

# Weak lensing mocks using approximate methods

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California Institute of Technology



# Computational challenges in Euclid



- **Systematic effects** will dominate the error budget for weak lensing measurements in Euclid (shape measurements, photometric errors, selection function, theoretical predictions...).
- These can be better understood using **mock galaxy catalogues**.
- Standard N-body simulations demand **large computational resources** (cpu+storage).
- We need **efficient techniques** to produce high-level data catalogues.

# The need for approximate methods

- **Problem**

- Estimate **covariance matrices** for weak lensing and clustering
- Provide **mock catalogues** to calibrate and validate analysis pipelines

- **Requirements**

- Sample large volumes (tens of Gpc<sup>3</sup>)
- Produce massive ensembles of realizations ( $>10^3$ )
- Explore different cosmologies or gravitational models

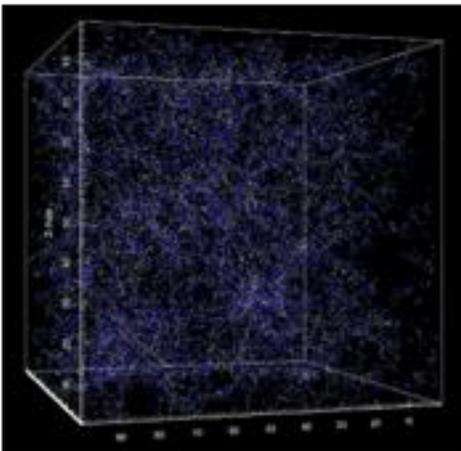
- **Solution**

- Identify the **optimal balance** between accuracy and speed-up for this problem
- Develop **fast methods** that allow generating the required number of realizations

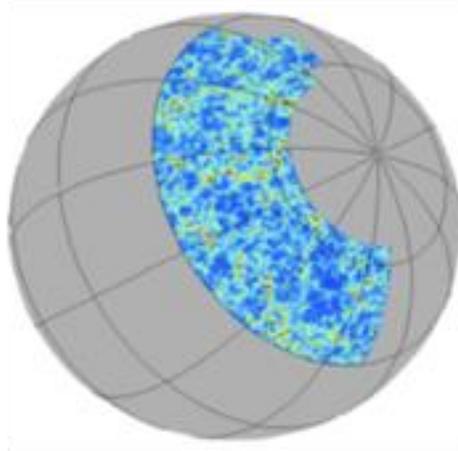
# Galaxy catalog pipeline

- The COLA method (Tassev et al 2013): incorporates a theoretical description of the evolution of the matter density field in a numerical cosmological simulation.
- **Speed-up** thanks to using a cheaper and faster numerical integration.
- Parallel COLA (Koda et al. 2015)

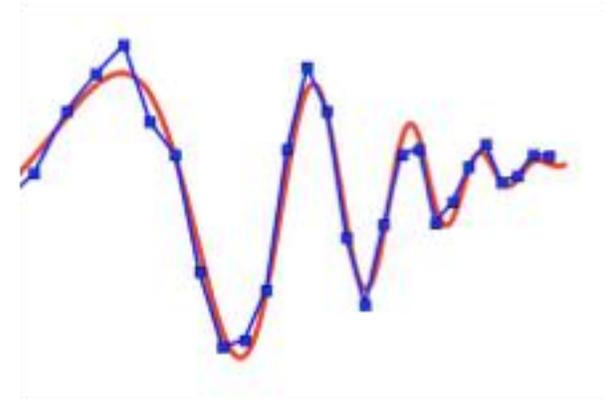
N-body simulation



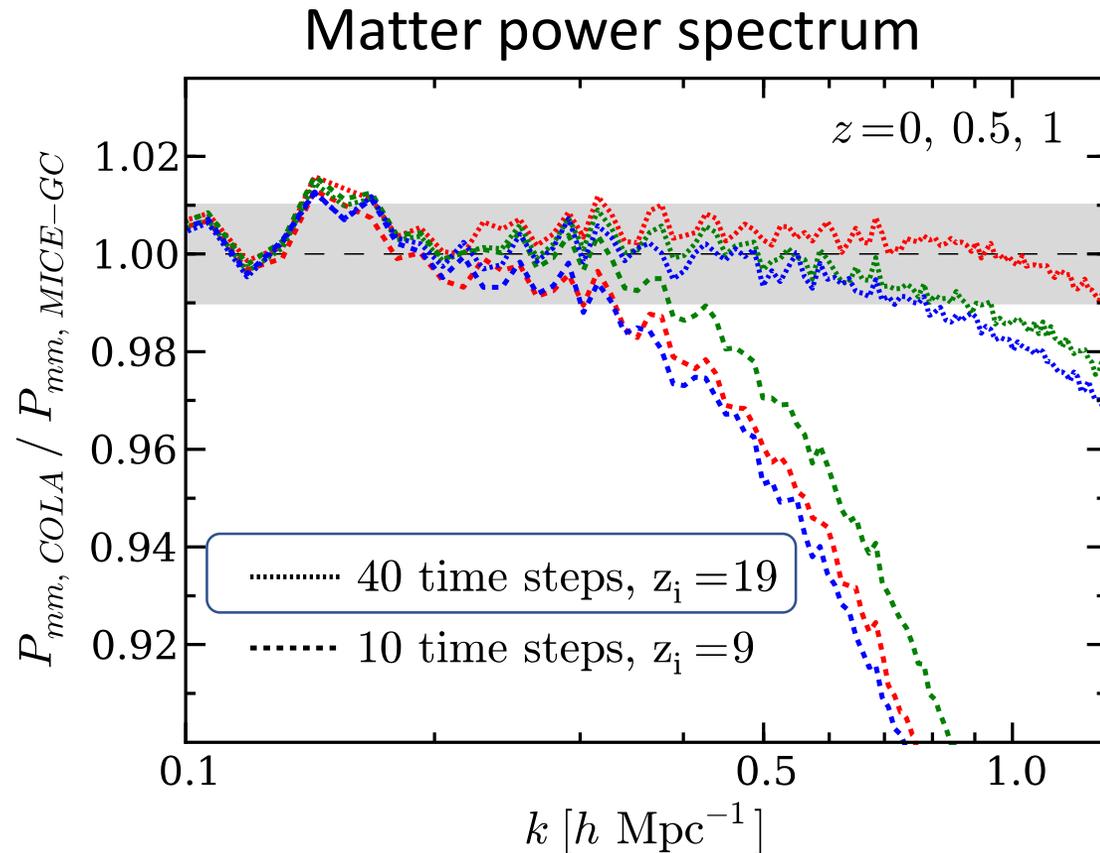
Realistic catalogues



Modelling observables

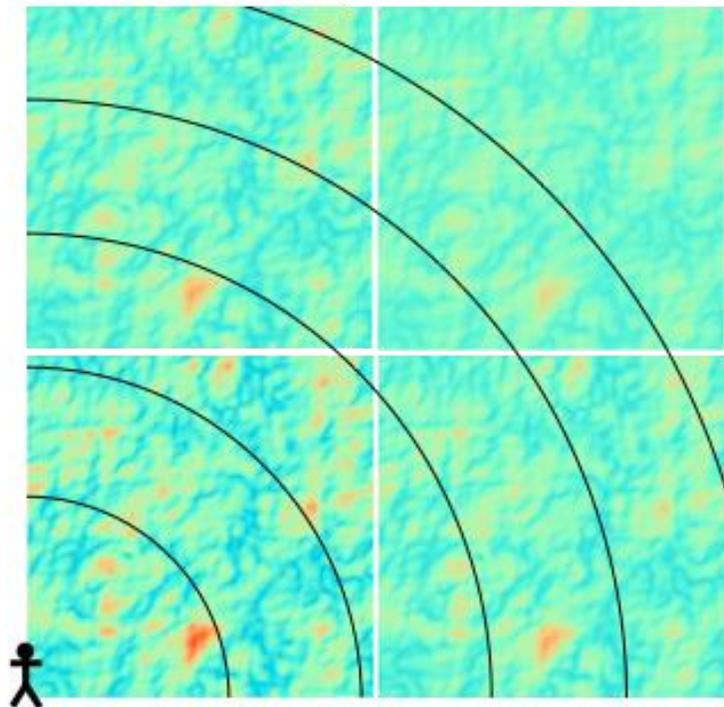


# Optimal set-up for weak lensing covariances

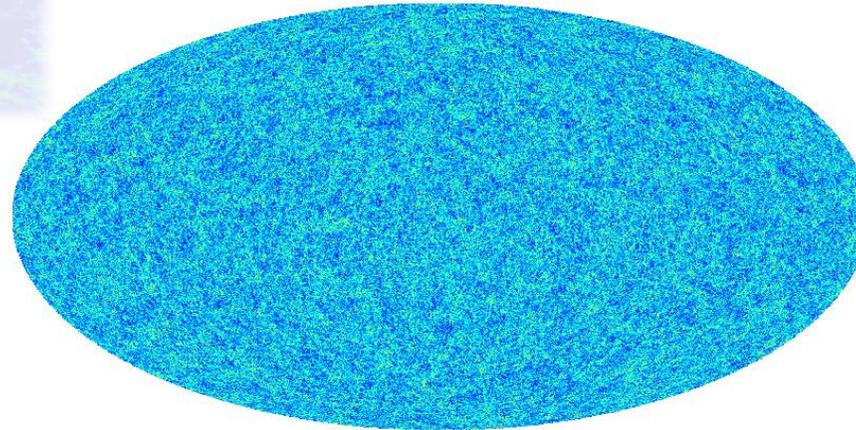


- $2048^3$  particles run on 1024 cores in <1h (2.7 Tb memory)
- Matter power spectrum: 1% agreement up to  $k \sim 1 \text{ h/Mpc}$
- Mass function: 5% accuracy

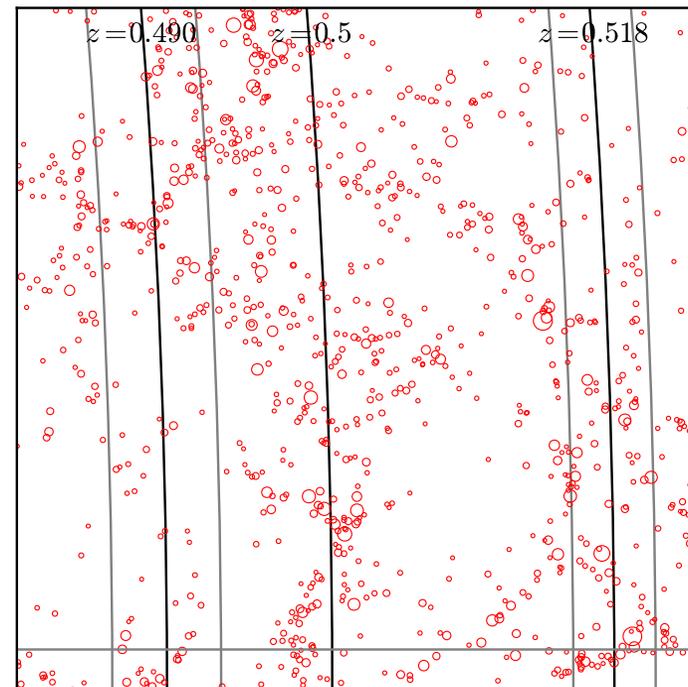
# Light cone geometry



On-the-fly



2D projected matter map  
Healpix discretization  
(265x50M pixels)



Halo catalog

# Weak lensing pipeline

## SIMULATION

2048<sup>3</sup> particles  
Lbox = 1536 Mpc/h  
 $m_p = 3 \times 10^{10} M_{\text{sun}}$

$z. \leq 1.4$   
All sky  
2 box replicas (64 total)

1024 cores  
~2h / run  
~300 realizations

On-the-fly



Projected matter density field (2D, Healpix format)

# Weak lensing pipeline

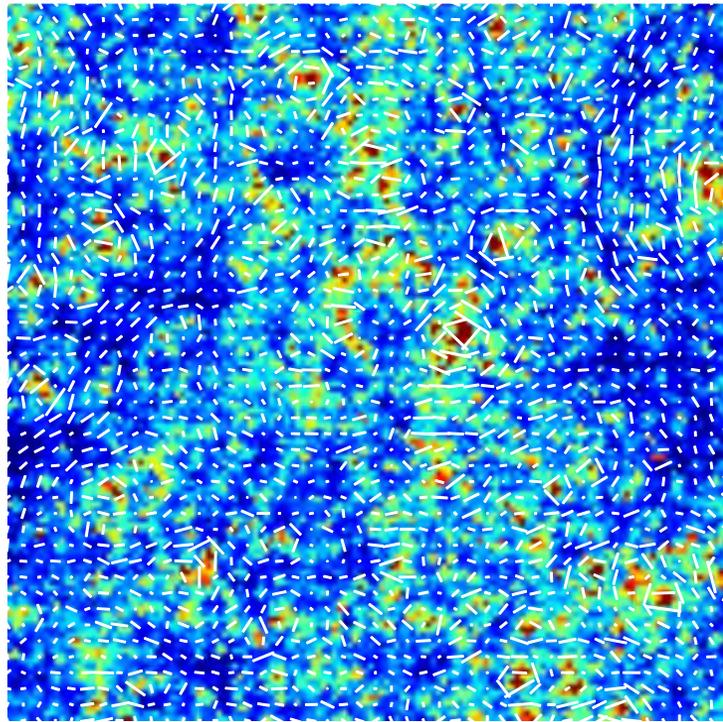
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On-the-fly



-0.02 0.00 Convergence 0.02 0.04

Projected matter density field (2D, Healpix format)

Born approximation

Convergence maps

Harmonic space (all sky)

Shear maps

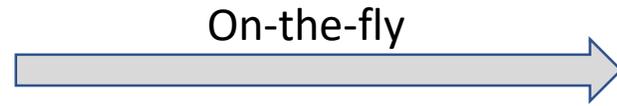
# Weak lensing pipeline

## SIMULATION

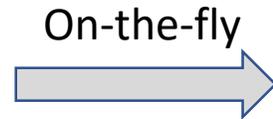
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Projected matter density field (2D, Healpix format)



FoF halos in the LC



Born approximation

Convergence maps



Harmonic space (all sky)

Shear maps

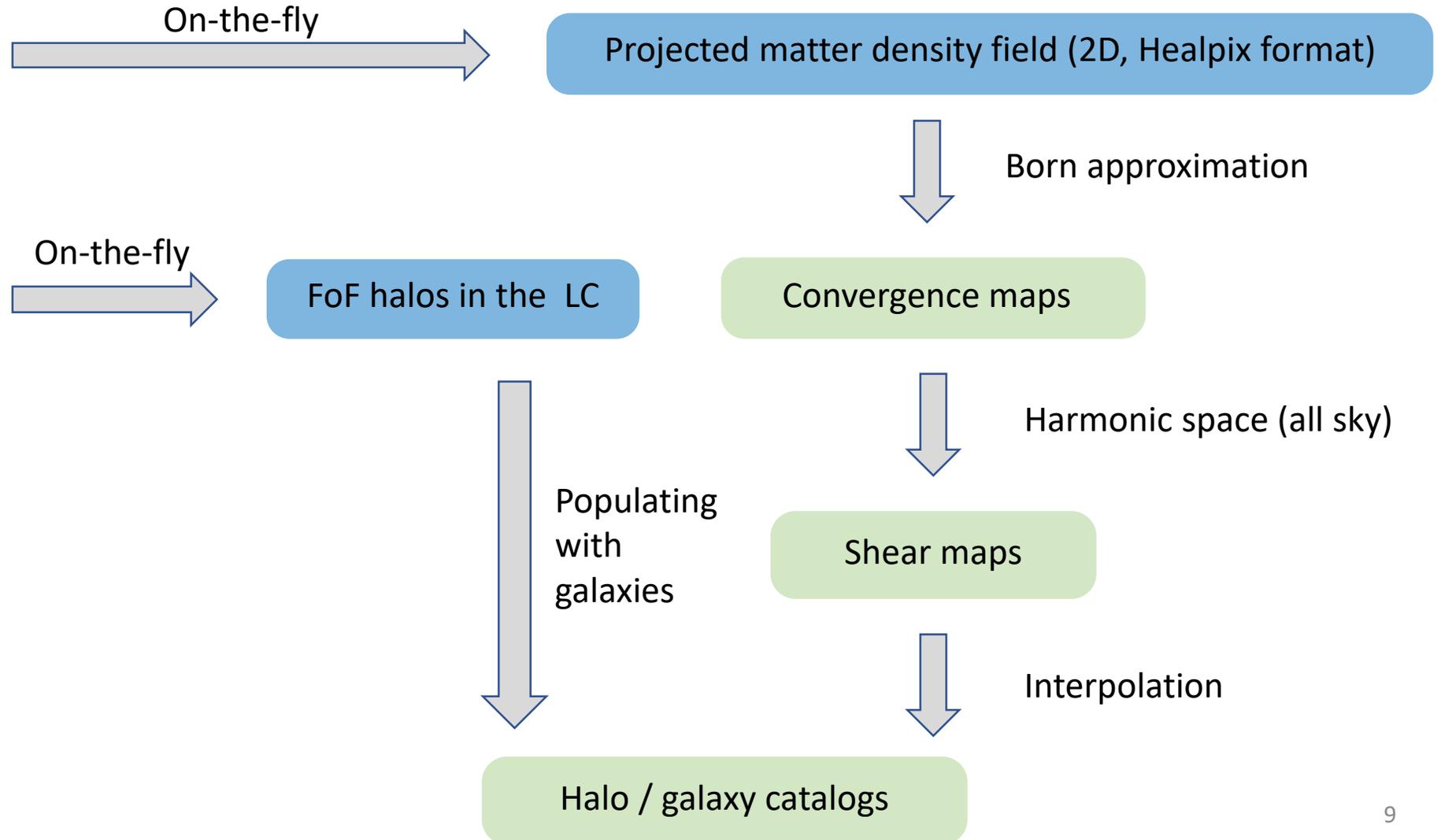
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## SIMULATION

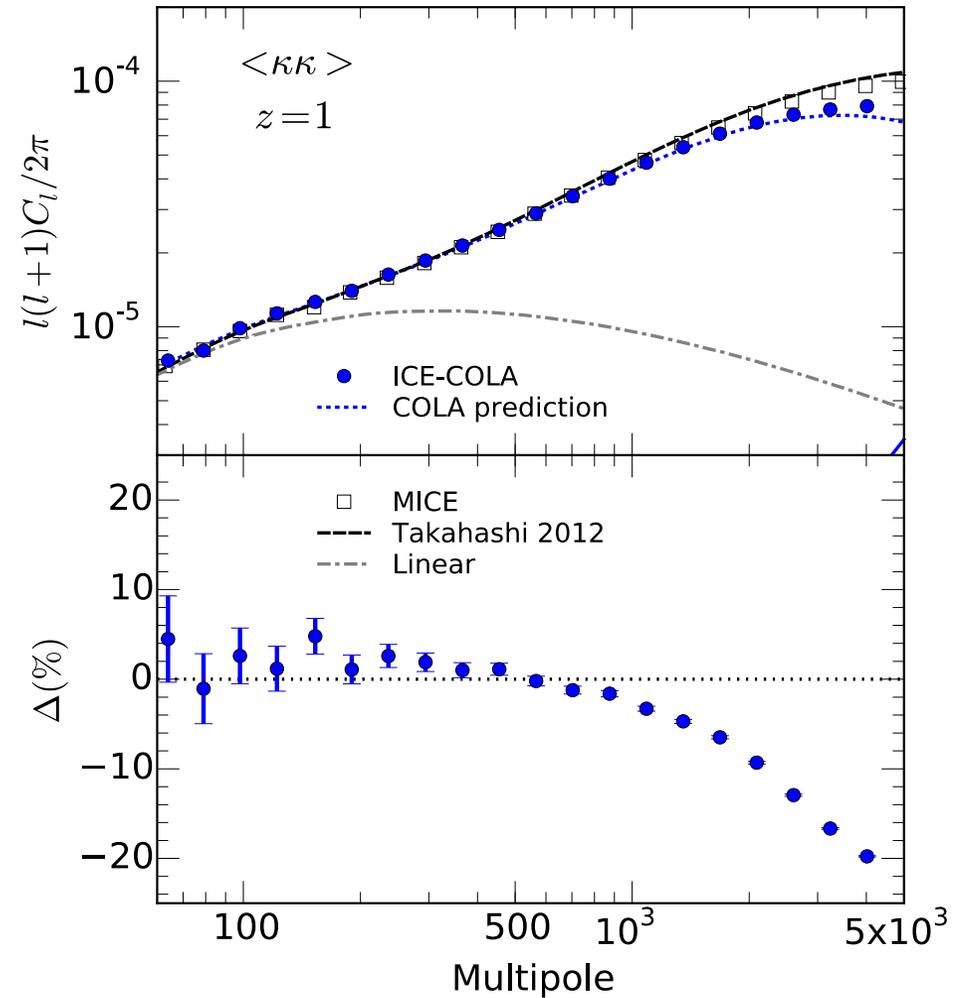
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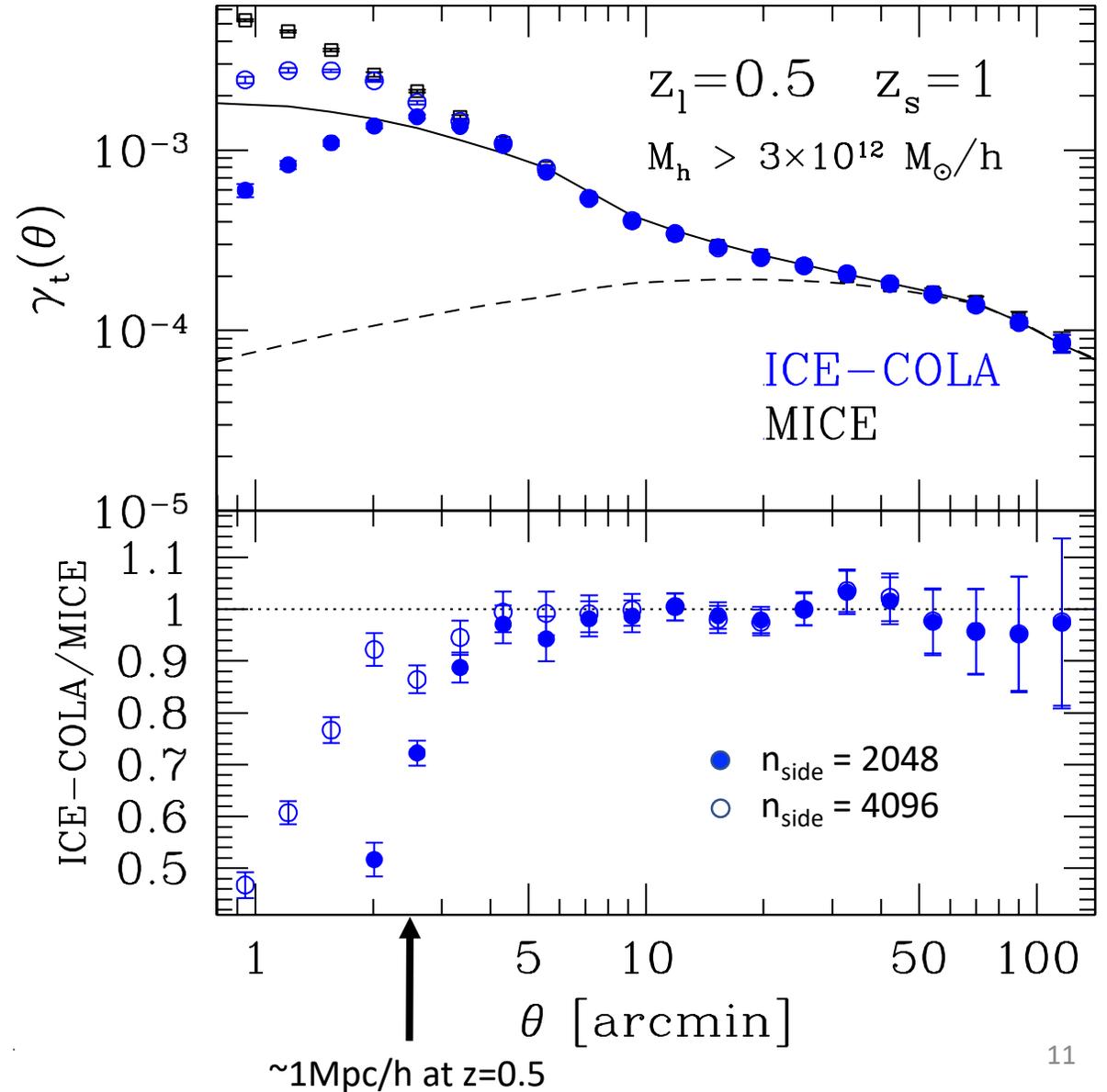


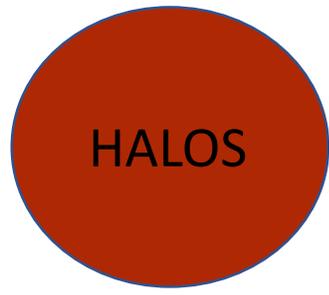
# Convergence power spectrum



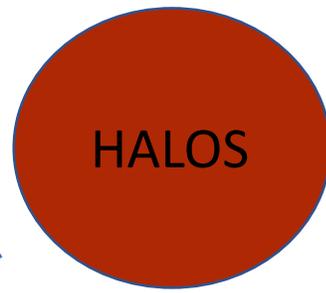
# Tangential shear

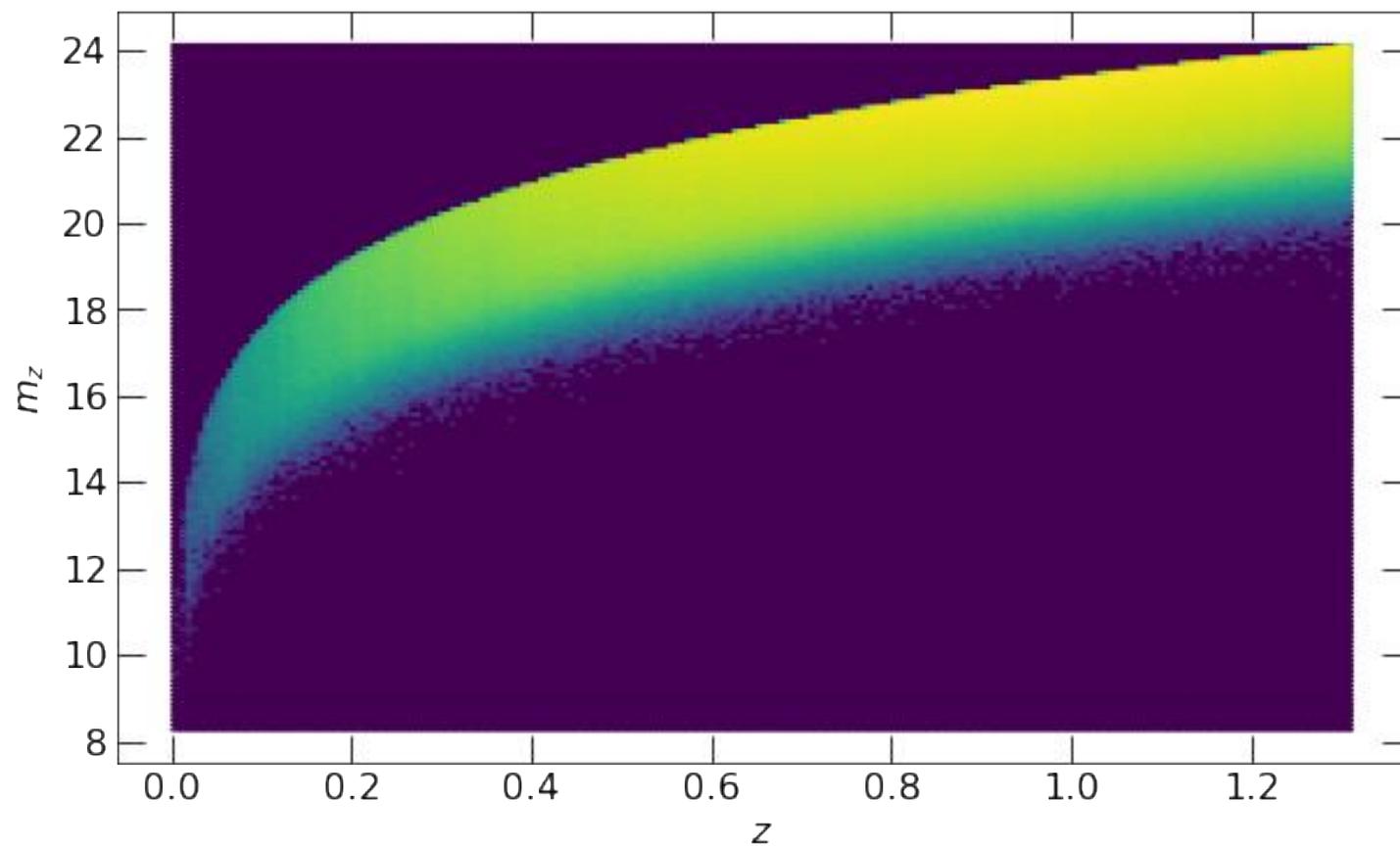
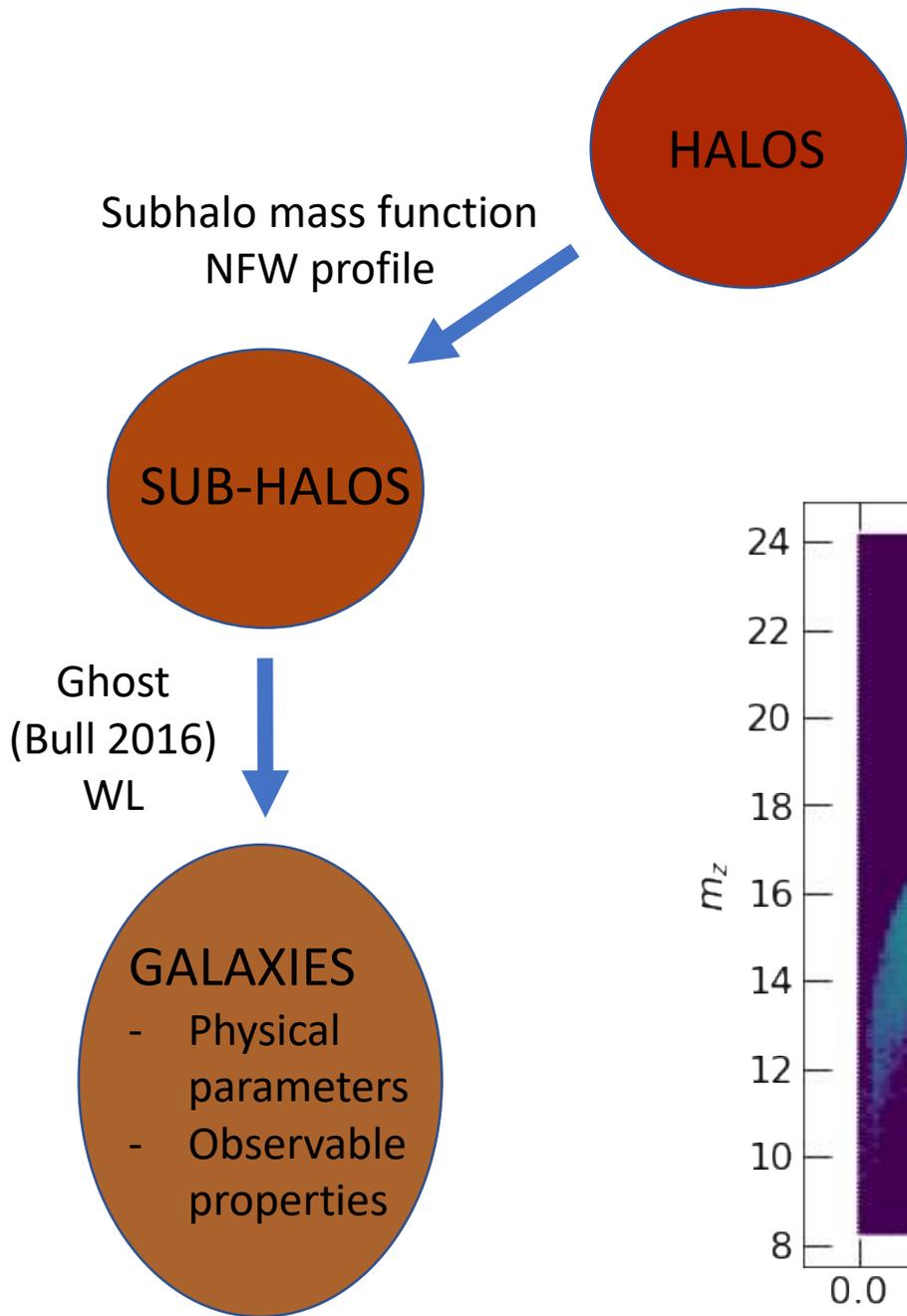
Correlation between the orientation of galaxy shapes in the background and the distribution of foreground galaxies

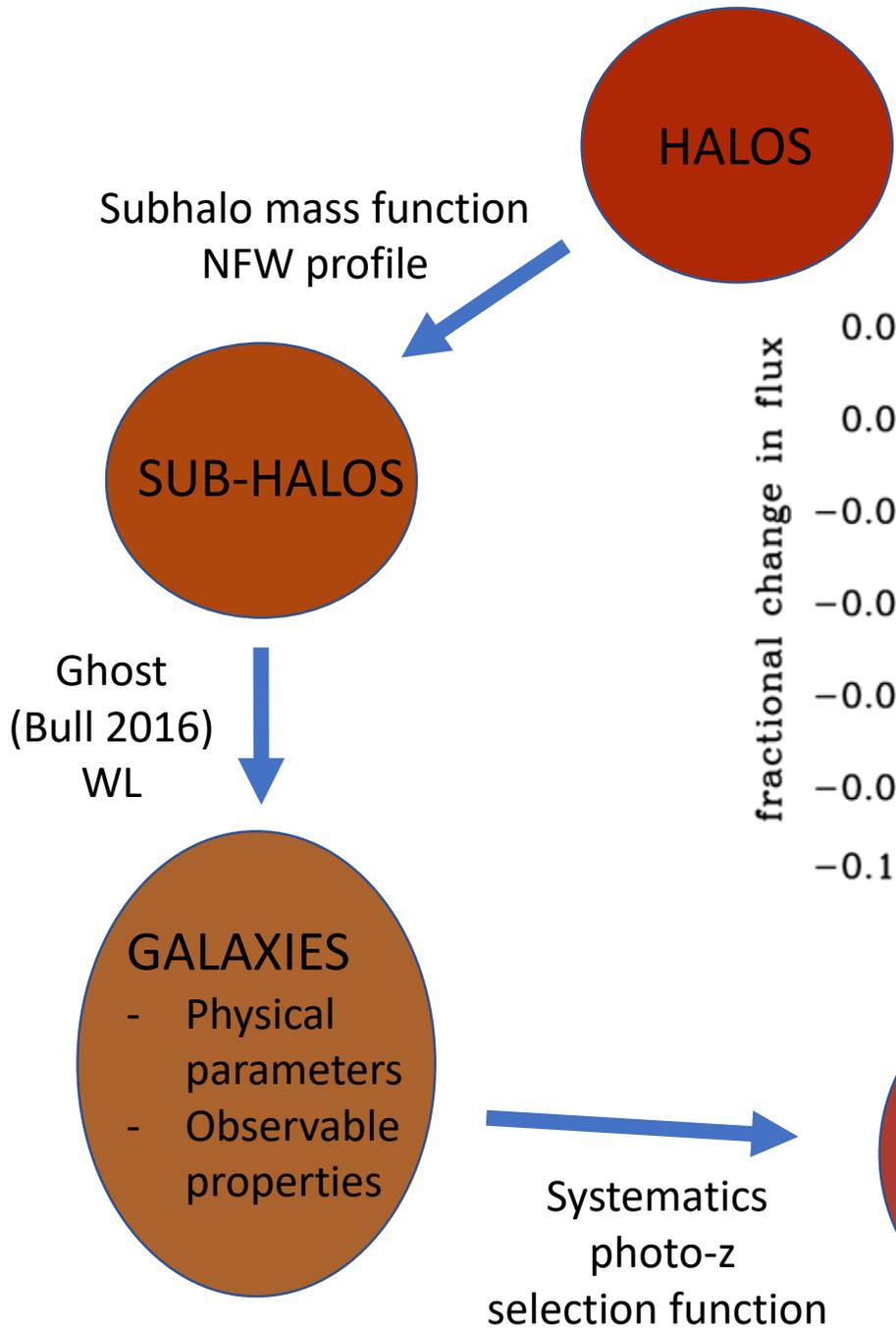




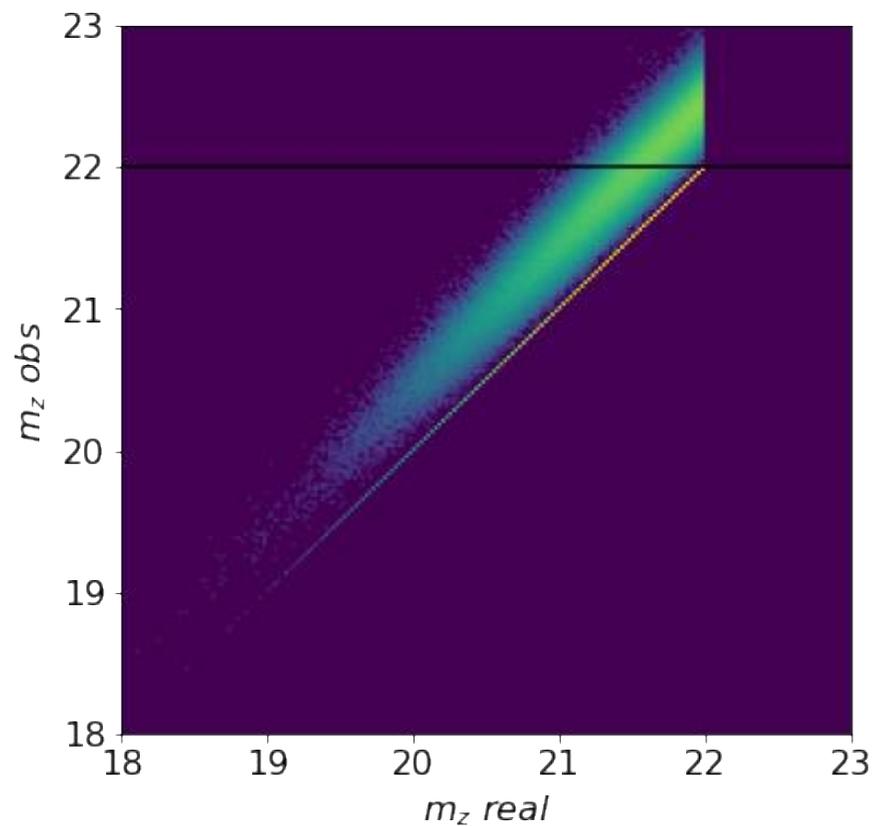
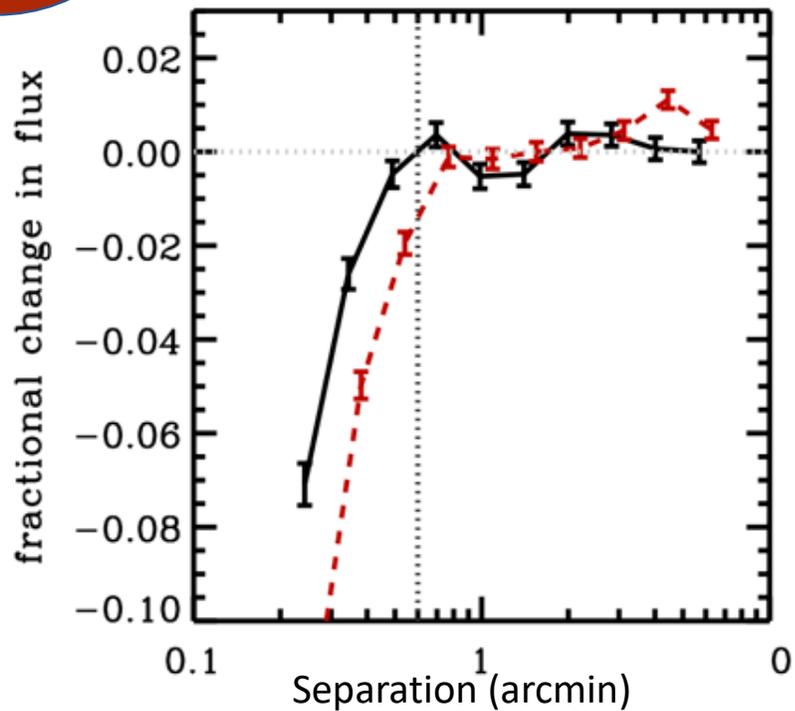
Subhalo mass function  
NFW profile

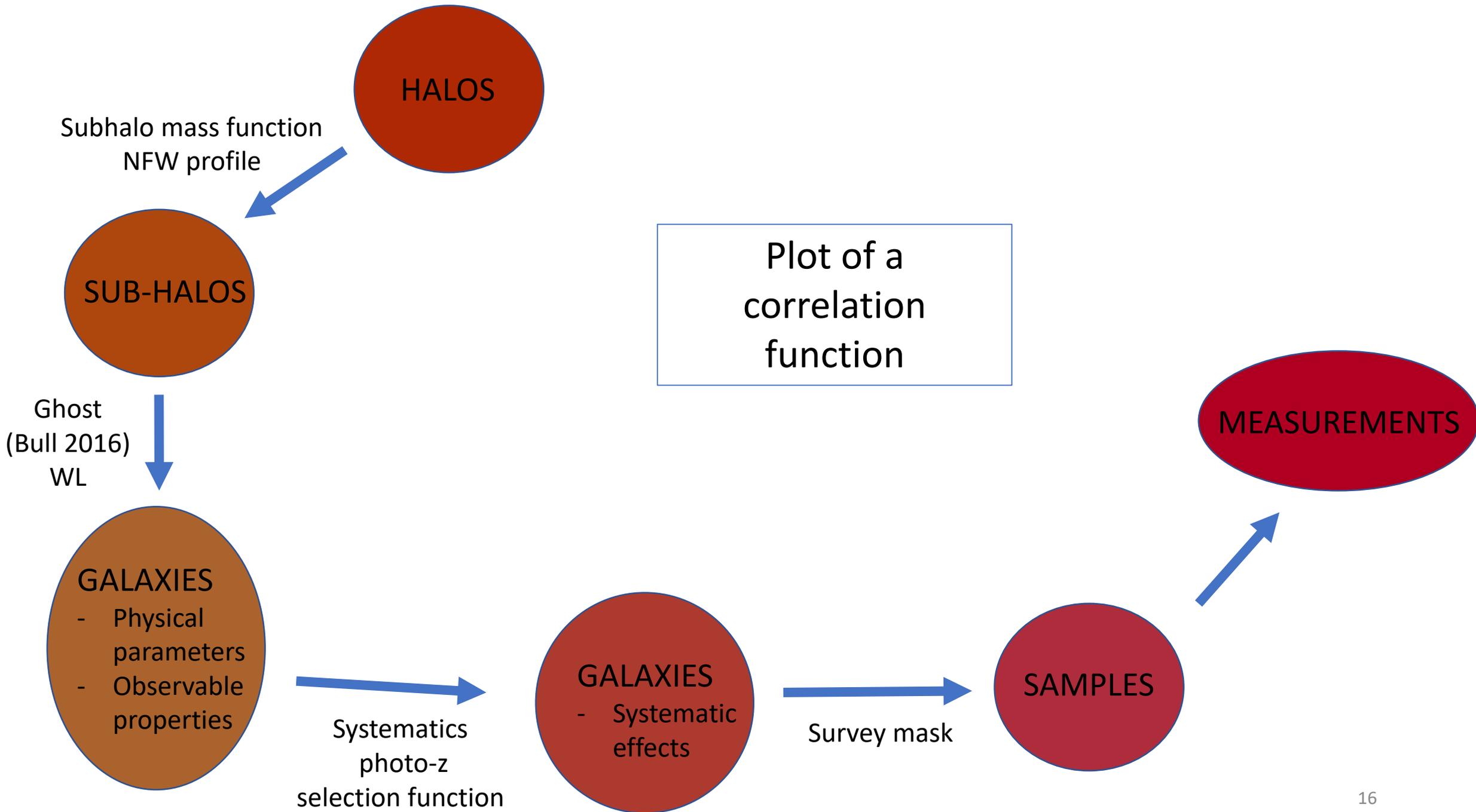






Huff & Graves (2014),  
SDSS DR7 (Blanton 2005)

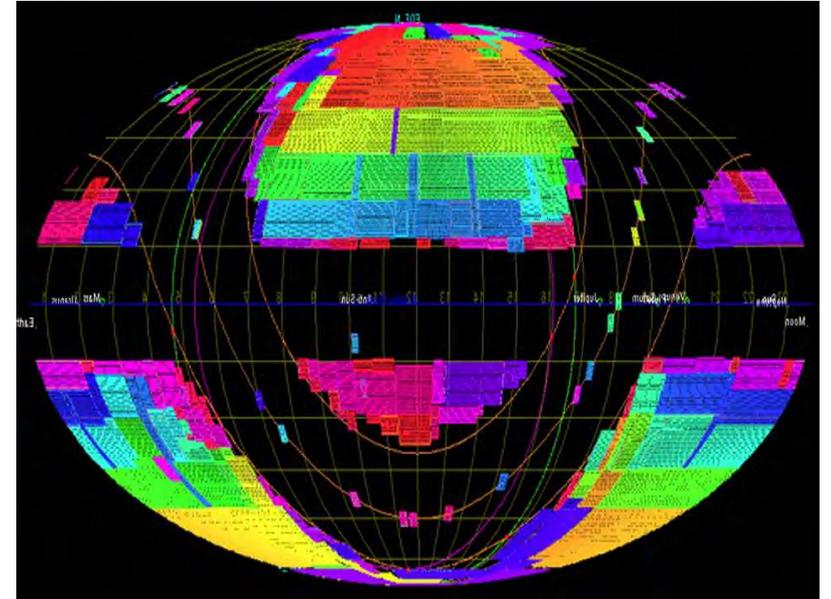




# Modeling systematic effects on WL

- **Cosmic shear** measurements are affected by:
  - Shape uncertainties
  - Photometric redshift errors
  - Survey selection function
- These may vary across the sky and in a coherent way, affecting both the signal and the covariance matrix
- We model the conditional probability

$$P(\gamma_{obs}, z_{obs}, detection | \gamma_{true}, z_{true}, \theta)$$



Euclid footprint (Euclid Consortium)

# Covariance matrices

- Provisional results

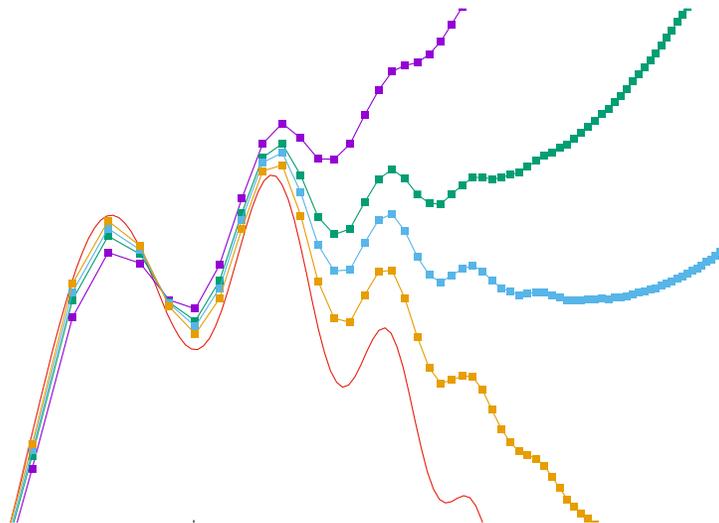
Plot of a  
covariance matrix

# Feedback!

What are the priorities and concerns in Euclid for observational systematics in covariance estimation?

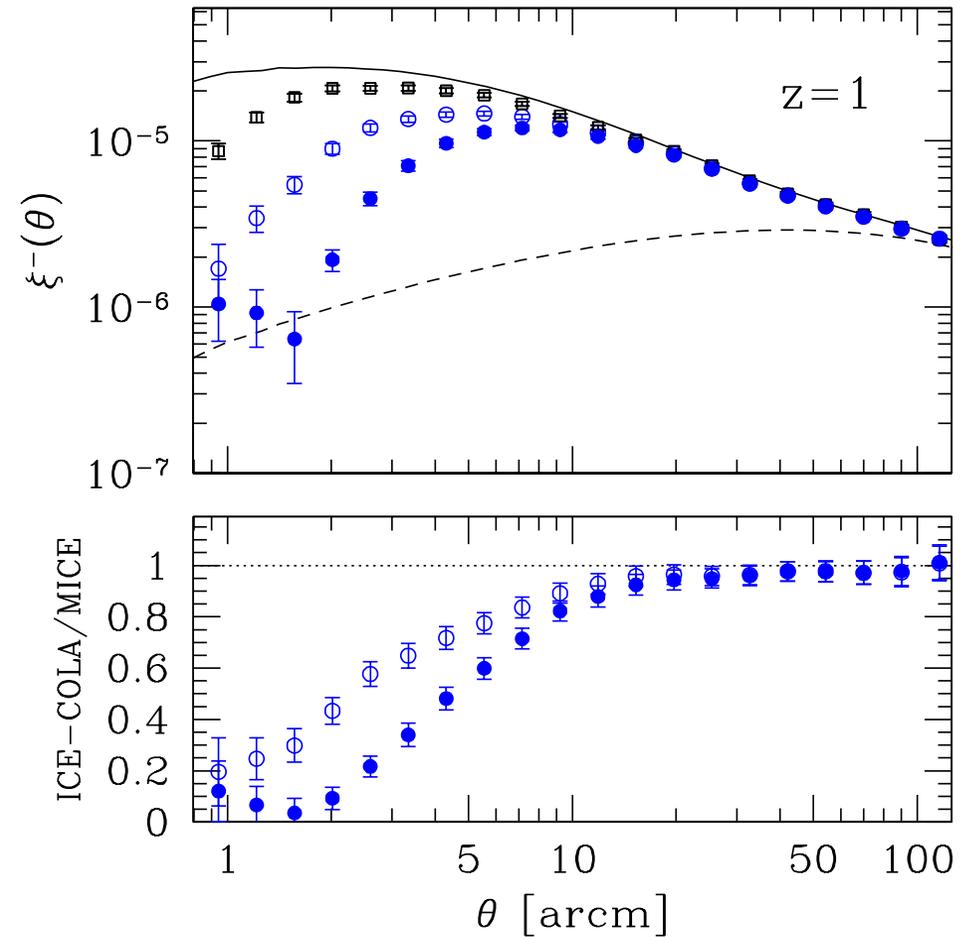
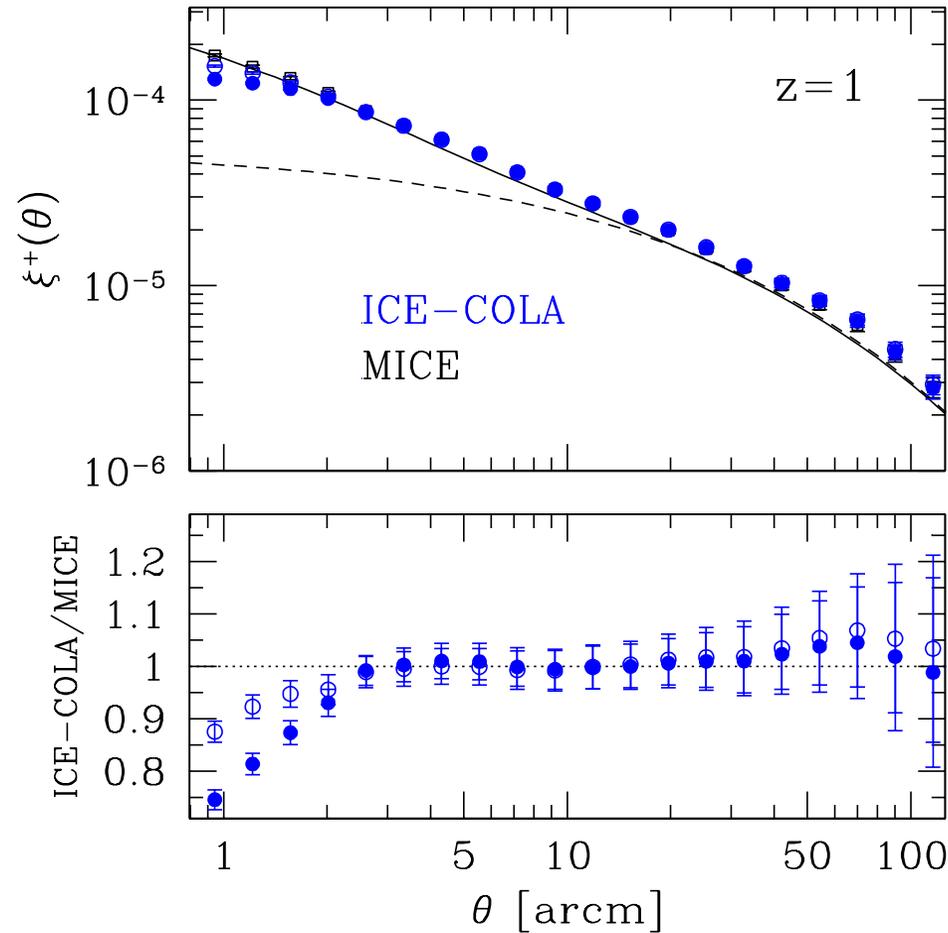
[albert.izard.alberich@jpl.nasa.gov](mailto:albert.izard.alberich@jpl.nasa.gov)

[albertiz@ucr.edu](mailto:albertiz@ucr.edu)





# Shear correlation functions

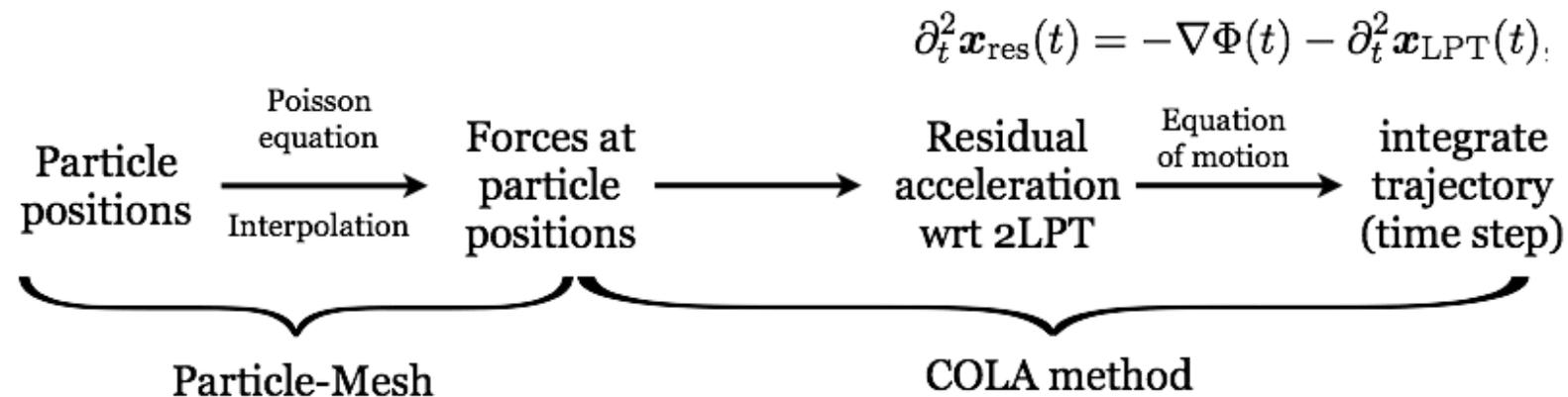
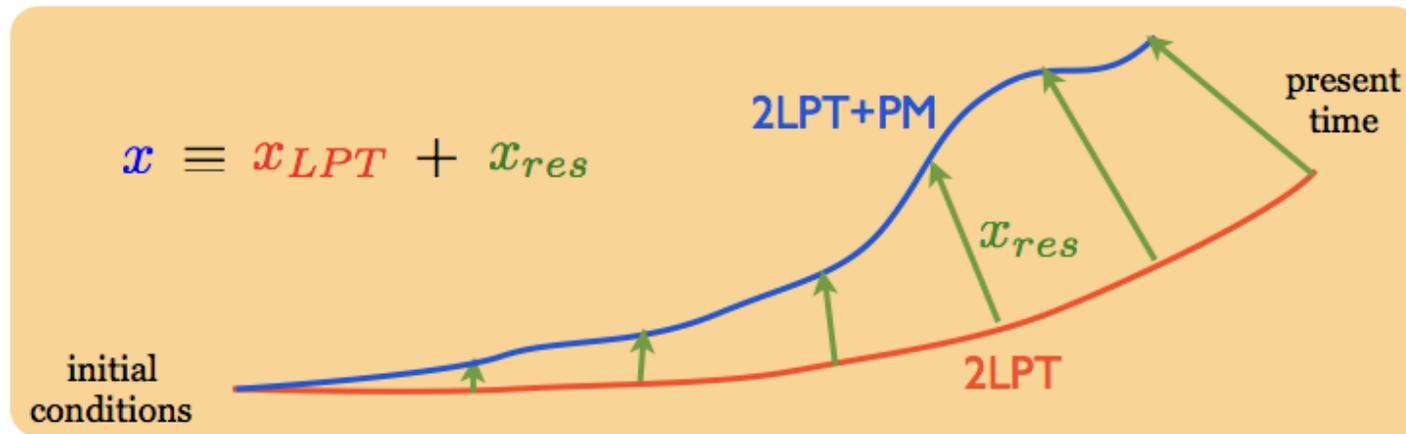


# The COLA method

COMoving Lagrangian Acceleration (Tassev et al. 2013):

Use **Perturbation Theory** for an approximated guess of the solution

Add residual displacements with a cheap numerical **N-body solver**



# Comparison with other approximate methods

## PROS

- ✓ Large scale dynamics is exact
- ✓ Accuracy at small scales is adjustable
- ✓ 2-3 orders of magnitude faster than conventional N-body simulations

## CONS

- ❖ Large memory consumption
- ❖ Not as fast as fast methods using biasing prescriptions

