#### Simulating and Visualizing the Universe

#### Joel Primack, University of California, Santa Cruz





#### Simulating and Visualizing the Universe

Joel Primack, University of California, Santa Cruz









Matter and Energy Content of the Universe

Dark Energy 70%

Imagine that the entire universe is an ocean of dark energy. On that ocean sail billions of ghostly ships made of dark matter... Dark Matter Ships

on a

Dark Energy Ocean All Other Atoms 0.01% H and He 0.5% Visible Matter 0.5%

Cold Dark Matter 25%

Dark Energy 70%

Imagine that the entire universe is an ocean of dark energy. On that ocean sail billions of ghostly ships made of dark matter... Matter and Energy Content of the Universe

VCDM

Double Dark Theory

## DARKMATER F DARK ENERGY E **Technical Name:**

Lambda Cold Dark Matter (ACDM)

#### Big Bang Data Agrees with Double Dark Theory!



#### Matter Distribution Agrees with Double Dark Theory!



Mass scale M [Msolar]

#### **Cosmological Simulations**

Astronomical observations represent snapshots of moments in time. It is the role of astrophysical theory to produce movies -- both metaphorical and actual -- that link these snapshots together into a coherent physical theory.

**Cosmological dark matter simulations show** large scale structure, growth of structure, and dark matter halo properties

Hydrodynamic galaxy formation simulations: evolution of galaxies, formation of galactic spheroids via mergers, galaxy images in all wavebands including stellar evolution and dust

#### **Aquarius Simulation**

#### Milky Way 100,000 Light Years



Milky Way Dark Matter Halo 1,500,000 Light Years



#### I Billion Light Years

1

#### 100 Million Light Years



#### I Billion Light Years





#### Bjork "Dark Matter" Biophilia





# Universe on Fast Forvard

6 Gyr

Now: 13.7 Gyr



JOEL R. PRIMACK & TRUDY E. BELL

Supercomputer modeling is transforming cosmology from a purely observational science into an experimental science.

2.2 Gyr

https://dl.dropbox.com/u/5495083/Sky%26Telescope%20Bolshoi%20Article.pdf

28 July 2012 SKY & TELESCOPE

490 Myr

**EVOLVING UNIVERSE** 

Facing page, left to right: These frames from the Bolshoi simulation depict the universe at redshifts of 10, 3, 1, and 0, which correspond to cosmic ages of 490 million years, 2.2 billion years, 6 billion years, and 13.7 billion years (today). The bright areas have high densities of dark matter. As the far left frame shows, Bolshoi starts off with only a modest degree of lumpiness in the distribution of matter. But the subsequent frames demonstrate how gravity, acting over billions of years, gathered matter into long filaments that surround immense voids. Galaxies are concentrated along the filaments, clusters at the nodes.

#### Bolshoi Merger Tree for the Formation of a Big Cluster Halo

Time: 13664 Myr Ago Timestep Redshift: 14.083 Radius Mode: Rvir Focus Distance: 6.1 Aperture: 40.0 World Rotation: (216.7, 0.06, -0.94, -0.34) Trackball Rotation: (0.0, 0.00, 0.00, 0.00) Camera Position: (0.0, 0.0, -6.1)

Peter Behroozi

#### 1000 Mpc/h BigBolshoi / MultiDark 8G particles

#### Same cosmology as Bolshoi: $h=0.70, \sigma_8=0.82, n=0.95, \Omega_m=0.27$

7 kpc/h resolution, complete to  $V_{circ} > 170$  km/s

4 Billion Light Years

#### Bolshoi z=0 Dark Matter

#### Bolshoi z=0 SHAM Galaxies

Wechsler et al.

#### **Observational Data**

#### **Cosmological Simulation**

Sloan Digital Sky Survey

Risa Wechsler, Ralf Kahler, Nina McCurdy

### SDSS Bolshoi 231 231 يو ج Compare Statistically

#### The Milky Way has two large satellite galaxies, the small and large Magellanic Clouds

The Bolshoi simulation + halo abundance matching predicts the likelihood of this



No. of neighbors per galaxy







No. of neighbors per galaxy

#### Statistics of MW bright satellites: SDSS data vs. Bolshoi simulation





#### **Cosmological Simulations**

Astronomical observations represent snapshots of moments in time. It is the role of astrophysical theory to produce movies -- both metaphorical and actual -- that link these snapshots together into a coherent physical theory.

**Cosmological dark matter simulations show** large scale structure, growth of structure, and dark matter halo properties

Hydrodynamic galaxy formation simulations: evolution of galaxies, formation of galactic spheroids via mergers, galaxy images in all wavebands including stellar evolution and dust



	1e+07	SPIRAL GALAXY FORMATION
-	1e+06	
	1e+05	
	1e+04	
<b></b> ,	1e+03	
Gas	density	

• Stars



ART Simulation Daniel Ceverino; Visualization: David Ellsworth





now running on NERSC Hopper-II and NASA Ames Pleiades supercomputers

Ly alpha blobs from same simulation



Fumagalli, Prochaska, Kasen, Dekel, Ceverino, & Primack 2011

#### The CANDELS Survey with new near-ir camera WFC3 GALAXIES ~10 BILLION YEARS AGO



CANDELS makes use of the near-infrared WFC3 camera (top row) and the visible-light ACS camera (bottom row). Using these two cameras, CANDELS will reveal new details of the distant Universe and test the reality of cosmic dark energy.



#### http://candels.ucolick.org

CANDELS is a powerful imaging survey of the distant Universe being carried out with two cameras on board the Hubble Space Telescope.

- CANDELS is the largest project in the history of Hubble, with 902 assigned orbits of observing time. This
  is the equivalent of four months of Hubble time if executed consecutively, but in practice CANDELS will
  take three years to complete (2010-2013).
- The core of CANDELS is the revolutionary near-infrared WFC3 camera, installed on Hubble in May 2009. WFC3 is sensitive to longer, redder wavelengths, which permits it to follow the stretching of lightwaves caused by the expanding Universe. This enables CANDELS to detect and measure objects much farther out in space and nearer to the Big Bang than before. CANDELS also uses the visible-light ACS camera, and together the two cameras give unprecedented panchromatic coverage of galaxies from optical wavelengths to the near-IR.

#### Sunrise Radiative Transfer Code

For every simulation snapshot:

- Evolving stellar spectra calculation
- Adaptive grid construction
- Monte Carlo radiative transfer
- "Polychromatic" rays save 100x CPU time
- Graphic Processor Units give 10x speedup



Patrik Jonsson & Joel Primack

### **Spectral Energy Distribution**



Our Simulations w/ Dust look a lot like galaxies from 10 billion years ago that we see with Hubble Space Telescope







Our Simulations w/ Dust look a lot like galaxies from 10 billion years ago that we see with Hubble Space Telescope







Supercomputing and Petabyte-scale storage have made this research possible, and we expect to benefit greatly from continuing rapid improvements in computation and in data transmission and storage.

## Thanks HUAWEI!





