# pyCloudy, a tool to manage Cloudy

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#### Christophe Morisset

- Working on HII regions, Planetary Nebulae, Wolf Rayet nebulae
- Interested in abundance determination, models of complex objects (3D, multi-phase, multi-components)
- Main developer of:
  - pyCloudy
  - PyNeb
  - 3MdB
- Interested in using Machine Learning techniques to interpolate in grids of models (Cloudy models for example)

### The pyCloudy ecosystem

Main page:

https://sites.google.com/site/pycloudy

- Installing via pip install pyCloudy
- Github repository:

https://github.com/Morisset/pyCloudy

• Forum:

https://groups.google.com/forum/#!forum/pycloudy

## PyCloudy (and PyNeb)

- Makes it easier to interact with Cloudy from any python script or notebook:
  - Write input file, run Cloudy, read output files from a single script
  - Easy to run grids of models (just a loop in python)
  - Make 3D models (actually pseudo-3D)
  - Allow to generate big grids of models (3MdB)
- PyNeb is another library that can be used to compute line emissivities, and determine electron temperature and densities from line ratios.

## Why 3D?

 As we all know, PN are spherical, and HII regions plan parallels :-)

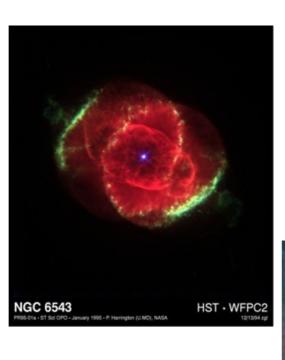
Planetary Nebula IC 418



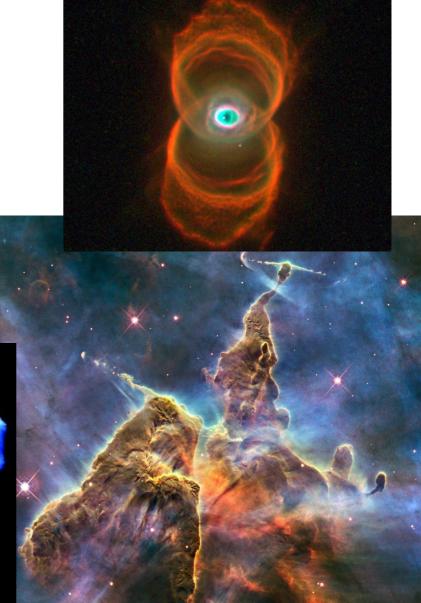
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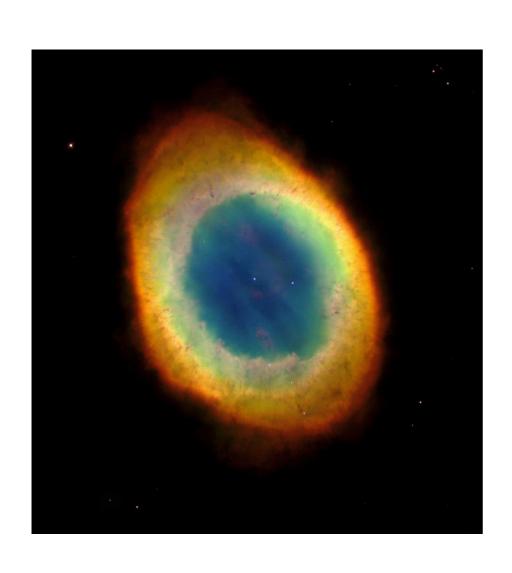








#### Aperture effects



- Color = dominating emission line.
- Position : different line ratios.

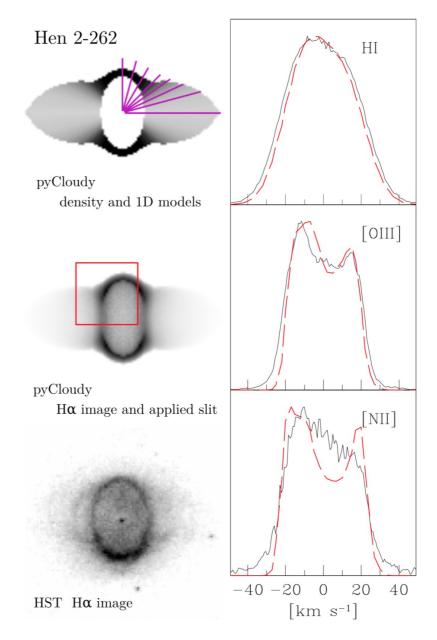
### Velocity field

A&A 585, A69 (2016) DOI: 10.1051/0004-6361/201526653 © ESO 2015



#### 3D pyCloudy modelling of bipolar planetary nebulae: Evidence for fast fading of the lobes\*

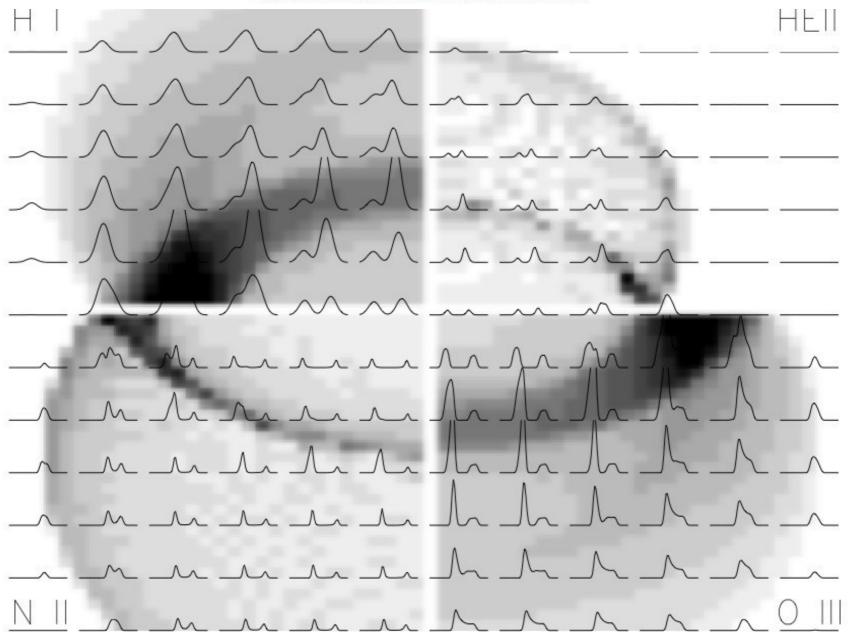
K. Gesicki<sup>1</sup>, A. A. Zijlstra<sup>2</sup>, and C. Morisset<sup>3</sup>



#### MODELLING OF ASYMMETRIC NEBULAE. II. LINE PROFILES

Revista Mexicana de Astronomía y Astrofísica, 42, 153–166 (2006)

C. Morisset<sup>1</sup> and G. Stasińska<sup>2</sup>



### Huge grids of models

- Sometimes one needs to compute huge grids of models (from a few 10<sup>3</sup> to 10<sup>7</sup> models...).
- In this case one cannot rely on reading all the output files, it would take tooooo much time and memory (RAM and ROM).
- The solution is to store the results of the models into a database.
- This is the main idea behind 3MdB (Mexican Million Models dataBase).

#### 3MdB

https://sites.google.com/site/mexicanmillionmodels/