

# ***Emulating the Universe***

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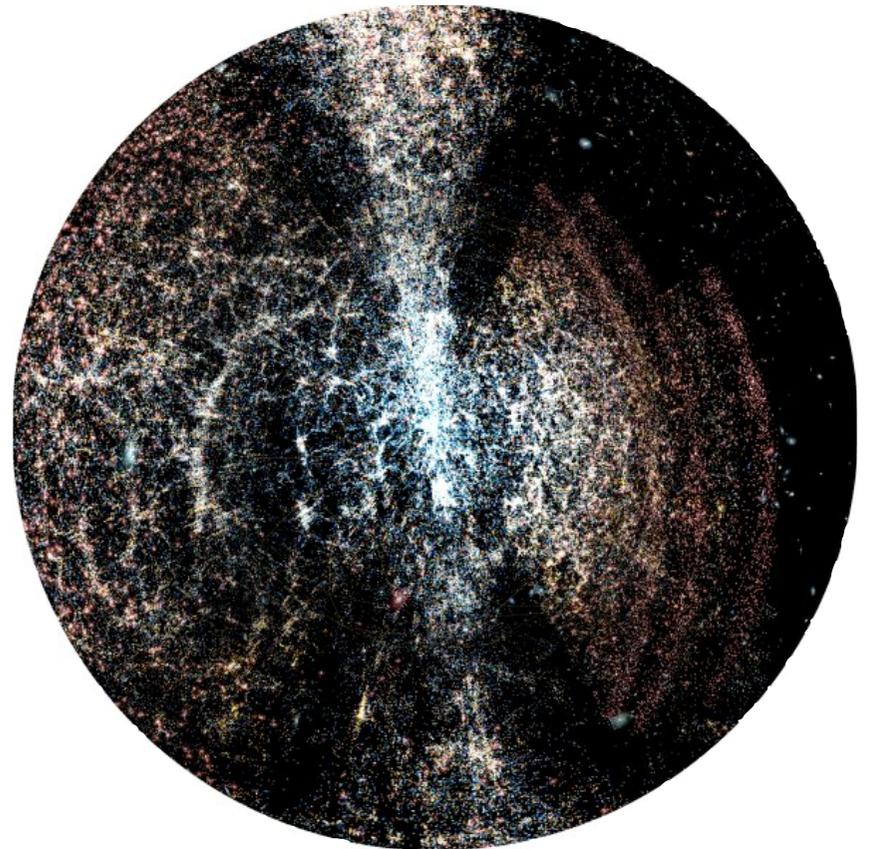


# ***How should we compare***

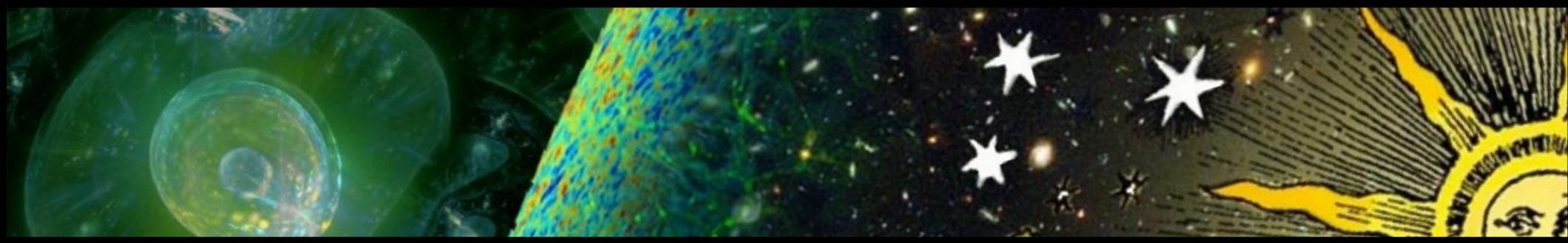


***Theory***

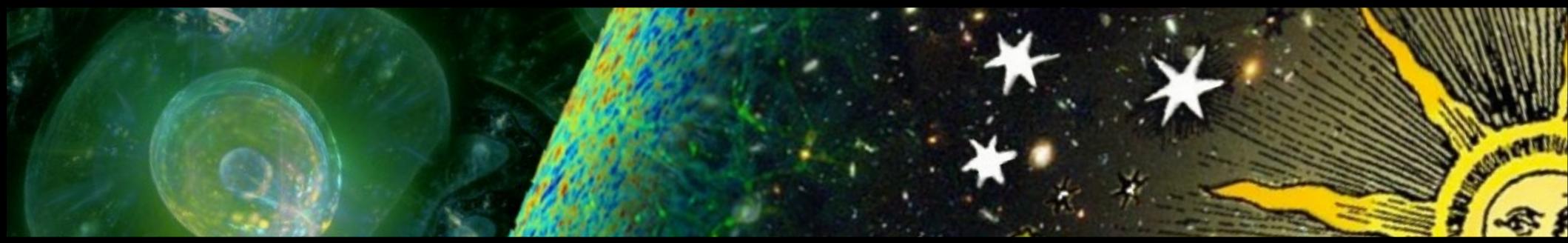
**VS**



***Data?***

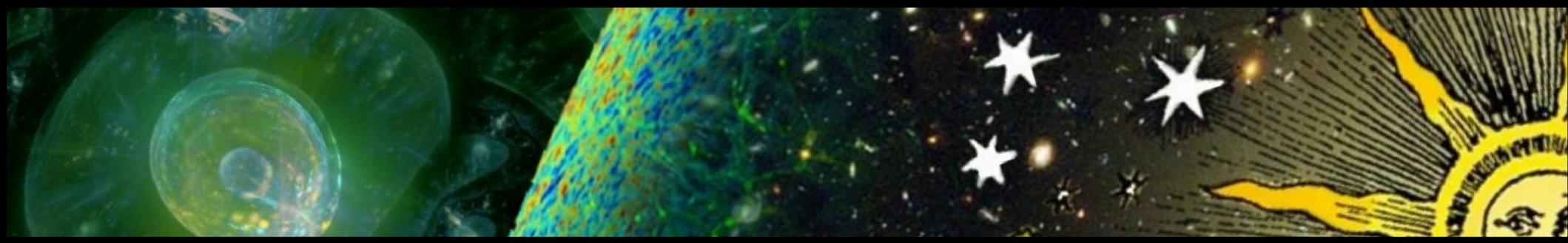


*Cosmological interpretation increasingly reliant on evaluating computationally-costly, non-linear models with many parameters*



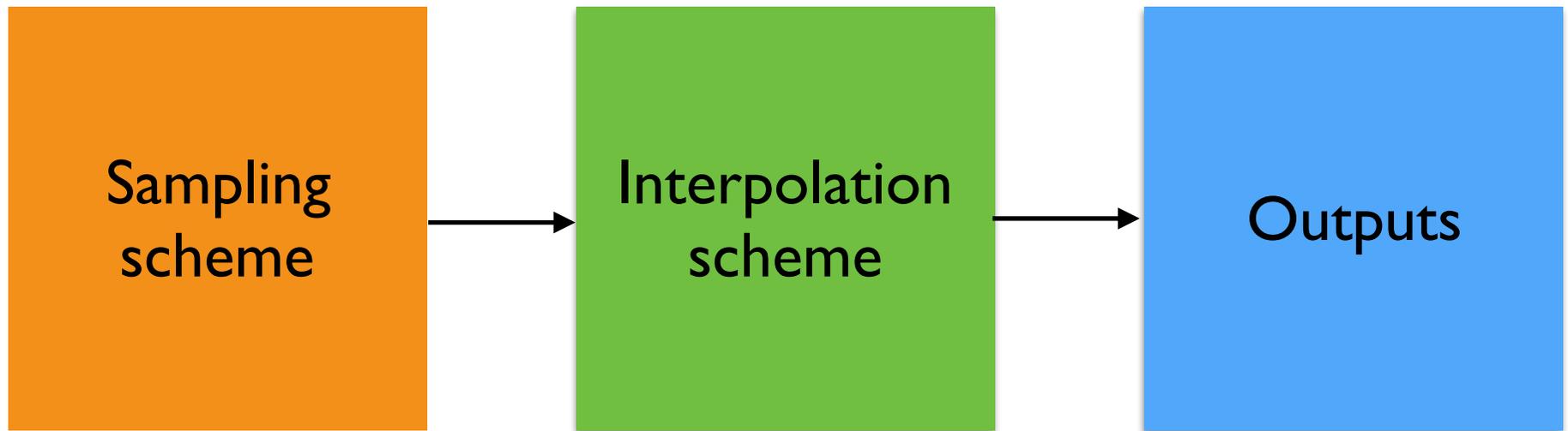
## **Solutions**

- *reduce number of model evaluations required for robust/accurate inference*
- *speed up individual model evaluations*

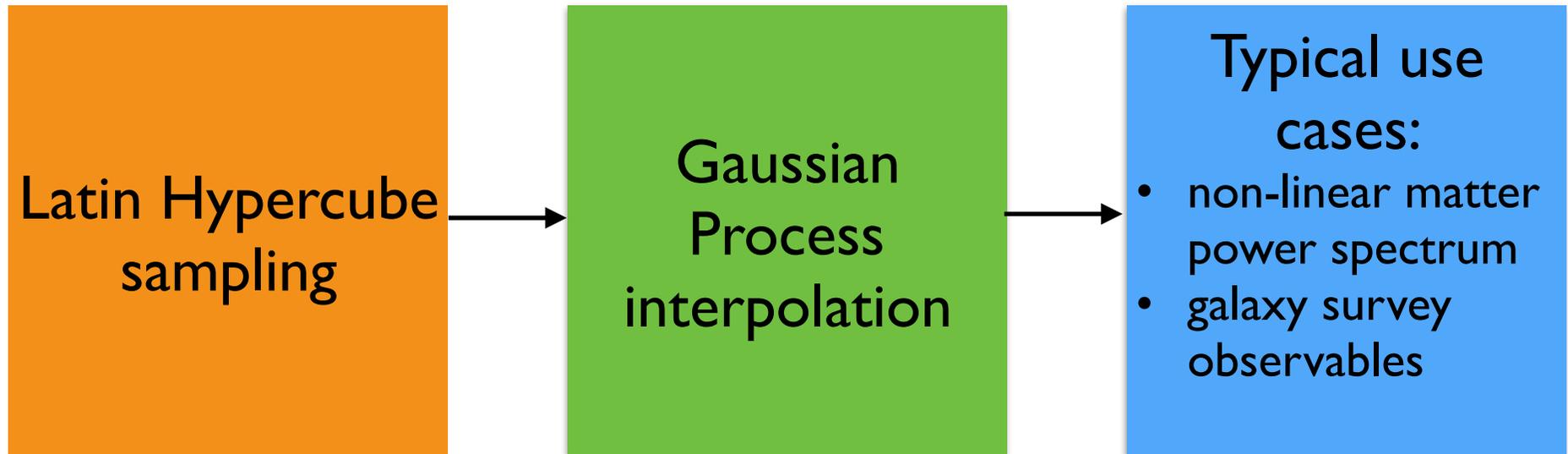


*Emulators for small training sets — very costly simulations  
(hours-days-weeks each)*

# ***Basic emulator setup***



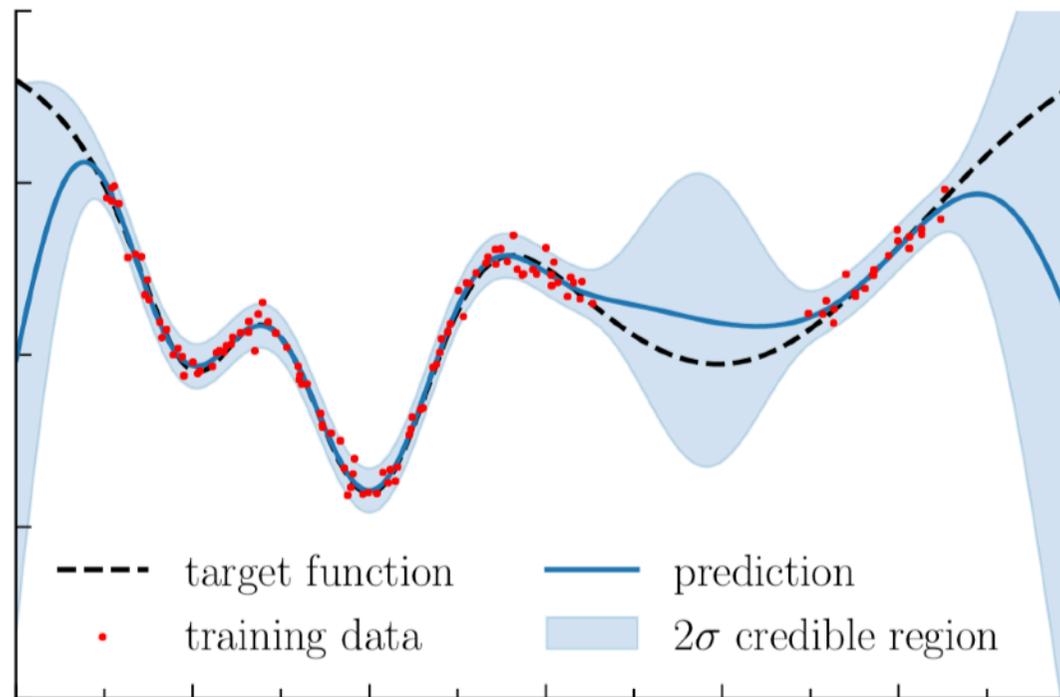
# Typical implementation



- **Pioneering work:** Coyote Universe simulations (2008—) (Katrin Heitmann and collaborators)
- **State of the art examples:** AEMULUS, EuclidEmulator...

# Gaussian process

- *Smooth interpolation scheme* that gives tight constraints where there are training points and broad constraints where there are none

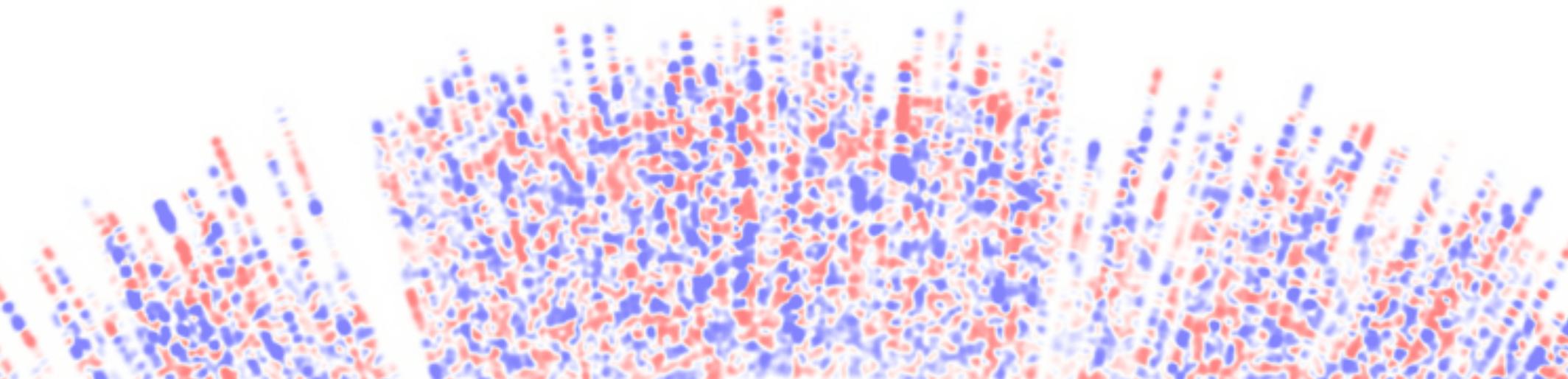


$$f(\mathbf{x}) \sim \mathcal{N}(0, K(\mathbf{x}, \mathbf{x}'; \theta))$$

Simulation output      Simulation parameters      Kernel hyperparameters (covariance model)

# Active acquisition of training set

- **Bayesian optimisation** (see e.g. Gutman and Corander 2016 / Leclercq 2018) can be used to actively construct emulator GP training set.
- Balance **exploration** (where interpolation error is large) against **exploitation** (where posterior probability is large)
- Reach target accuracy with fewer simulations!

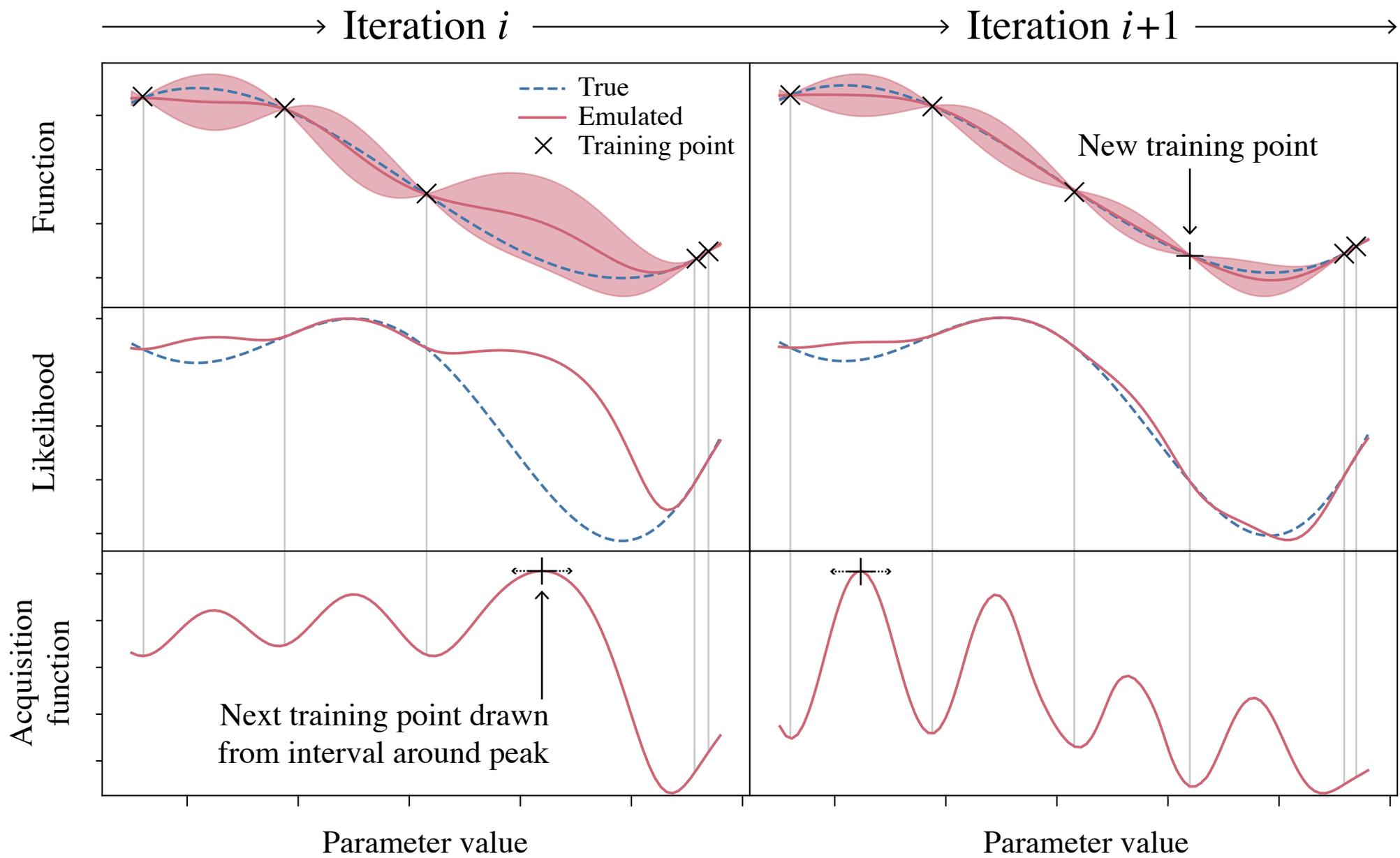


arxiv: [1812.04631](https://arxiv.org/abs/1812.04631), [1812.04654](https://arxiv.org/abs/1812.04654) (JCAP, 2019)

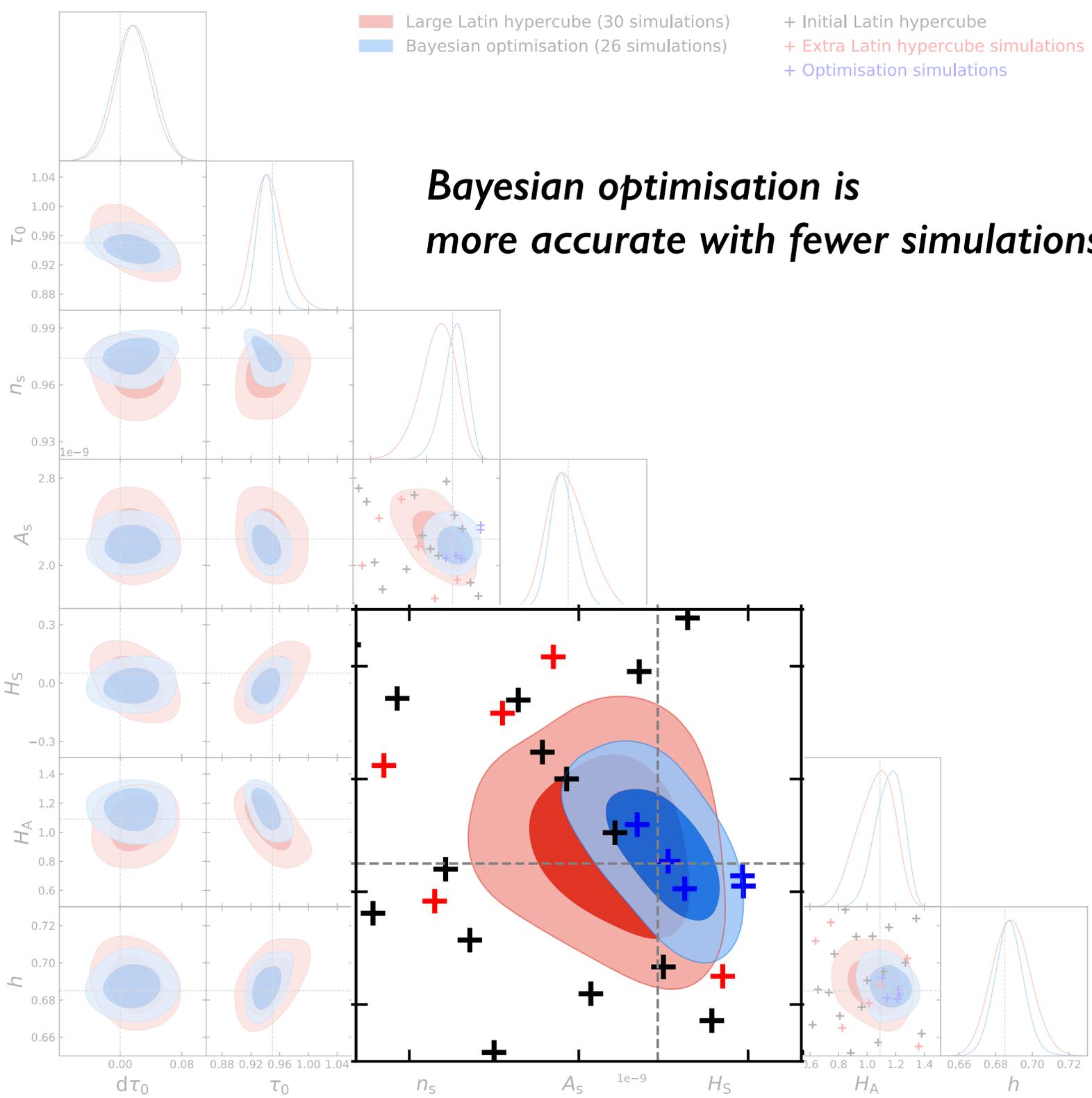
**with**

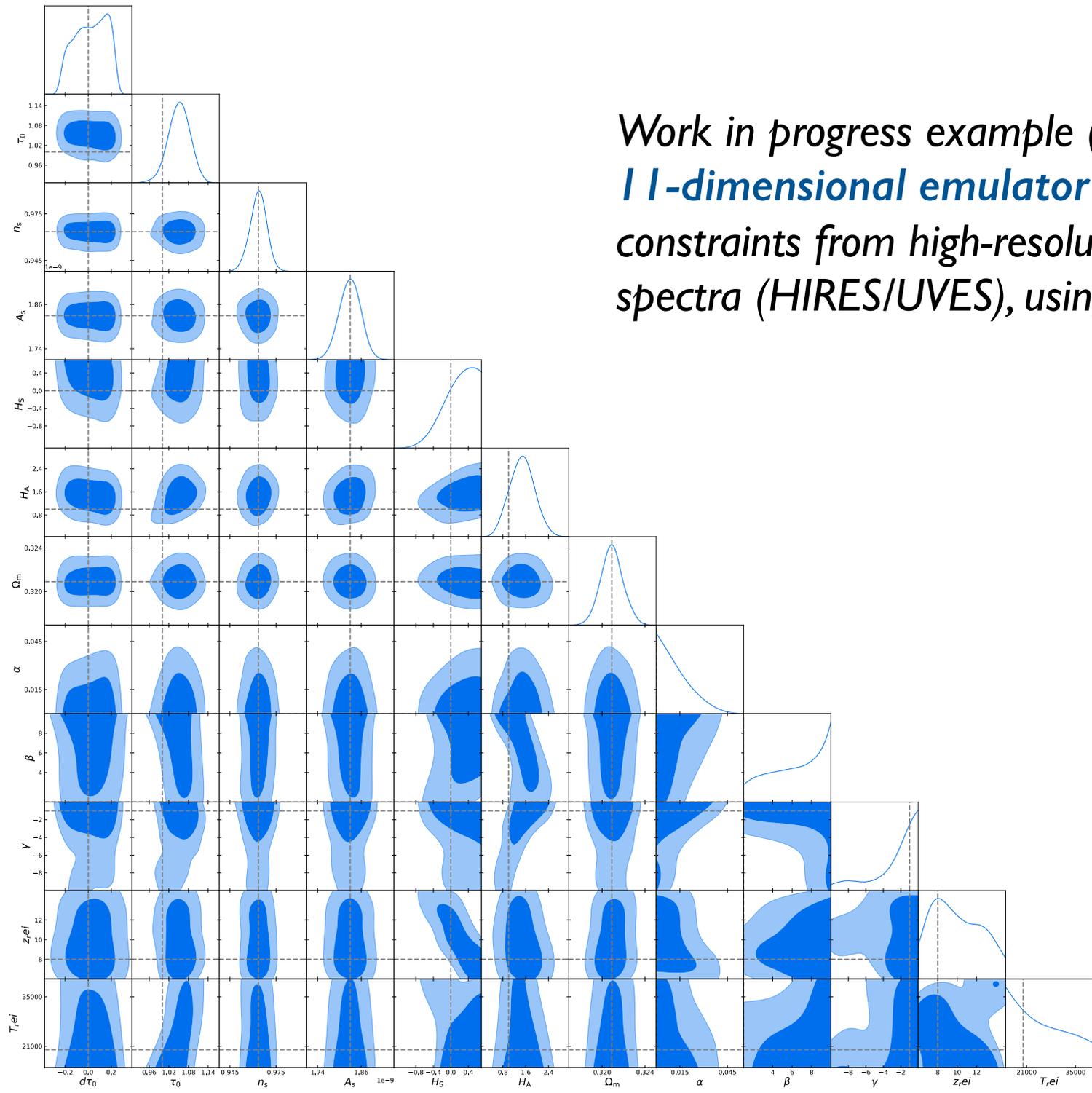
*Keir Rogers (Stockholm)*  
*Simeon Bird (UC Riverside)*  
*Andrew Pontzen (UCL)*  
*Andreu Font-Ribera (UCL)*  
*Licia Verde (Barcelona)*

*Motivation: Constraints on dark matter physics (3000 CPU-hr sims) & neutrino mass (50,000 CPU-hr sims) from Ly-alpha forest flux spectra*

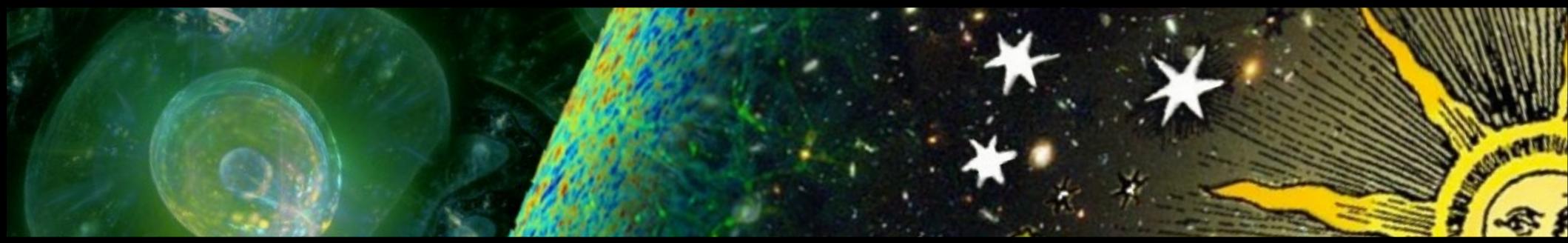








Work in progress example (**Keir Rogers**):  
*11-dimensional emulator* for dark matter  
 constraints from high-resolution high- $z$  Ly $\alpha$   
 spectra (HIRES/UVES), using  **$\sim 50$  sims.**

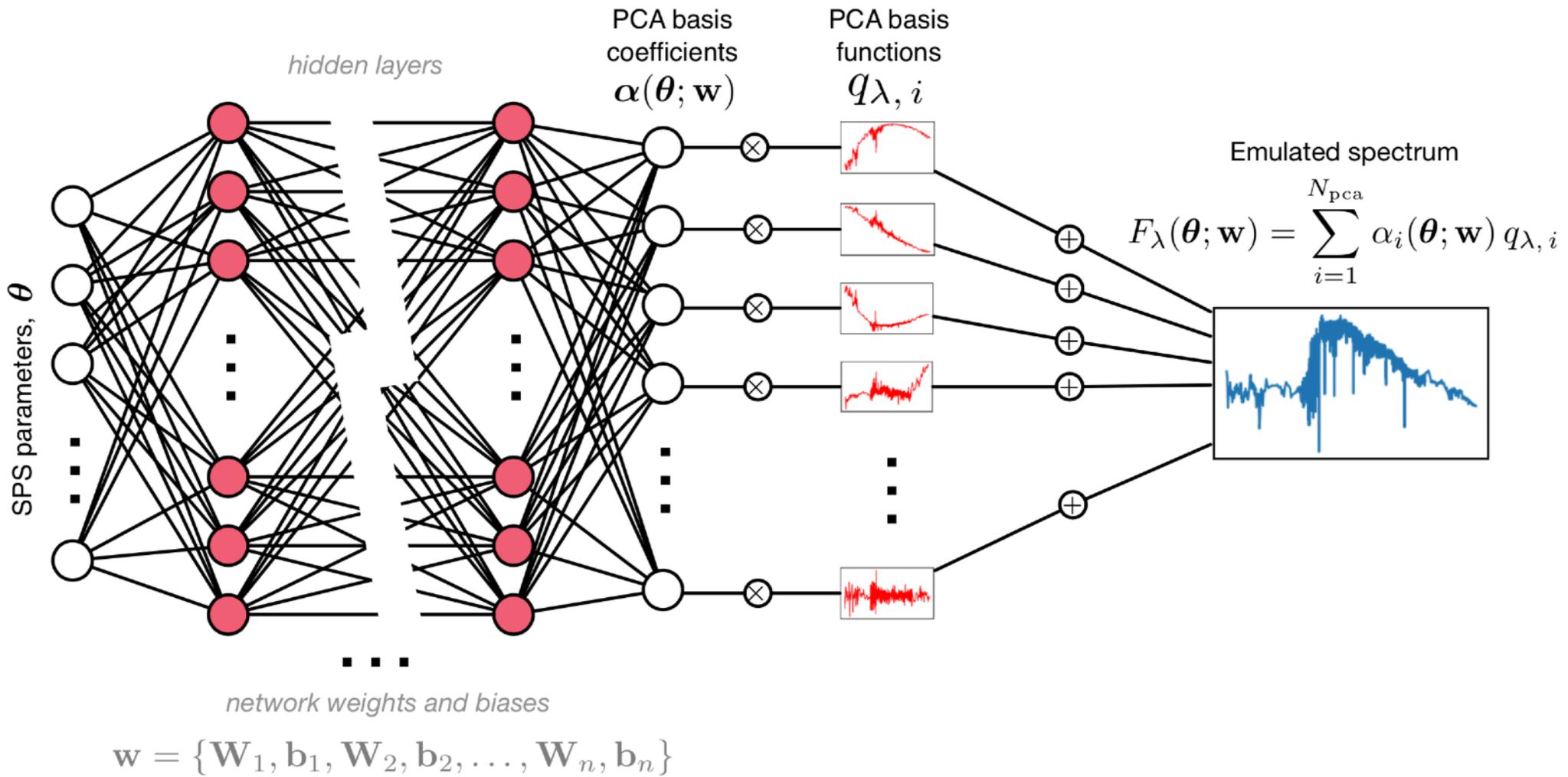


*Emulators for medium training sets — faster simulations  
(seconds each)*

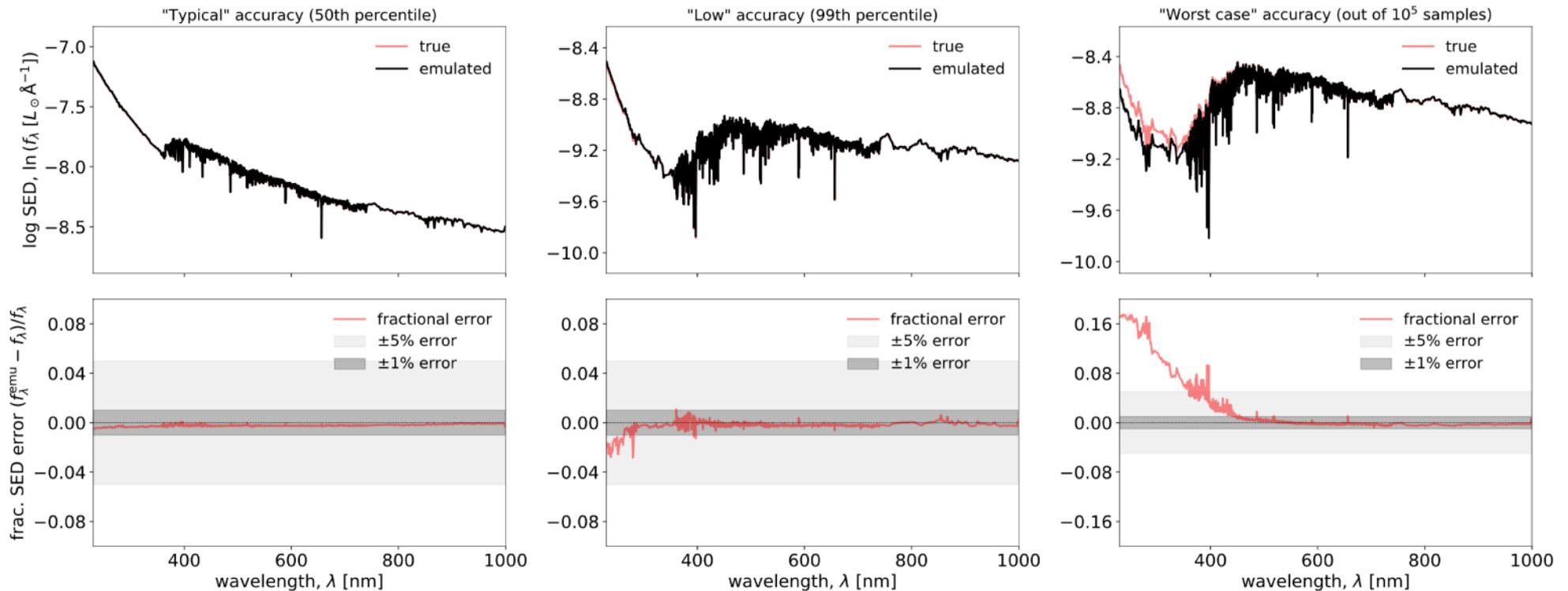
# Case study: emulating population synthesis

- SPS models (e.g. FSPS, Charlie Conroy and collaborators) are fast ( $< 1$  sec) but use cases require **large numbers of model evaluations**.
- Stage IV galaxy survey catalog sim  $\sim 10^{10}$  SPS evaluations
- Leja et al (2019) analysis of 60,000 galaxies under 14-parameter SPS model cost 1.5 million CPU-hrs.
- Can generate training sets of  $\sim 10^5$  **enabling neural network emulators**.

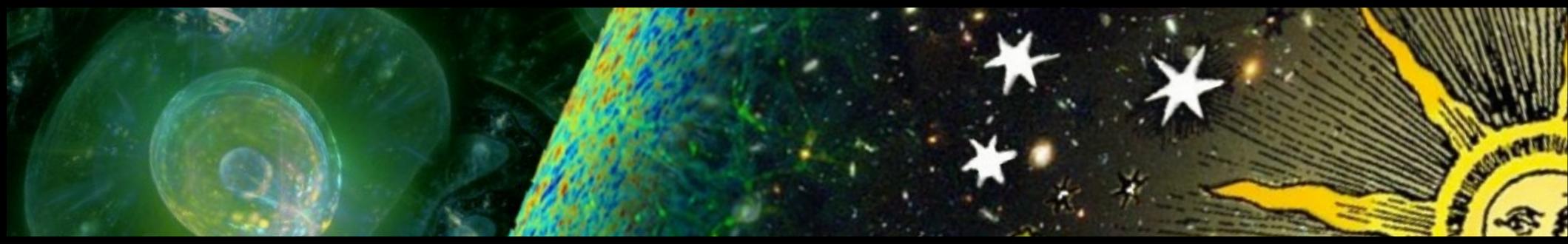
# SPECULATOR architecture



# Example: DESI Bright Galaxy Survey SEDs

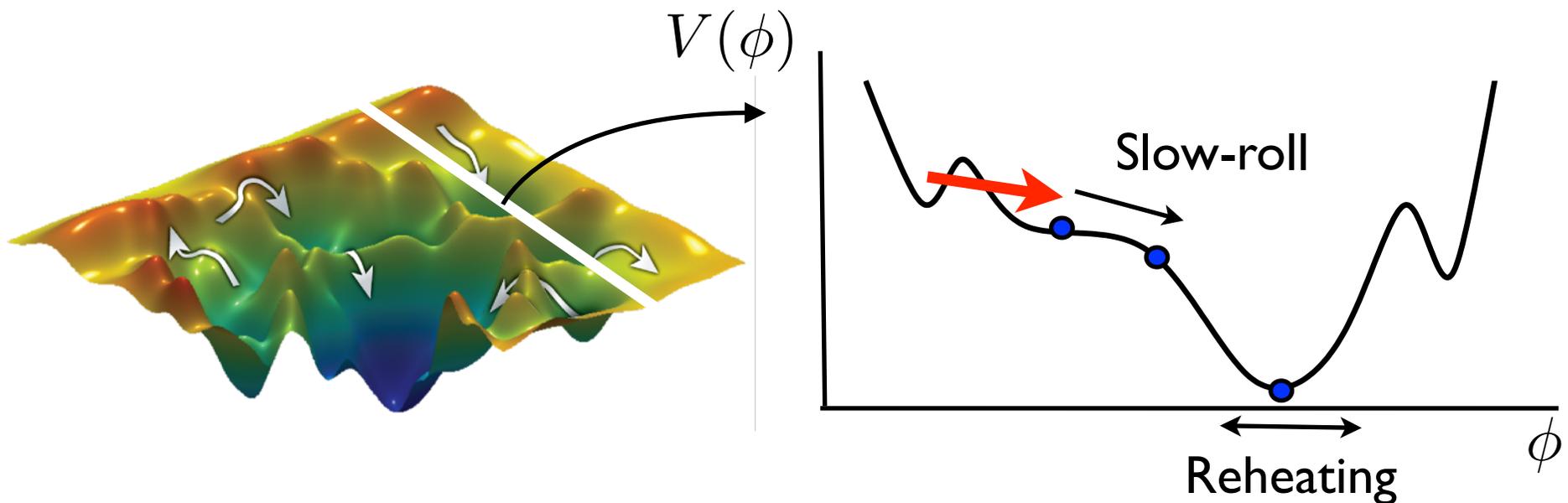


- Accuracy  $< 1\%$  over the 8-parameter FSPS model for  $> 99\%$  of SEDs
- Generating  $10^6$  SEDs takes 2s on Tesla K80 GPU (Speedup  $10^5$  over FSPS on CPU); inference under SPS models can make use of gradients



*Emulating cosmological processes in the lab*

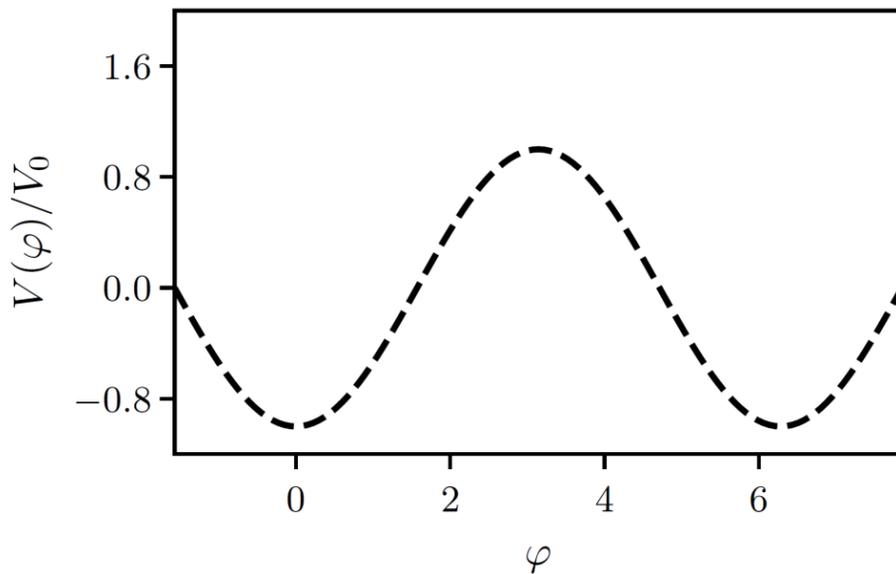
# Origin of Universe through vacuum decay?



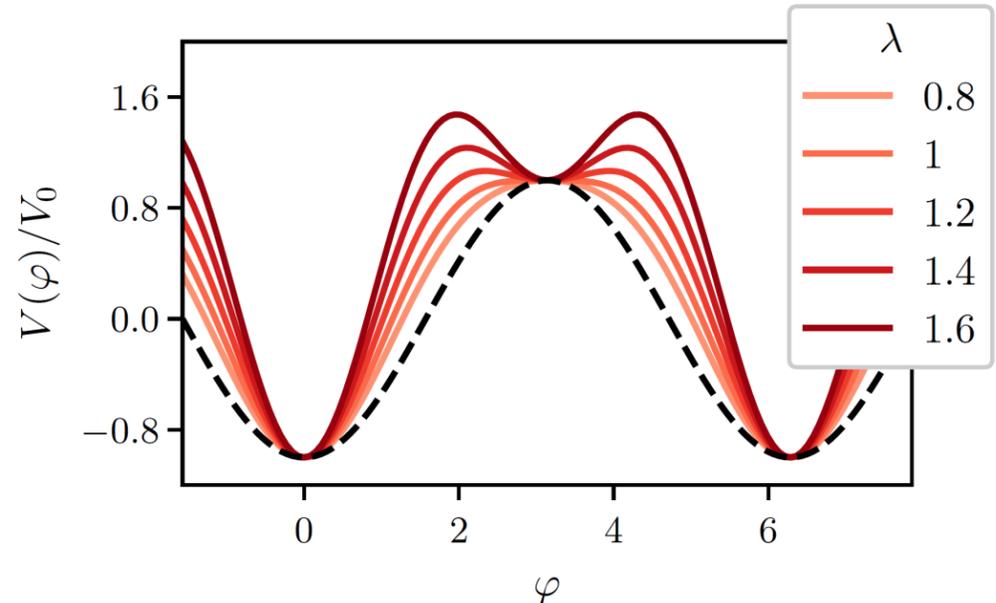
- Particle physics-inspired cosmological theories exhibit **false vacuum decay** via **bubble nucleation**
- Relativistic first-order phase transition: non-perturbative, non-linear, non-equilibrium process
- Understanding dynamics could shed light on origin of Universe.

# Universe on a table-top

- *Fialko proposal: “emulate” full dynamics in condensed-matter system!*
- *They propose 2-component coupled Bose-Einstein Condensate (BEC) system (ultra-cold dilute boson gas, in two single-particle states)*

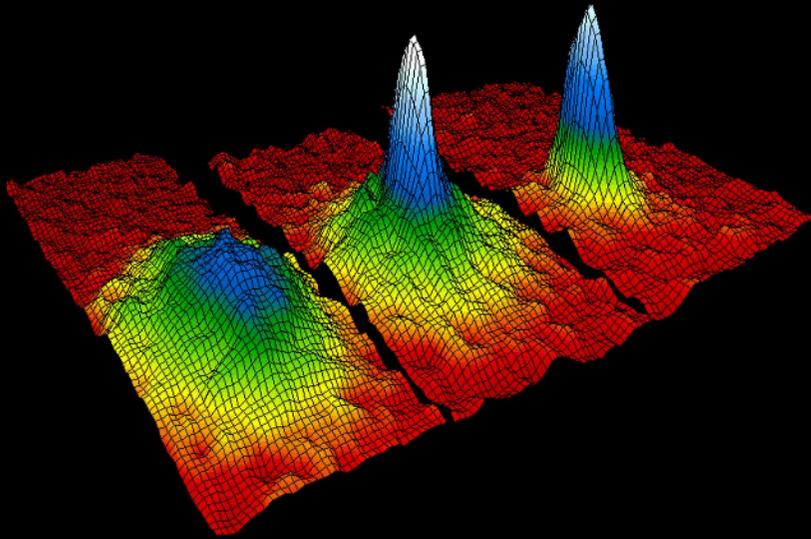


*Dynamics of relative phase exhibits Sine-Gordon Lagrangian*



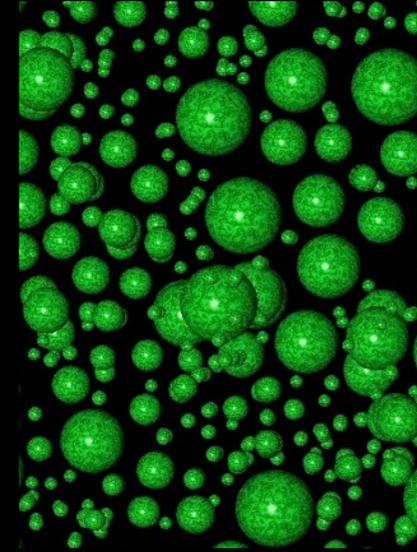
*Engineer metastable vacuum by adding high-frequency modulation in transition coupling*

Experiment



=

Early Universe



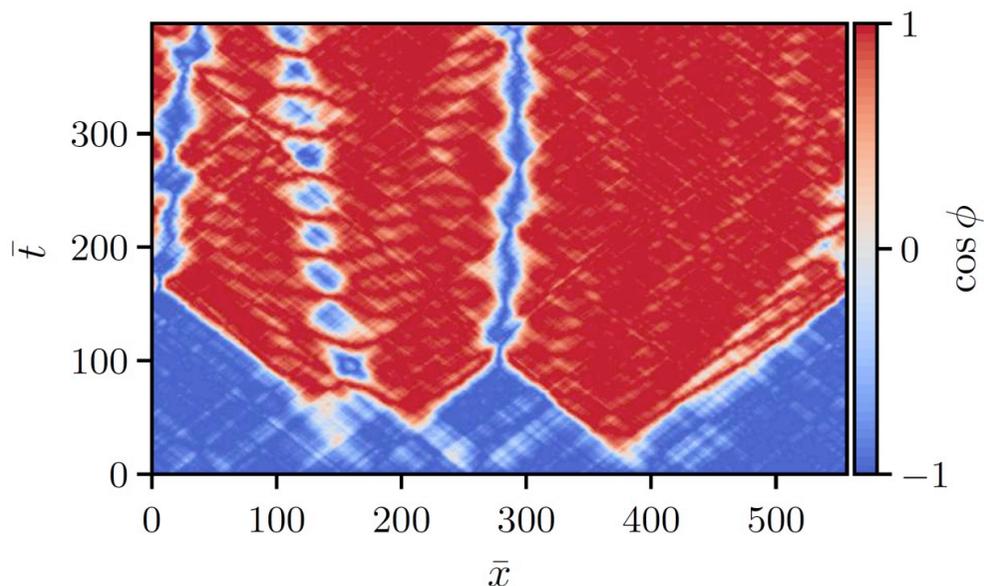
?

$\mathcal{L}_{\text{CM}}$

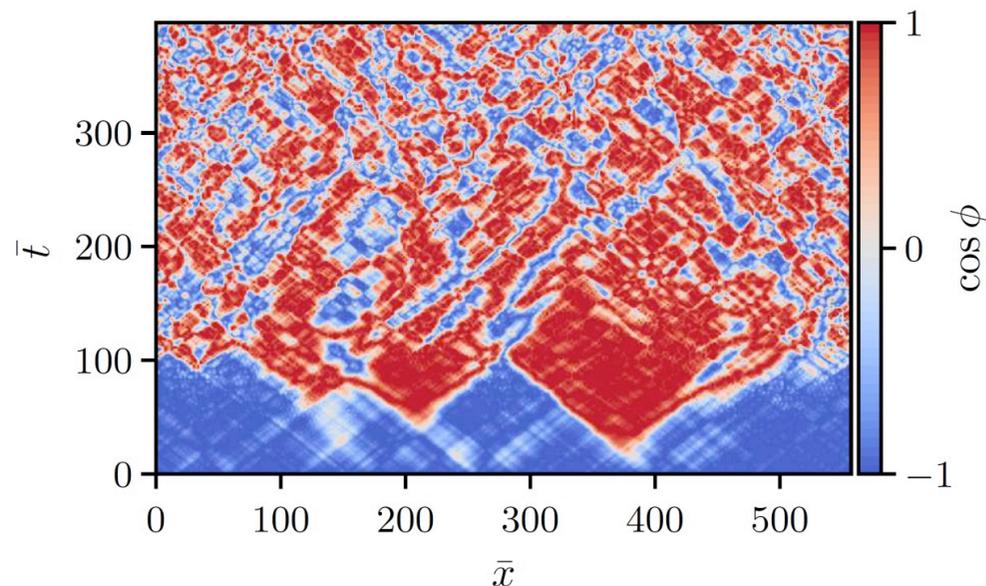
$\mathcal{L}_{\text{eff}}$

How good is this mapping when experimental systematics are taken into account?

# Investigating experimental feasibility



*false vacuum decay*

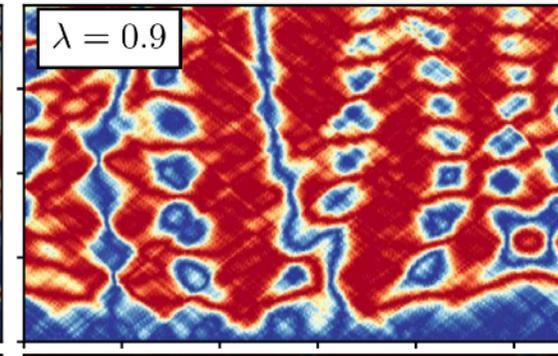
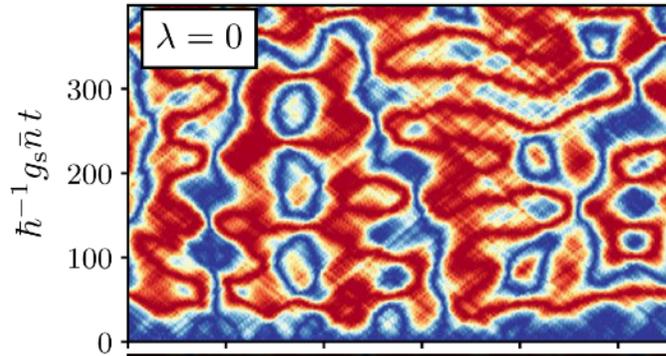


*Floquet instability*

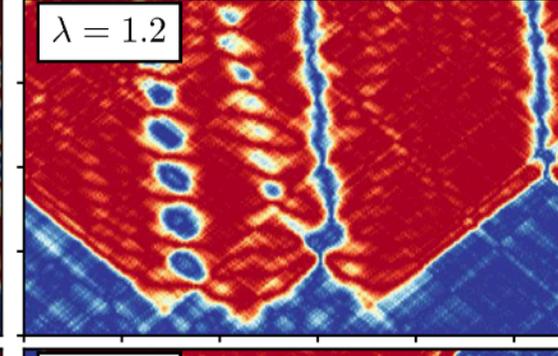
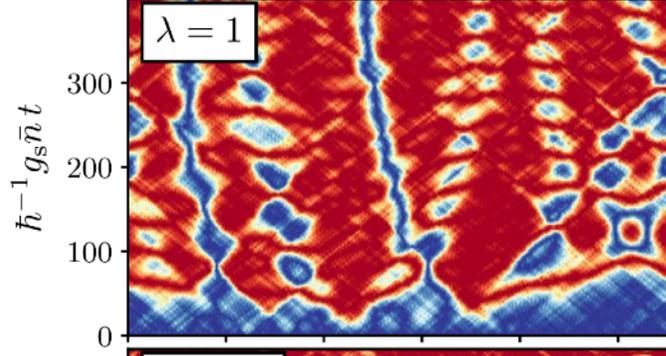
- *Investigated effects that impact validity of analogue if not controlled, feeding back into experimental design.*
- *Linear stability analysis, confirmed by stochastic lattice simulations.*
- *Further experimental effects need to be quantified and mitigated.*

# Experiments are tunable

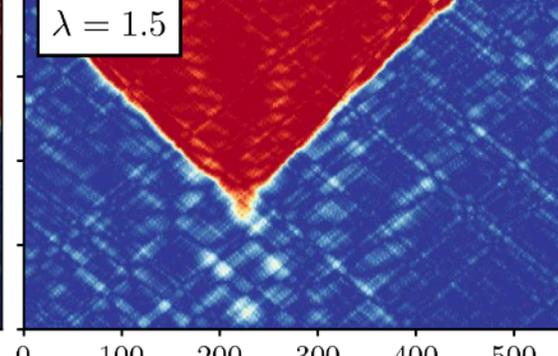
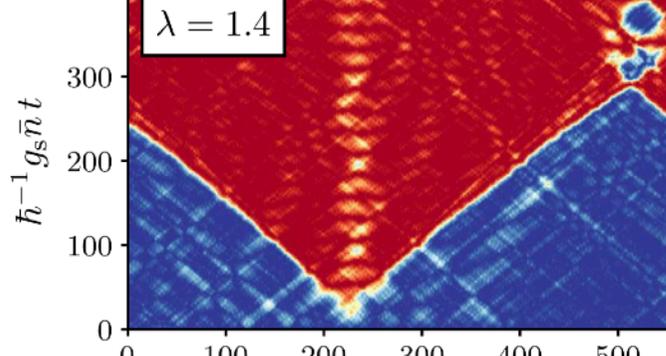
second-order  
phase  
transition



rapid  
nucleation



slower  
nucleation

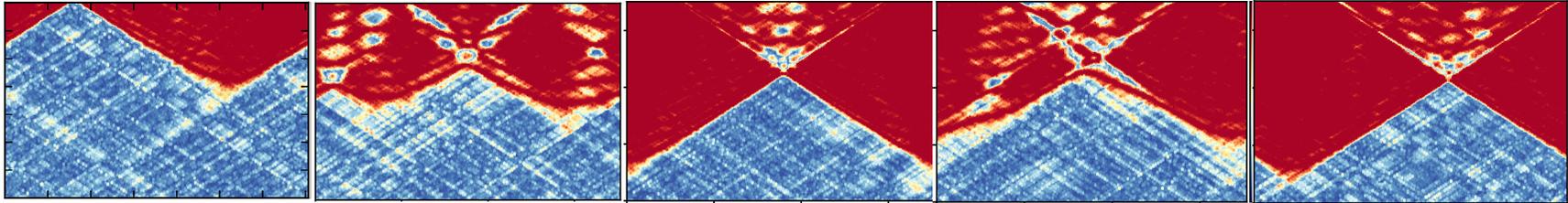


experimentally  
tunable  
parameter  $\lambda$



# A new description of vacuum decay?

- *Can compute decay rates to high precision by stacking many simulations*



- *Compare with “quantum tunnelling” instanton predictions*
- **Surprise!** *Rates are very similar (given semiclassical stochastic lattice sims only capture classical decay paths)*
- *New “real time” semiclassical interpretation of false vacuum decay?  
Technique enables computation of observables inaccessible to instanton formalism*

Braden, Johnson, Peiris, Pontzen, Weinfurter, Phys. Rev. Lett. (2019),  
Hertzberg and Yamada (2019), Blanco-Pillado, Deng, Vilenkin (2019)  
See also early work on stochastic approach to tunnelling e.g. Linde (1991)

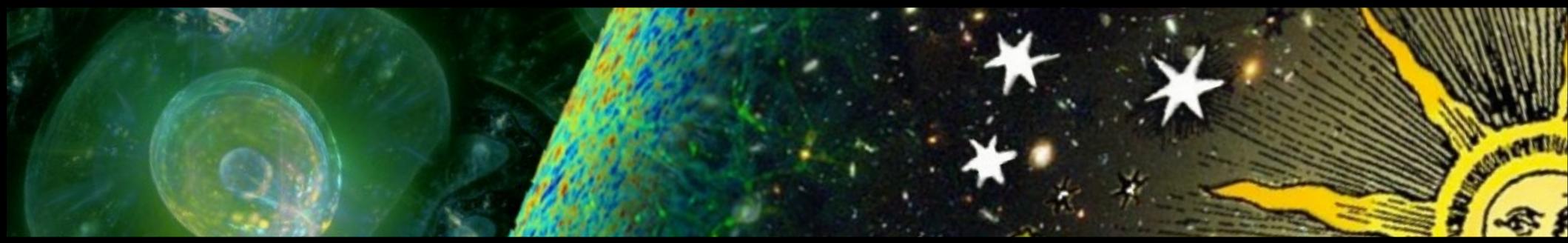
# Pathway to experiment

- Working with Zoran Hadzibabic (Cambridge Quantum Gases) towards experimental implementation! Several other experimental efforts internationally.
- Part of “Quantum Simulators for Fundamental Physics” (QSimFP) workpackage of QSFP Consortium.



 QSimFP

<http://qsfp.physics.ox.ac.uk>



*Powerful methods available now to enable cosmology with complex, costly models.*

*Allows machines to take on the drudgery, leaving humans to focus on the physics.*