

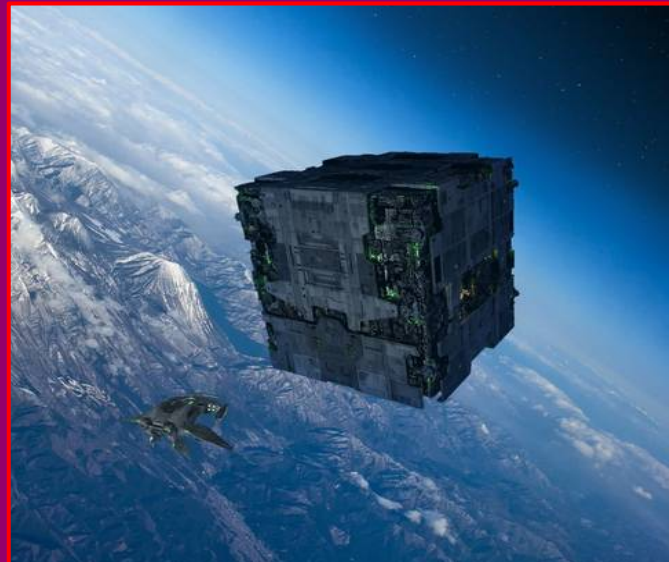


ARES



HADES

Building BLSS



BORG

Structure

- ARES3 is actually the infrastructure package. Maybe will be renamed later
- On top of it there is an "extra/" subdirectory that contains extra modules (like foreground handling, HADES, BORG)
- the build system is using CMake (<http://cmake.org>)
- You will need CMake ≥ 3.6
- New script available since October 25th 2016:
build.sh

Building

- Go your ares build directory and run `./build.sh -h`
- You will get the help:

```
lavaux@reims:~/PROJECTS/ares$ ./build.sh -h
Ensure the current directory is ARES
This is the build helper. The arguments are the following:

--cmake CMAKE_BINARY      instead of searching for cmake in the path,
                           use the indicated binary

--without-openmp          build without openmp support (default with)
--with-mpi                 build with MPI support (default without)
--c_compiler COMPILER     specify the C compiler to use (default to cc)
--cxx_compiler COMPILER   specify the CXX compiler to use (default to c++)
--build_dir DIRECTORY     specify the build directory (default to "build/" )
--debug                   build for full debugging
--no-debug-log            remove all the debug output to increase speed on parallel
                           filesystem.
--perf                    add timing instructions and report in the log files

--extra_flags FLAGS       extra flags to pass to cmake

After the configuration, you can further tweak the configuration using cmake (if
available on your system).
```

- Type `./build.sh` for default options, no MPI
- When done, go to the build directory and type `make`

Building... takes quite some time



Built binaries

- Once building is finished you can inspect the "src/" directory in the build directory:

```
lavaux@reims:/home/reims2NS/lavaux/software/ares_mp$ ls src/  
CMakeFiles/  ares3*      cmake_install.cmake  hades_option.hpp  
Makefile    borg_forward*  hades3*
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- You have three self contained binaries:
 - ares3: implements the ares algorithm, mostly as indicated in Jasche & Lavaux, MNRAS, 2015 ("Matrix-free large-scale Bayesian inference in cosmology"), with the addition of the original algorithms in Jasche et al. (2010), Jasche & Wandelt (2013).

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 - hades3: implements HADES and BORG algorithms. No powerspectrum inference or foreground cleaning here.
 - HADES: density log-transform, with gaussian likelihood or poisson likelihood
 - BORG: physical forward model, with gaussian or poisson likelihood, different bias models (see Jens talk)

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 - HADES: density log-transform, with gaussian likelihood or poisson likelihood
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 - borg_forward: possibility to replay borg mcmc to get more detailed informations.

ARES command line

- ares3 requires two arguments:
 - first argument is generally:
 - INIT: to initialize a run from scratch
 - RESUME: to resume a previous interrupted run, requires restart files in that case
 - second argument is the configuration file

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 - first argument is generally:
 - INIT: to initialize a run from scratch
 - RESUME: to resume a previous interrupted run, requires restart files in that case
 - second argument is the configuration file
- First argument can also be:
 - SPECIAL_RESUME: this requires a monolithic restart files. This is used for MPI runs that requires a change in the number of nodes (e.g. you changed the supercomputer you are running the chain on). The chain is reseeded from the state of the random number generator.
 - RESUME_RESEED: to reseed a chain. Note! the seed in the configuration file is not used there.

HADES command line

- `hades3` requires the same two arguments!

BORG_FORWARD

- borg_forward takes an mcmc element of a BORG chain, a configuration file identical to the one used to produce the chain (except for some options) and recompute the simulation
- Can produce:
 - density field, velocity field
 - particle set (positions and/or velocities)
- It is possible to change the following options:
 - number of time steps
 -