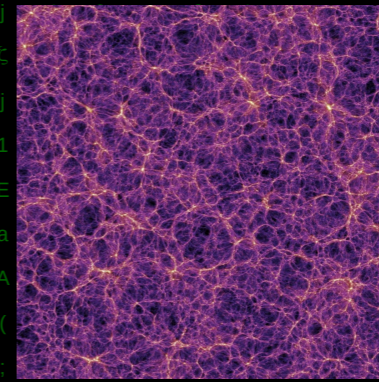
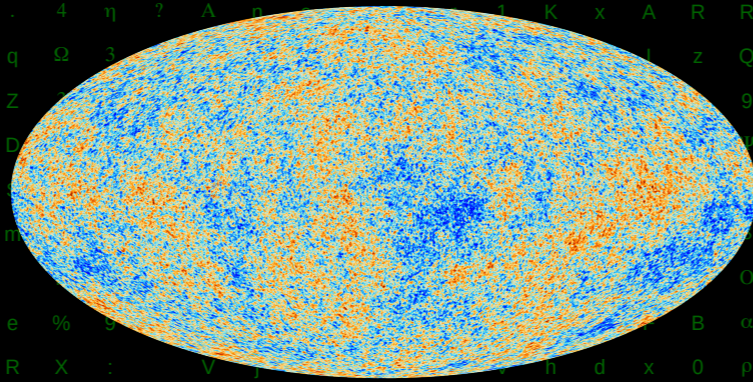


Cosmo Tools 2018



23rd-27th April, Aachen

School designed to help young researchers understand the black box of cosmology codes.

Lecturers:

Thejs Brinckmann
Jens Chluba
Christian Fidler
Will Handley
Felix Kahlhoefer
Julien Lesgourgues
Matteo Martinelli
Ruediger Pakmor
Janina Renk
Jesus Torrado
Thomas Tram
Wessel Valkenburg
Joe Zuntz

Local Organisers:

Thejs Brinckmann
Christian Fidler
Deanna C Hooper
Julien Lesgourgues

International Advisory

Committee:

Jens Chluba
Antony Lewis
Savvas Nesseris
Volker Springel
Thomas Tram

Registration Deadline:

15th March 2018

Website:

indico.cern.ch/e/CosmoTools2018

CosmoTools18, TTK, RWTH Aachen University, 23-27.04.2018

CMB Physics and Introduction to Boltzmann Codes

- Linear perturbation theory and CMB physics
- History of Boltzmann codes
- Main tasks, bottlenecks

J. Lesgourgues

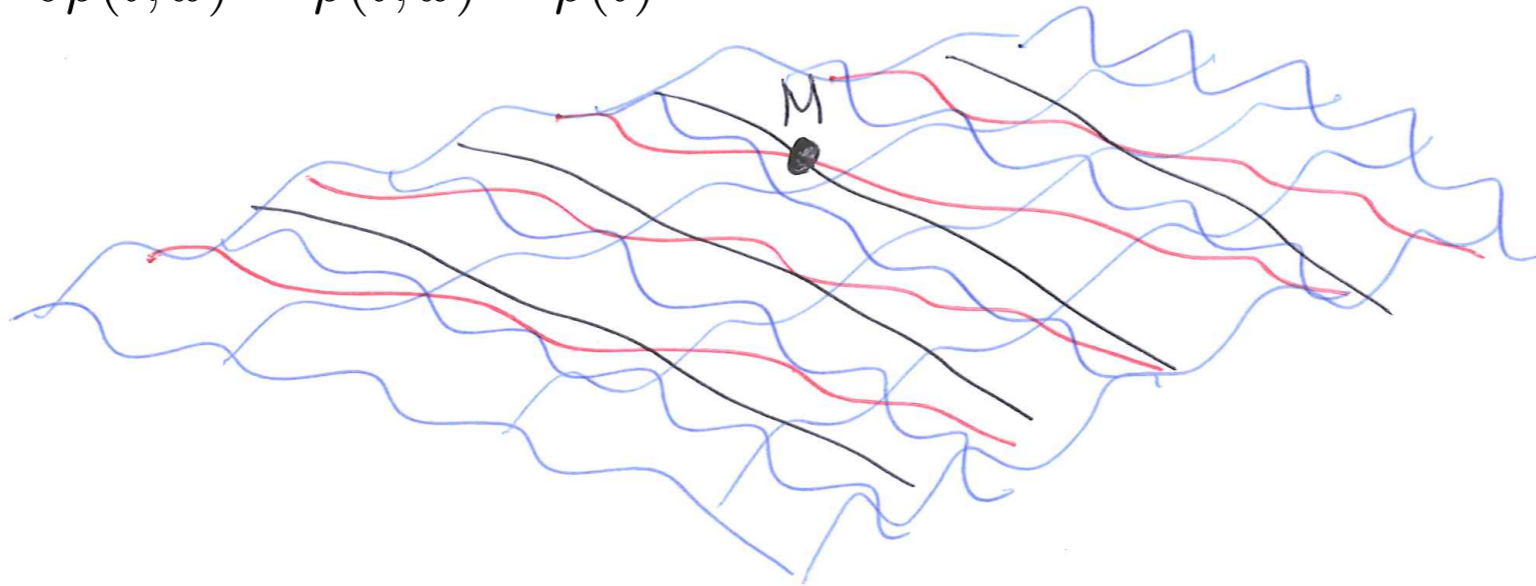
Institut für Theoretische Teilchenphysik und Kosmologie (TTK), RWTH Aachen University

Reduction of cosmological perturbations

- Bardeen scalars, vectors and tensors
 - S: density, pressure, forces: generalisation of newtonian gravity
 - V: vorticity, gravity-magnetism: usually irrelevant in cosmology (excepted phase transitions, defects...)
 - T: gravitational waves

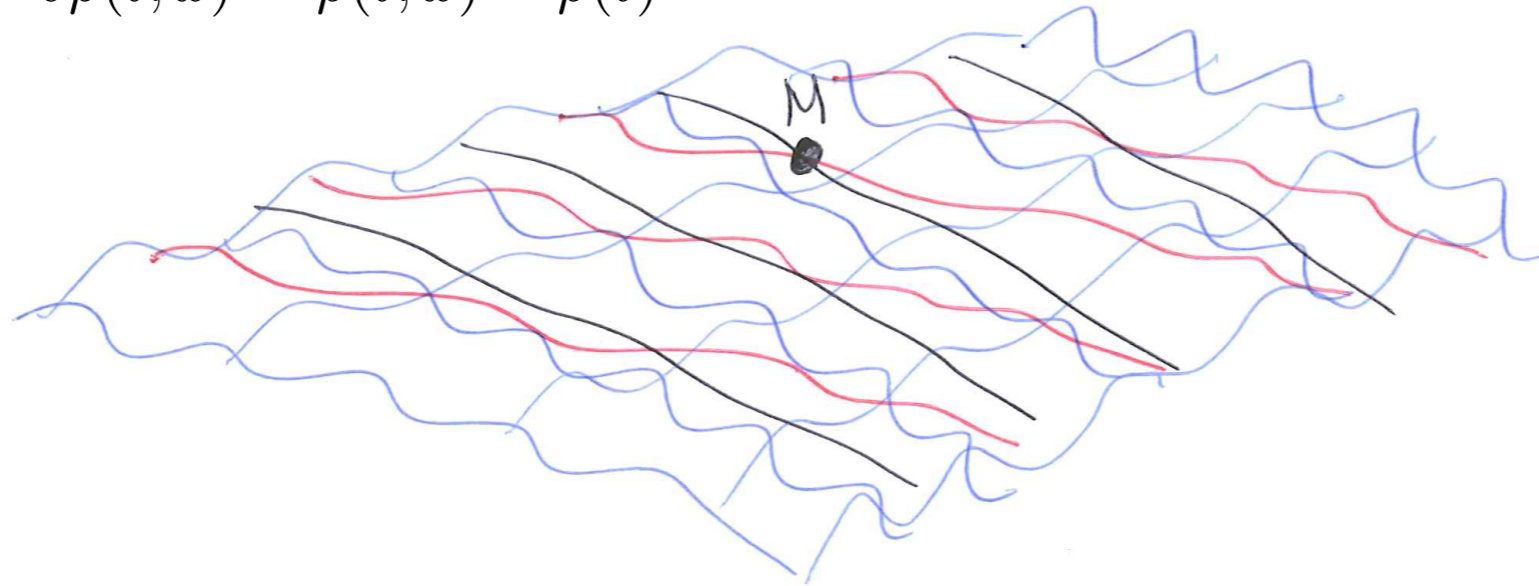
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- Reduction to
 - 2 Scalars metric perturbations (newtonian, synchronous, N-body gauges...)
 - 2 Tensors metric perturbations (effectively one)

Principles of linear cosmological perturbation theory

- Linear perturbations theory: independent Fourier modes with system of linear differential equation
- Isotropy: system depends on k , not \vec{k}
- Full solution reads

$$\begin{aligned} f_1(t, \vec{k}) &= \sum_i T_1^{(i)}(t, k) A^{(i)}(\vec{k}) \\ &\cdot \quad \cdot \quad \cdot \\ f_N(t, \vec{k}) &= \sum_i T_N^{(i)}(t, k) A^{(i)}(\vec{k}) \end{aligned}$$

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- Can match the first one with the unique solution found when there is initially only one perturbed d.o.f (inflaton, temperature of thermal bath) which plays the role of a time clock: **adiabatic mode**. Then

$$f_j(t, \vec{x}) = \bar{f}_j(t + \delta t(t, \vec{x})) = \bar{f}_j(t) + \dot{\bar{f}}_j(t) \delta t(t, \vec{x})$$

and $A^{(1)}(\vec{k})$ can be matched to initial curvature perturbation $\mathcal{R}(\vec{k})$. Then $f_j(t, \vec{k}) = T_j(t, k) \mathcal{R}(\vec{k})$

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- Solve for (deterministic) transfer functions rather than (stochastic) perturbations
- Observables = correlators of $f_j(t, \vec{k}) = (\text{transfer functions})^{\text{power}} \times (\text{correlators of } \mathcal{R}(\vec{k}))$

Evolution equations for each Fourier mode

- In general: one Boltzmann equation for species (more for photons, to follow polarisation)

$$\frac{D}{d\tau} \left(\bar{f}(\tau, p) \left[1 + \Psi(\tau, \vec{k}, p, \hat{n}) \right] \right) = \text{scattering term}$$

- Dependence on momentum modulus trivial for photons (blackbody)
- Dependence on direction w.r.t. k captured by Legendre expansion, everything encoded in the transfer functions

$$\Delta_\ell(\tau, k) \equiv F_\ell(\tau, k) \equiv 4\Theta_\ell(\tau, k)$$

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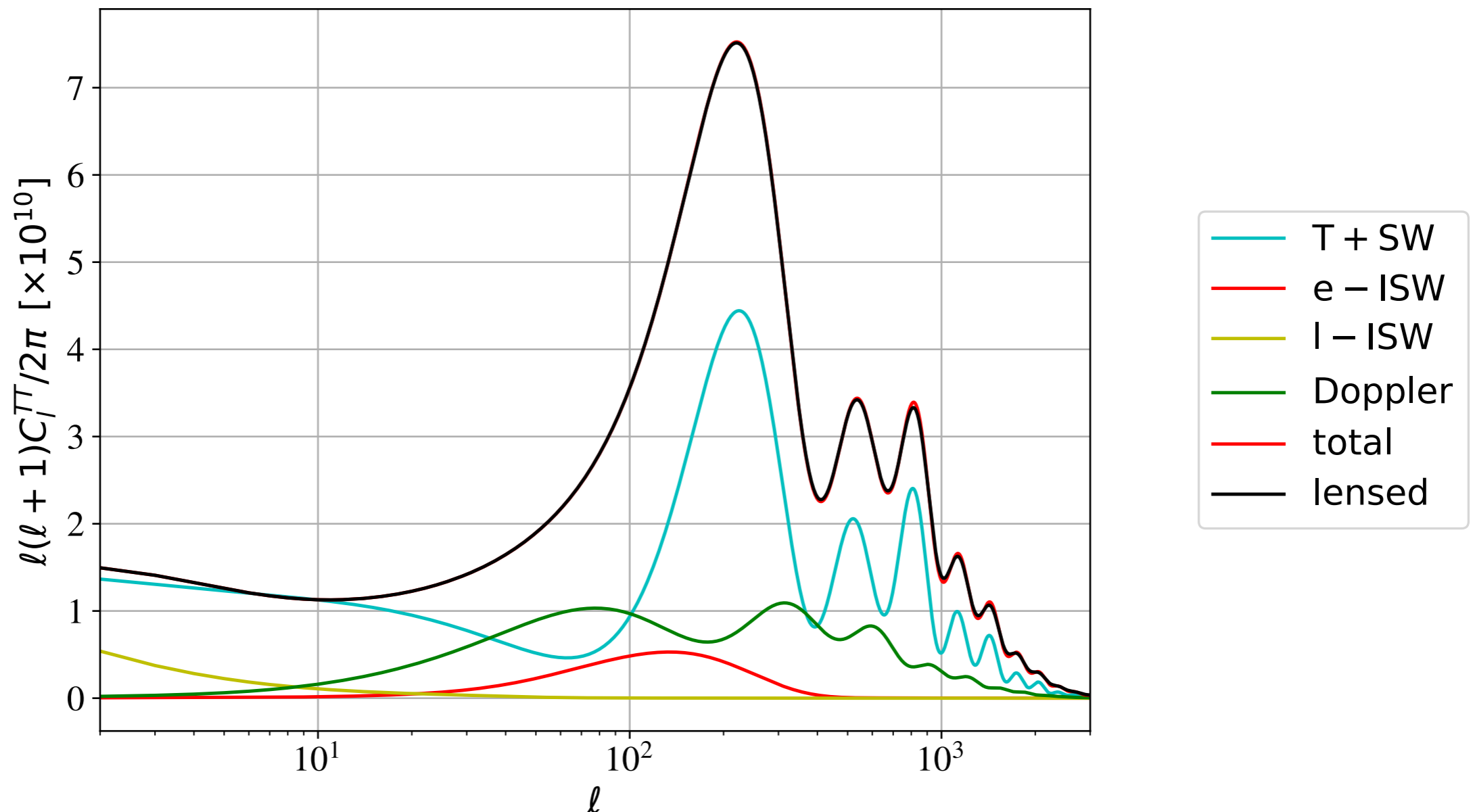
- Components of Einstein equation often kept as evolution equation to close the system (gauge-dependent; 0 or 1 for scalars, 1 or 2 for vectors/tensors)

Line-of-sight integral

- “True” line-of-sight integral of the Boltzmann equation (in real space in one direction):

$$(\Theta + \psi)|_{\text{obs}} = \int_{\eta_{\text{ini}}}^{\eta_0} d\eta \left[g (\Theta_0 + \psi + \hat{n} \cdot \vec{v}_b) + e^{-\tau} (\phi' + \psi') \right] \quad (\text{Polarisation corrections neglected})$$

- Leads to different effects in the CMB:



Line-of-sight integral

- Fourier transform of line-of-sight integral (Seljak & Zaldarriaga 96):

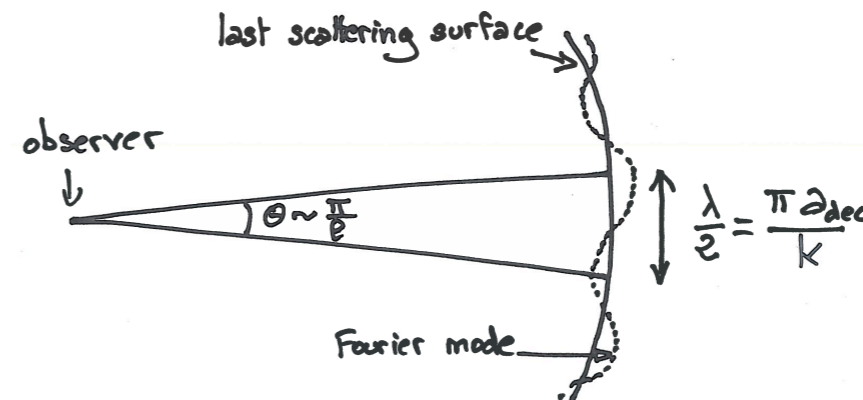
$$\Theta_l(\tau_0, k) = \int_{\tau_{\text{ini}}}^{\tau_0} d\tau \left\{ \underbrace{g(\Theta_0 + \psi)}_{\text{TSW}} + \underbrace{(g k^{-2} \theta_b)'}_{\text{Doppler}} + \underbrace{e^{-\kappa}(\phi' + \psi')}_{\text{ISW}} \right\} j_l(k(\tau_0 - \tau))$$

(Polarisation corrections neglected)

- Only first photon multipoles close to recombination time are important!
- Separation of “physical complexity” and “geometrical complexity”
- **Spherical Bessel function**: projection from Fourier to multipole space

- For mode orthogonal to l-o-s:

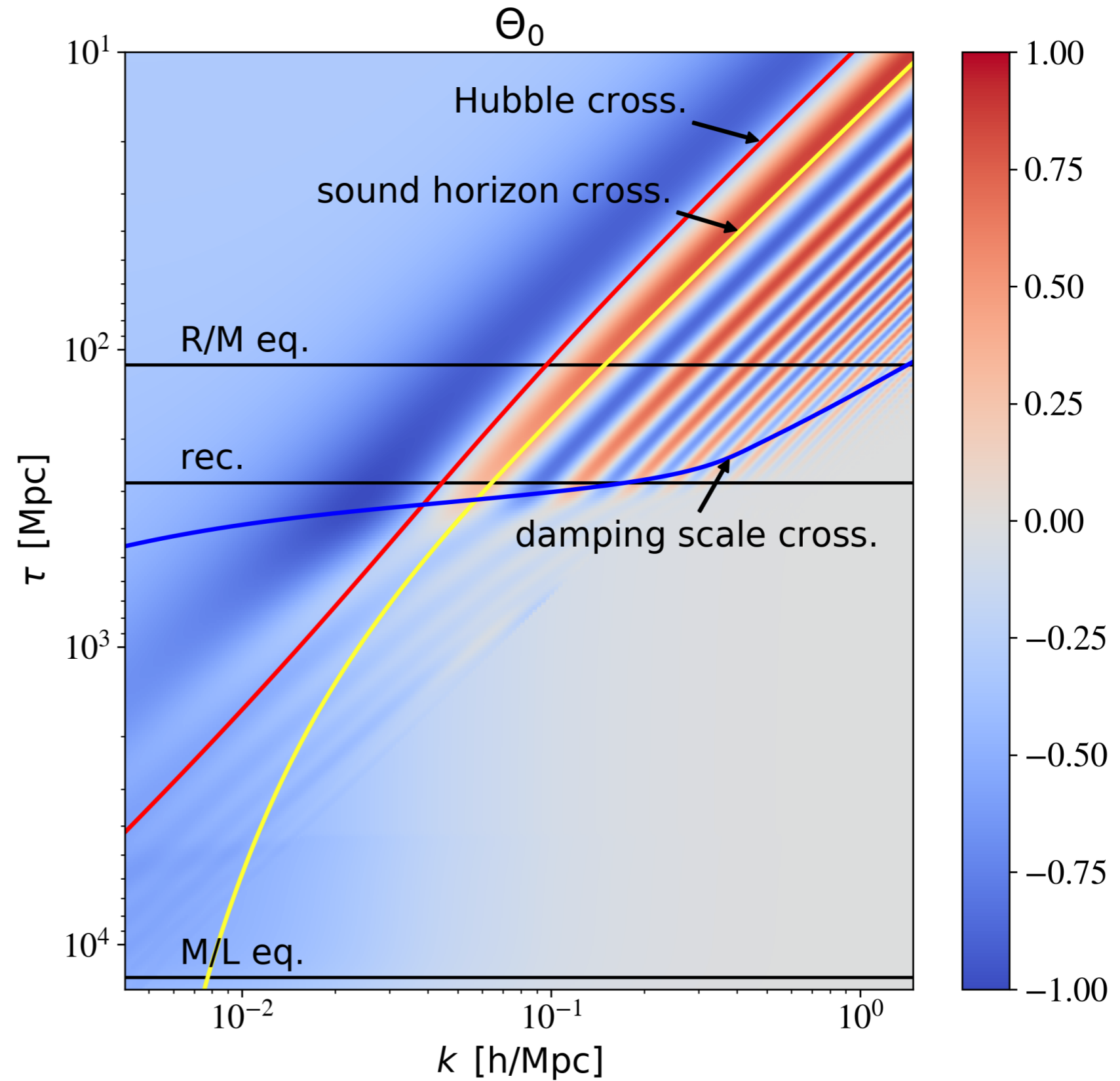
main peak in Bessel at $l \simeq k(\tau_0 - \tau)$ ensures correct projection $\frac{\lambda}{2} = \theta d_a(z_{\text{dec}})$ with $\theta = \frac{\pi}{\ell}$



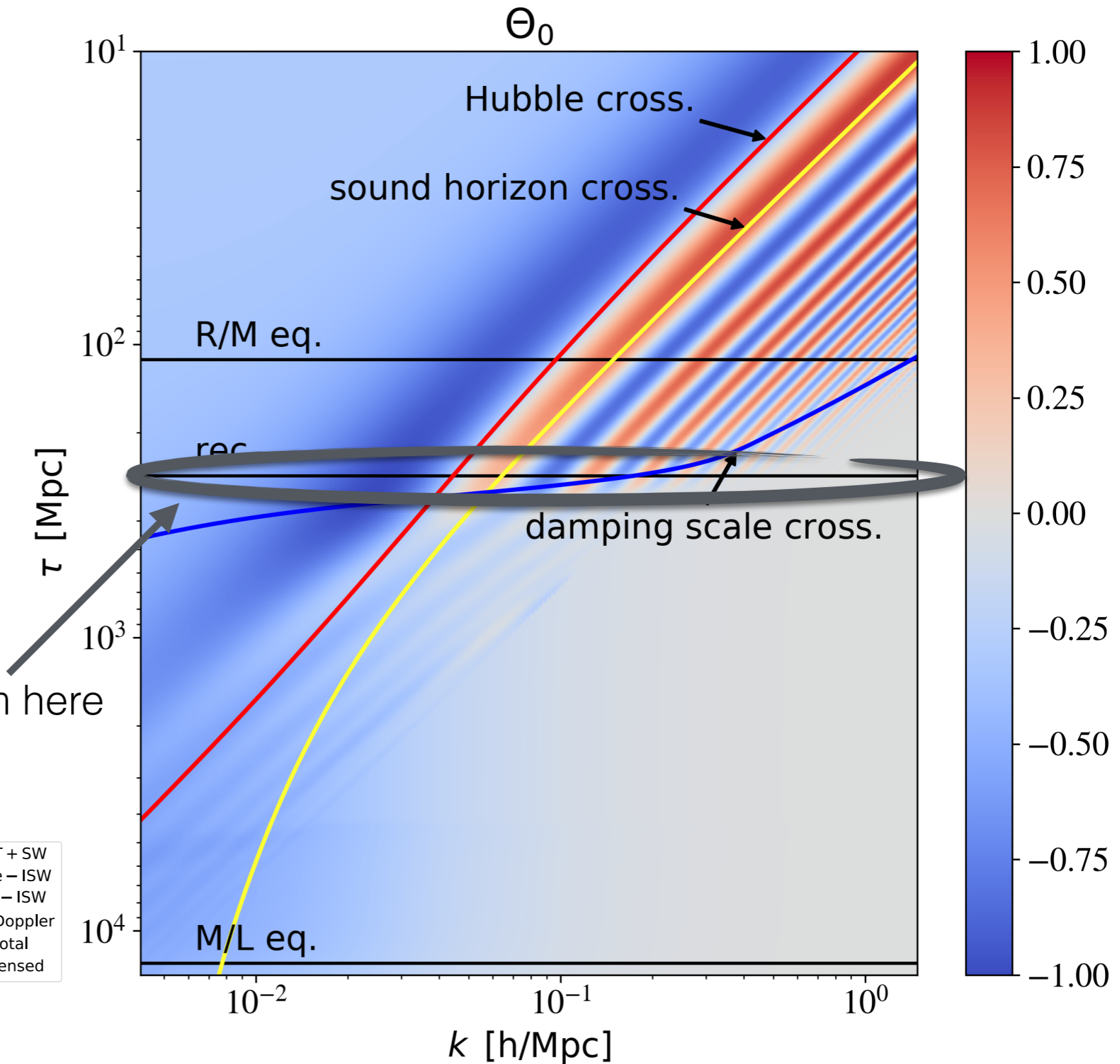
- For other modes: other peaks of Bessel function

- But Bessel functions oscillatory, slow convergence of the integral...

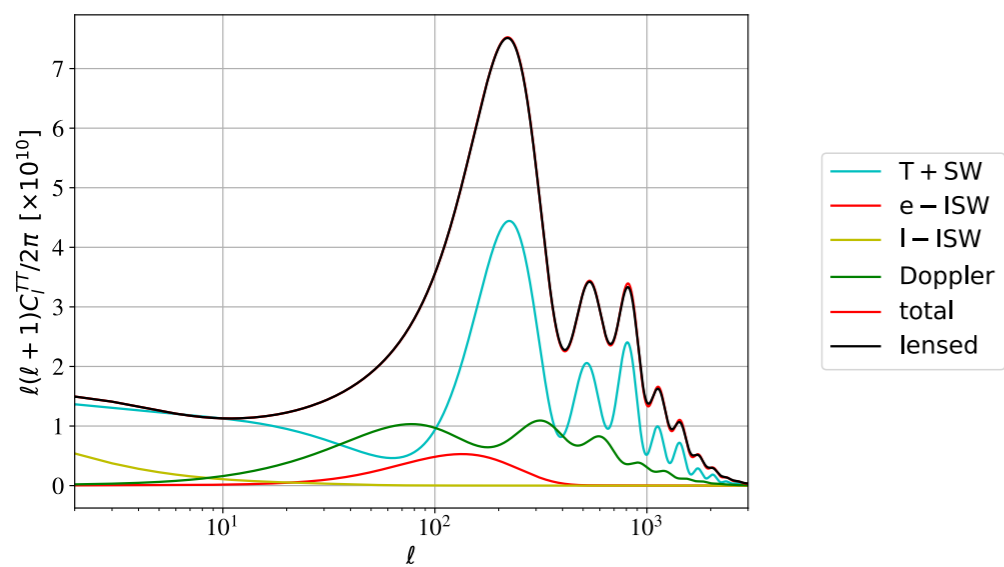
Evolution of Transfer Functions: metric



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CMB patterns mainly come from here

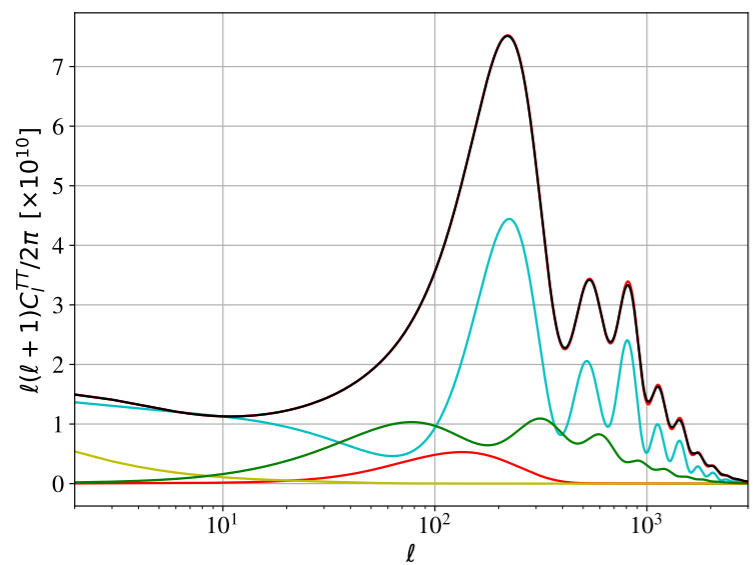


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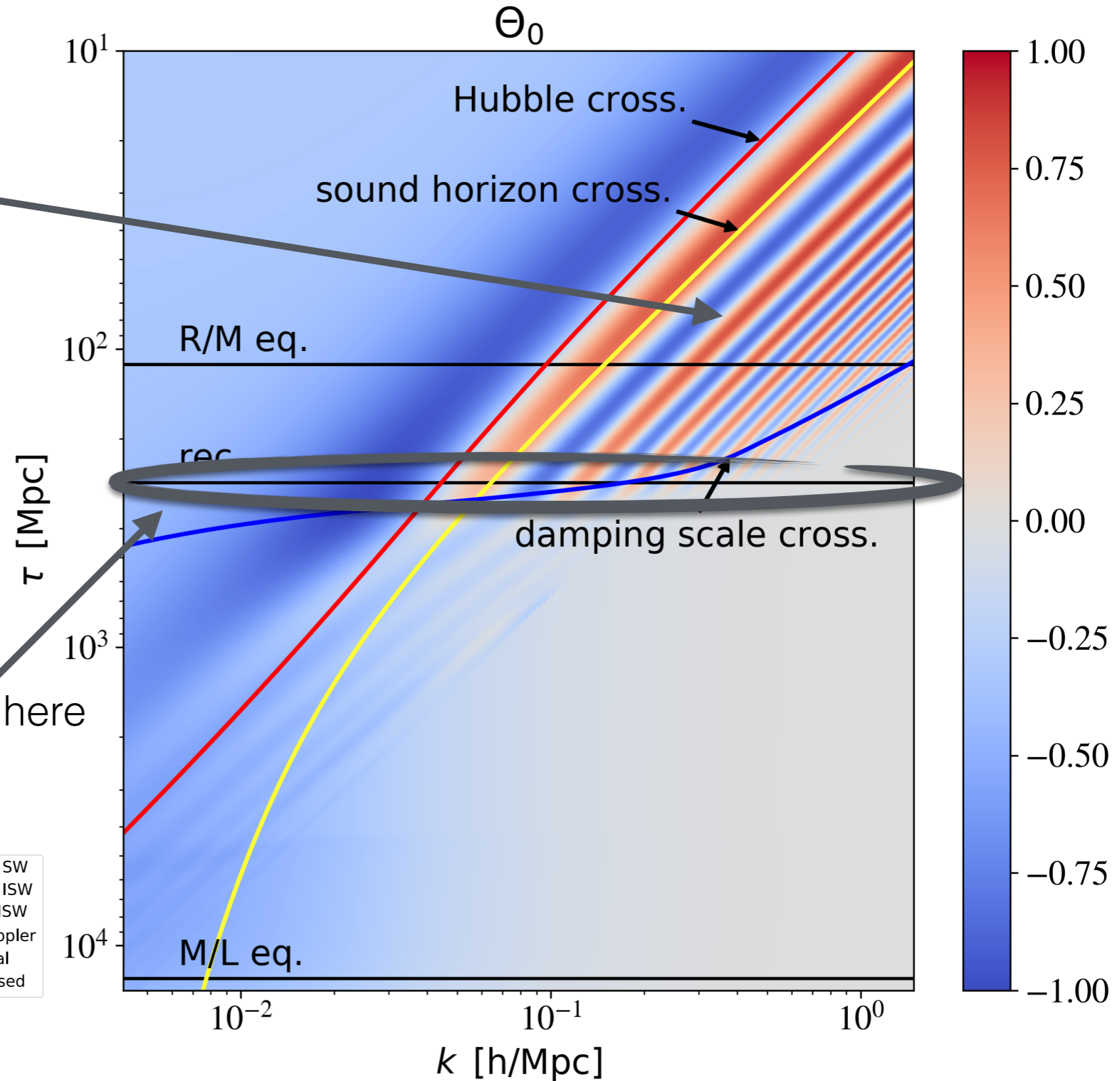
45° symmetry comes from

$$\cos(kc_s\tau)$$

CMB patterns mainly come from here

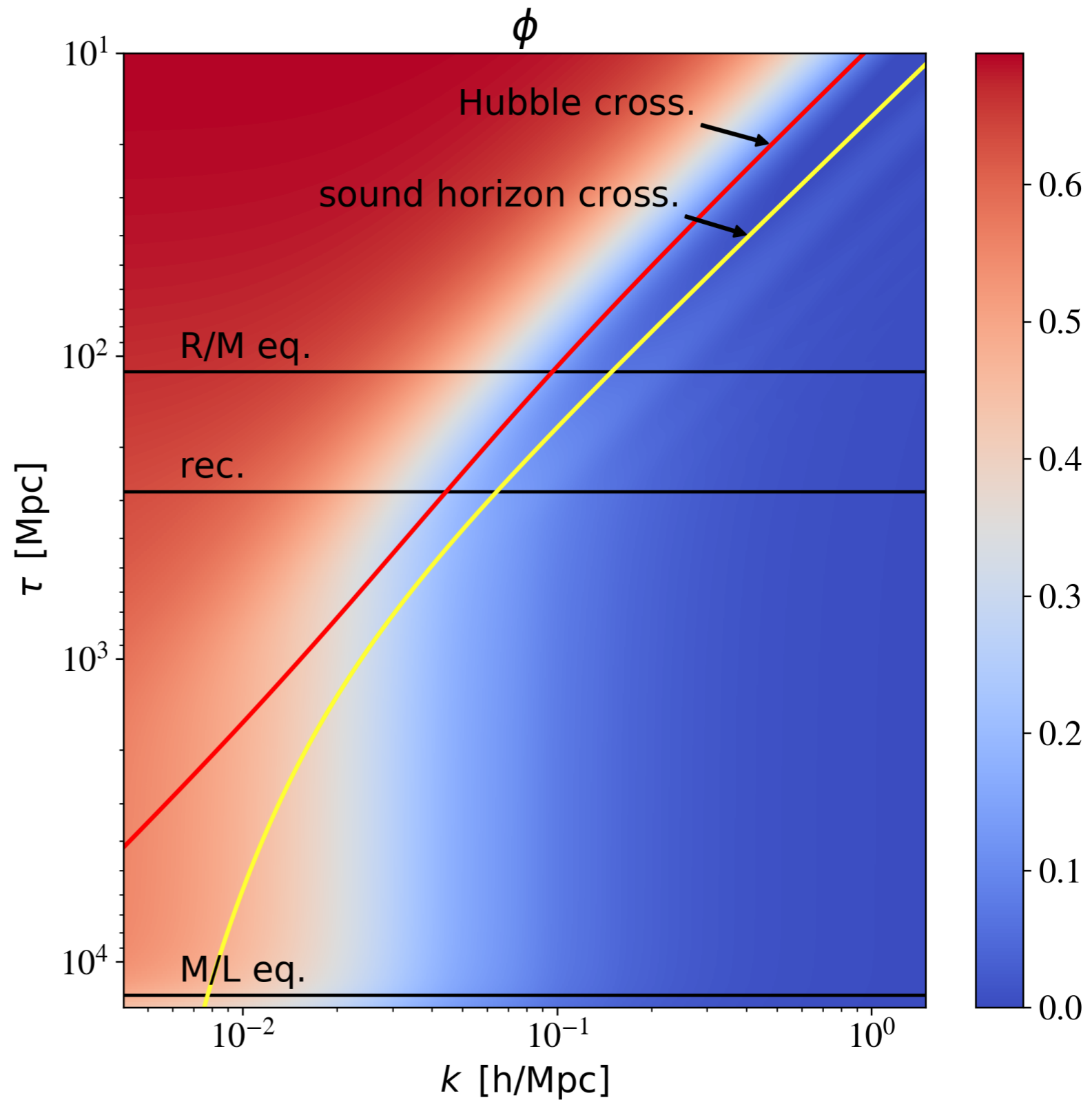


- T + SW
- e - ISW
- I - ISW
- Doppler
- total
- lensed



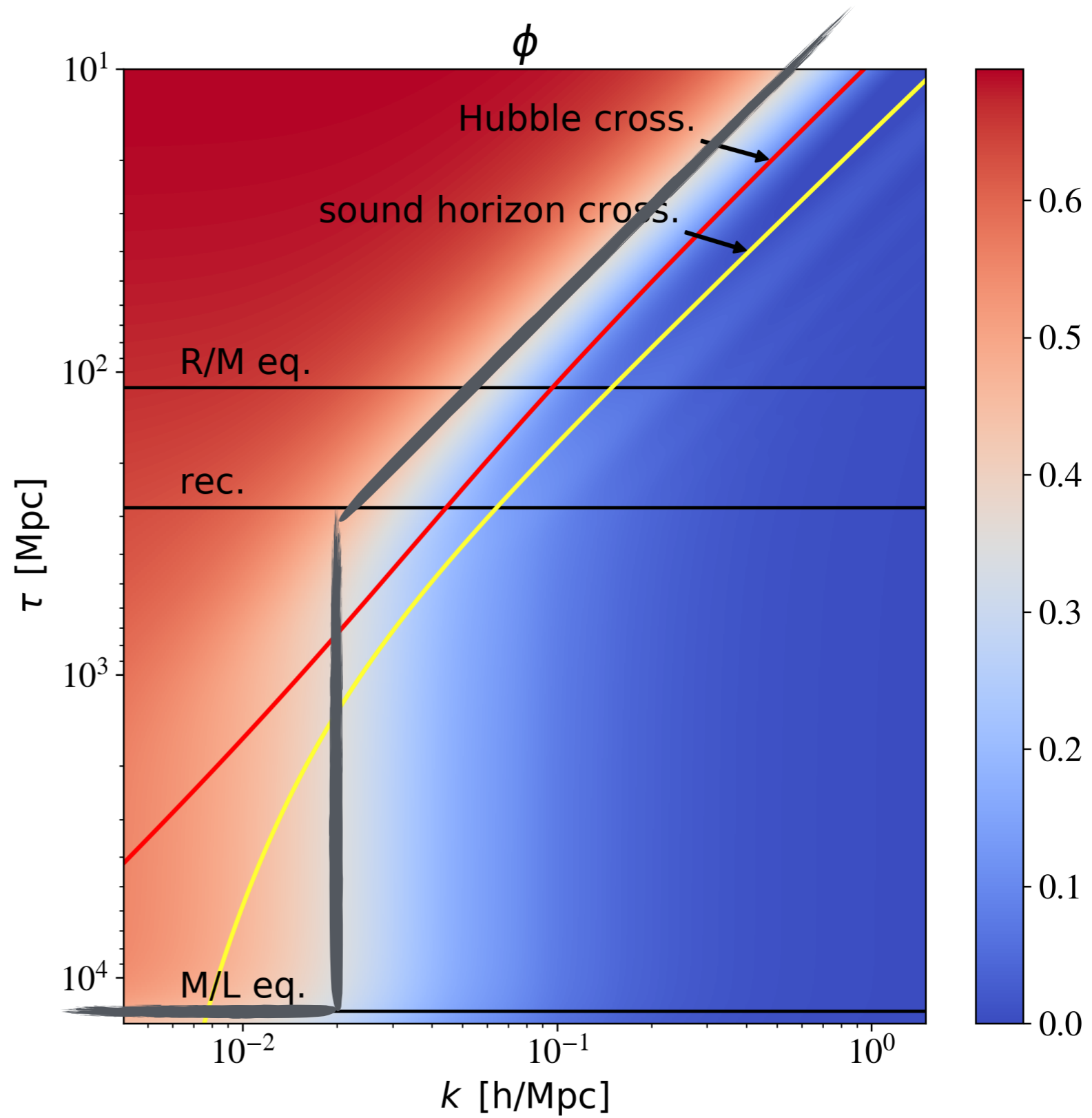
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Metric $\phi(\tau, k)$:



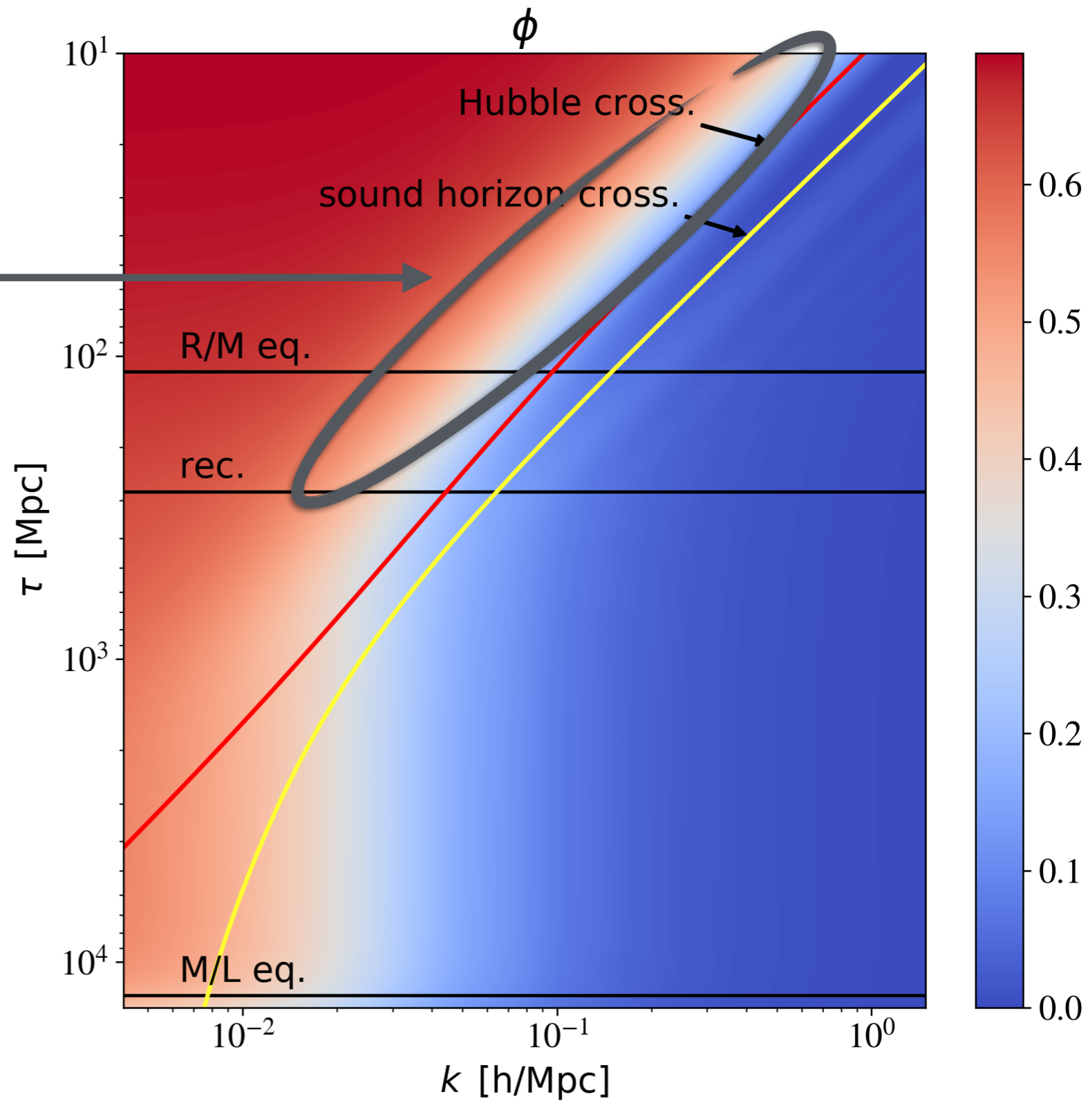
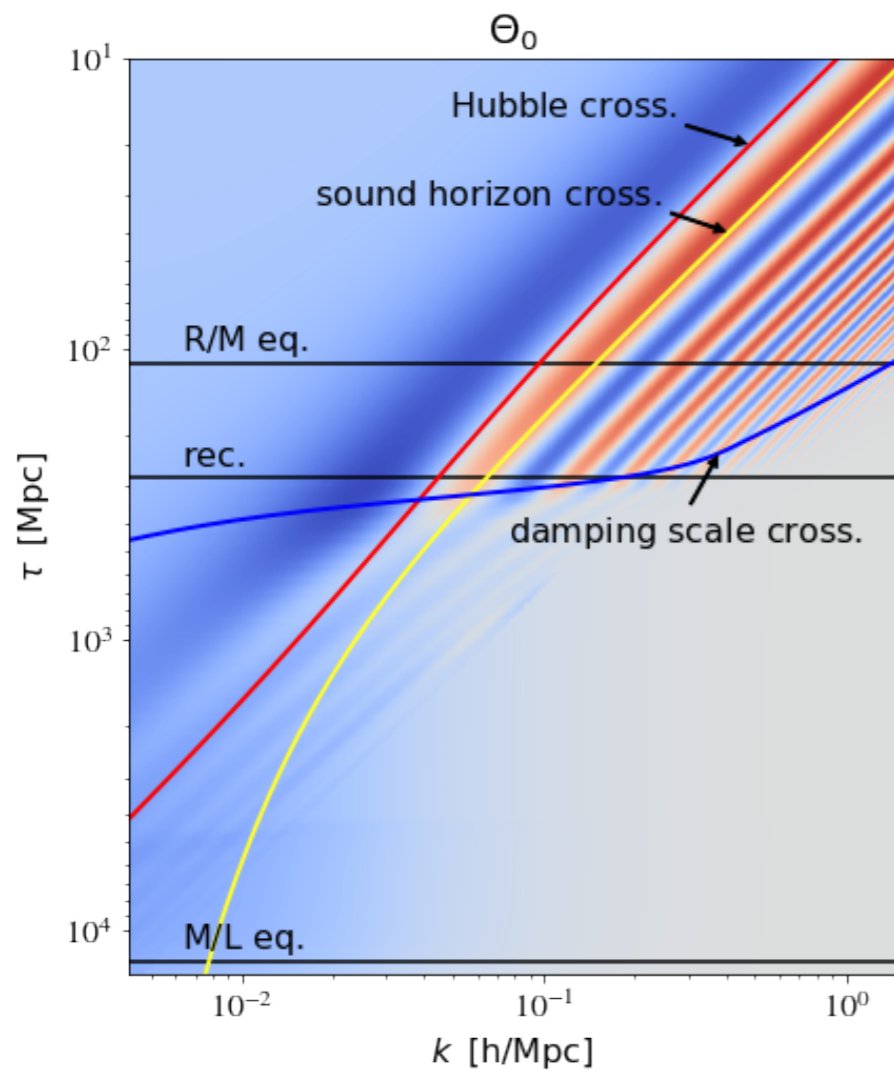
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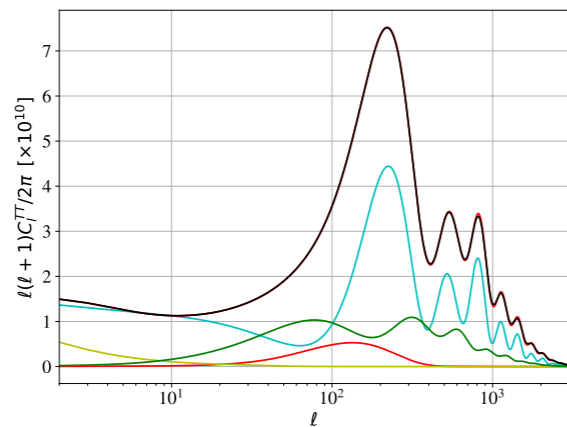
$$\frac{R'}{1+R}\phi' + \phi'' \quad \text{gravity boost}$$



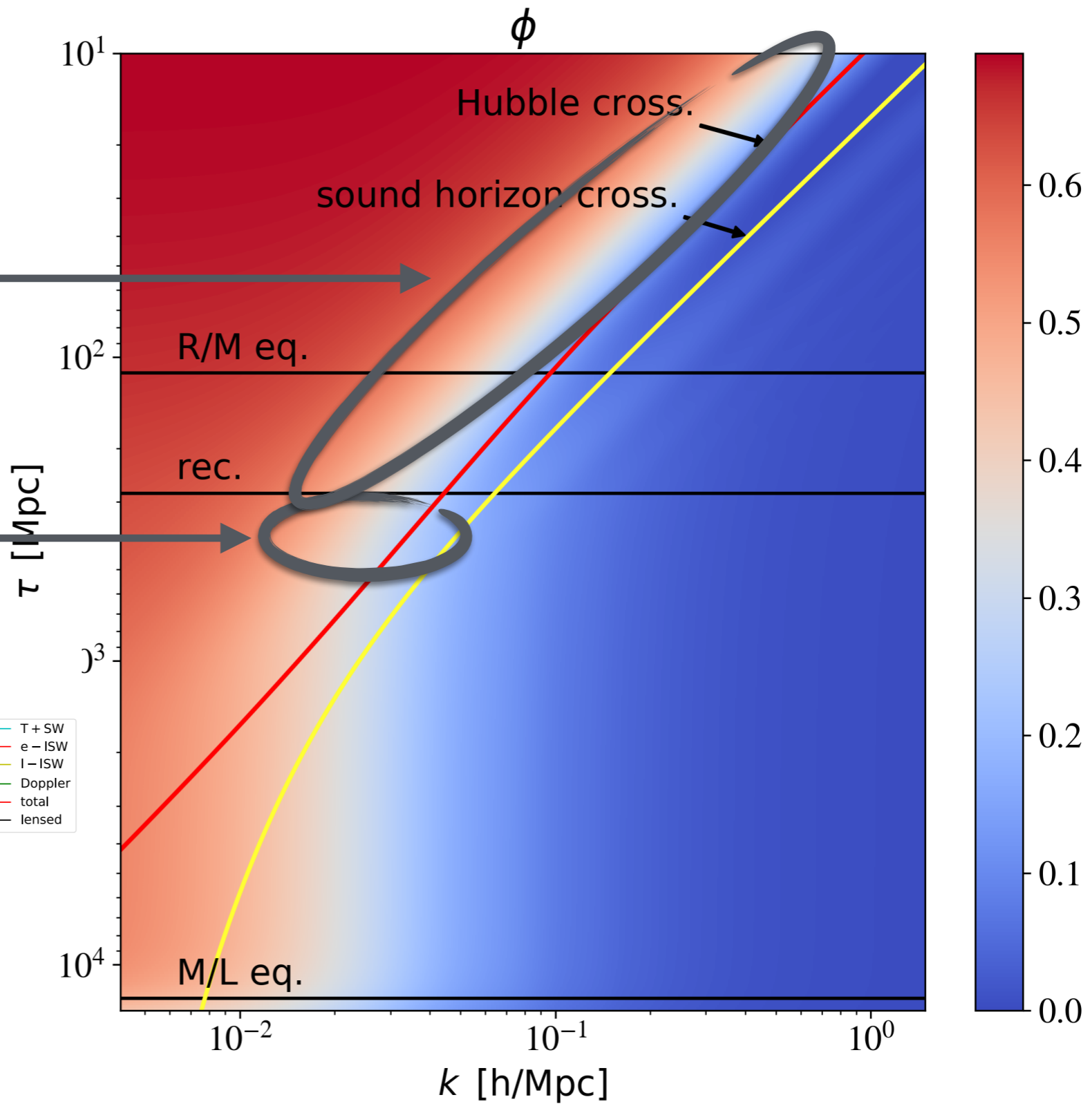
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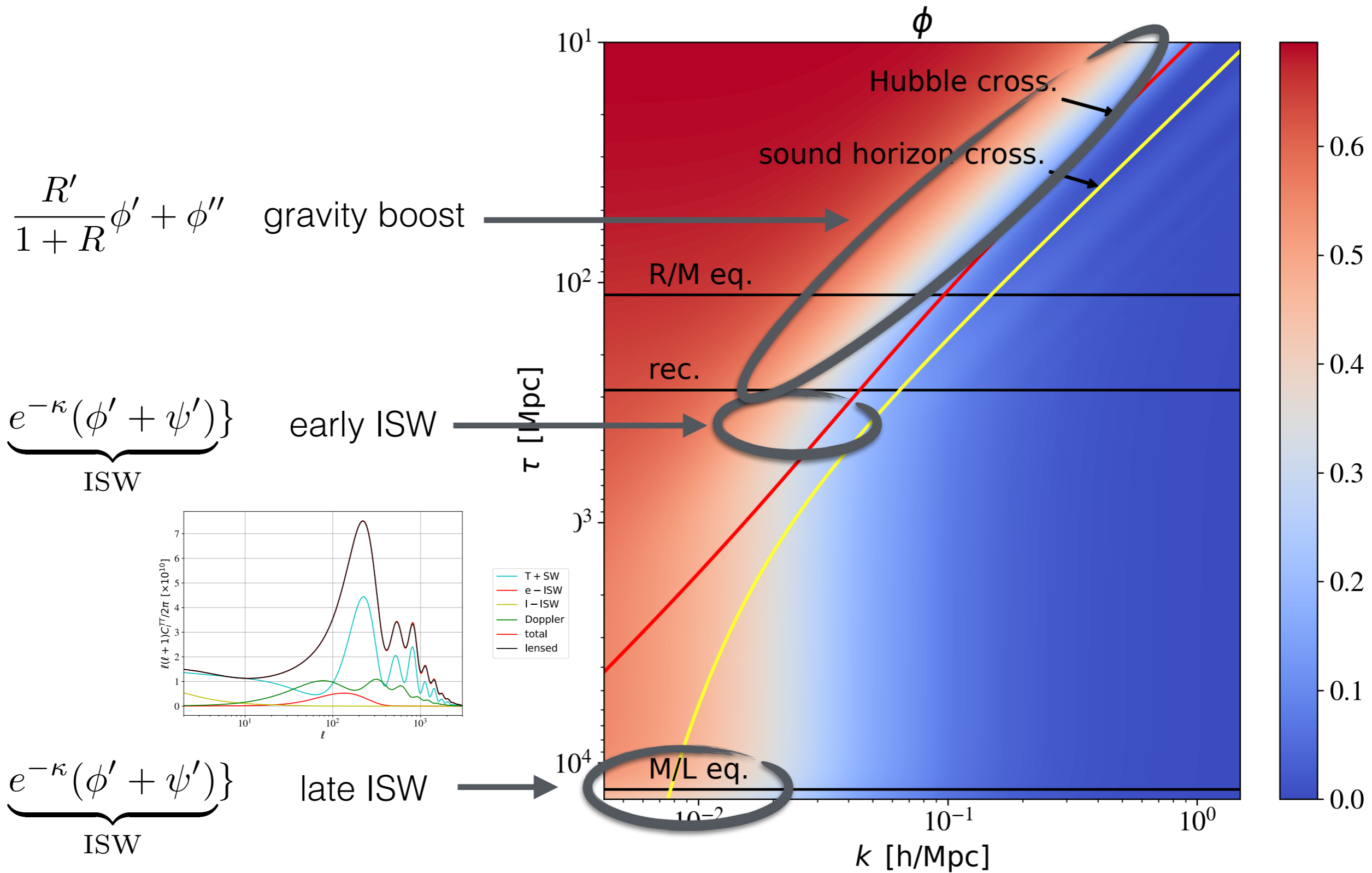
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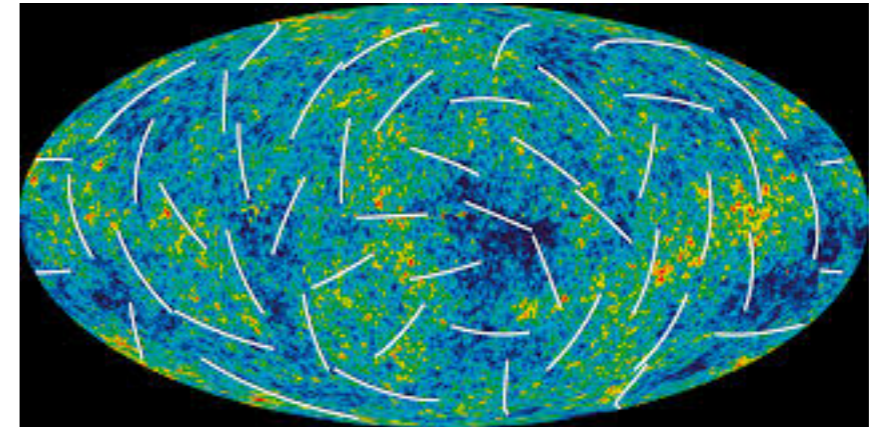


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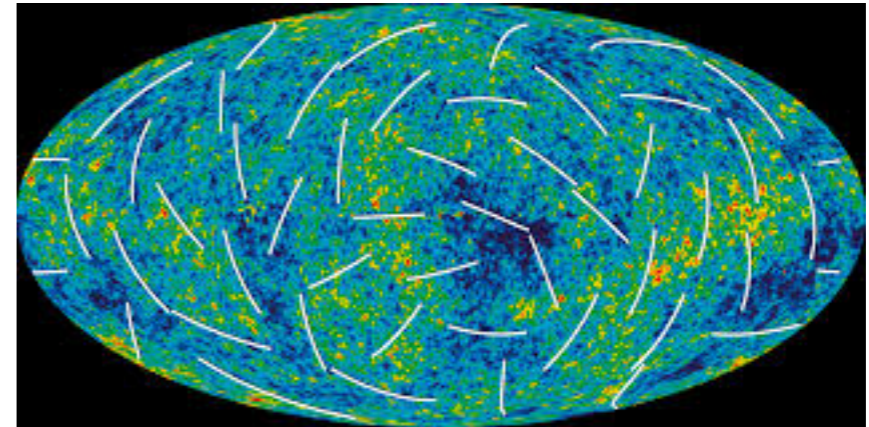
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- Possible confusion:
 - Observed polarisation map = map of spin-2 quantity, can be decomposed in two scalar maps (**E and B modes**)
 - In isotropic and homogeneous universe, the polarisation of propagating photons can be described with **one single function of direction** for each wavenumber: only two Boltzmann hierarchies, one for T and one for P (F_l and G_l in Ma & Bertschinger 95)



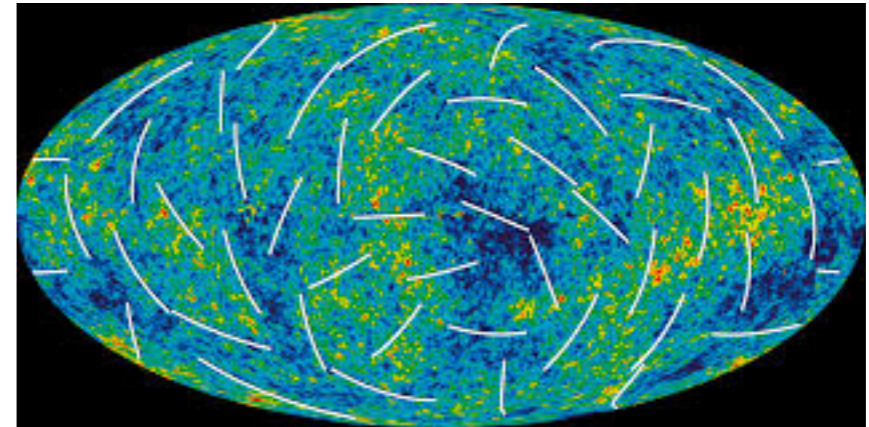
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- Polarisation makes line-of-sight integral more complicated: need for derivation by part of source terms (CMBFAST/CAMB) or extra convolutions with $j_l'(x)$, $j_l''(x)$ (CLASS)



Spatial curvature

- Expansion not in Fourier modes but in eigenfunctions of Laplacian operator in spherically/hyperbolically curved space (Seljak, Zaldarriaga, Bertschinger 97; Hu & White 97):
 - Extra corrections in equations of motion
 - Hyperspherical Bessel functions with two real arguments instead of one

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- (Hyper)spherical Bessel functions always computed on the fly by modern Boltzmann code, using more or less fast/approximate methods (forward/backward recurrences, WKB, ...), see [Tram 1311.0839](#)
- This algorithm + interpolation scheme for Bessel functions crucial for code performances, see [JL & Tram 1312.2697](#)

History of Boltzmann codes

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- **2017:** Zurich group releases **PyCosmo** in python, currently computing only transfer functions and $P(k)$ for restricted flat cosmologies (thus no Cl's)

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- [Possibly higher order observables (tree-level bispectrum)]

Main generic tasks and bottlenecks

- Parsing
- Background quantities: scale factor, densities, pressures, horizons, distances...
- Thermodynamical quantities: scattering rate, optical depth, visibility...
- “Perturbations”: transfer functions $T_j(t,k)$
- Initial conditions: analytic adiabatic/isocurvature or inflation simulator
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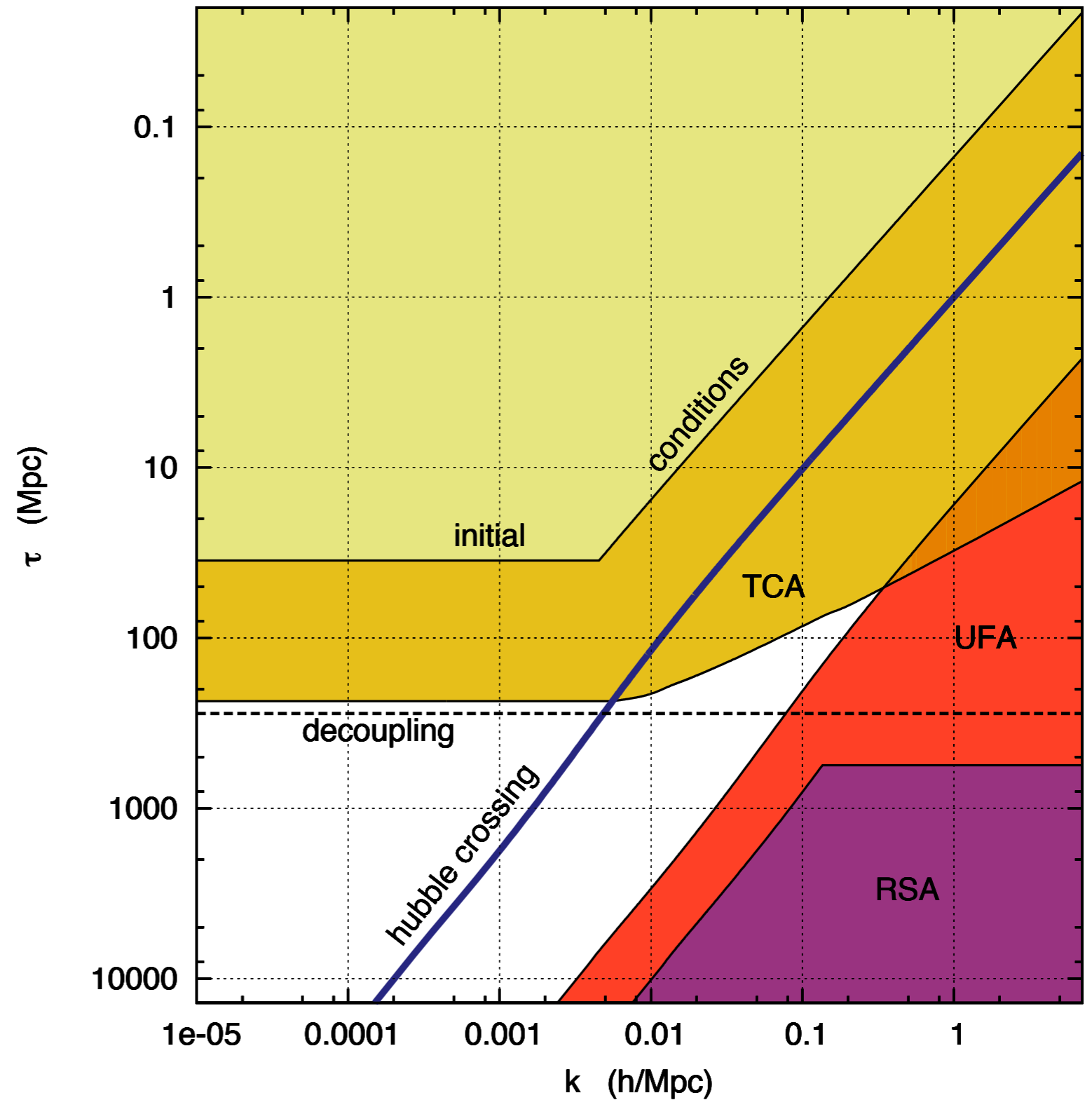
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 - Depends on ODE
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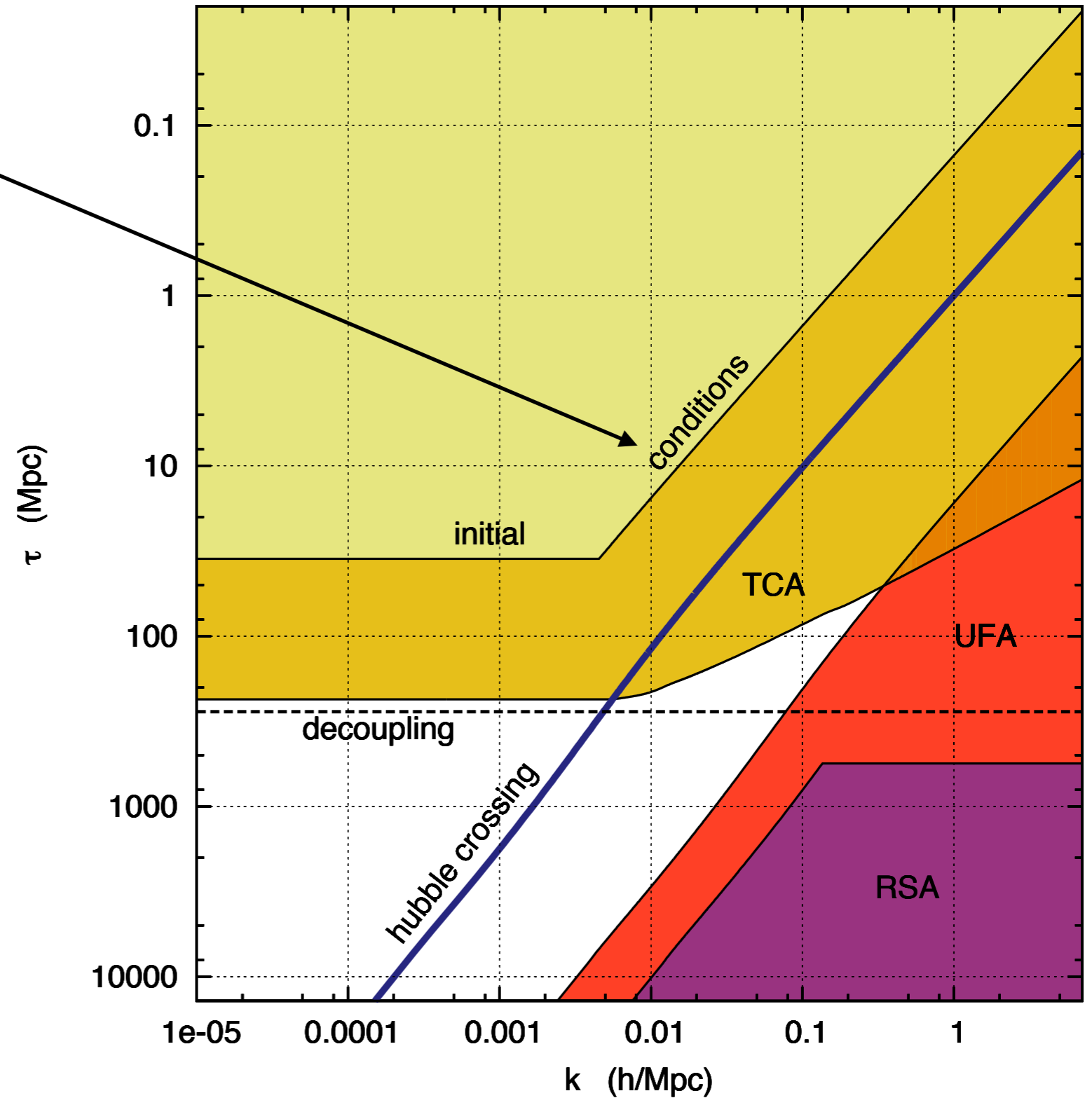
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- Parallelisable to some extent (limit = time for highest k)
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- Fully parallelisable
 - depends on discretisation, interpolation, integration schemes
 - Significant speed up requires mathematical

Evolution of Transfer Functions: metric



Evolution of Transfer Functions: metric

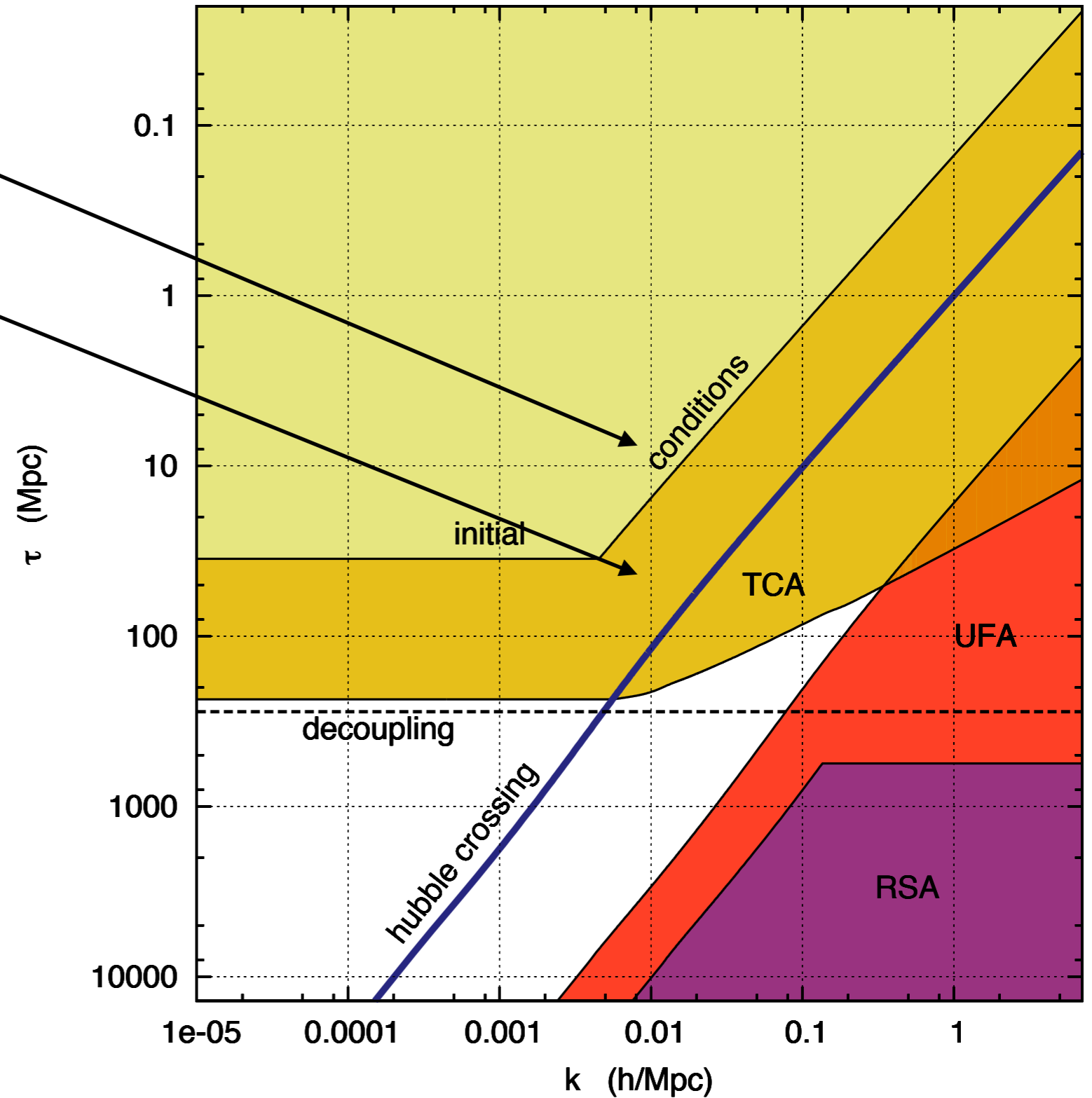
Analytical solutions up to ICs
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Baryon/photon tight-coupling
at various order

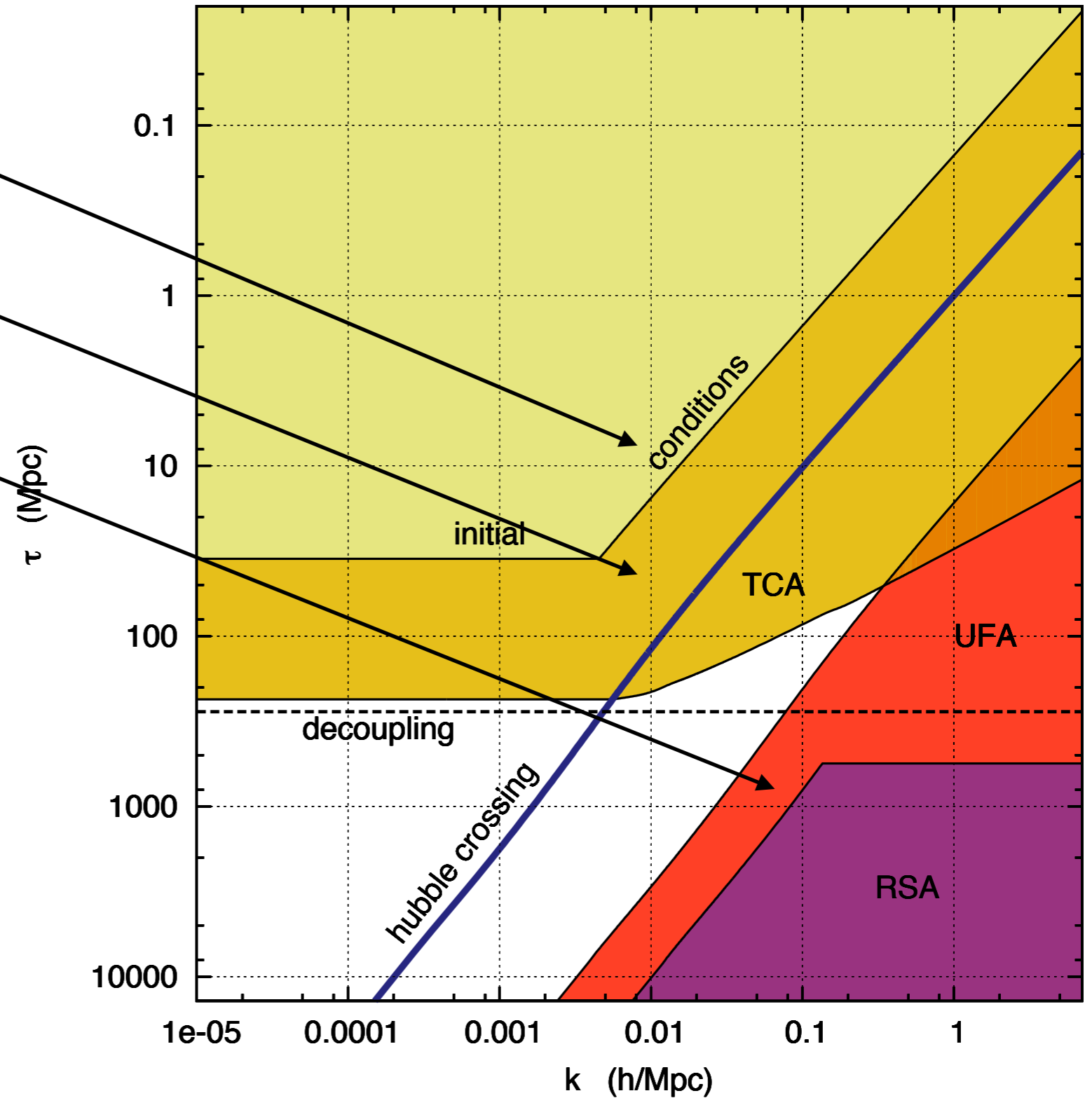


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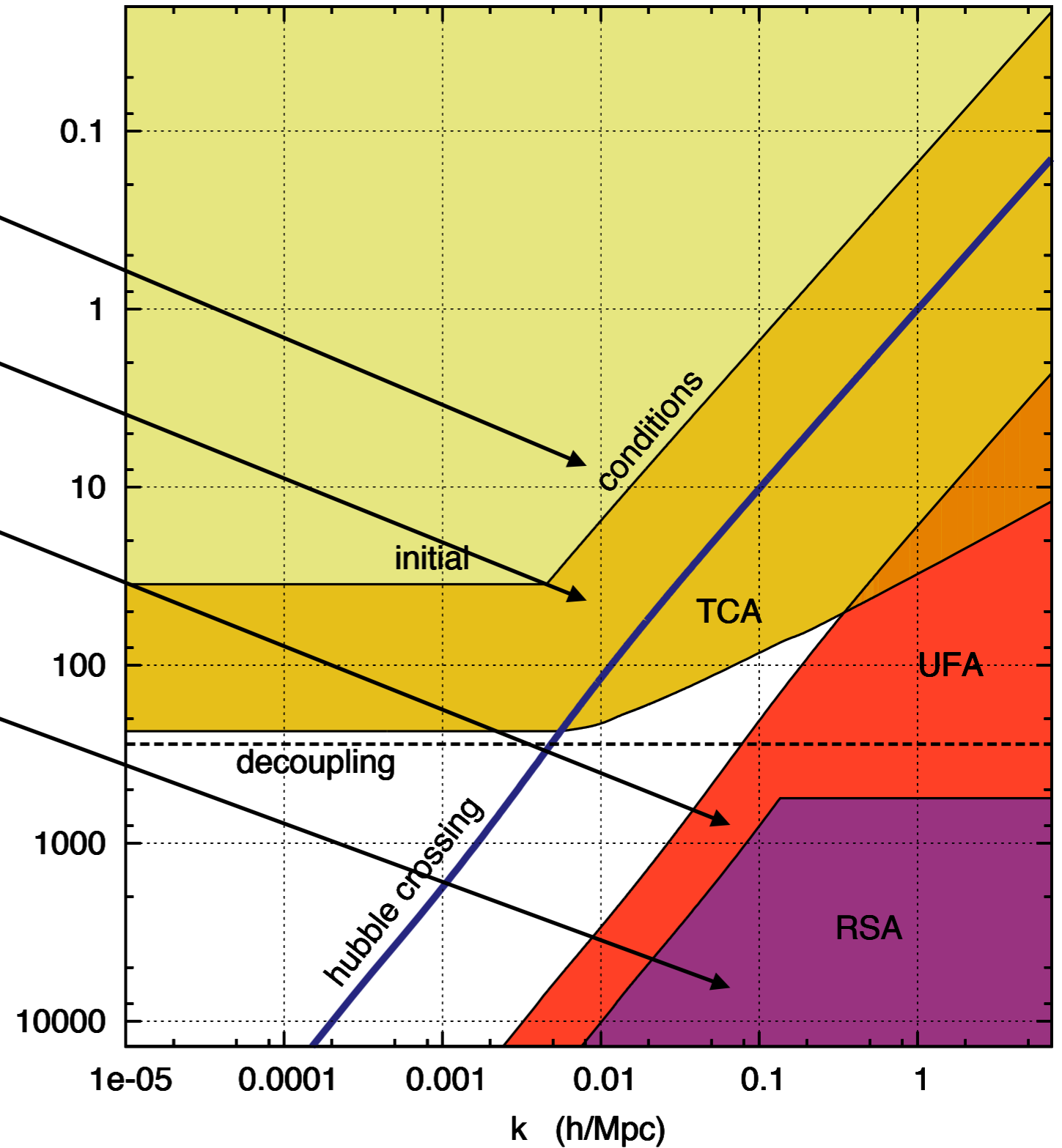
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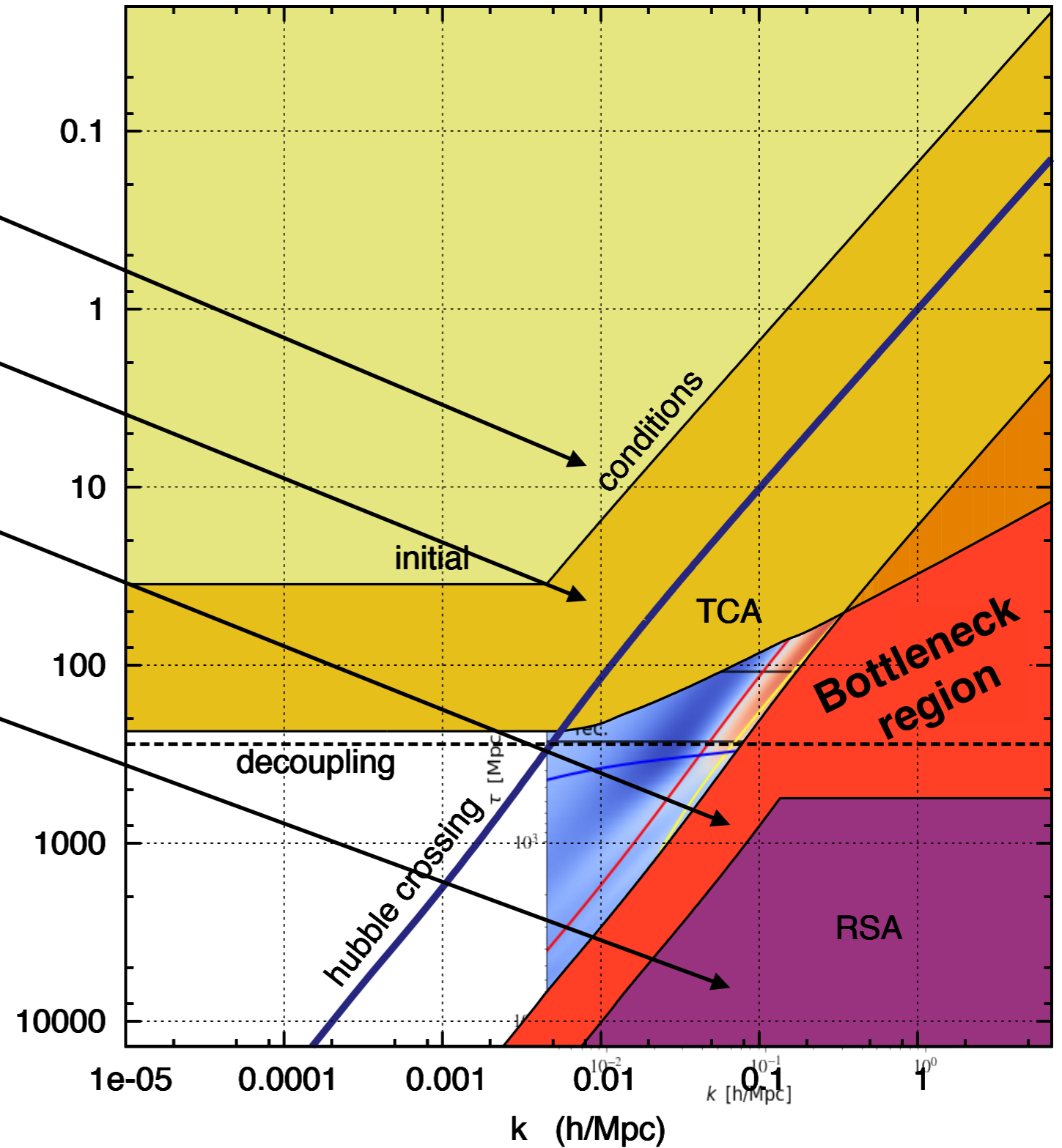
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Thank you