

# Euclid Cosmological Simulations Requirements and Implementation Plan

---

Alina Kiessling  
Jet Propulsion Laboratory / CalTech



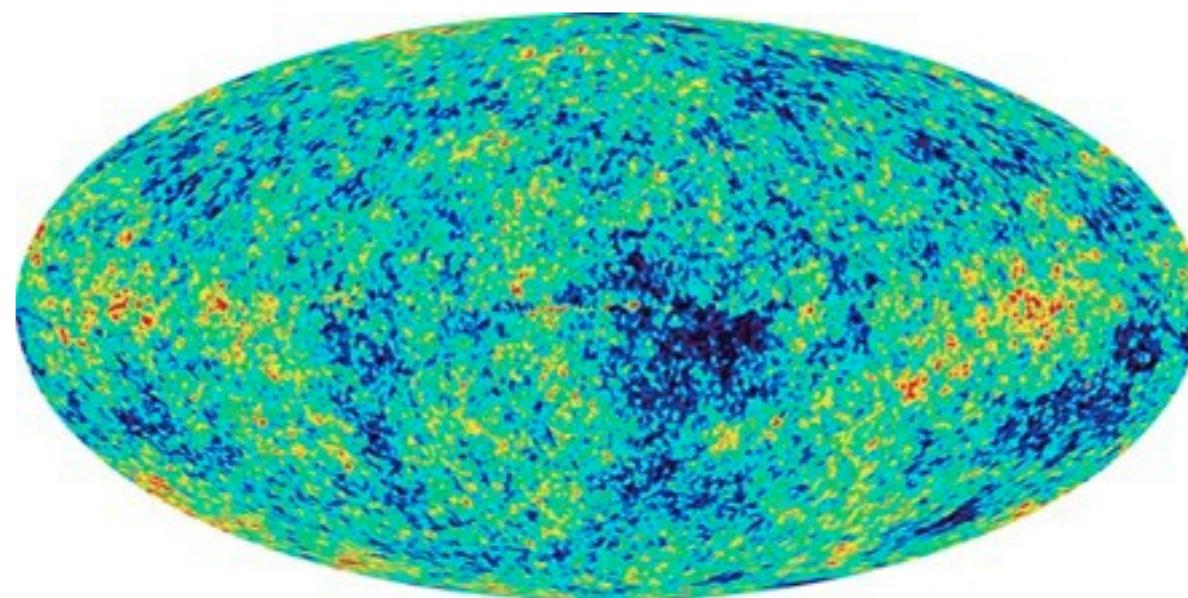
Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

Copyright 2012, government sponsorship acknowledged.

# The Cosmological Setting

---

## Primordial fluctuations + Gravitational Instability



$z \sim 1100$



$z \sim 0$

# The Matter Density Power Spectrum

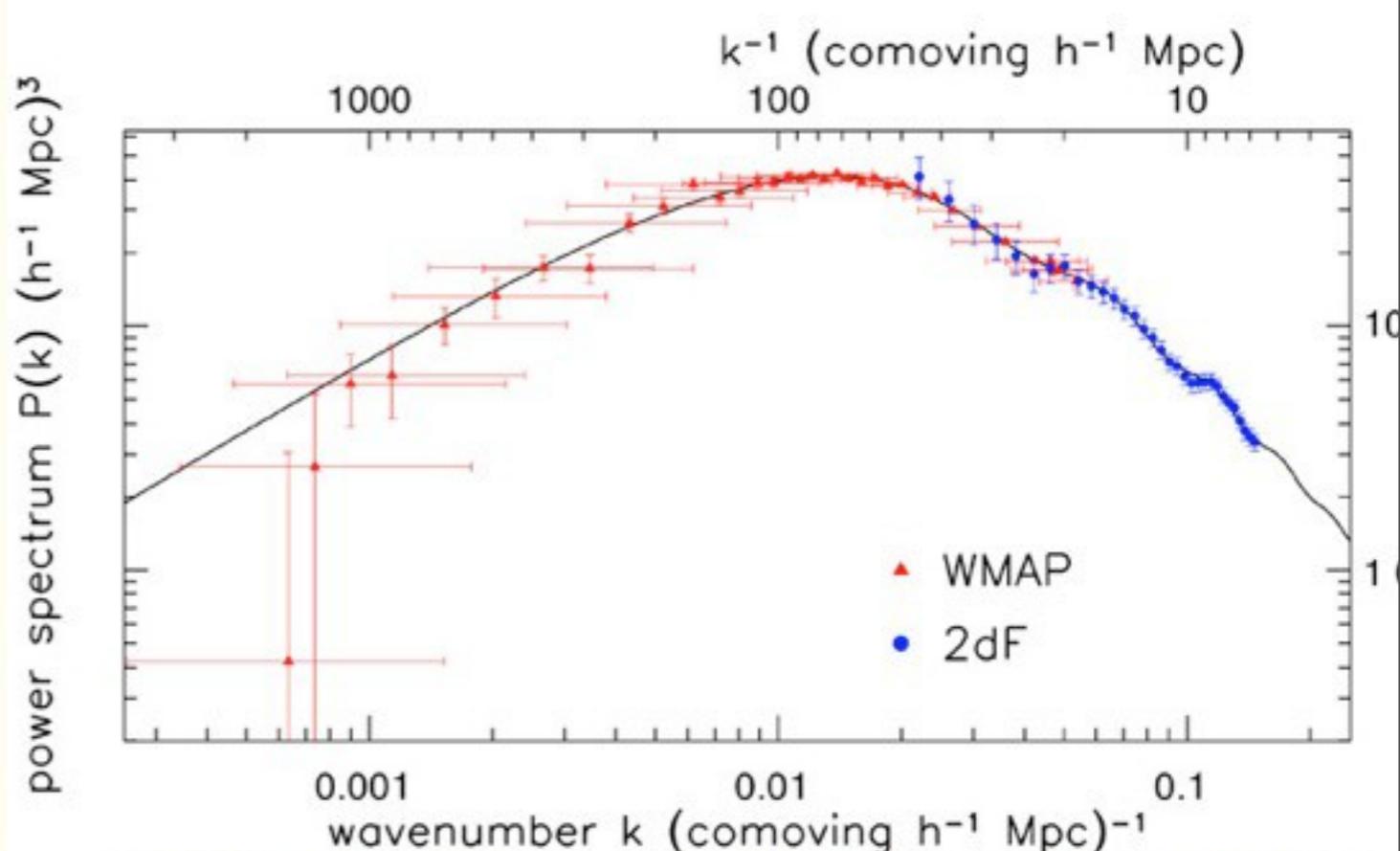
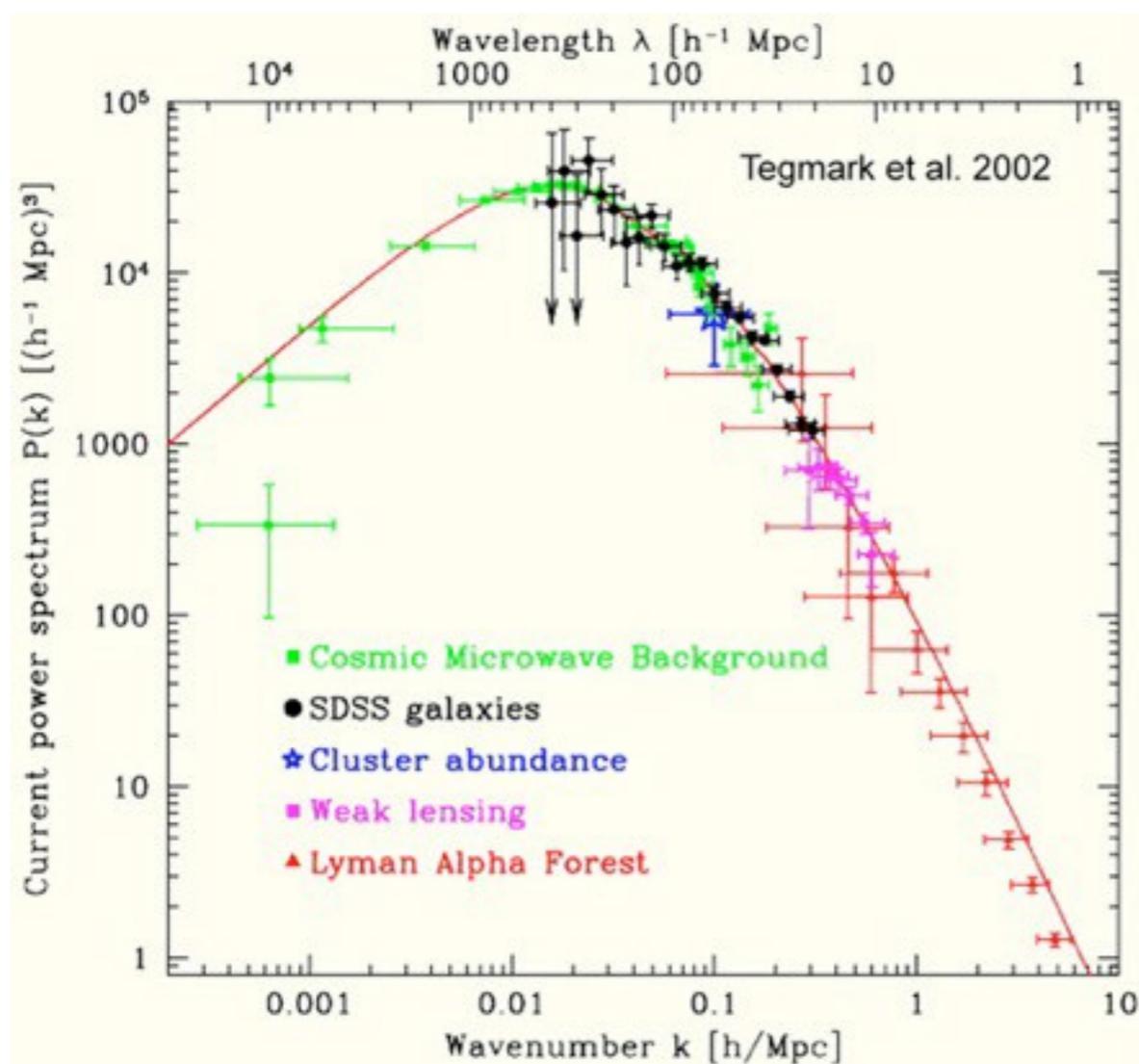


Fig 8.17 (A. Sanchez) 'Galaxies in the Universe' Sparke/Gallagher CUP 2007

Our theoretical expectation of the matter density power spectrum is matched over a huge range of scales by using many different observations.

Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

# Motivation

---

- Simulations can test weak lensing analysis techniques by providing a data set with known parameters.
- Simulations can characterise the effects of source clustering and galaxy alignments, as well as other systematics and real world effects, better than theory can.
- Simulations can perform Monte Carlo analysis to provide covariance matrices and statistical properties required for data analysis.

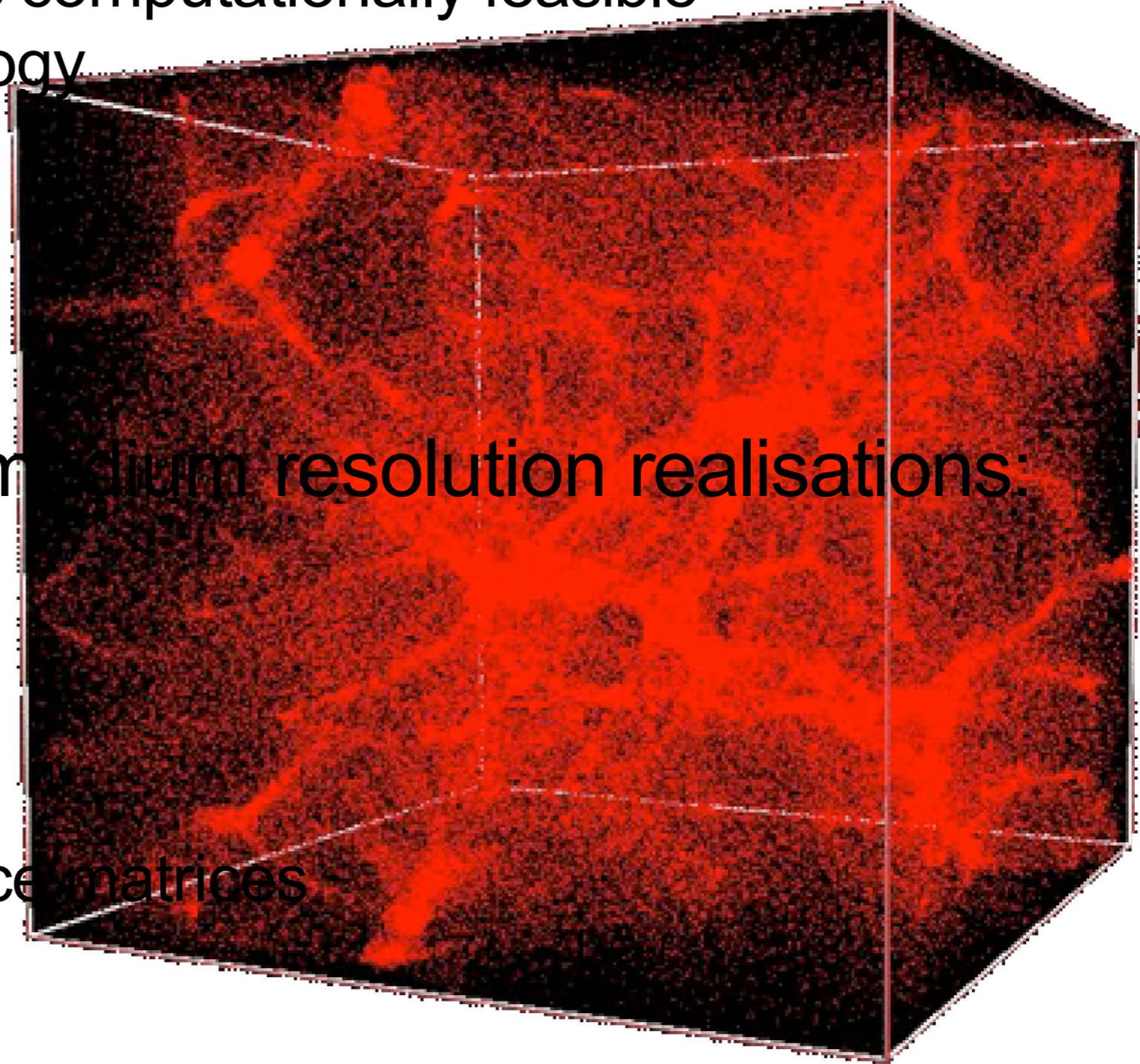
$$\chi^2 = (\hat{C} - C) M^{-1} (\hat{C} - C)$$

## Large, high resolution single realisations:

- Pushes the limits of what is computationally feasible
- Currently favoured cosmology
  - ★ Halo properties
  - ★ Galaxy formation

## Multiple, Monte Carlo, medium resolution realisations:

- Computationally cheap
- Any cosmology
  - ★ Testing of methods
  - ★ Generation of covariance matrices



# Draft Lensing Simulation Requirements

---

- The dark matter only power spectrum  $P(k,z)$  should have a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 h \text{ Mpc}^{-1} < k < 50 h \text{ Mpc}^{-1}$

# Draft Lensing Simulation Requirements

---

- The dark matter only power spectrum  $P(k,z)$  should have a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 h \text{ Mpc}^{-1} < k < 50 h \text{ Mpc}^{-1}$
- The matter density power spectrum (dark matter + baryons) should have a standard deviation of 1% (scatter between realisations per feedback model). The scatter in the mean between (plausible) feedback models should be 10% from  $0.0 < z < 4.0$  and between  $0.001 h \text{ Mpc}^{-1} < k < 50 h \text{ Mpc}^{-1}$

# Draft Lensing Simulation Requirements

---

- The dark matter only power spectrum  $P(k,z)$  should have a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 h \text{ Mpc}^{-1} < k < 50 h \text{ Mpc}^{-1}$
- The matter density power spectrum (dark matter + baryons) should have a standard deviation of 1% (scatter between realisations per feedback model). The scatter in the mean between (plausible) feedback models should be 10% from  $0.0 < z < 4.0$  and between  $0.001 h \text{ Mpc}^{-1} < k < 50 h \text{ Mpc}^{-1}$
- The simulations should be completed for a set of models including alternative dark matter models, time varying  $w(z)$ , massive neutrinos and modified gravity parametrized by two parameters (quintessence, isocurvature modes,  $f(R)$ , DGP etc)

# Draft Lensing Simulation Requirements

---

- The dark matter only power spectrum  $P(k,z)$  should have a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 h \text{ Mpc}^{-1} < k < 50 h \text{ Mpc}^{-1}$
- The matter density power spectrum (dark matter + baryons) should have a standard deviation of 1% (scatter between realisations per feedback model). The scatter in the mean between (plausible) feedback models should be 10% from  $0.0 < z < 4.0$  and between  $0.001 h \text{ Mpc}^{-1} < k < 50 h \text{ Mpc}^{-1}$
- The simulations should be completed for a set of models including alternative dark matter models, time varying  $w(z)$ , massive neutrinos and modified gravity parametrized by two parameters (quintessence, isocurvature modes,  $f(R)$ , DGP etc)
- Mock galaxy shear catalogues that include shear, convergence, position, redshift, photo-z errors, catastrophic failures, magnitudes, intrinsic alignments, bulge/disk ratios, bulge/disk ellipticities, morphology, colour and size. The suite of catalogues should provide shear power covariance matrices with errors (TBD)%

Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

# Draft Lensing Simulation Requirements

---

- Additional requirement for IA: A suite of high resolution hydro simulations of clusters and their environment with a spatial resolution down to 10pc

# Simulation Implementation Plan - DM Only

---

## Questions:

- Do we need a hierarchy of simulations to achieve a power spectrum  $P(k,z)$  with a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 \text{ h Mpc}^{-1} < k < 50 \text{ h Mpc}^{-1}$ , or can this be achieved in a single box?

# Simulation Implementation Plan - DM Only

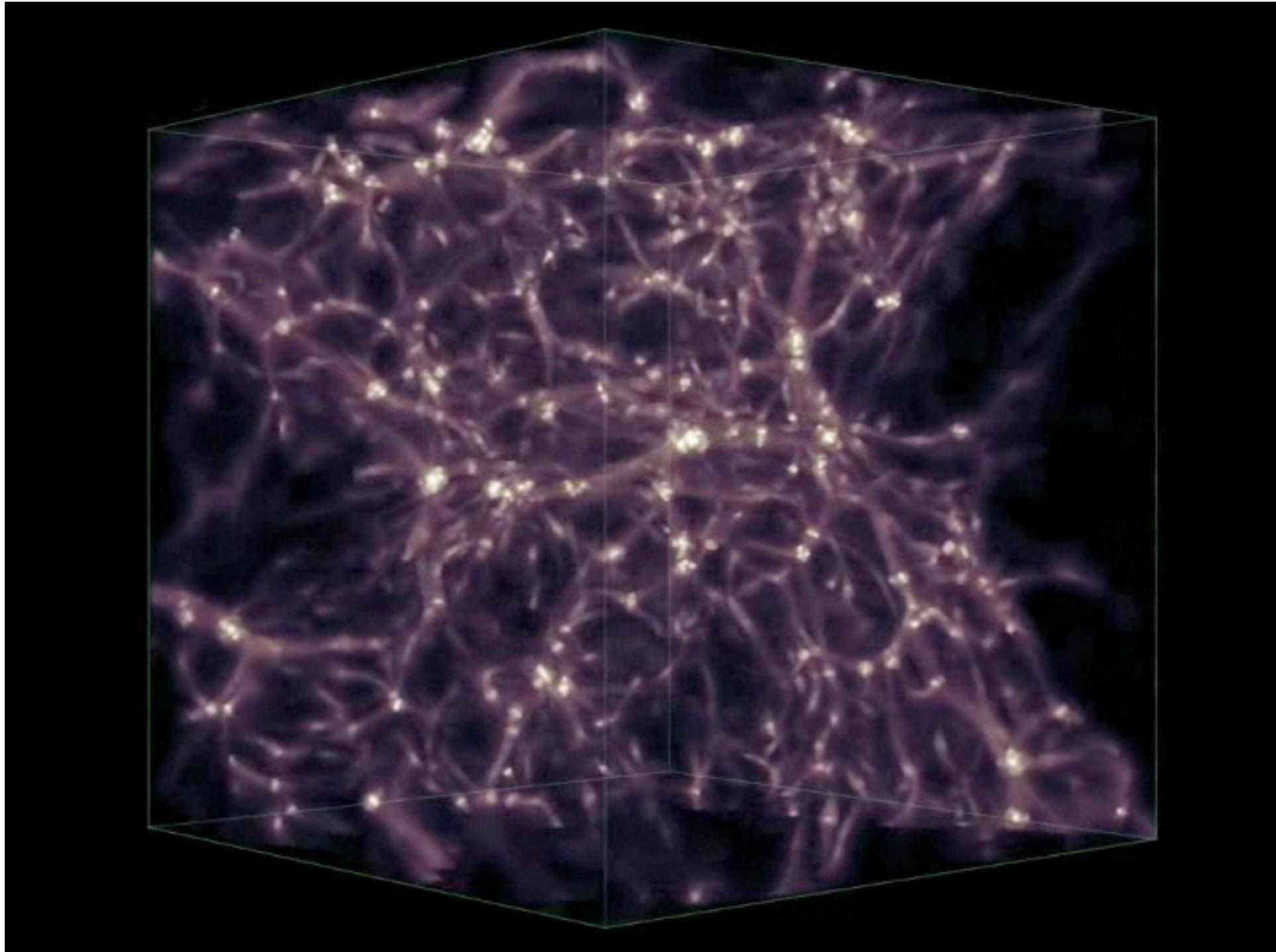
---

## Questions:

- Do we need a hierarchy of simulations to achieve a power spectrum  $P(k,z)$  with a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 \text{ h Mpc}^{-1} < k < 50 \text{ h Mpc}^{-1}$ , or can this be achieved in a single box?
- What software should we use to generate the simulations? (GADGET? Something else?)

# GADGET, RAMSES, ENZO?

---



Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

# Simulation Implementation Plan - DM Only

---

## Questions:

- Do we need a hierarchy of simulations to achieve a power spectrum  $P(k,z)$  with a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 \text{ h Mpc}^{-1} < k < 50 \text{ h Mpc}^{-1}$ , or can this be achieved in a single box?
- What software should we use to generate the simulations? (GADGET? Something else?)

# Simulation Implementation Plan - DM Only

---

## Questions:

- Do we need a hierarchy of simulations to achieve a power spectrum  $P(k,z)$  with a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 \text{ h Mpc}^{-1} < k < 50 \text{ h Mpc}^{-1}$ , or can this be achieved in a single box?
- What software should we use to generate the simulations? (GADGET? Something else?)
- How many simulations do we need to achieve this requirement and what are their specifications (box size, particle resolution etc)?

# Simulation Implementation Plan - DM Only

---

## Questions:

- Do we need a hierarchy of simulations to achieve a power spectrum  $P(k,z)$  with a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 \text{ h Mpc}^{-1} < k < 50 \text{ h Mpc}^{-1}$ , or can this be achieved in a single box?
- What software should we use to generate the simulations? (GADGET? Something else?)
- How many simulations do we need to achieve this requirement and what are their specifications (box size, particle resolution etc)?
- Can we run these simulations with current technology or do we need to wait / develop more sophisticated methods?

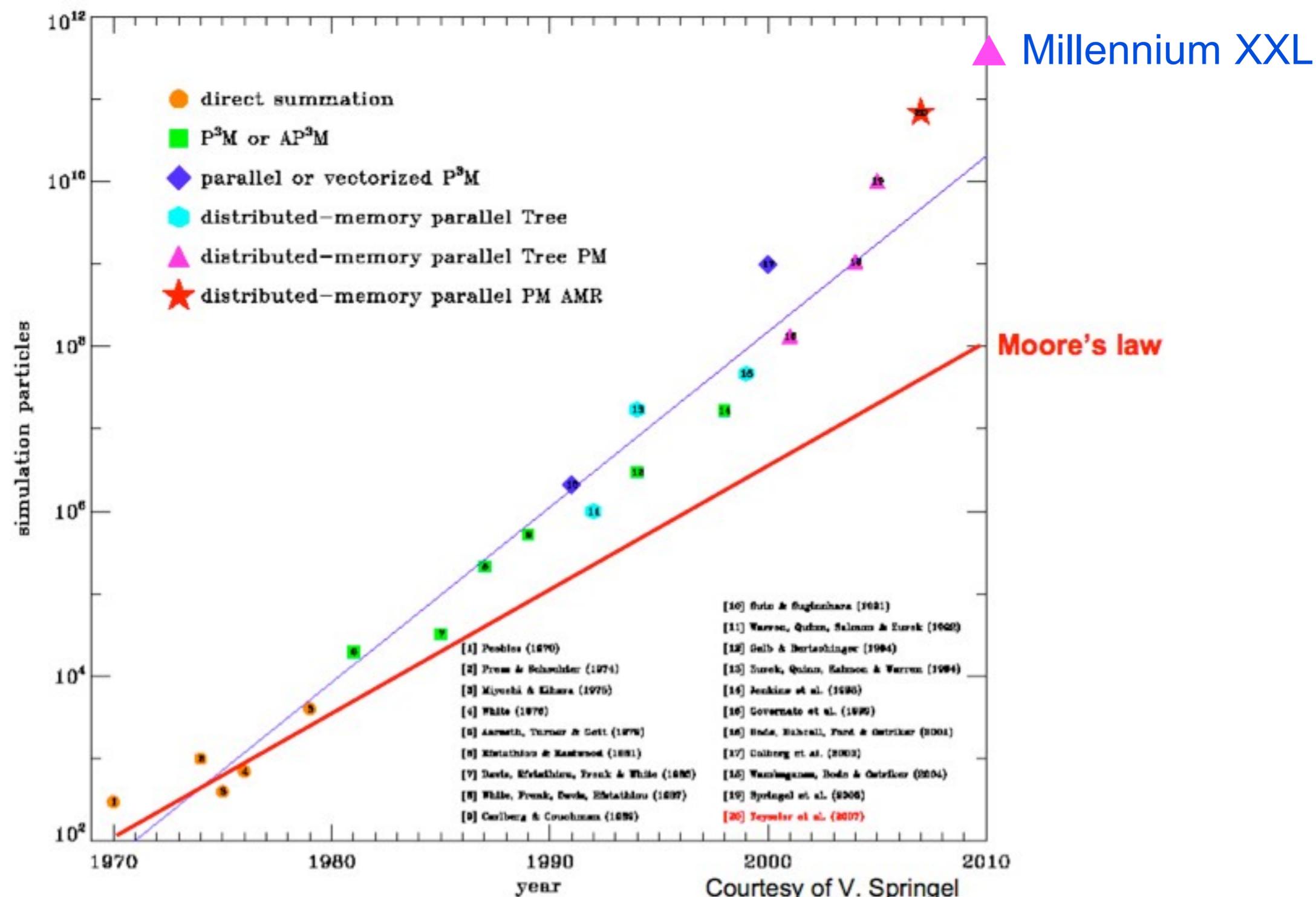
# Simulation Implementation Plan - DM Only

---

## Questions:

- Do we need a hierarchy of simulations to achieve a power spectrum  $P(k,z)$  with a standard deviation of 1% from  $0.0 < z < 4.0$  and between  $0.001 \text{ h Mpc}^{-1} < k < 50 \text{ h Mpc}^{-1}$ , or can this be achieved in a single box?
- What software should we use to generate the simulations? (GADGET? Something else?)
- How many simulations do we need to achieve this requirement and what are their specifications (box size, particle resolution etc)?
- Can we run these simulations with current technology or do we need to wait / develop more sophisticated methods?
- How much parameter space do we need to sample and what additional resources are required to achieve this requirement over a large parameter space?

# Moore's Law for Simulations



Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

# Simulation Implementation Plan - Hydro

---

## Questions:

- All the same questions from DM only apply - along with these additional questions:

# Simulation Implementation Plan - Hydro

---

## Questions:

- All the same questions from DM only apply - along with these additional questions:
- Which (plausible) baryon feedback models will fulfill the requirement for  $<10\%$  scatter between models? - BIG JOB

# Simulation Implementation Plan - Hydro

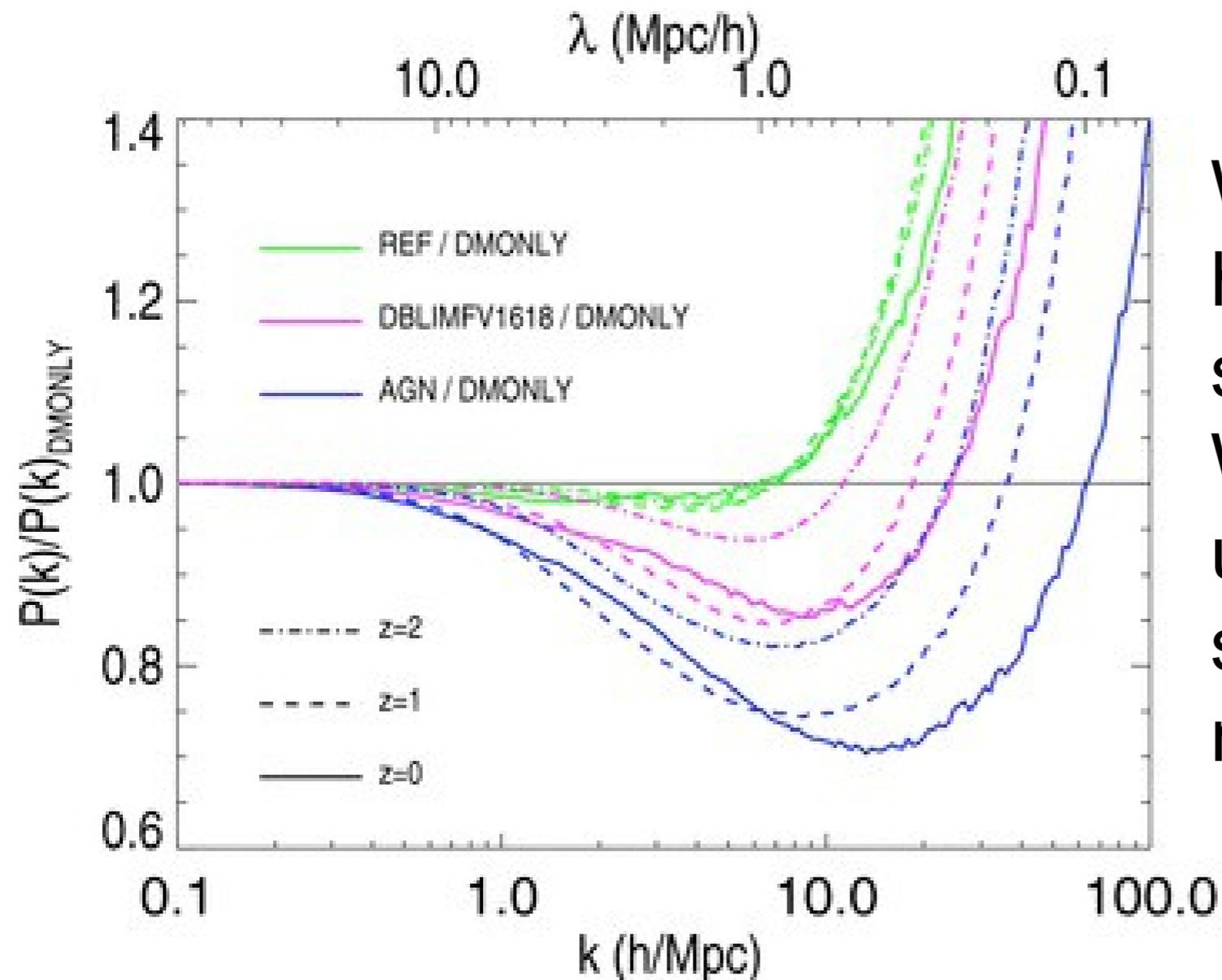
---

## Questions:

- All the same questions from DM only apply - along with these additional questions:
- Which (plausible) baryon feedback models will fulfill the requirement for  $<10\%$  scatter between models? - BIG JOB

Scientifically, we don't yet know how to do this. Significant effort needs to be put in to understanding how to simulate baryons.

# Baryons



We do not currently know how to accurately simulate baryons. We need to quantify the uncertainty in the simulations and marginalise over it.

Semboloni et al, 2011

Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

# Simulation Implementation Plan - Medium

---

## Questions:

- How many simulations are required?

# Simulation Implementation Plan - Medium

---

## Questions:

- How many simulations are required?
- What are the specifications (box size, particle resolution etc) for the simulations?

# Simulation Implementation Plan - Medium

---

## Questions:

- How many simulations are required?
- What are the specifications (box size, particle resolution etc) for the simulations?
- Is a single specification sufficient for Euclid WL requirements or will several different sets of simulations be required?

# Simulation Implementation Plan - Catalogues

---

Questions:

# Simulation Implementation Plan - Catalogues

---

## Questions:

- What software is required to generate these catalogues - Ray-tracing or line-of-sight integrations, IA, morphologies, photo-zs etc? Does the software already exist or does it need to be developed?

# Simulation Implementation Plan - Catalogues

---

## Questions:

- What software is required to generate these catalogues - Ray-tracing or line-of-sight integrations, IA, morphologies, photo-zs etc? Does the software already exist or does it need to be developed?
- What intrinsic alignment / photo-z error (etc) model will be used?

# Simulation Implementation Plan - Catalogues

---

## Questions:

- What software is required to generate these catalogues - Ray-tracing or line-of-sight integrations, IA, morphologies, photo-zs etc? Does the software already exist or does it need to be developed?
- What intrinsic alignment / photo-z error (etc) model will be used?
- What survey configuration should the catalogues have?

# Simulation Implementation Plan - Catalogues

---

## Questions:

- What software is required to generate these catalogues - Ray-tracing or line-of-sight integrations, IA, morphologies, photo-zs etc? Does the software already exist or does it need to be developed?
- What intrinsic alignment / photo-z error (etc) model will be used?
- What survey configuration should the catalogues have?
- What is the requirement for errors on the covariance matrices and should these be provided as a separate data product?

# Simulation Implementation Plan - Catalogues

---

## Questions:

- What software is required to generate these catalogues - Ray-tracing or line-of-sight integrations, IA, morphologies, photo-zs etc? Does the software already exist or does it need to be developed?
- What intrinsic alignment / photo-z error (etc) model will be used?
- What survey configuration should the catalogues have?
- What is the requirement for errors on the covariance matrices and should these be provided as a separate data product?
- How difficult will it be to include flexion and strong lensing in the catalogues?

The SUNGLASS pipeline

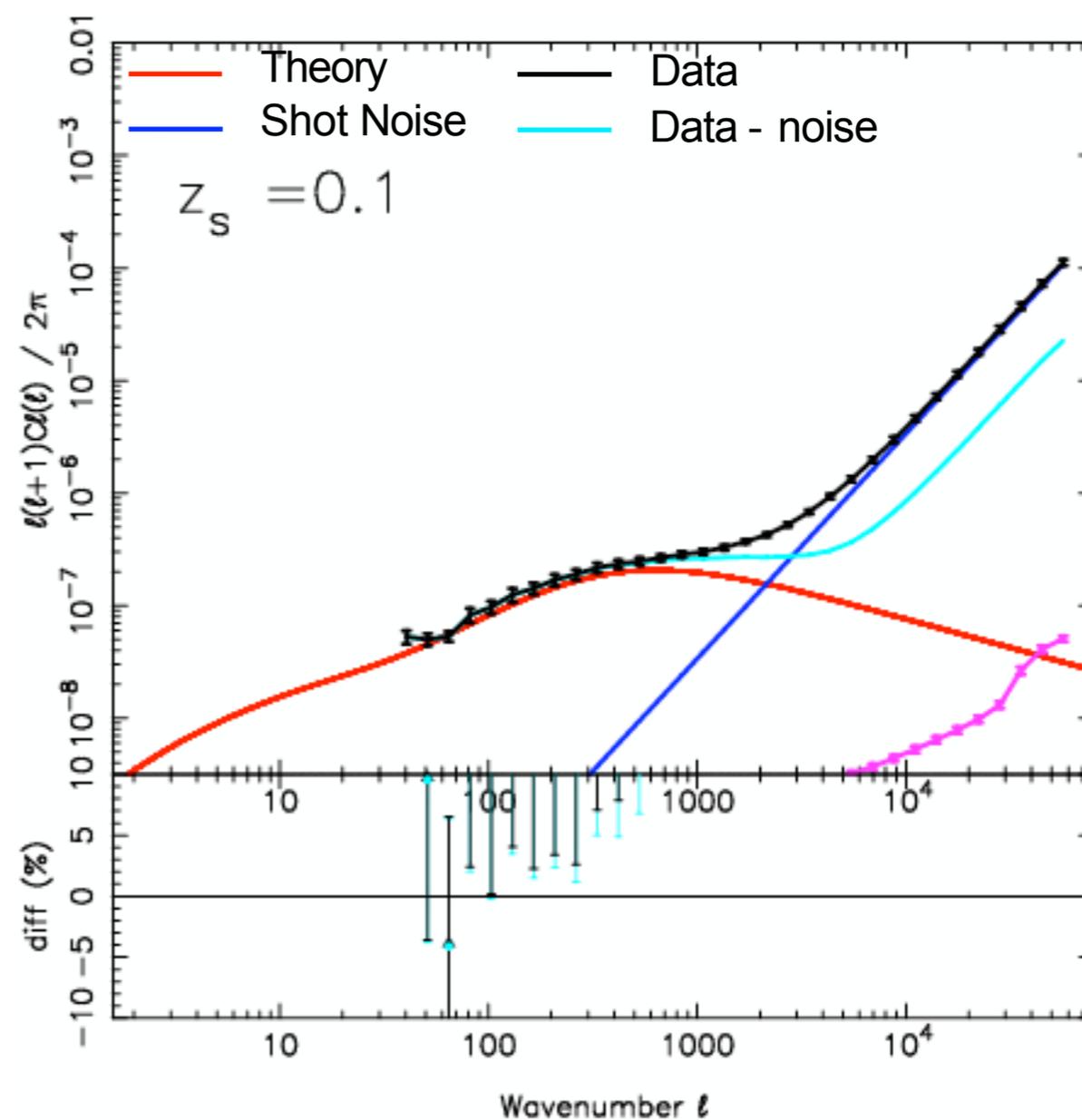
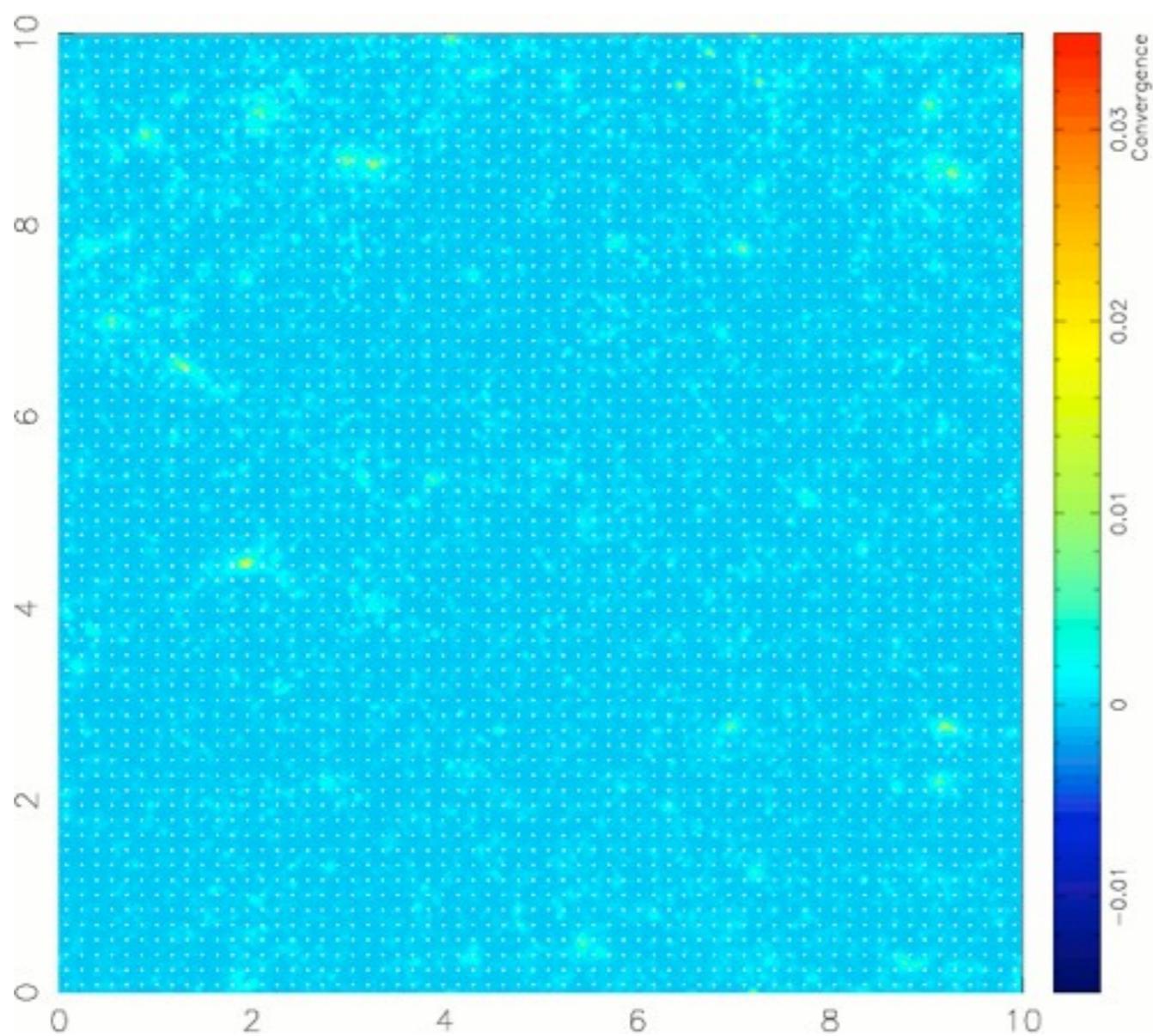
---

SUNGLASS -

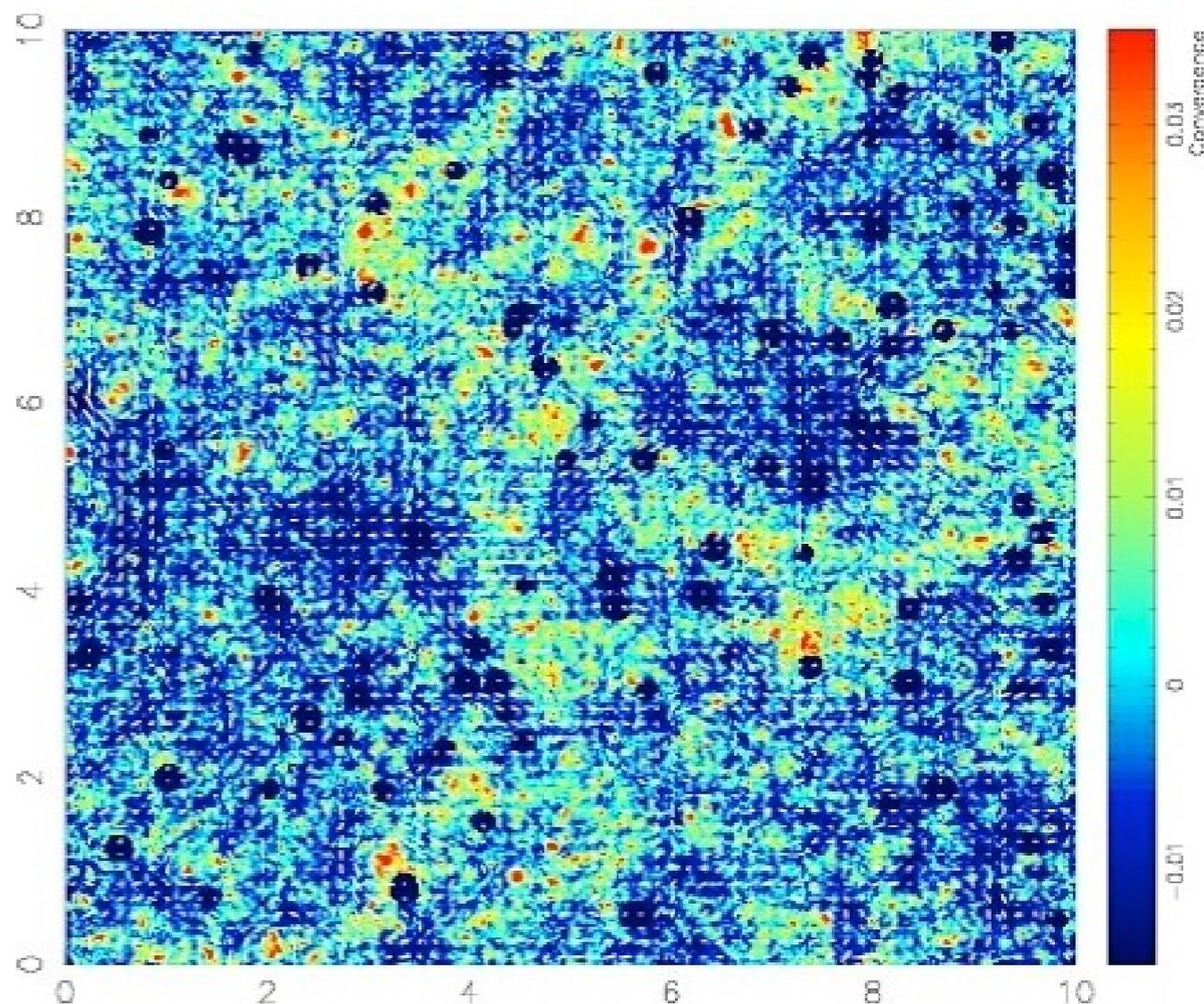
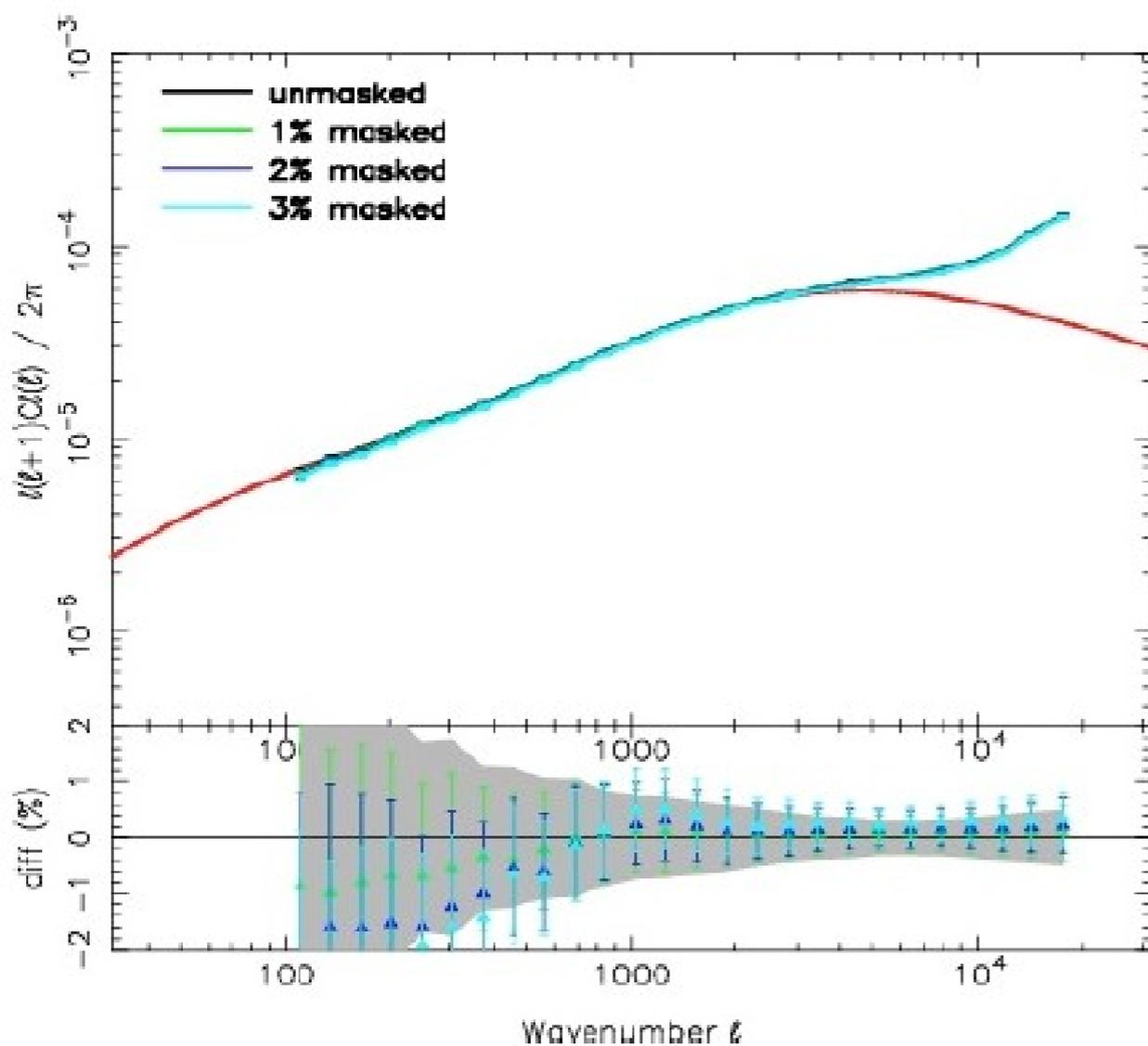
Simulated UNiverses for Gravitational Lensing  
Analysis and Shear Surveys

A pipeline that rapidly generates Monte Carlo  
simulated universes for weak lensing and cosmic  
shear analysis

# Source redshift evolution



# Testing for the Effects of Masking



Euclid Red Book

Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

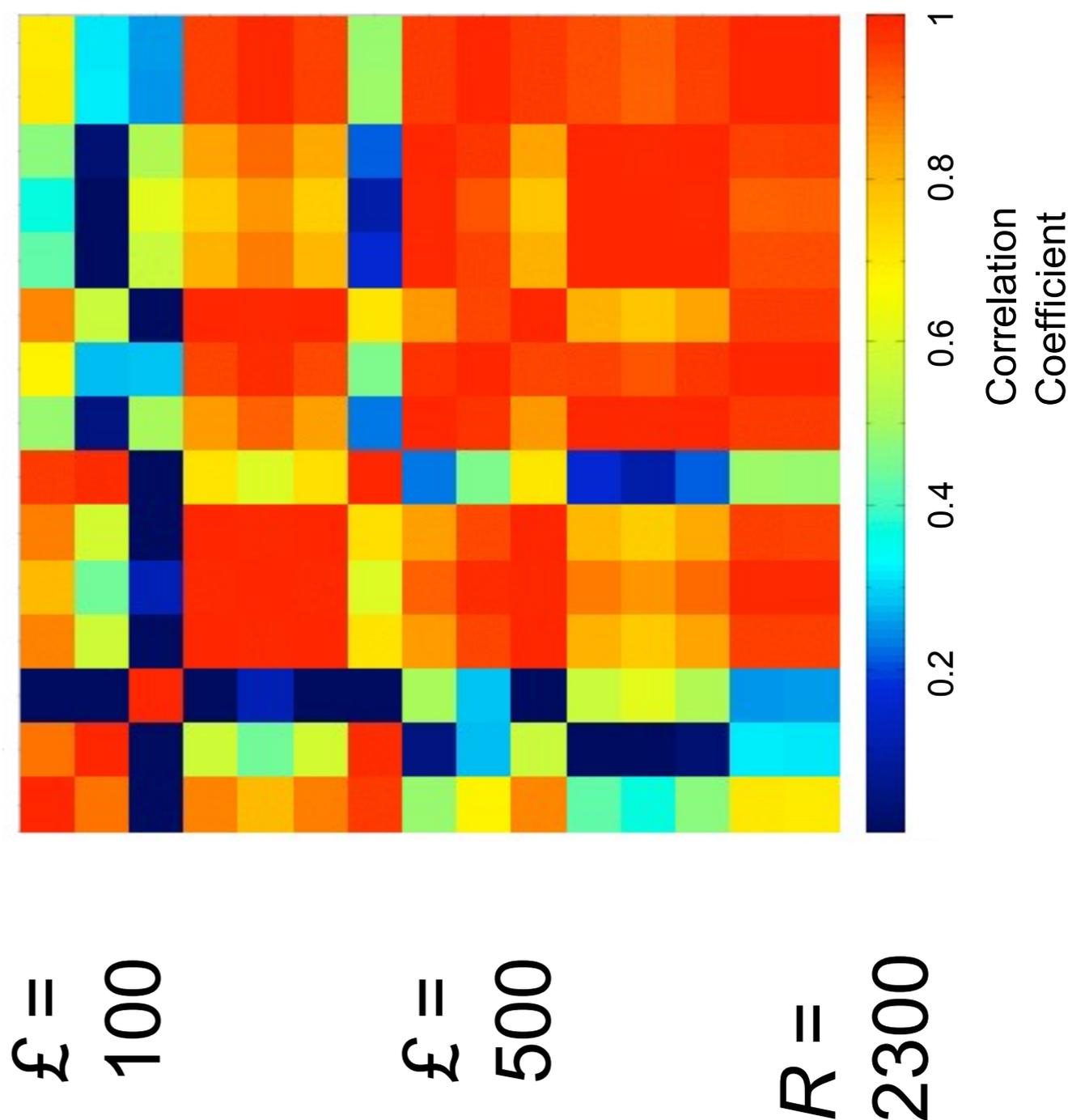
# Correlation Coefficient Matrix

$$r = \frac{M}{M \ M}$$

where

$$M_{\mathcal{E}\mathcal{E}^t} = (8 \cdot C_{\mathcal{E}} \ 8 \cdot C_{\mathcal{E}^t})$$

More realisations gives  
a more stable matrix



# Correlation Coefficient Matrix

$$r = \frac{M}{M \ M}$$

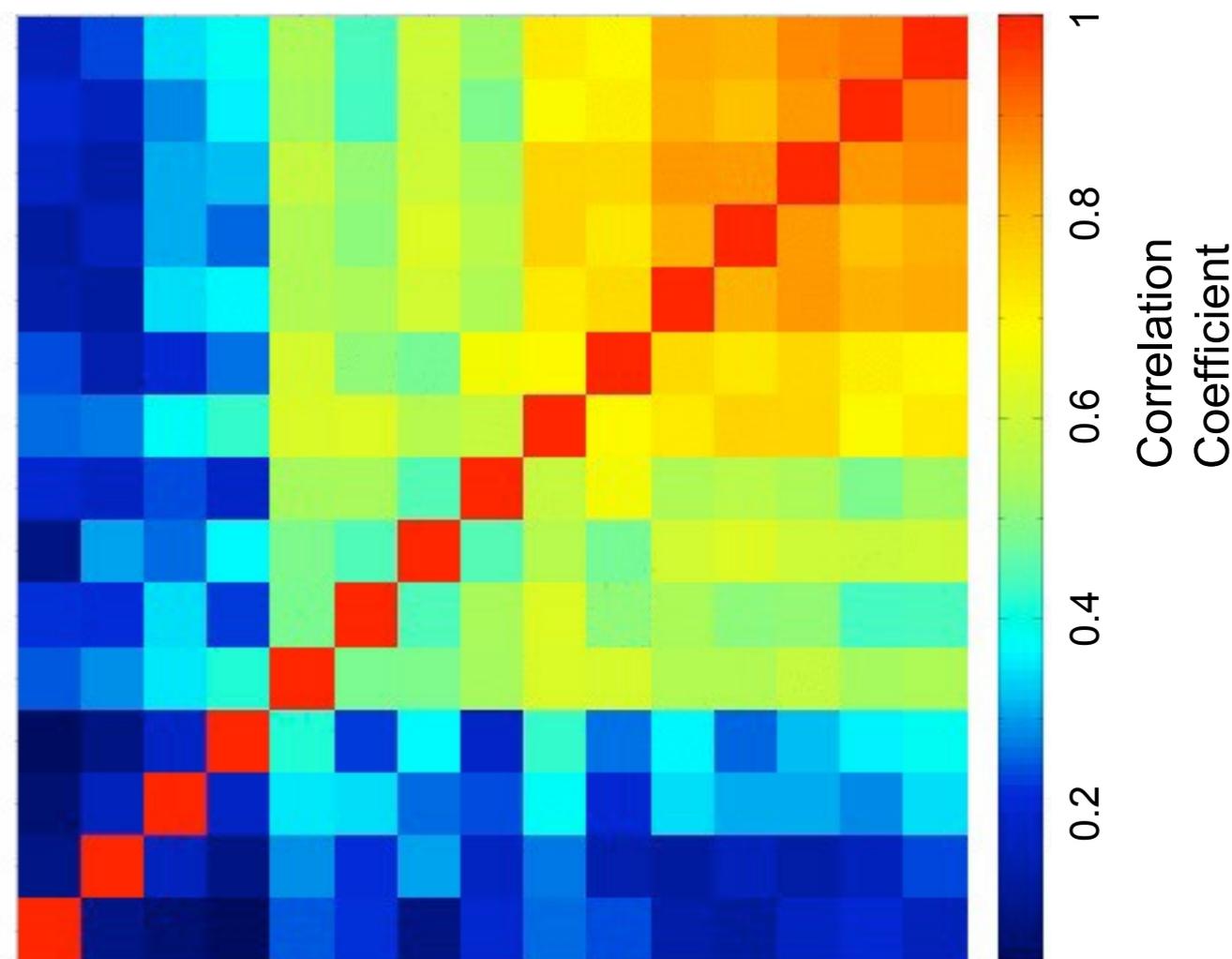
where

$$M_{\ell\ell^t} = (8.C_{\ell} \ 8.C_{\ell^t})$$

Strong

Mild

Weak



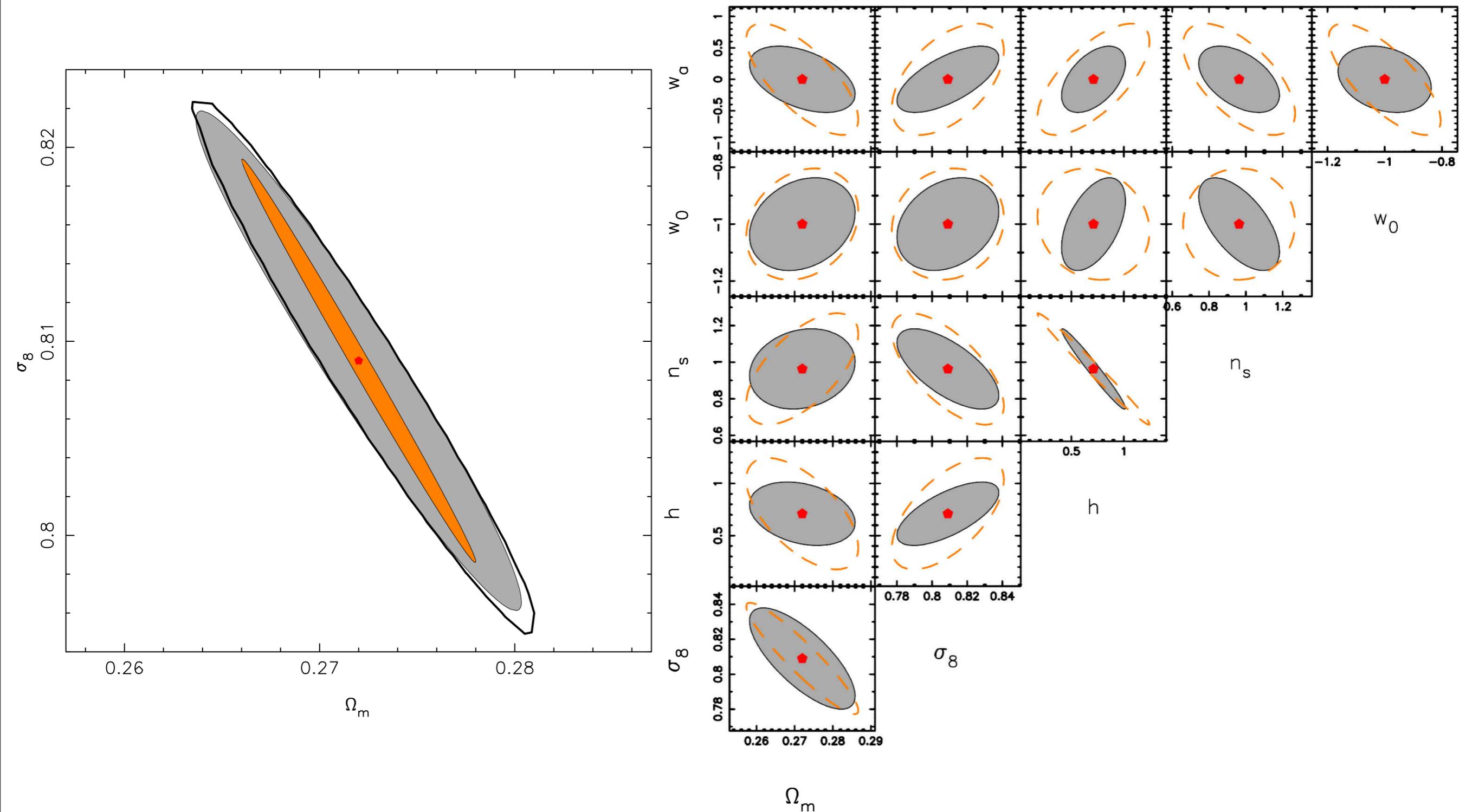
100 realisations

£ = 100

£ = 500

R = 2300

# Fisher Matrix Cosmological Parameter Error Estimates



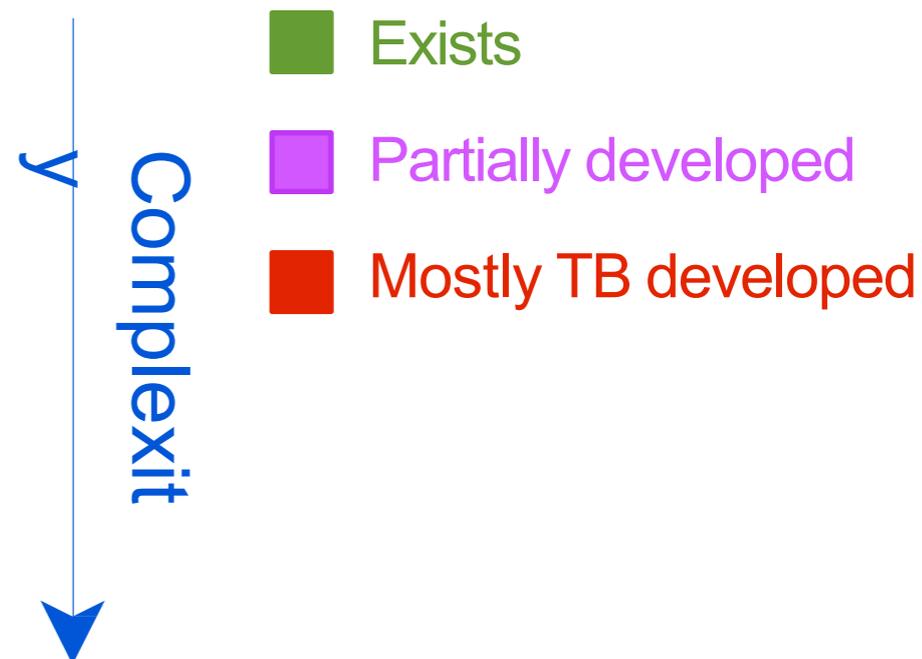
# Simulation Implementation Plan - Models

---

## Questions:

- What alternative models should be investigated?

1. Quintessence and early dark energy
2. Inhomogeneous large-voids (LTB)
3. WDM
4. Non-Gaussian Initial Conditions
5. Massive Neutrinos
6. Self interacting dark matter
7. Linear spatial dark energy fluctuations
8. Non-linear spatial dark energy fluctuations



# Simulation Implementation Plan - Models

---

## Questions:

- What alternative models should be investigated?

1. Quintessence and early dark energy
2. Inhomogeneous large-voids (LTB)
3. WDM
4. Non-Gaussian Initial Conditions
5. Massive Neutrinos
6. Self interacting dark matter
7. Linear spatial dark energy fluctuations
8. Non-linear spatial dark energy fluctuations

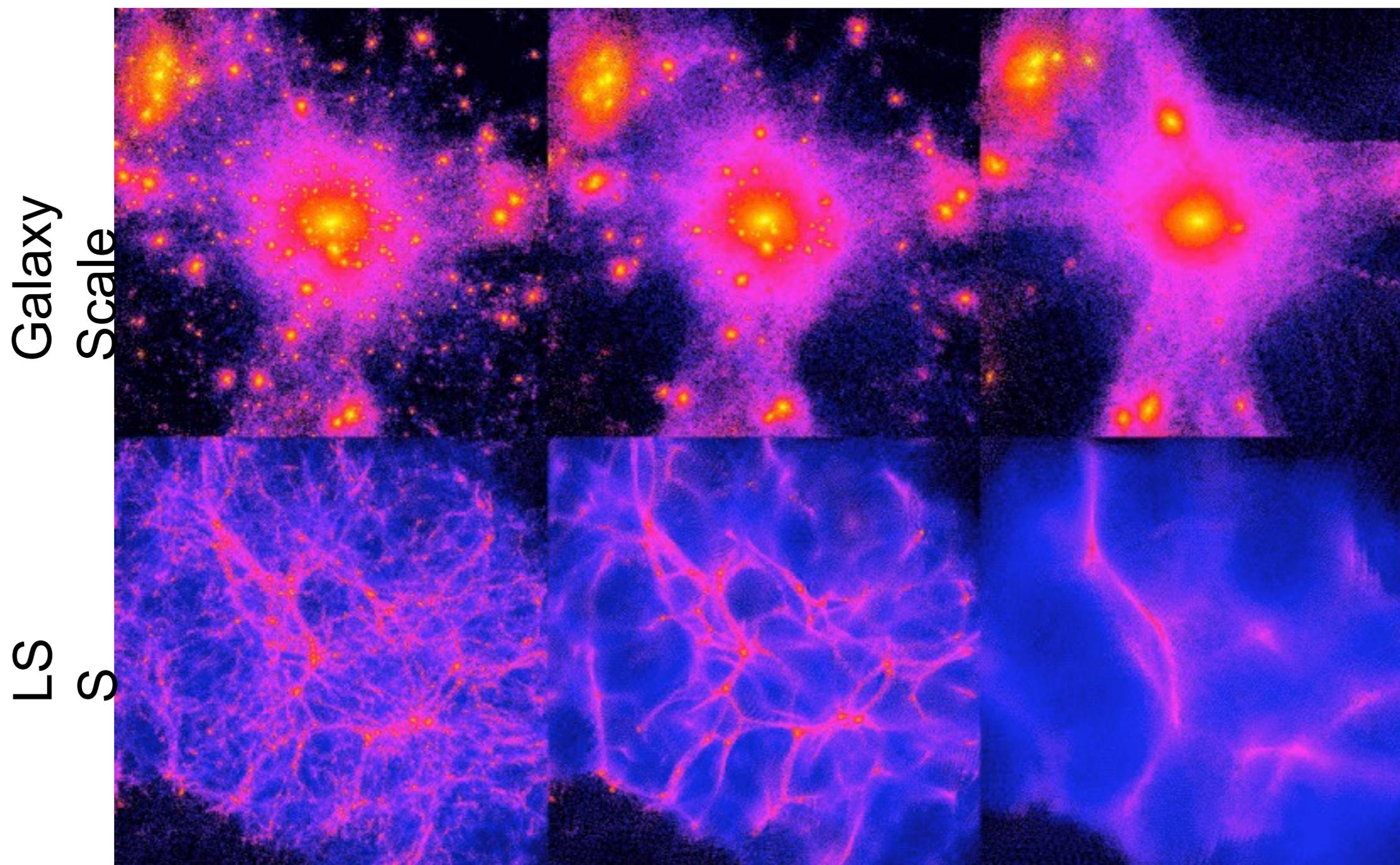


Complexity

- Exists
- Partially developed
- Mostly TB developed

- Can the catalogue generation software be used directly on these simulations or will it need to be modified?

# Alternative Dark Matter Models



Credit: Ben Moore

Cold Warm Hot  
Euclid Weak Lensing Kick-Off Meeting, Edinburgh, 2012

# Alternative Gravity Models

---

Anything that can simultaneously explain angular diameter distances (BAO, CMB) and luminosity distances (SNe Ia) could be called dark energy

BUT - this could be the result of modified gravity!

We need large-scale N-body simulations that will explore the nature of dark energy and alternative gravity theories

# Preliminary Tasks and Coordinators Identified by SIM-SWG

---

1. Large N-body runs and co-ordinated access to supercomputing facilities (Volker Springel)
2. Light-cone data format and ray-tracing tools (TBD)
3. Halo, sub-halo and smooth background decomposition, mass functions, merger trees (TBD)
4. Indexing and database of simulation products, data types (TBD)
5. Covariance estimation of various observables (TBD)
6. Tools for non-standard models (Marco Baldi)
7. Beyond 1% accuracy in dark matter statistics (Robert Smith, Pablo Fosalba)
8. The impact of baryons on cosmic statistical indicators (Romain Teyssier, Klaus Dolag)

# Summary

---

- Simulations are essential for the successful undertaking of the Euclid mission
- The simulations requirements for the Euclid mission are **vast!** It is an enormous undertaking that includes development of software and acquisition of hardware facilities.
- The simulations requirements are currently being finalised - please contact myself or Elisabetta Semboloni if you would like to add/modify any requirements (or if you would like to be involved in the development of the simulations).