

# IGM Guesses

A tool for identifying absorption lines in QSO spectra  
(could also work for stars, galaxies, etc)

# IGM Guesses

A tool for identifying absorption lines in QSO spectra  
(could also work for stars, galaxies, etc)

Scope:

# IGM Guesses

A tool for identifying absorption lines in QSO spectra  
(could also work for stars, galaxies, etc)

## Scope:

- \* Identify the majority (hopefully all) absorption lines in a given spectrum.

# IGM Guesses

A tool for identifying absorption lines in QSO spectra  
(could also work for stars, galaxies, etc)

## Scope:

- \* Identify the majority (hopefully all) absorption lines in a given spectrum.
- \* Provide reasonable good ( $z$ ,  $N$ ,  $b$ ) guesses for subsequent Voigt profile fitting.

# IGM Guesses

A tool for identifying absorption lines in QSO spectra  
(could also work for stars, galaxies, etc)

## Scope:

- \* Identify the majority (hopefully all) absorption lines in a given spectrum.
- \* Provide reasonable good ( $z$ ,  $N$ ,  $b$ ) guesses for subsequent Voigt profile fitting.
- \* Straightforward handling of blends.

# IGM Guesses: Philosophy

# IGM Guesses: Philosophy

\* Interactive identification.

# IGM Guesses: Philosophy

- \* Interactive identification.
- \* Ambiguity is almost never avoidable, but should be treated in a consistent and reproduceable manner.



# IGM Guesses: Philosophy

- \* Interactive identification.
- \* Ambiguity is almost never avoidable, but should be treated in a consistent and reproduceable manner.
- \* Different categories for identification certainty.

# IGM Guesses: Philosophy

- \* Interactive identification.
- \* Ambiguity is almost never avoidable, but should be treated in a consistent and reproduceable manner.
- \* Different categories for identification certainty.
- \* Start with the most certain cases; finish with the least certain.

# IGM Guesses: Philosophy

- \* Interactive identification.
- \* Ambiguity is almost never avoidable, but should be treated in a consistent and reproduceable manner.
- \* Different categories for identification certainty.
- \* Start with the most certain cases; finish with the least certain.
- \* Work in a absorption `component` framework (explain).

Show examples!