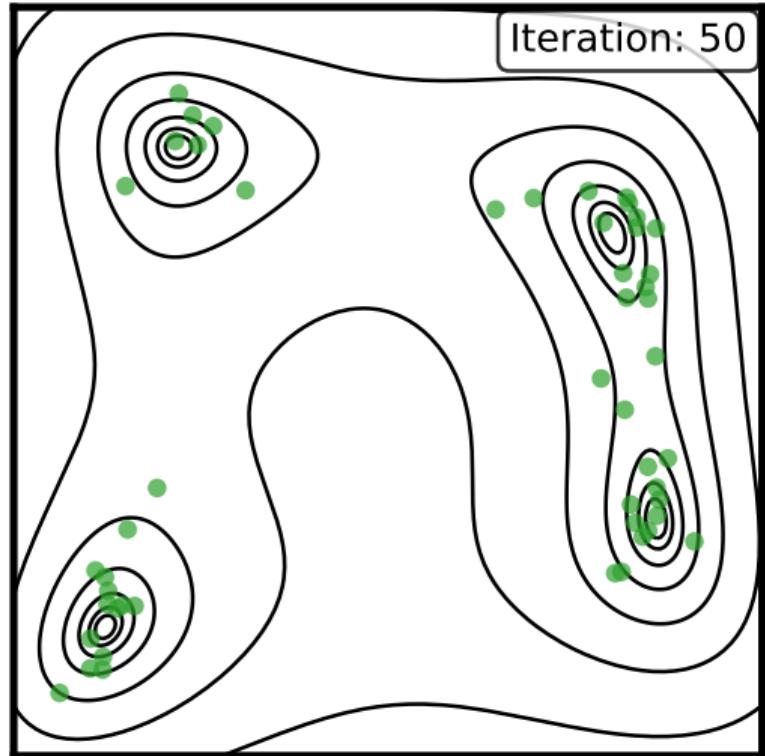
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

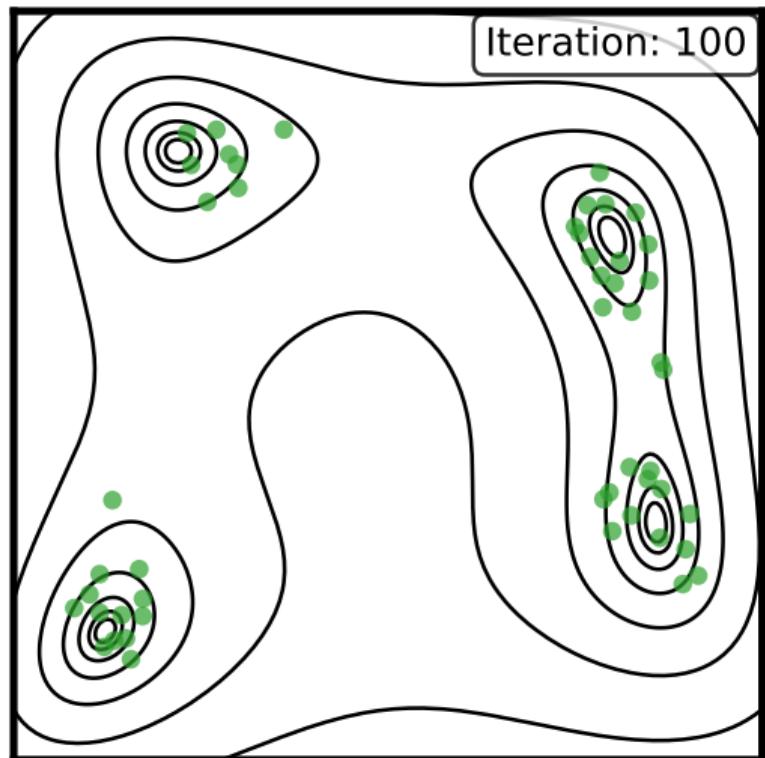
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

emcee: adaptive ensemble algorithms

David Yallup

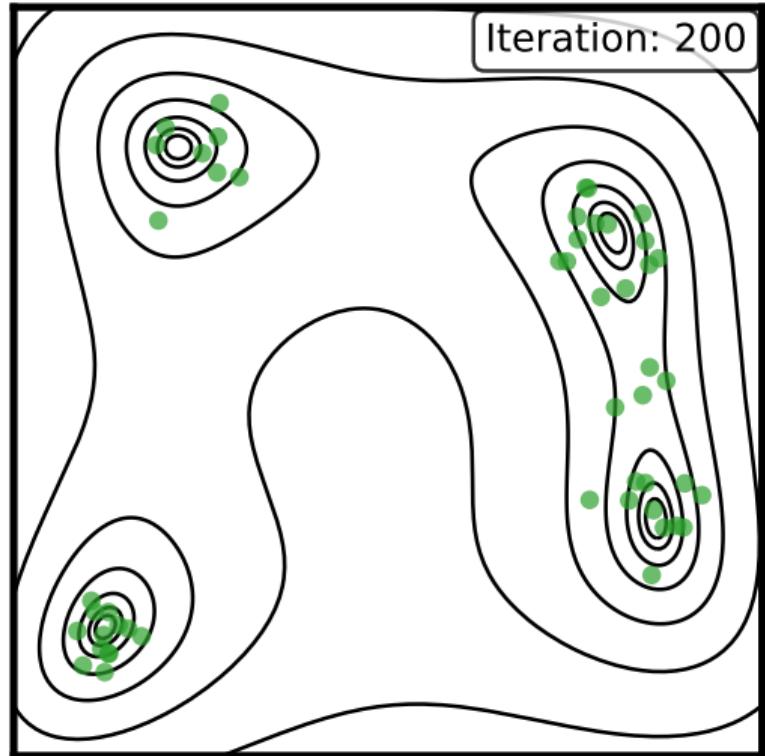
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

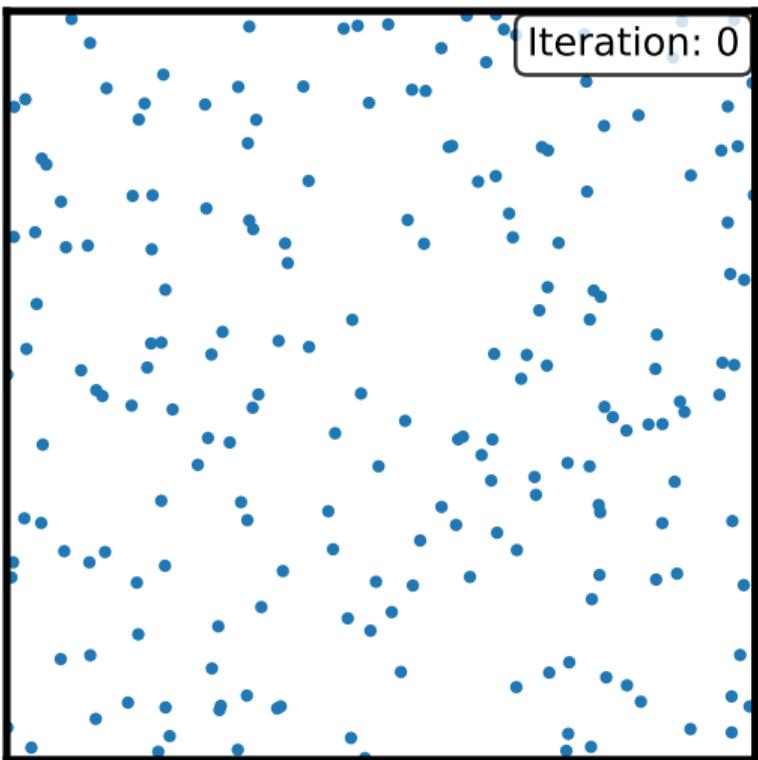


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

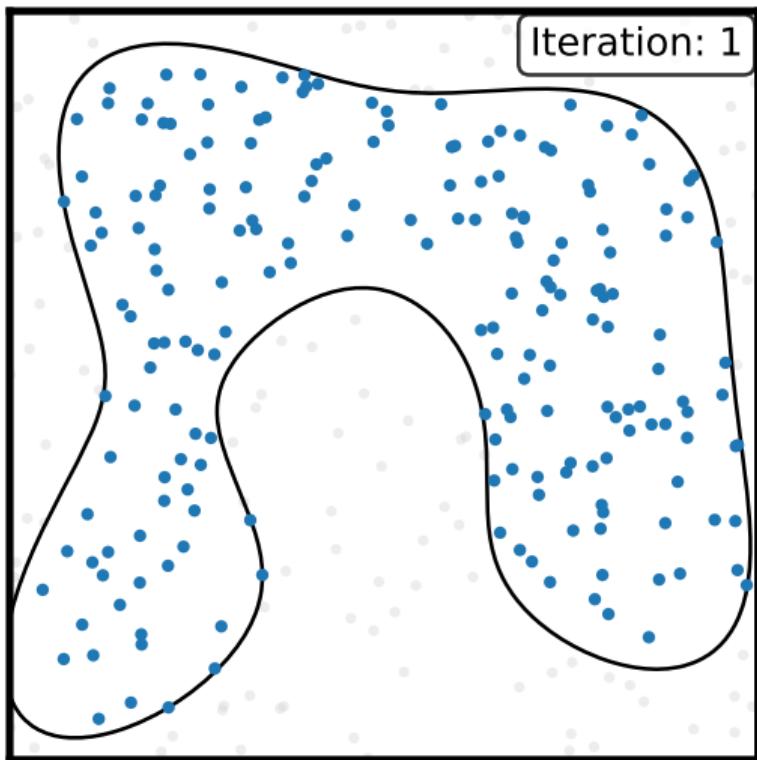


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

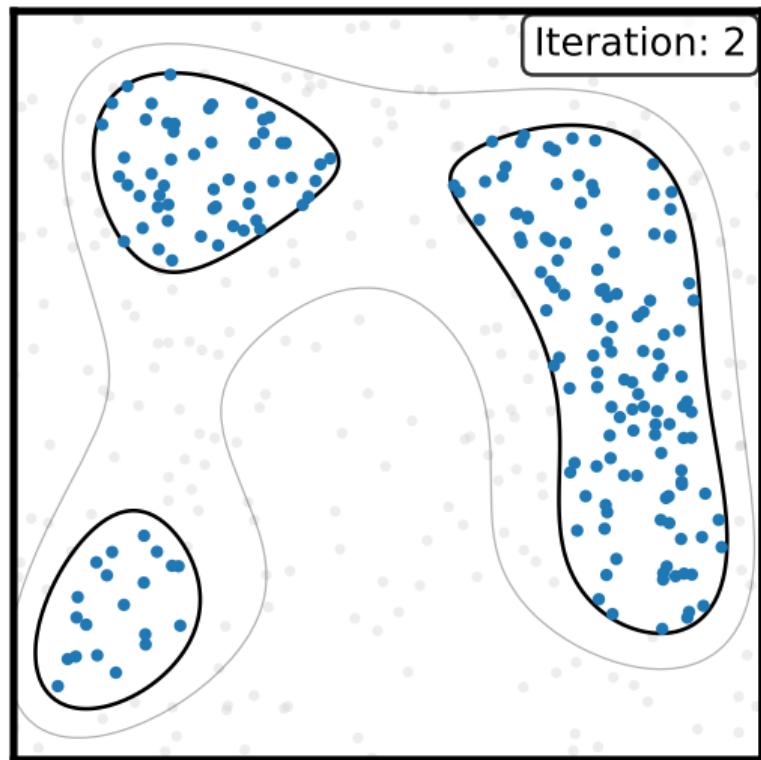


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

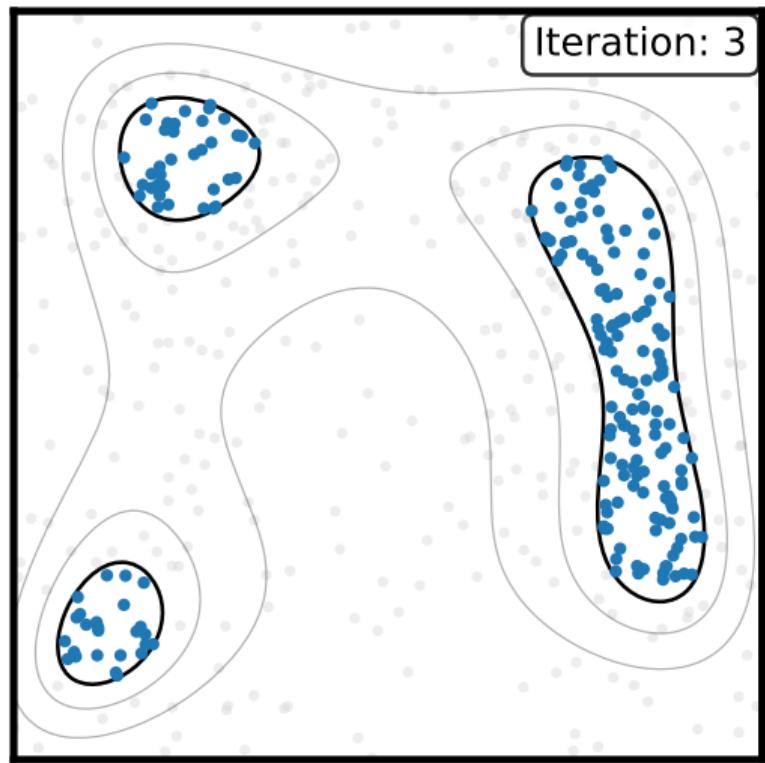


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

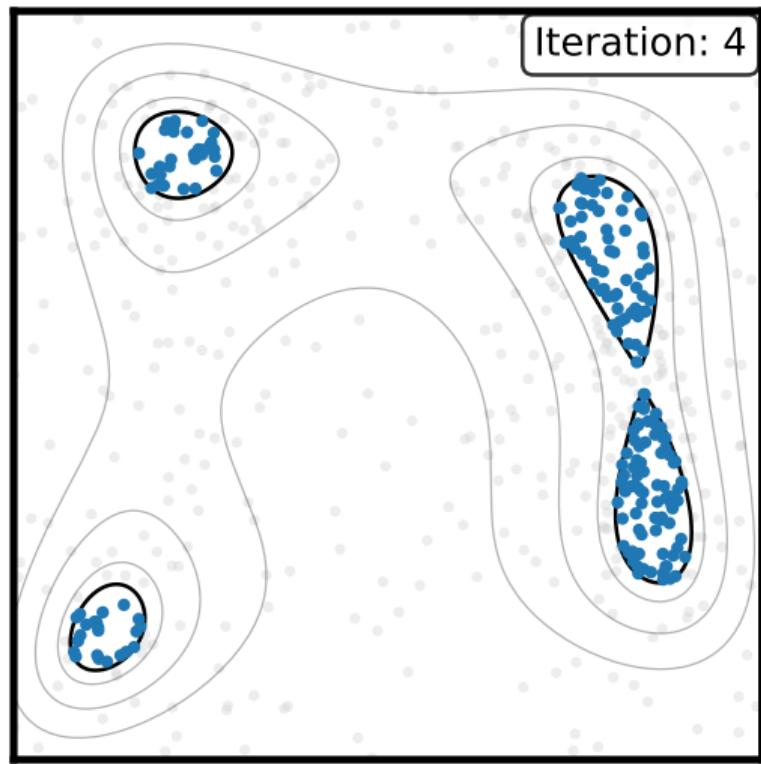


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

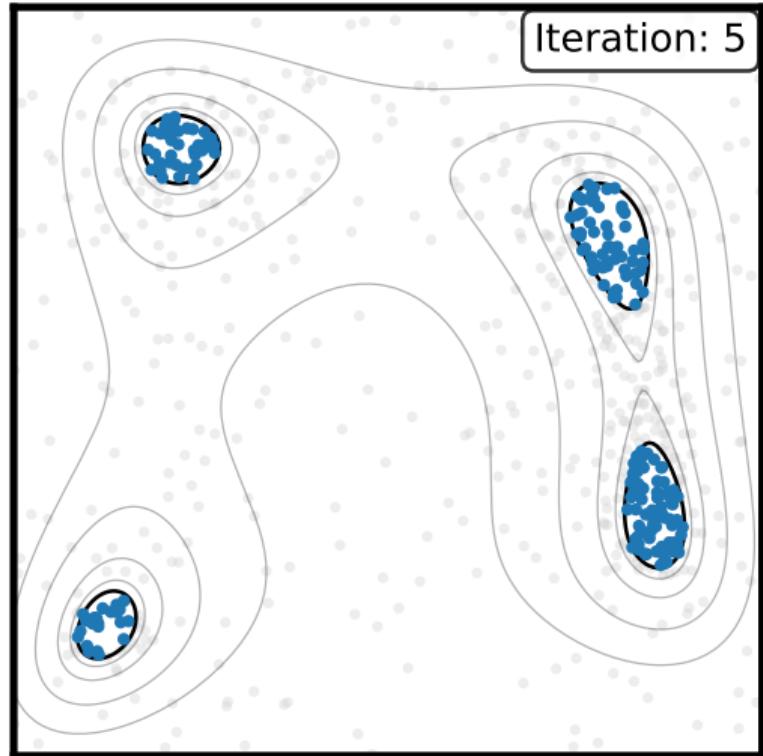


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

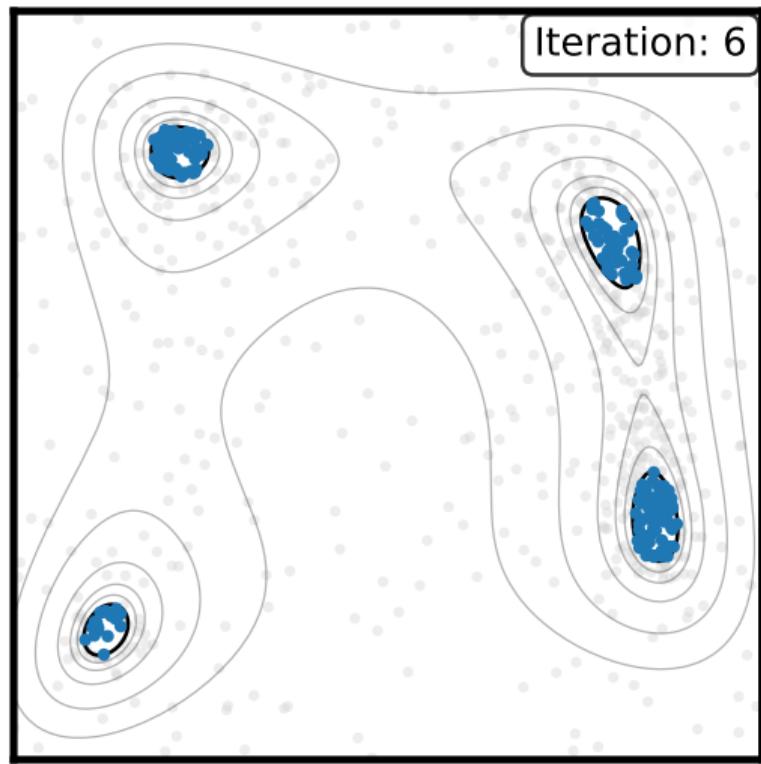


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

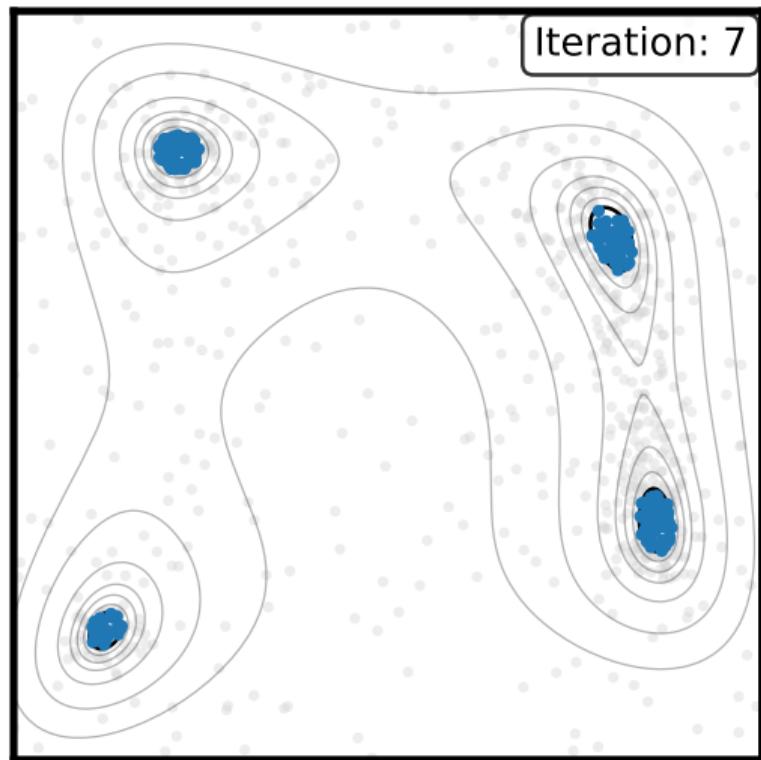


Nested sampling: model comparison

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

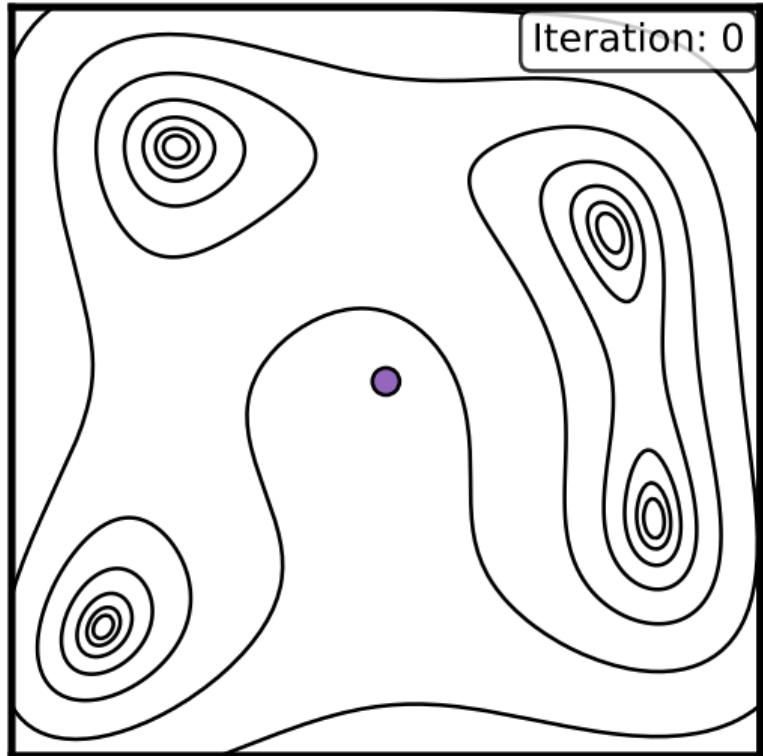


Hamiltonian Monte Carlo: inference with gradients

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

David Yallup

Postdoc

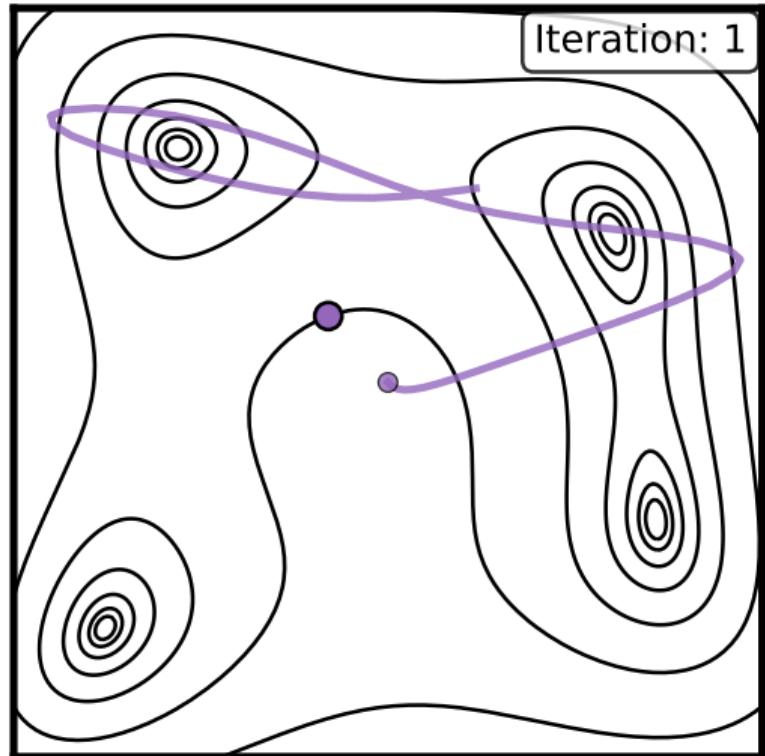


Hamiltonian Monte Carlo: inference with gradients

- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

Hamiltonian Monte Carlo: inference with gradients

David Yallup

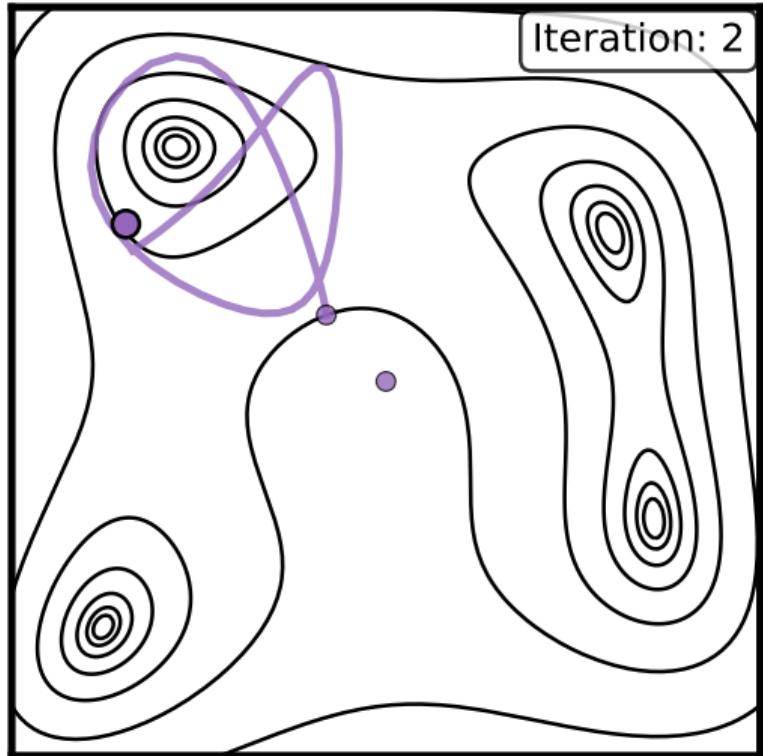
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

Hamiltonian Monte Carlo: inference with gradients

David Yallup

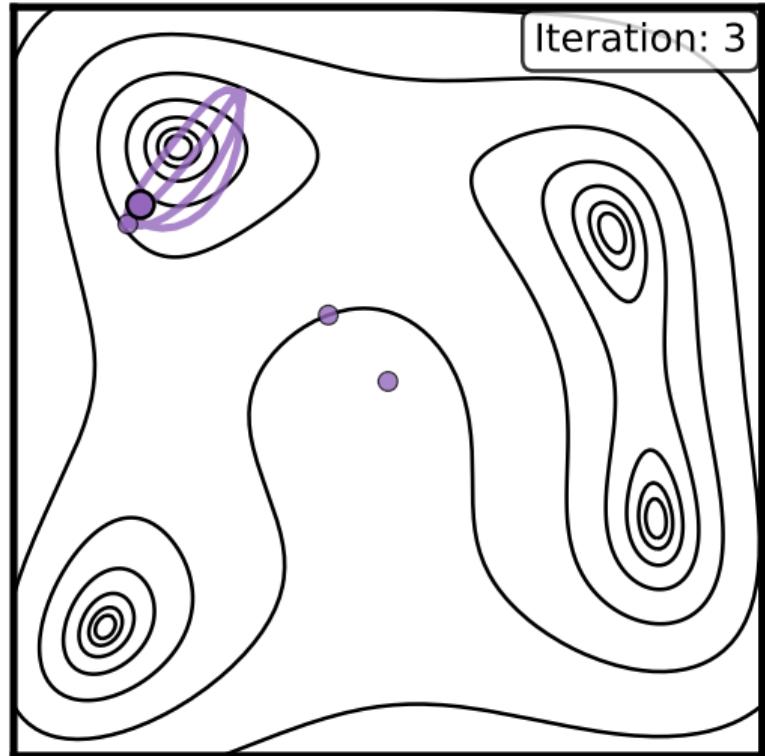
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

Hamiltonian Monte Carlo: inference with gradients

David Yallup

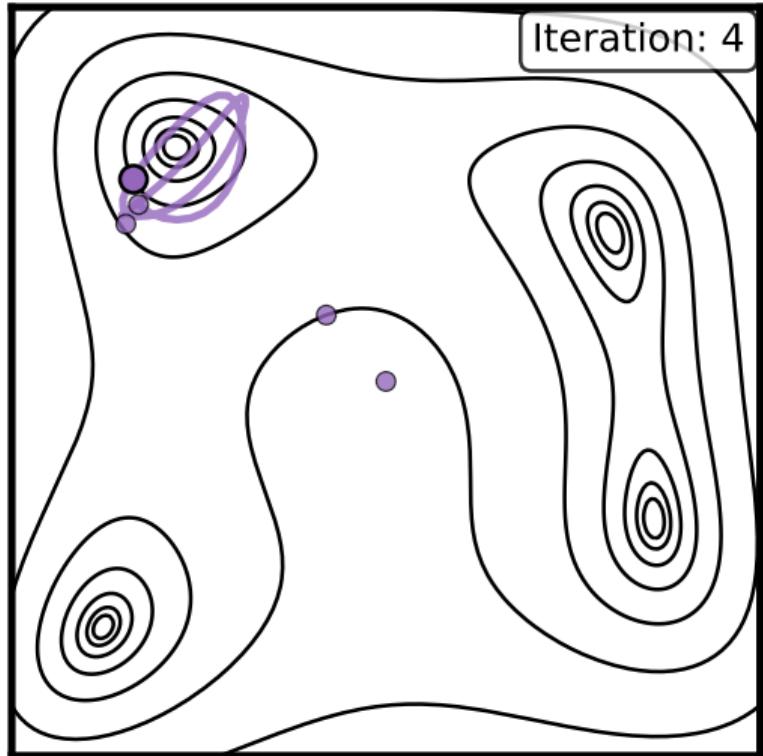
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

Hamiltonian Monte Carlo: inference with gradients

David Yallup

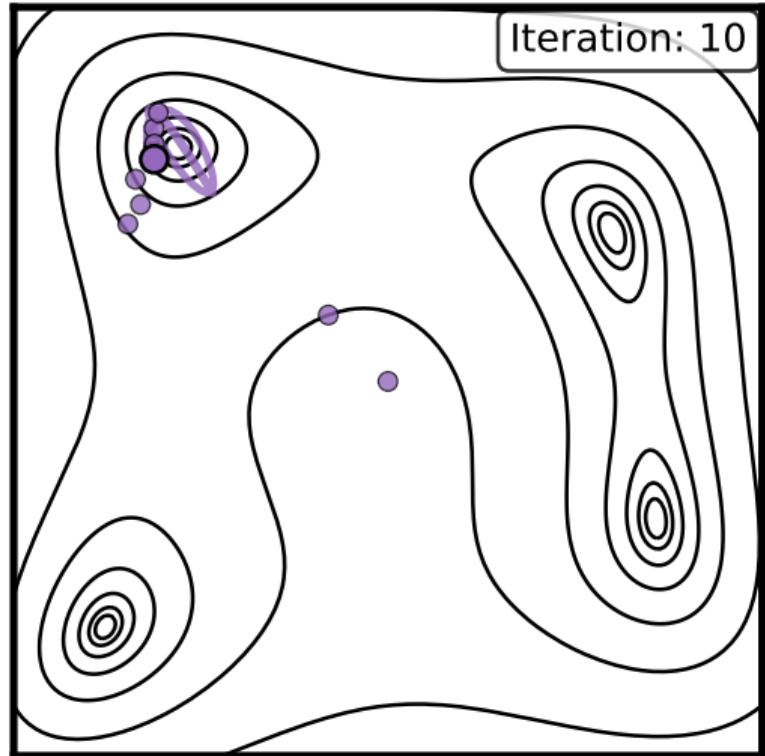
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

Hamiltonian Monte Carlo: inference with gradients

David Yallup

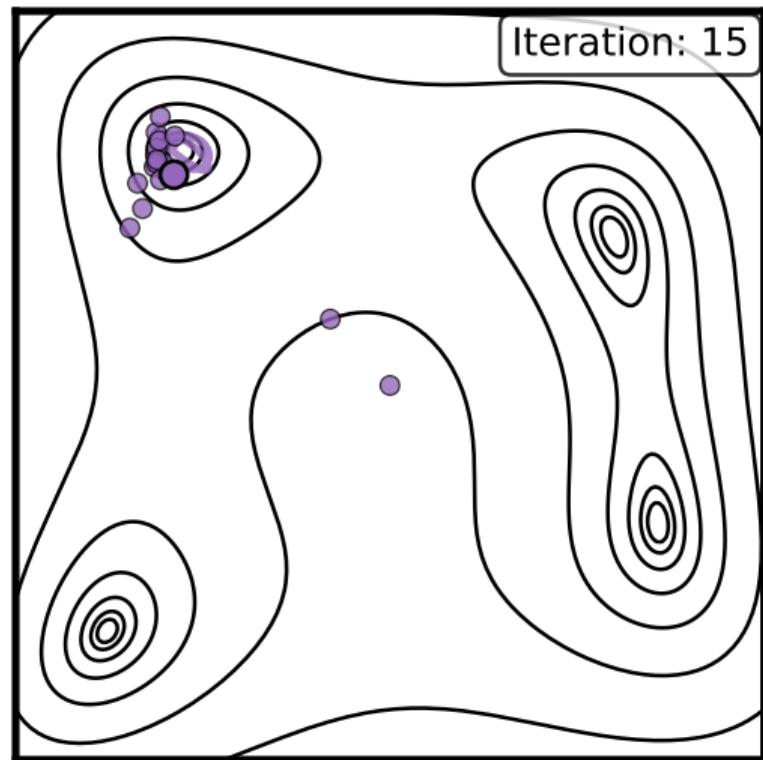
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



BlackJAX: GPU Native Sampling [2402.10797]

Hamiltonian Monte Carlo: inference with gradients

David Yallup

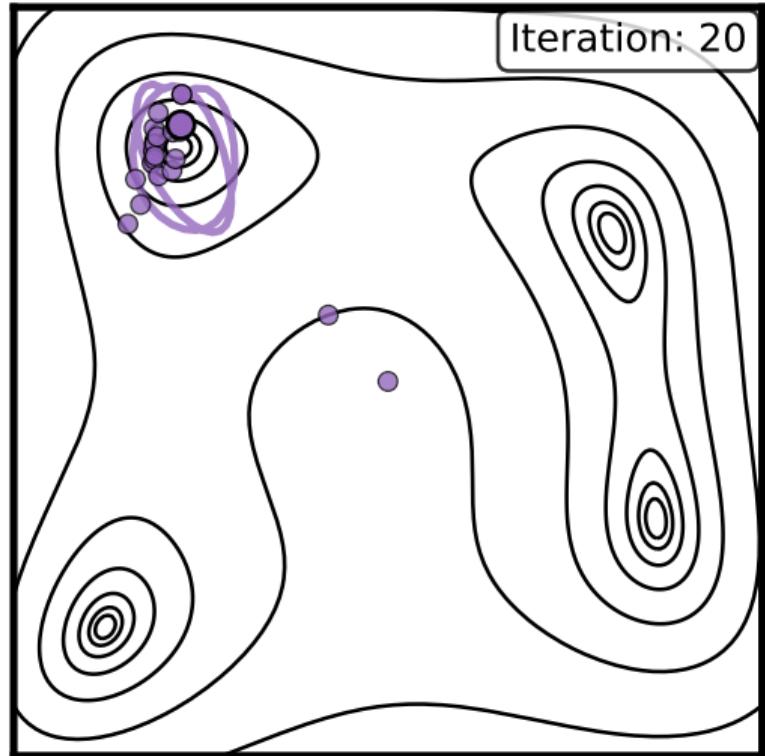
Postdoc



- ▶ Sampling traditionally CPU-bound.
- ▶ Different algorithms, same GPU challenge.
- ▶ Need unified GPU-native framework.
- ▶ From optimization to model comparison.

- ▶ BlackJAX: Full JAX ecosystem.
- ▶ All algorithms GPU-accelerated.
- ▶ Gradient descent through nested sampling.
- ▶ Unified interface, maximum performance.

- ▶ Framework: more like `numpy` or `scipy` than `cobaya` or `cosmosis`.



CMB Power Spectrum (6 params)

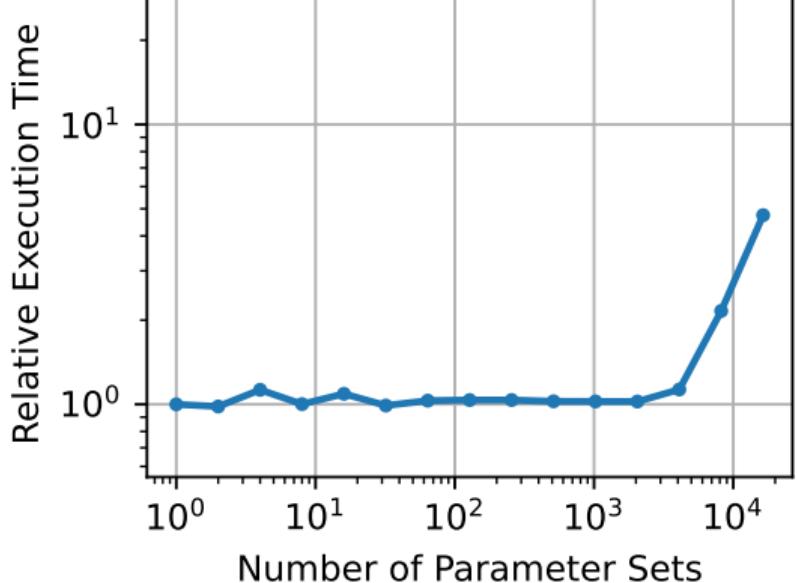
- ▶ **PolyChord (CPU)**: 1 hour
- ▶ **BlackJAX (GPU)**: 12 seconds

300× speedup

Cosmic Shear (37 params)

- ▶ **PolyChord (48 CPUs)**: 8 months
- ▶ **NUTS (12 A100 GPUs)**: 2 days
- ▶ **BlackJAX (1 A100 GPU)**: 11 hours

**Significant improvement over previous
GPU methods [2405.12965]**



CMB Power Spectrum (6 params)

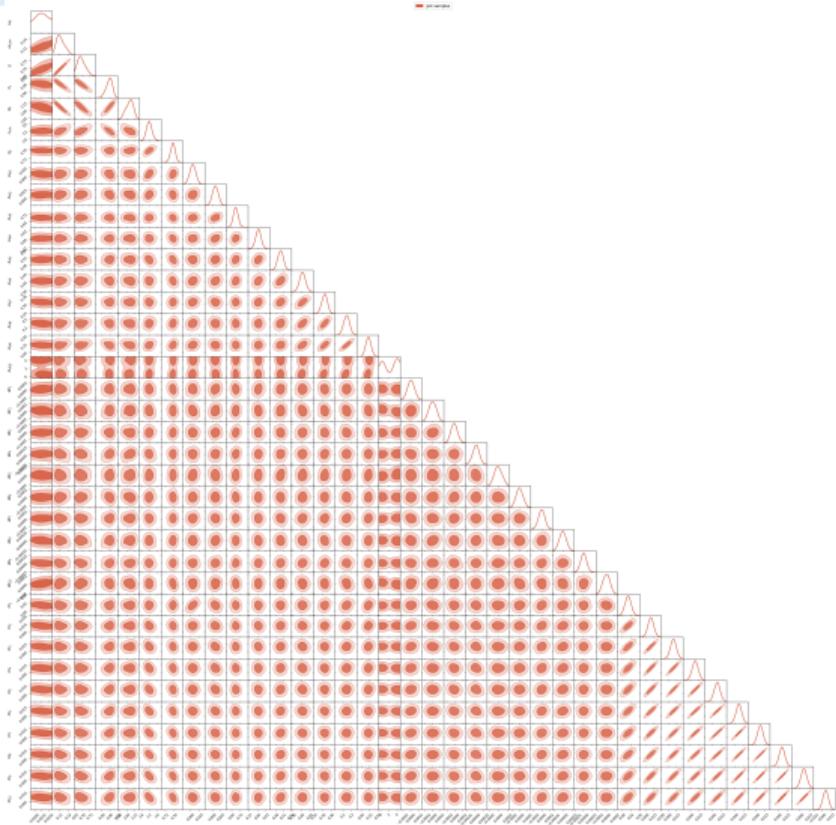
- ▶ PolyChord (CPU): 1 hour
- ▶ BlackJAX (GPU): 12 seconds

300× speedup

Cosmic Shear (37 params)

- ▶ PolyChord (48 CPUs): 8 months
- ▶ NUTS (12 A100 GPUs): 2 days
- ▶ BlackJAX (1 A100 GPU): 11 hours

Significant improvement over previous
GPU methods [2405.12965]



CMB Power Spectrum (6 params)

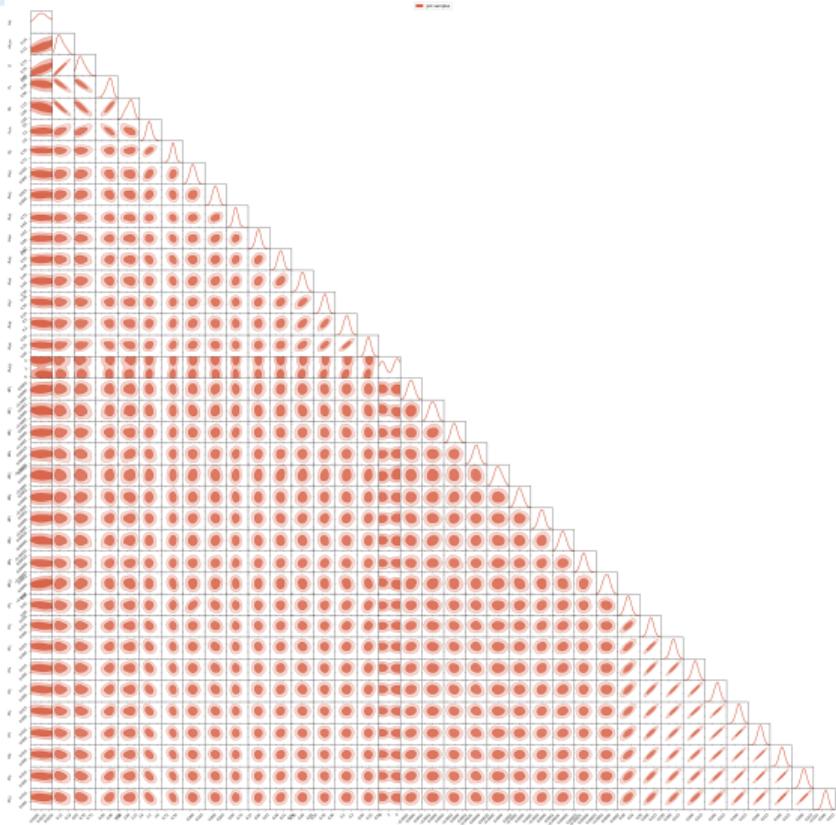
- ▶ PolyChord (CPU): 1 hour
- ▶ BlackJAX (GPU): 12 seconds

300× speedup

Cosmic Shear (37 params)

- ▶ PolyChord (48 CPUs): 8 months
- ▶ NUTS (12 A100 GPUs): 2 days
- ▶ Toby's NUTS (1 A100 GPU): 6 hours
- ▶ BlackJAX (1 A100 GPU): 11 hours

Significant improvement over previous
GPU methods [2405.12965]



The Future: AI in Scientific Code Development

Claude Code
AI Assistant



The Real AI Revolution: LLMs

The biggest impact of AI will not be in analyzing data, but in helping us write the code to do it.

- ▶ **Automated code translation:** LLMs can help port legacy Fortran/C++ models to modern, GPU-friendly & differentiable frameworks like JAX or PyTorch.

The 80/20 Rule of Scientific Work

- ▶ **80% “boring” tasks:** Writing code, debugging, drafting & reviewing papers, munging data, organising meetings...
- ▶ **20% “hard thinking”:** The actual scientific insight.

AI's biggest immediate impact is automating and accelerating the 80%, freeing up human time for the 20%.

Key Message

AI is not just a tool for analysis; it's about to fundamentally change how we develop, optimize, and deploy our science

Conclusions



github.com/handley-lab/group

1. GPU ≠ Machine Learning: Two Independent Capabilities

- ▶ GPUs accelerate any parallel algorithm.
- ▶ Automatic differentiation + massive parallelization.
- ▶ Often confused, serve different purposes.

2. Classical Algorithms on GPU Competitive with ML State of the Art

- ▶ Traditional physics methods + GPU = superior performance.

3. AI Accelerates Development as well as Computation

- ▶ LLMs solve the GPU porting challenge at scale.
- ▶ 10× development speedup enables widespread adoption.