

Galaxy and cluster clustering

ongoing activities and general numerical issues



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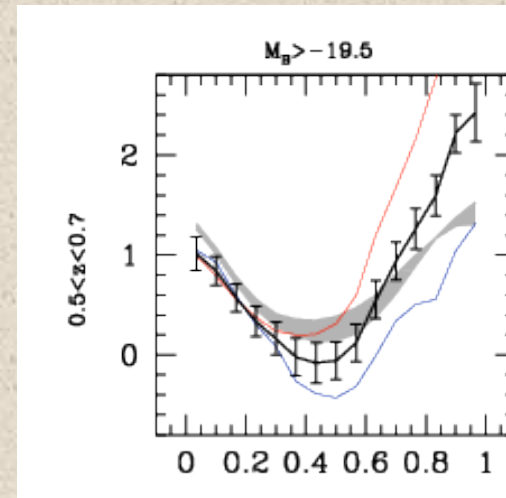
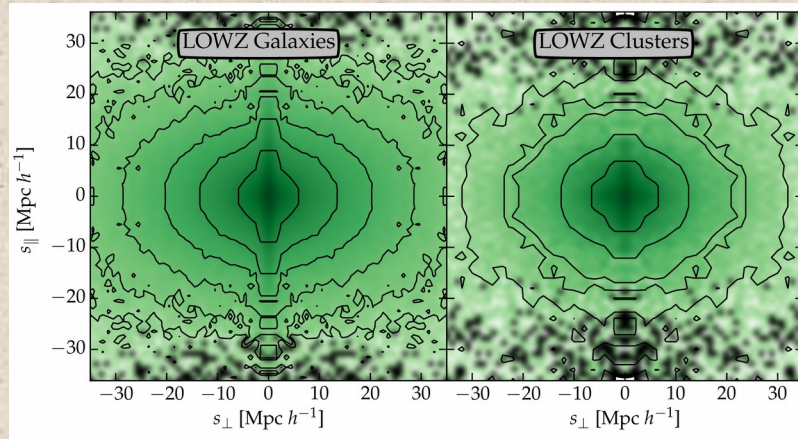
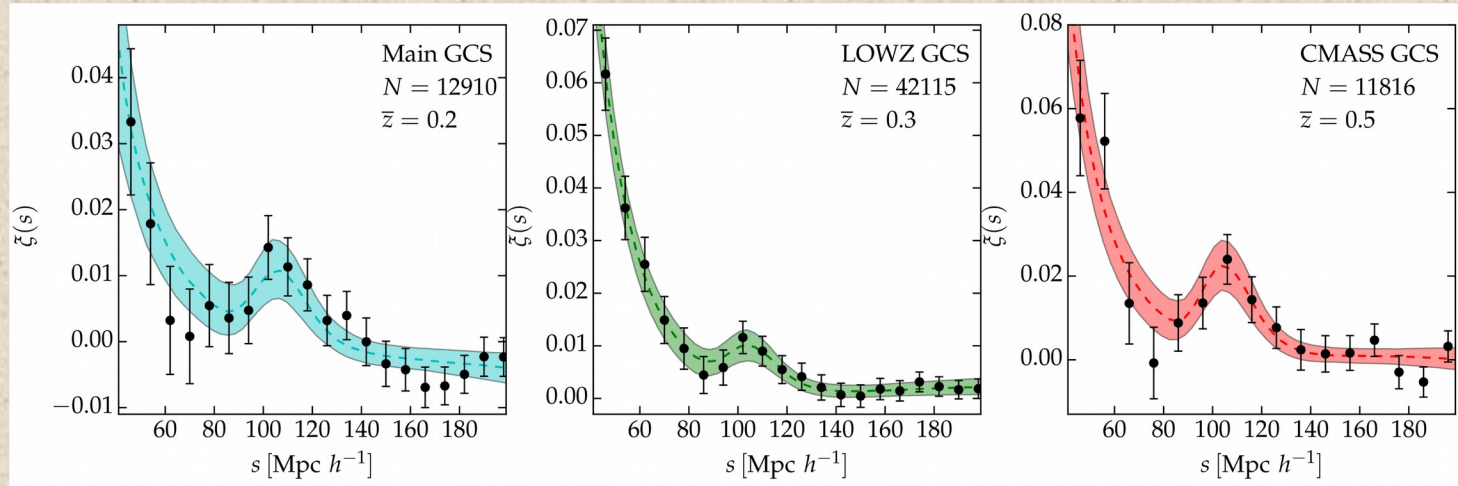
(Aricò, Cannarozzo, Cimatti, Gaspari, Moscardini, Moresco, Ronconi, Veropalumbo)

Clustering in Italy

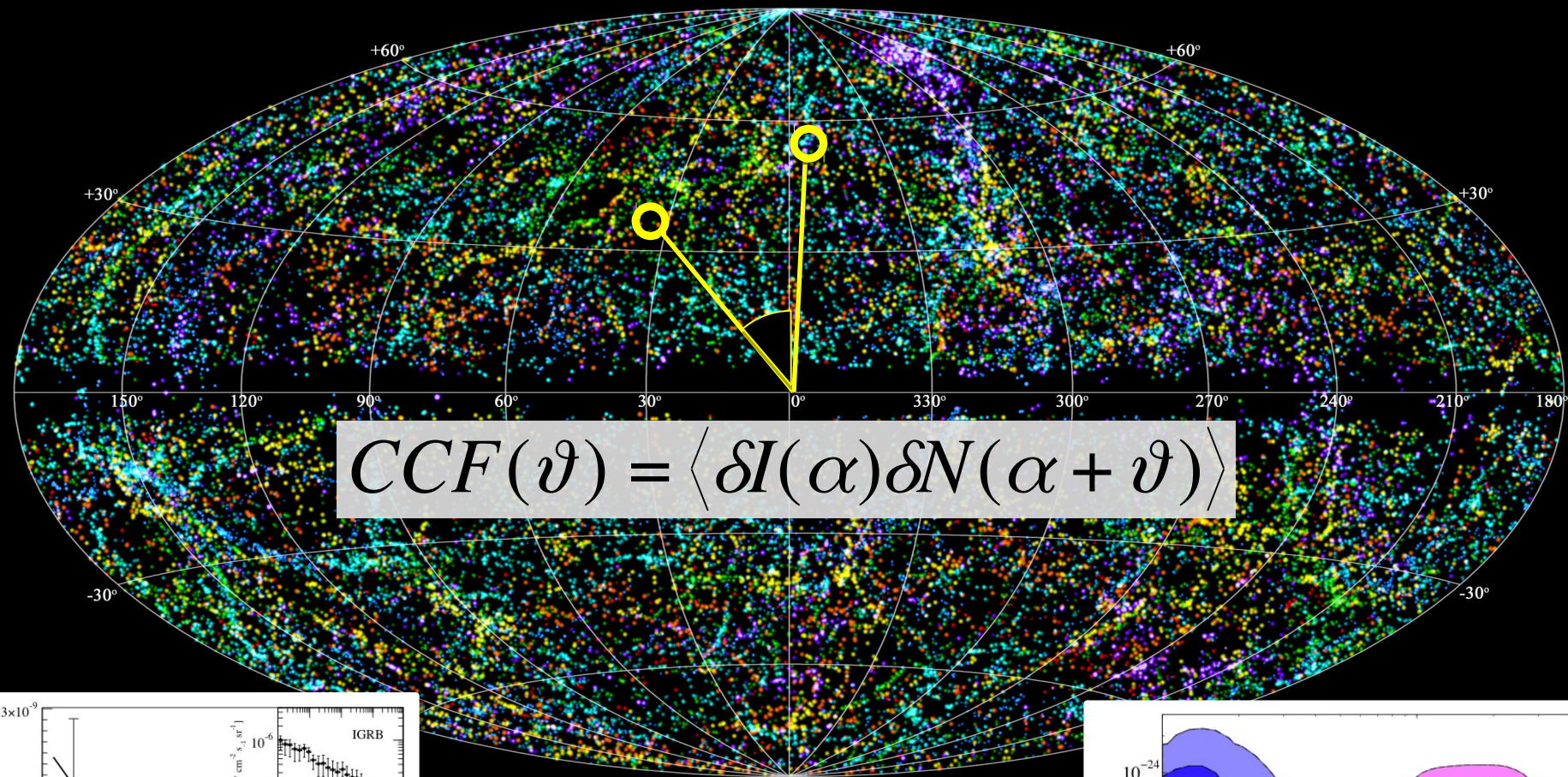
- An increasingly large community in **Italy** is working on clustering
- This interest has been triggered mainly by the large galaxy surveys in which Italian researchers are involved, such as **VIPERS** (PI Guzzo), and planned future missions, such as **Euclid**
- **Cosmology with clustering**: clustering shape, baryon acoustic oscillations, redshift-space distortions, Alcock-Paczynski test, higher-order statistics, etc.
- **Galaxy evolution with clustering**: constraints on semi-analytic models, bias, clustering as a function of tracer properties, AGN hosts and lifetime, etc.

2-point and 3-point correlation functions

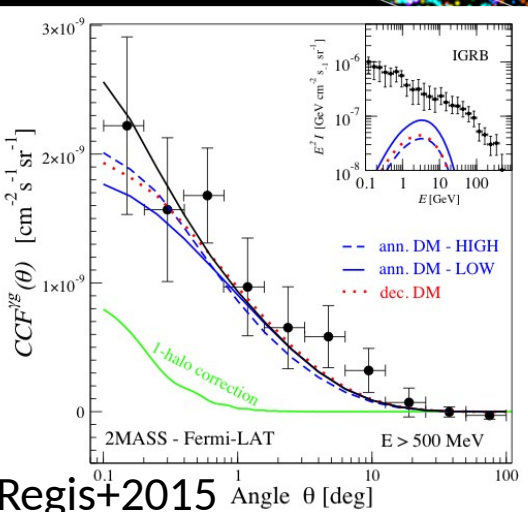
Veropalumbo, Marulli et al. 2014-2016 ; Moresco, Marulli et al. 2016



X-correlation with LSS: e.g. Fermi γ -ray background vs. 2MASS

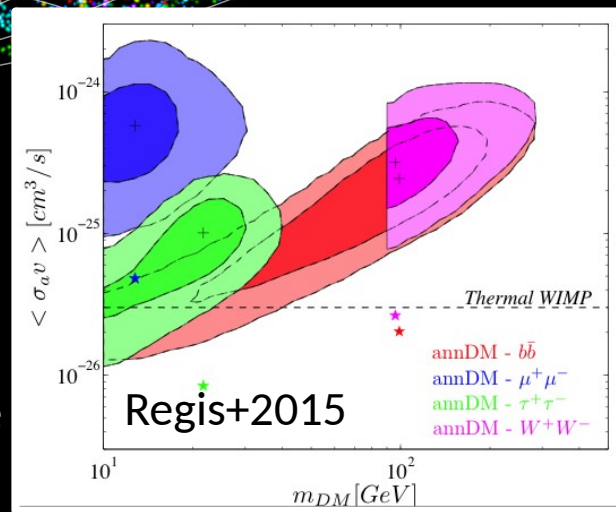


$$CCF(\vartheta) = \langle \delta I(\alpha) \delta N(\alpha + \vartheta) \rangle$$



Measured x-correlation
vs. DM-annihilation model

Constraints on DM particle
Mass and x-section






Activities for the next future




- The aim is to extend these works to analyse the huge datasets that will be provided by the **next-generation missions**, like Euclid
- This represents a big challenge, both in terms of the **implementation of statistical methods** to analyse these large datasets, and for what concerns the **modelling**, with sufficient accuracy, of the measured quantities as a function of the cosmological model to be tested

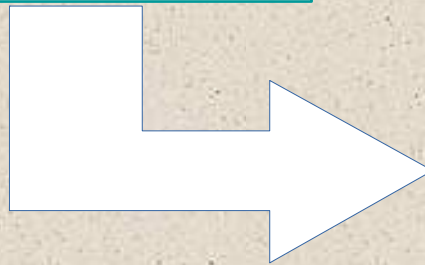
Clustering in Euclid

Science Working Group

- Luigi Guzzo 
- Will Percival 
- Yun Wang 

Organisation Unit - LE3

- Jean-Luc Starck 
- Enzo Branchini 
- Filipe Abdalla 



Implementation and validation of numerical codes to measure the clustering of galaxies and clusters of galaxies

- two-point correlation function

galaxy: de la Torre

clusters: de la Torre, Marulli

- power spectrum

galaxy: Balaguera-Antolinez

clusters: Balaguera-Antolinez, Marulli

- three-point correlation function

galaxy: Moresco

clusters: Moresco, Marulli

- bispectrum

galaxy: Porciani

clusters: Porciani, Marulli

- covariance matrices of two-point correlation function and power spectrum

galaxy: Monaco

clusters: Hoyle

Numerical issues

In the recent past:

- **one single code developer, or few** (often developer = user) → no need for any specific code language, numerical libraries, operating systems, etc.
- **software: few lines of code** → simple linear structure, no need for object-oriented languages (e.g. Fortran was ok)
- **hardware: 1 CPU** → scalar codes ; no need to parallelize or aggressively optimize the algorithms
- **no big issues on validation and documentation** → a Readme file was enough
- **one or few specific tasks for a single code** → one code language was ok, no need for code integrations (no wrapper needed to convert from one language to another)

Numerical issues

Now and in the next future:

- **many code developers working together** → need of collaborative environments (e.g. CODEEN for Euclid) and common repositories to organise the activities (e.g. SVN, GitHub)
- **software: huge number of code lines** → object-oriented languages are now highly recommended (e.g. C++, Python)
- **hardware: thousands of CPUs** → codes have to be parallelized and optimized to run on large clusters in order to analyse increasingly large datasets
- **significant efforts on validation and documentation** (e.g. doxygen)
- **many tasks to be accomplished** → wrapper needed to connect codes written in different languages (e.g. SWIG)

What is required

- astronomers have to develop complex numerical codes, that cannot be implemented by software engineers (scientific knowledges are required)
- high-level computing skills are required : object-oriented languages, collaborative environments, parallelization, optimization, documentation, etc.
- many work hours are needed for code implementation and validation
- huge computing resources are mandatory to optimize, parallelize and validate the algorithms, and generate large mock catalogues