

Constraining the structure of the Milky Way through 3D extinction mapping of molecular clouds

Tom Wilson

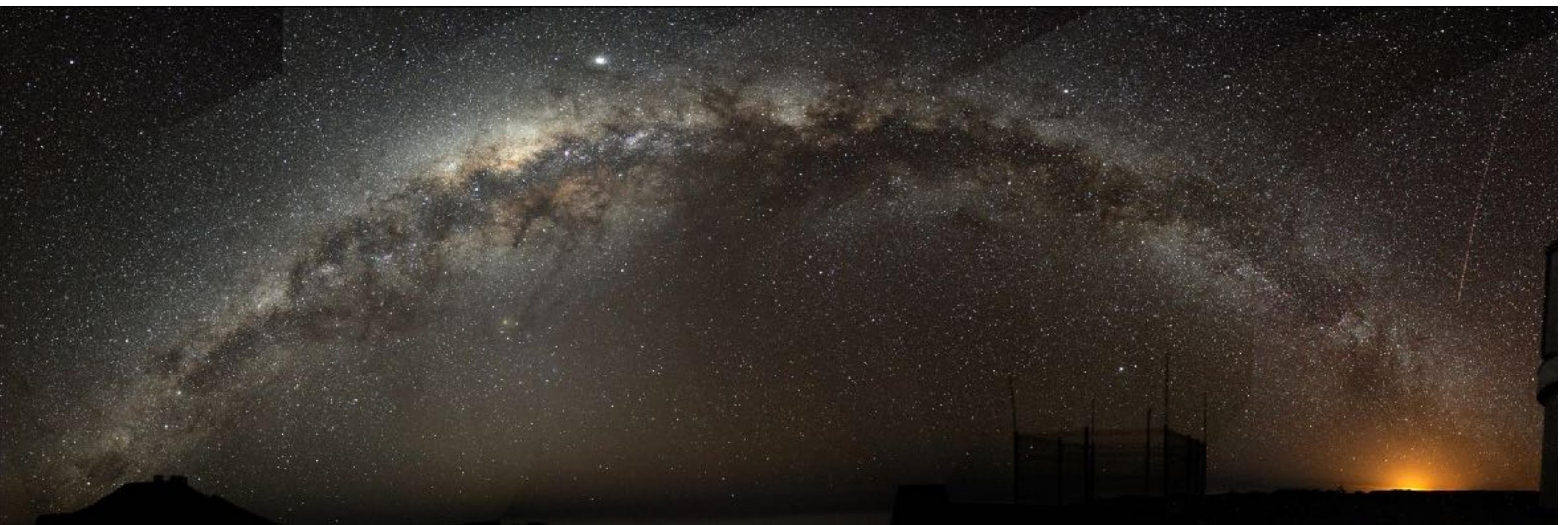
Introduction

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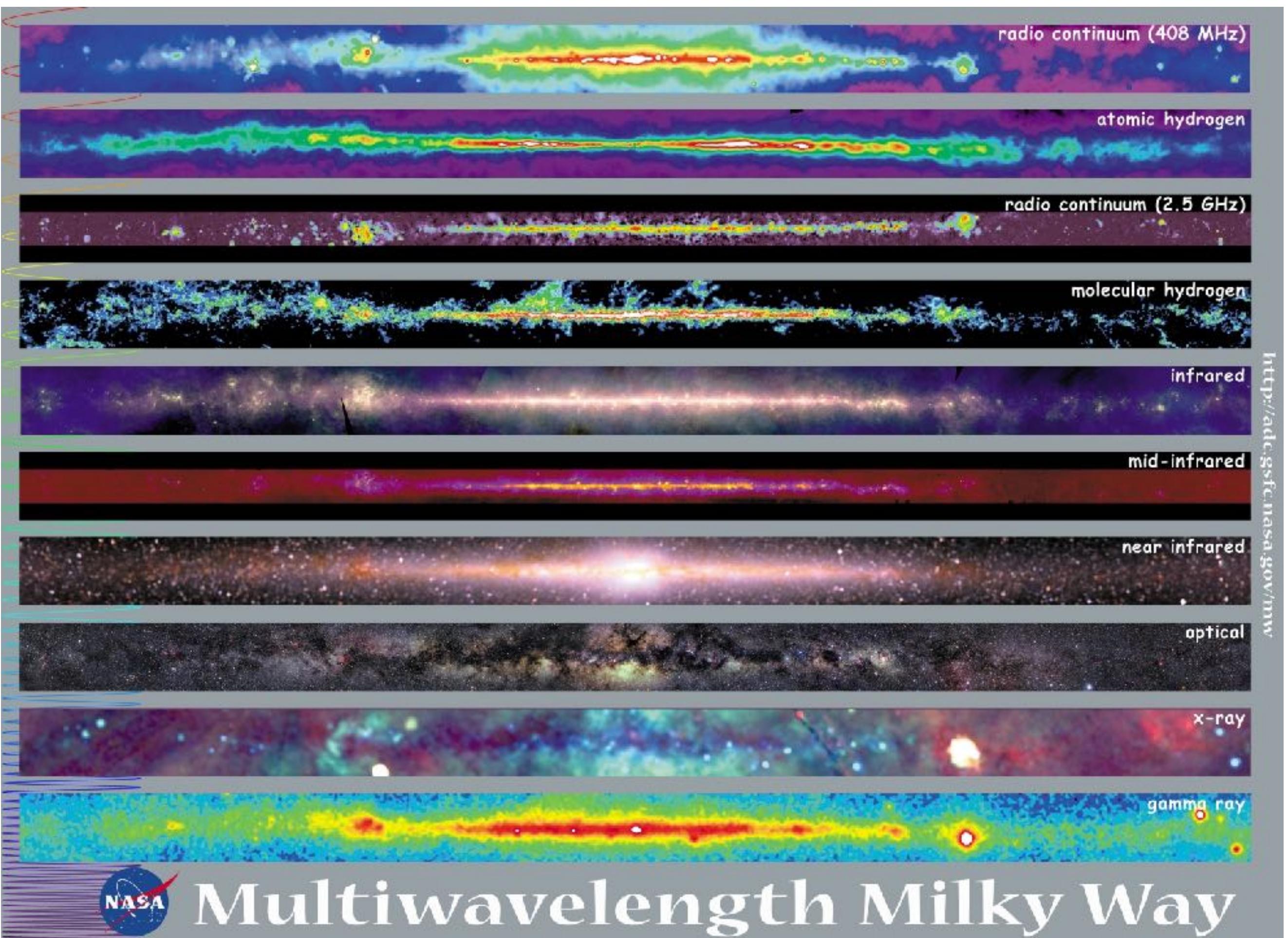
ESA/NASA

Introduction



Bruno Gilli/ESO

Introduction





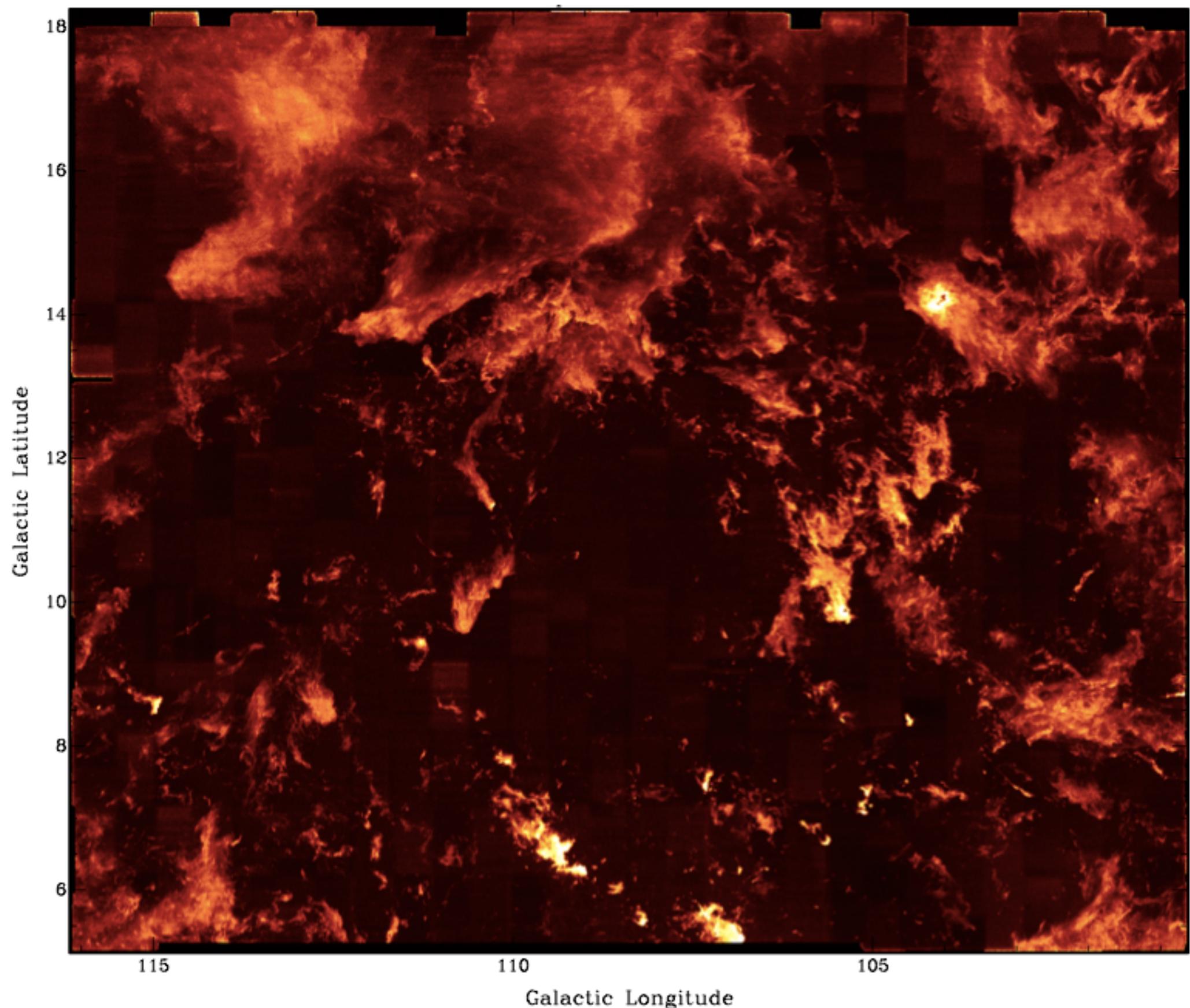
Mapping the Milky Way

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- H is the most abundant element
- Either H I, H II, or H₂
- Difficult to detect H₂

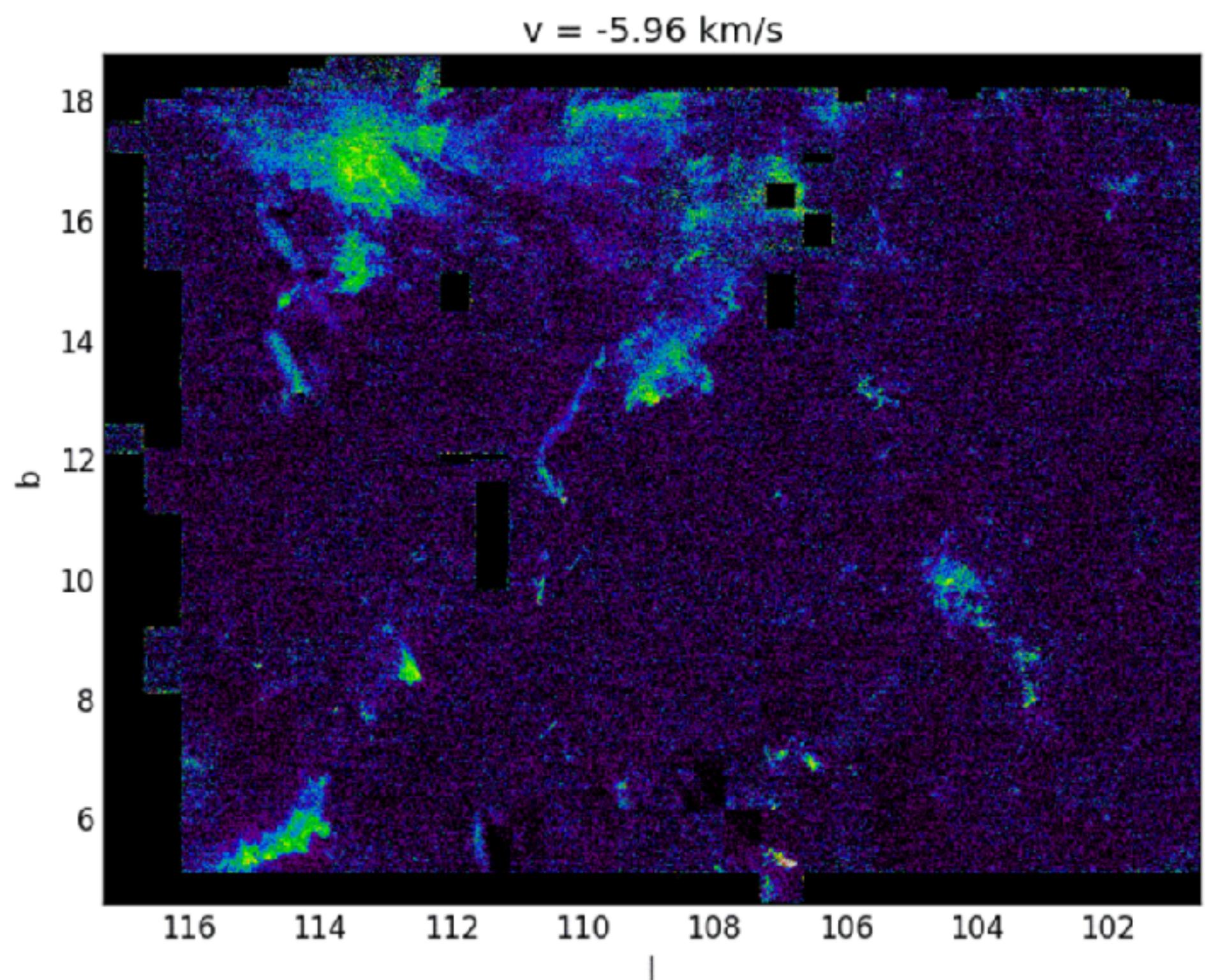
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- Use CO as a tracer
- Assume ratio of CO to H₂
- “X-factor” – X = N(H₂)/W(¹²CO)
- $2 \times 10^{20} \text{ cm}^{-2} \text{ K}^{-1} \text{ km}^{-1} \text{ s}$ [1]



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- CO maps are position-position-velocity

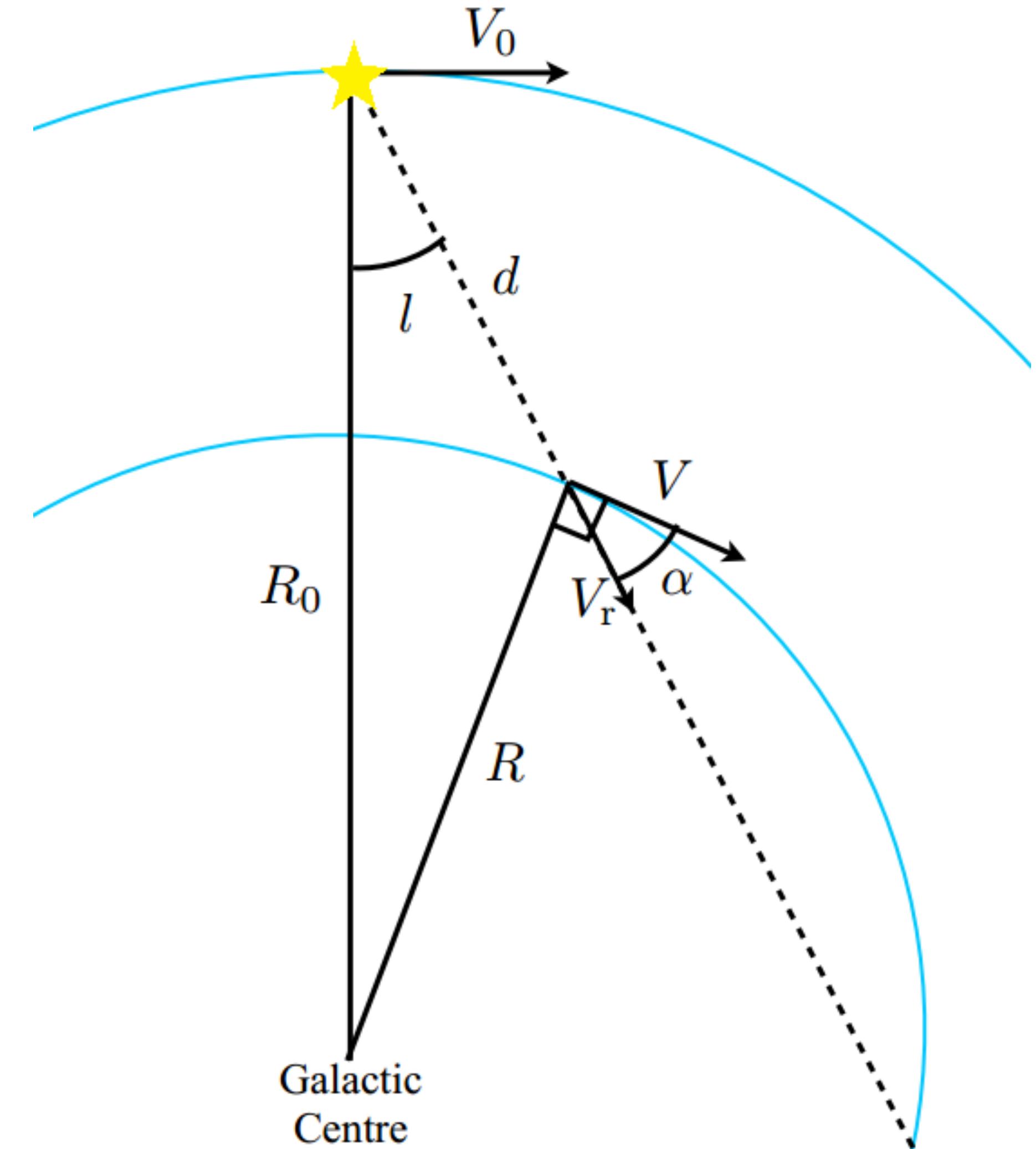


1. Pineda et al., 2008, ApJ, 679, 481

Distance Determination

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- Kinematic distances
Degenerate distances
Cannot be used at $|l| = 180^\circ$



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Small fraction of clouds
Require knowledge of association



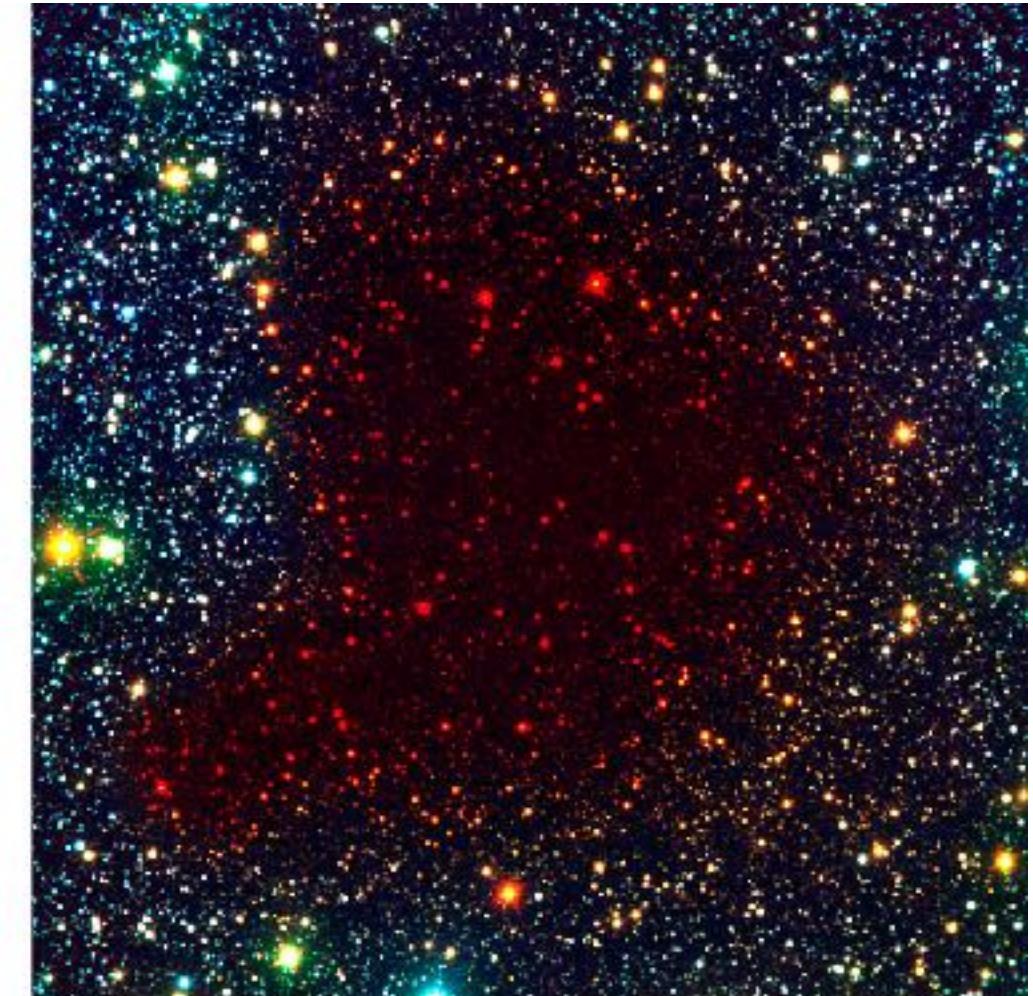
APOD/NASA

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Comparison to off cloud



B, V, I
ESO



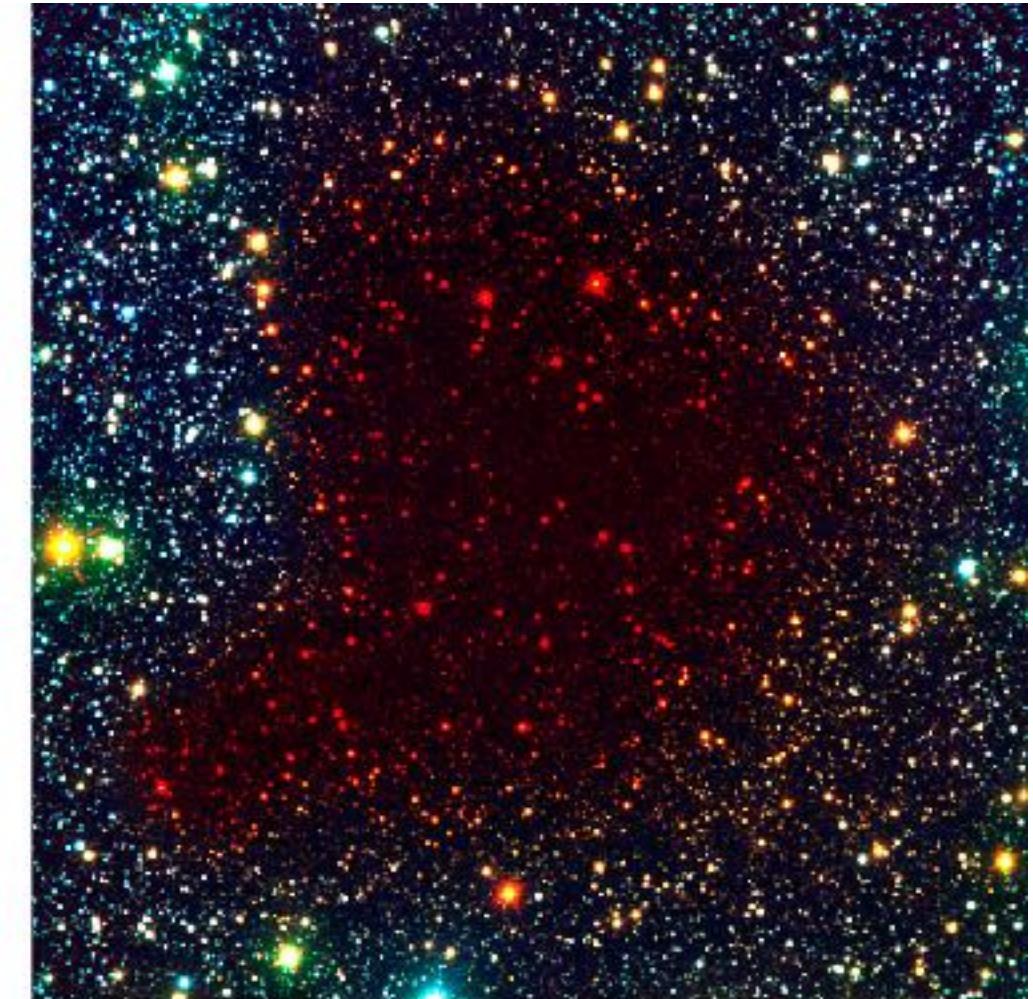
B, I, K

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- 3D extinction distance



B, V, I
ESO

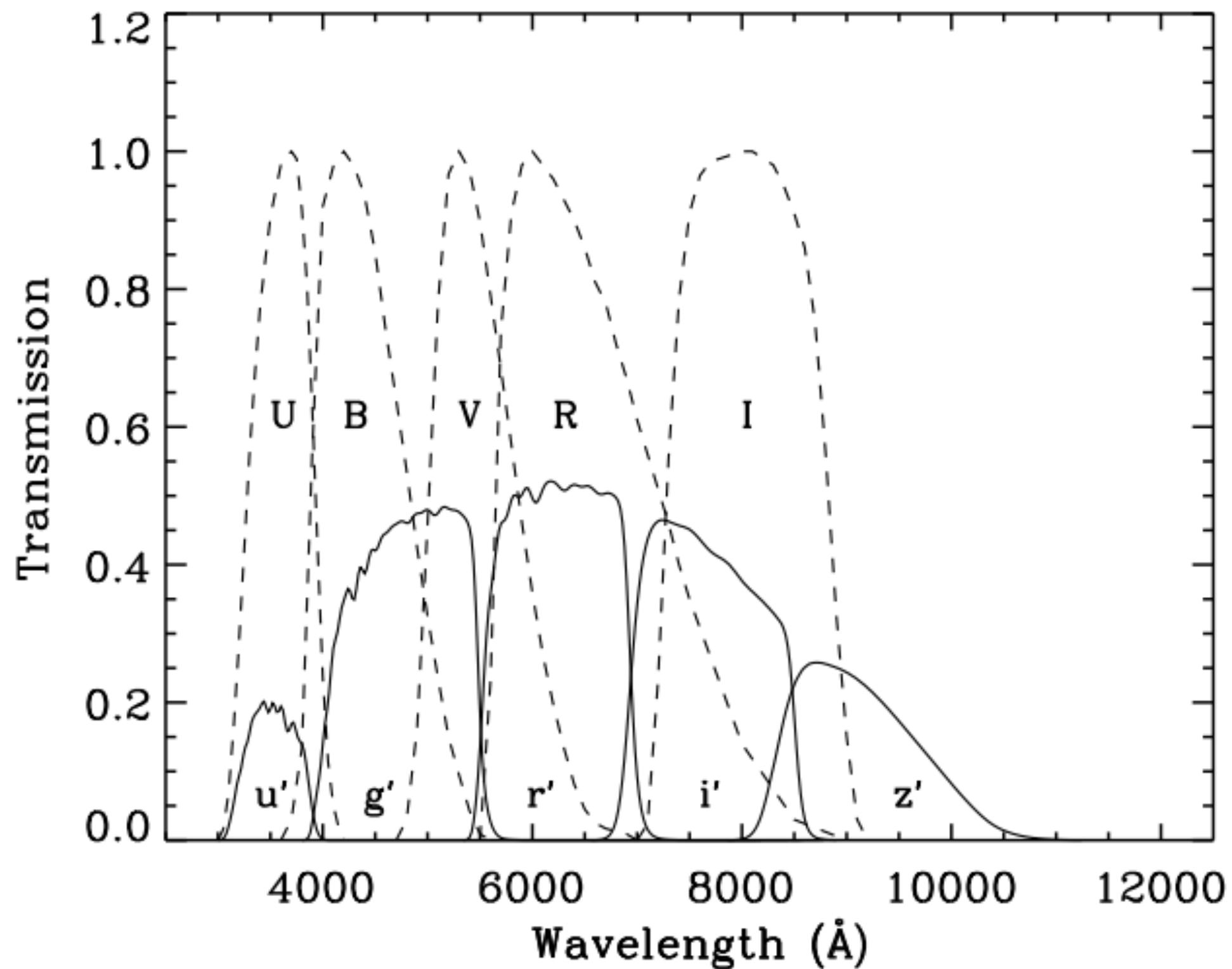


B, I, K

3D Extinction

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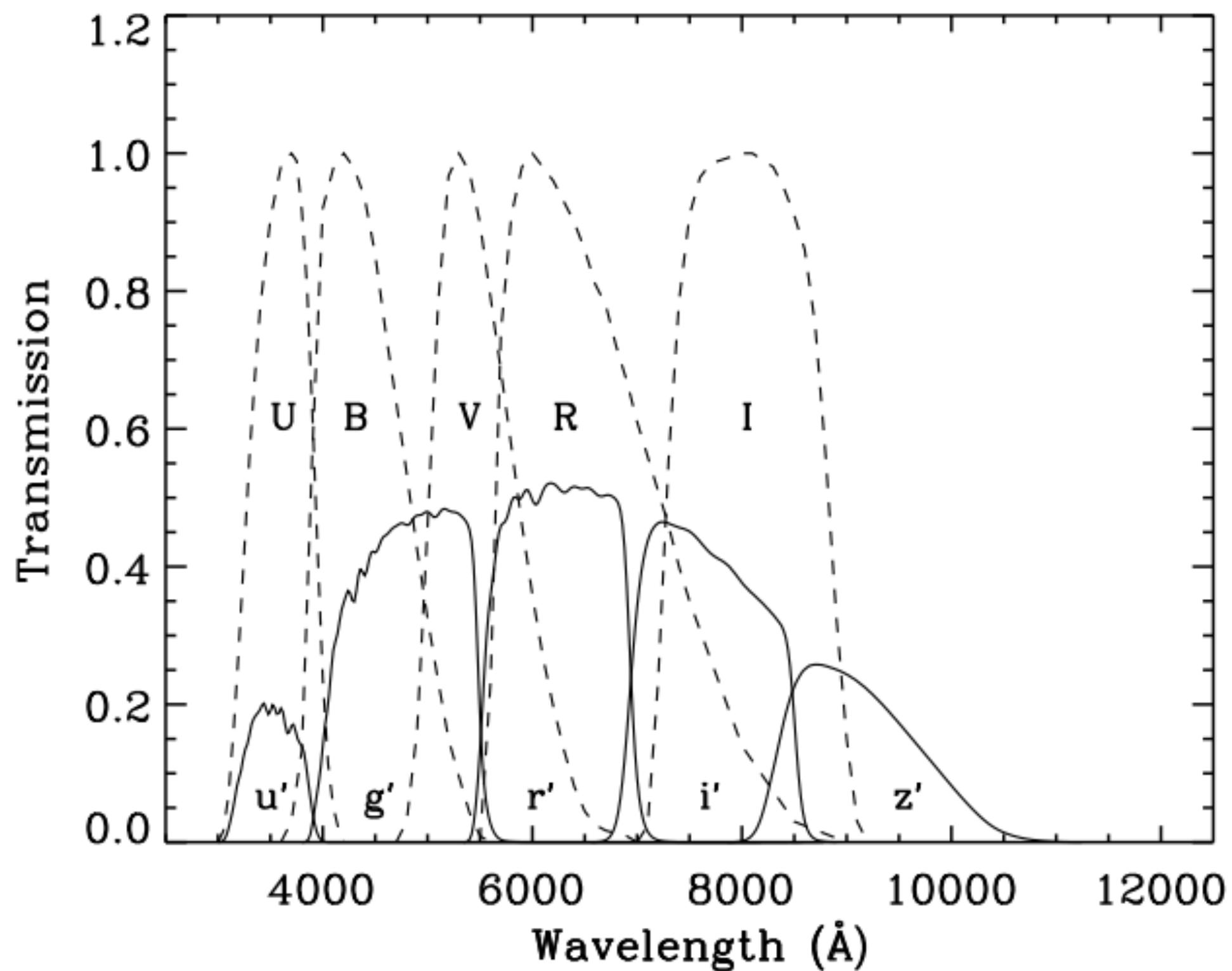
- Filters used to probe stars



Lenz et al., 1998, ApJS, 119, 121

3D Extinction

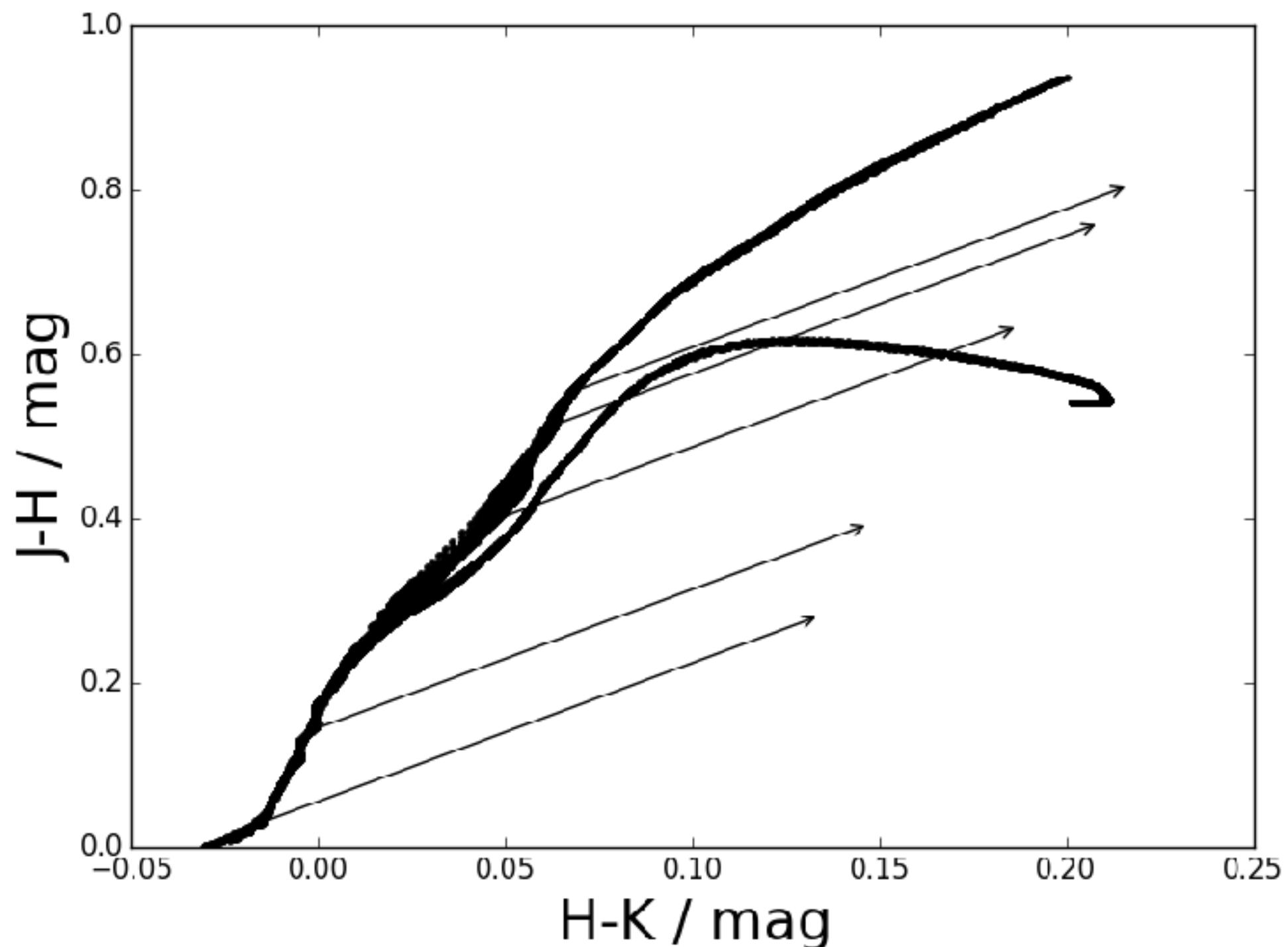
- Filters used to probe stars
- $m_V = M_V + A_V + 5\log_{10}(d) - 5$



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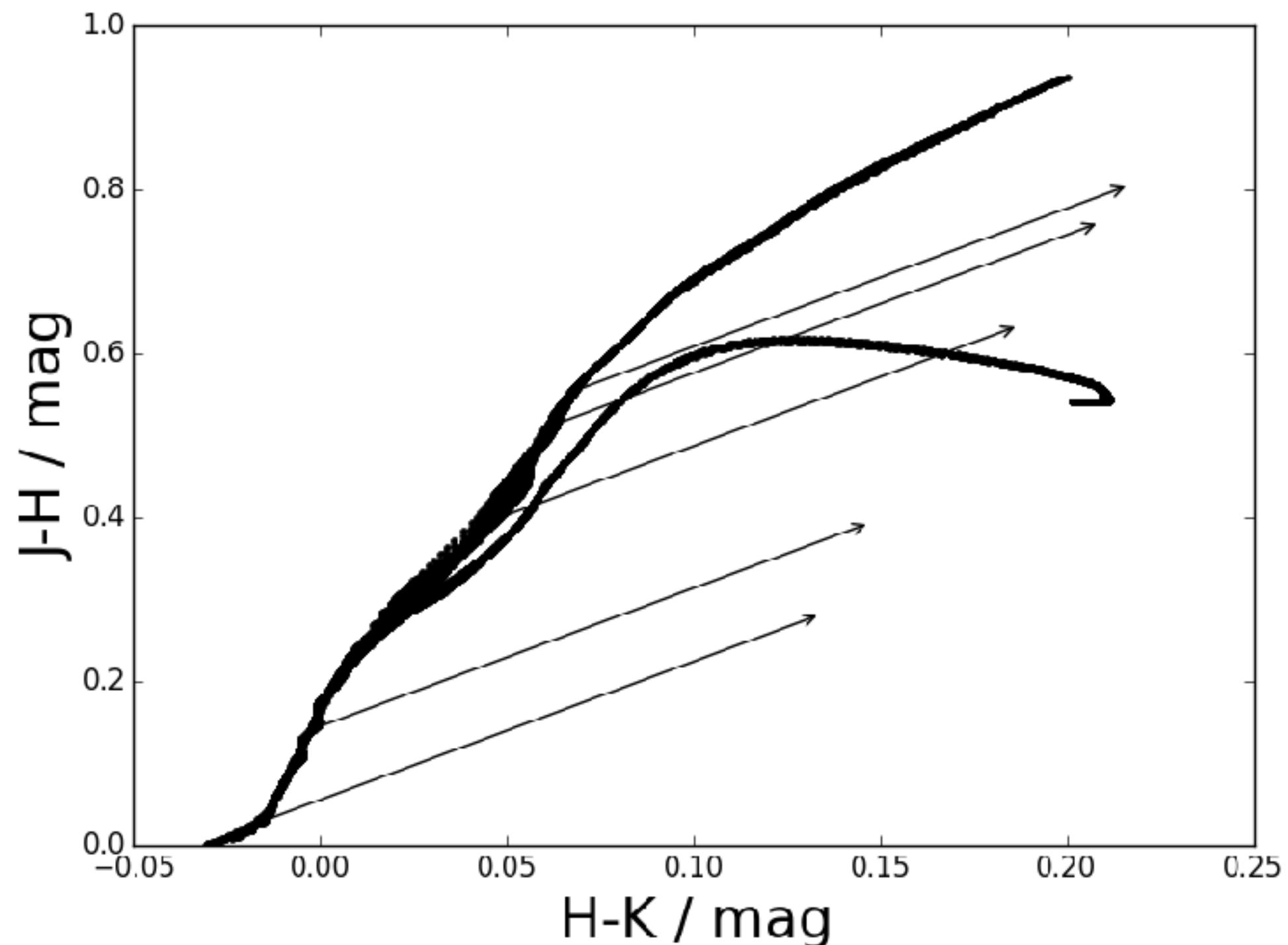
3D Extinction

- Filters used to probe stars
- $m_V = M_V + A_V + 5\log_{10}(d) - 5$
- $m_J - m_H \rightarrow J - H$, remove distance from equation
- Differential reddening in each filter leads to reddening vector



3D Extinction

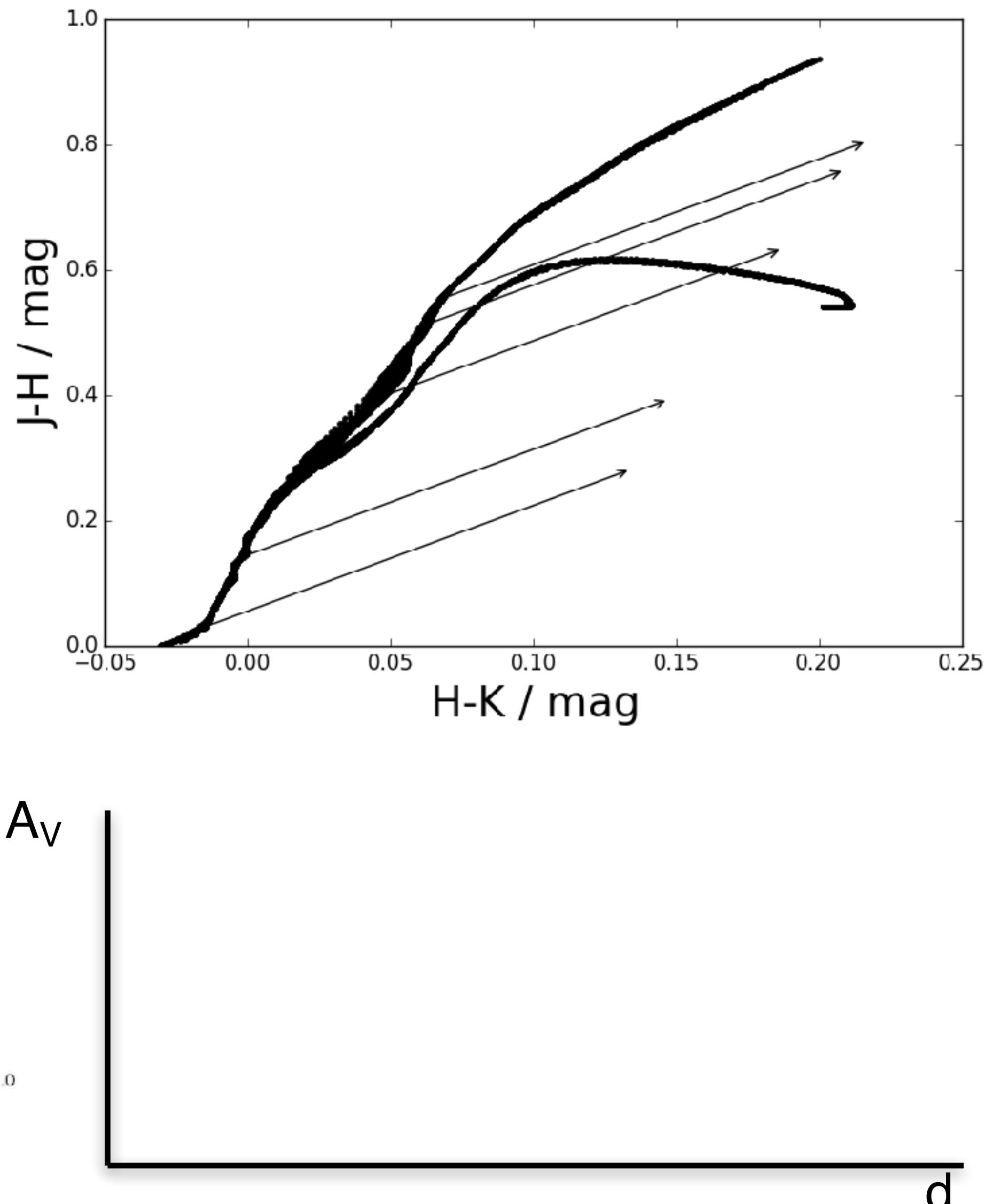
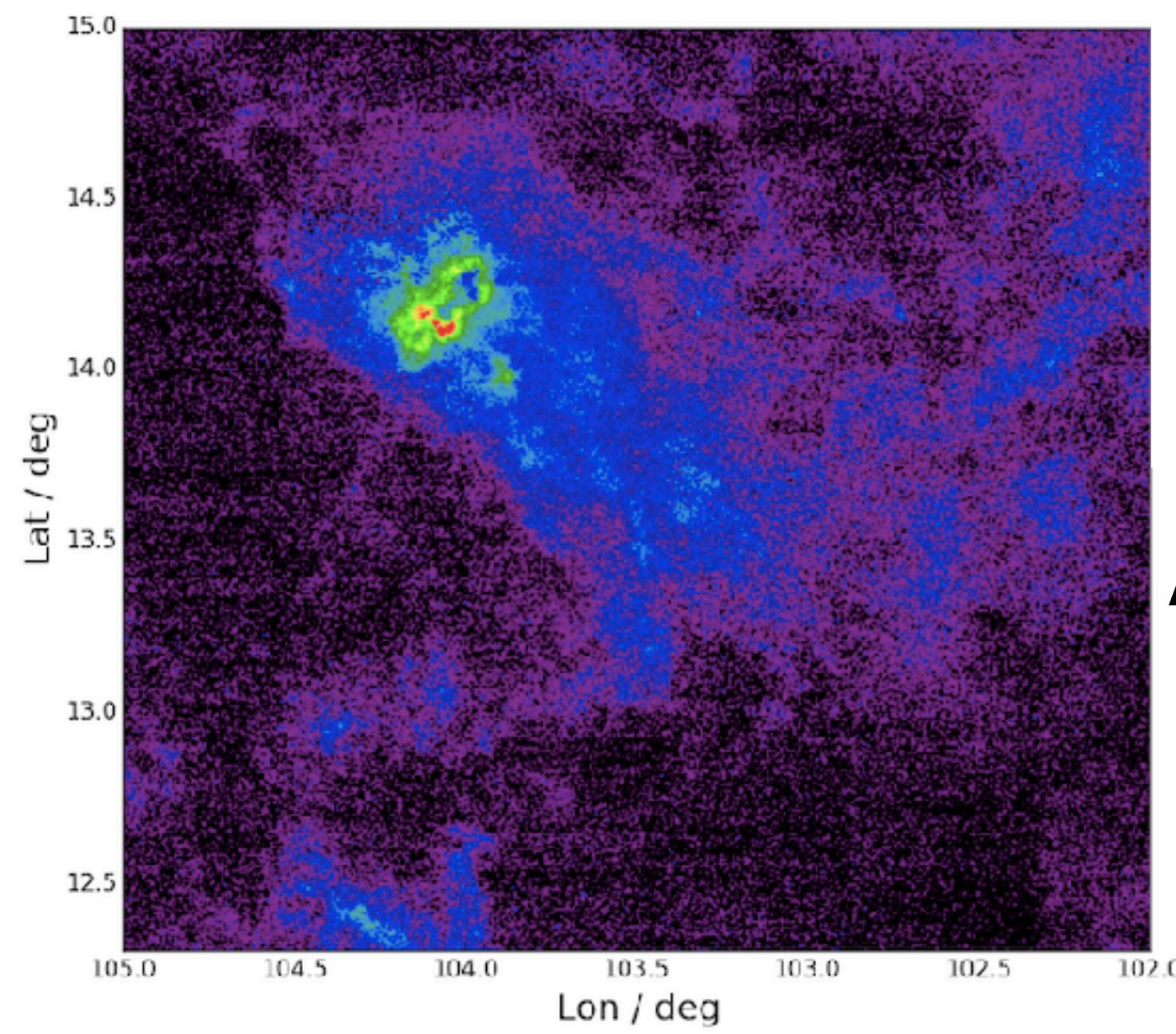
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- Dereddened stars allow d to be calculated from $m-M$



3D Extinction – Naive Approach

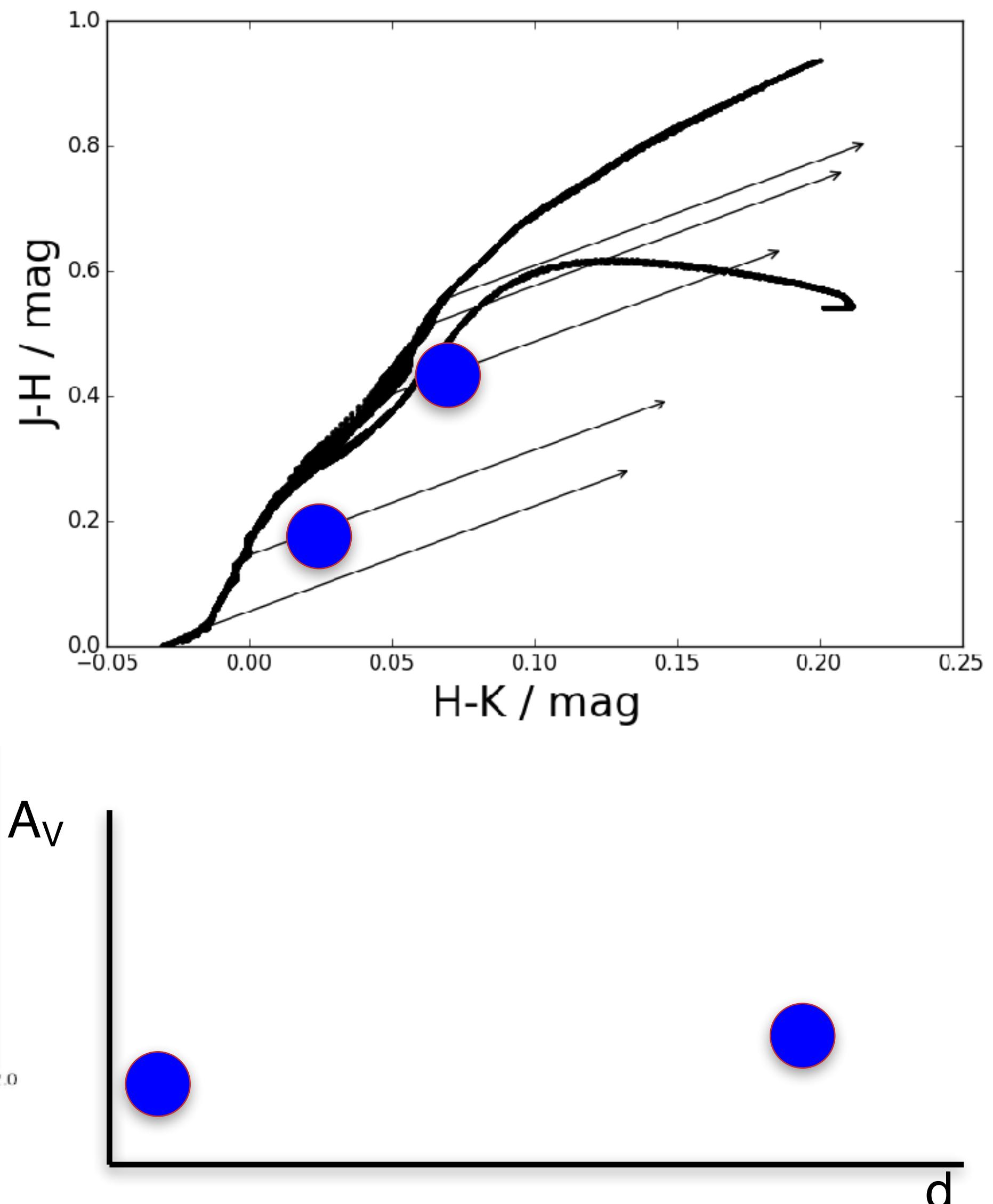
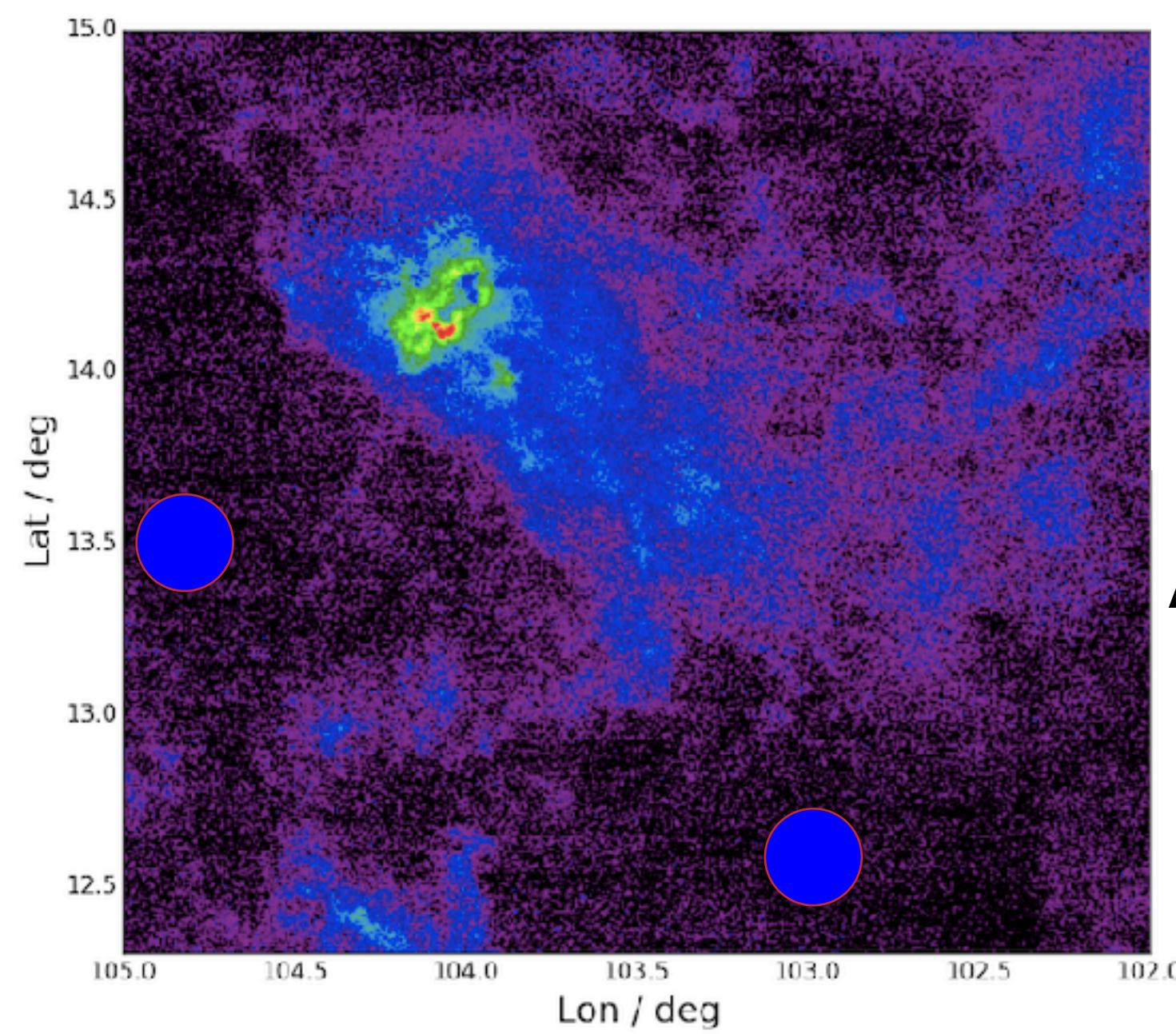
3D Extinction – Naive Approach

- Calculate stellar extinctions and distances
- Cloud is located in front of first highly extincted star



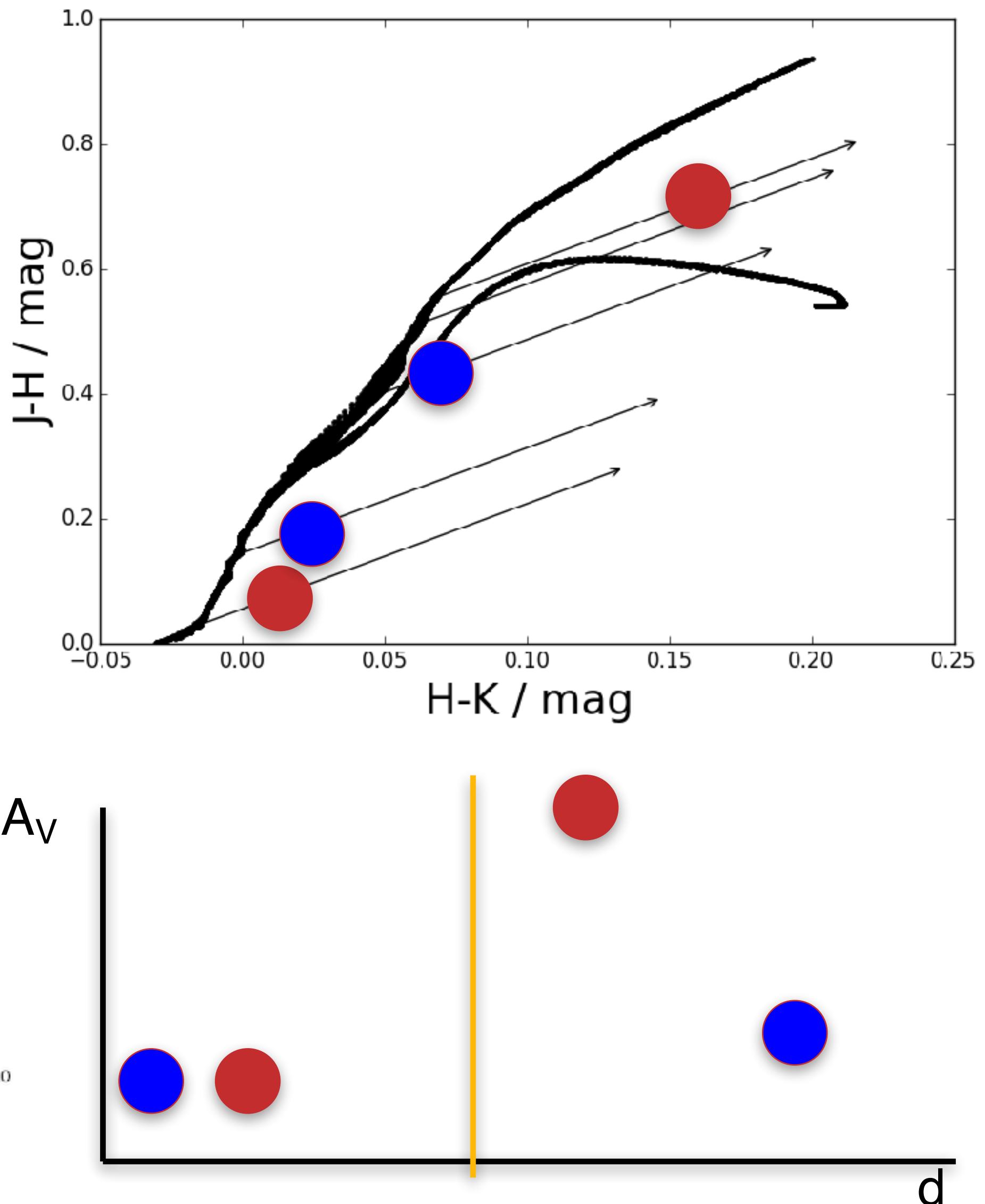
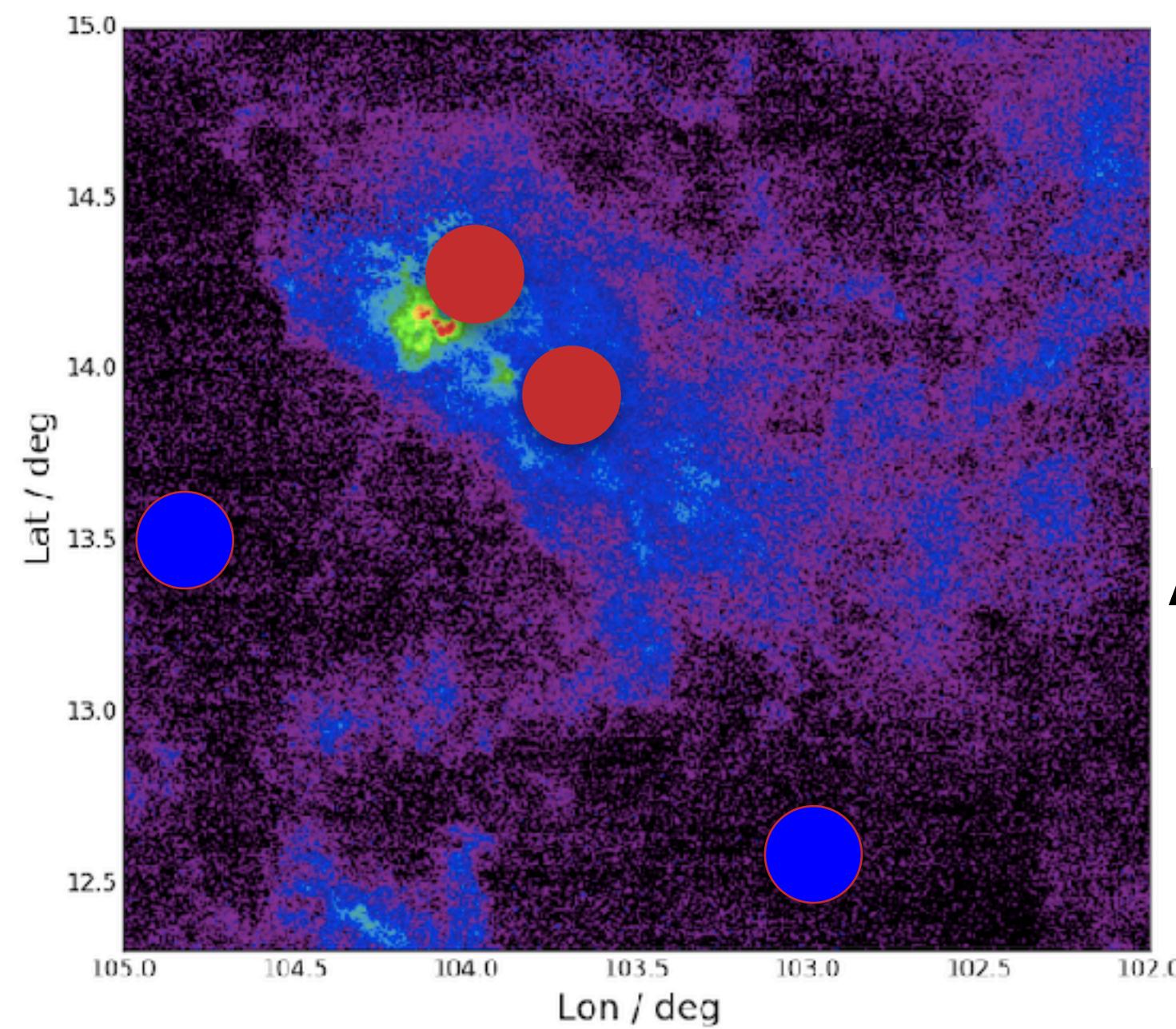
3D Extinction – Naive Approach

- Calculate stellar extinctions and distances
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 - Use CO maps to generate cloud and reference fields



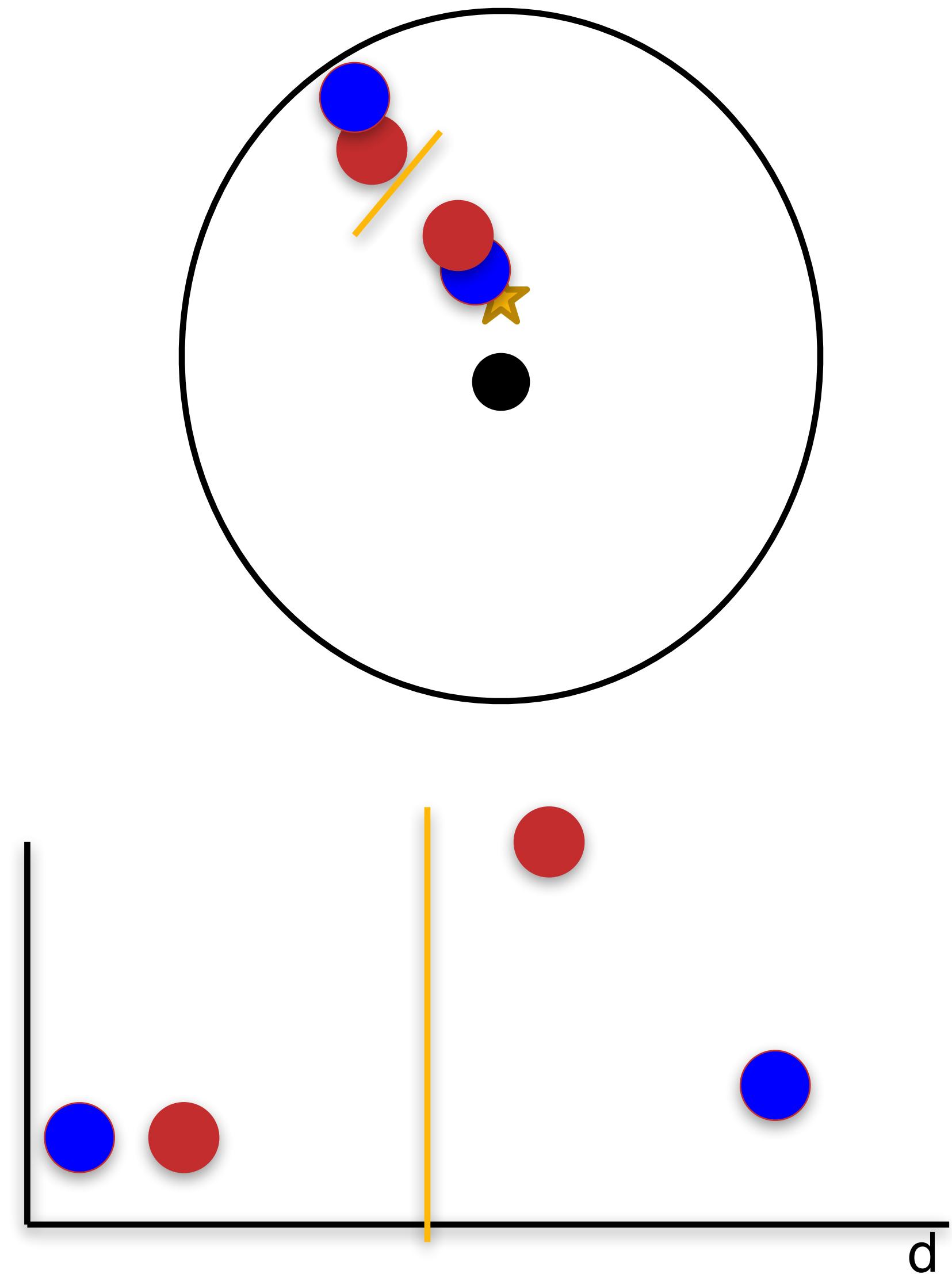
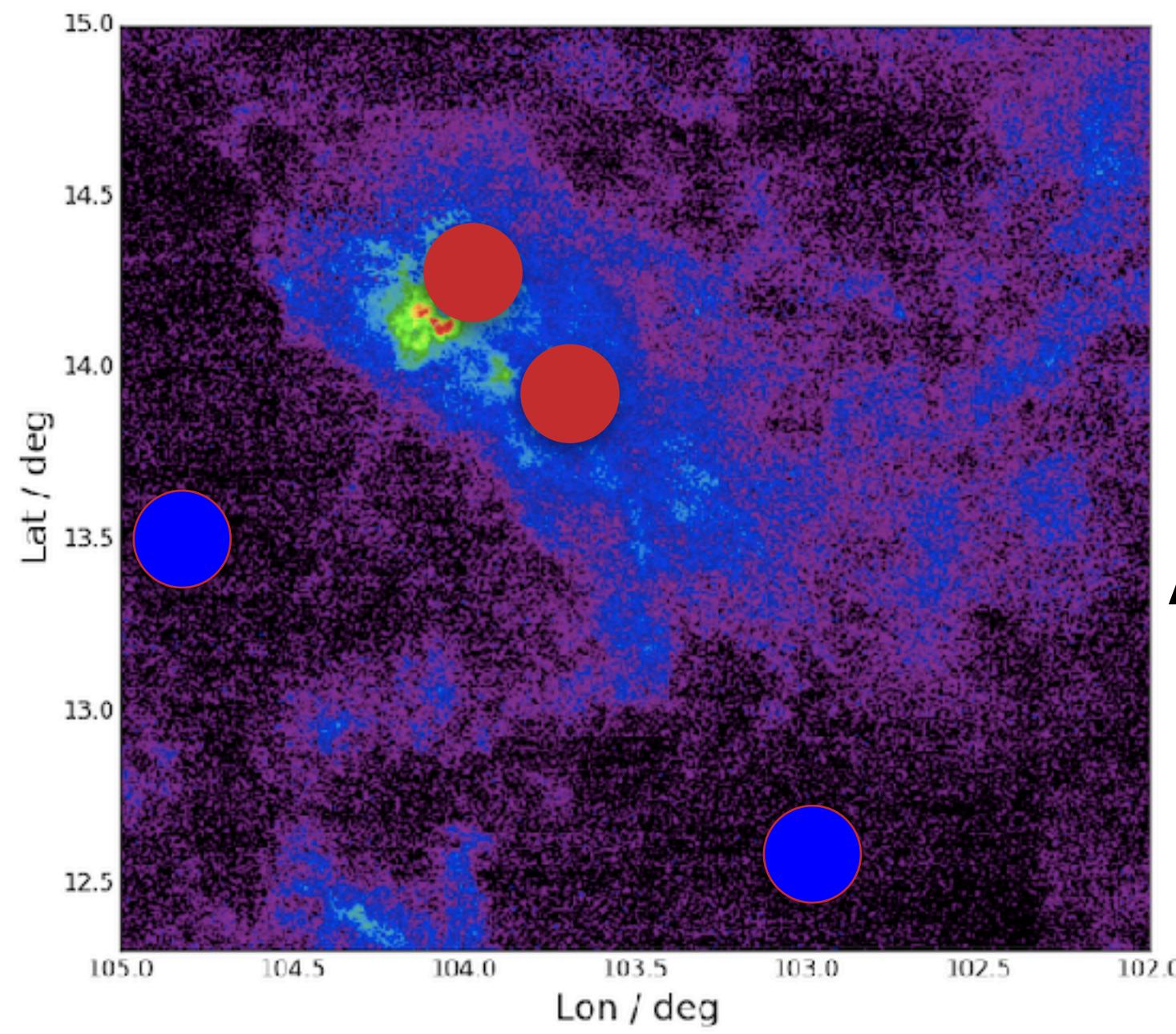
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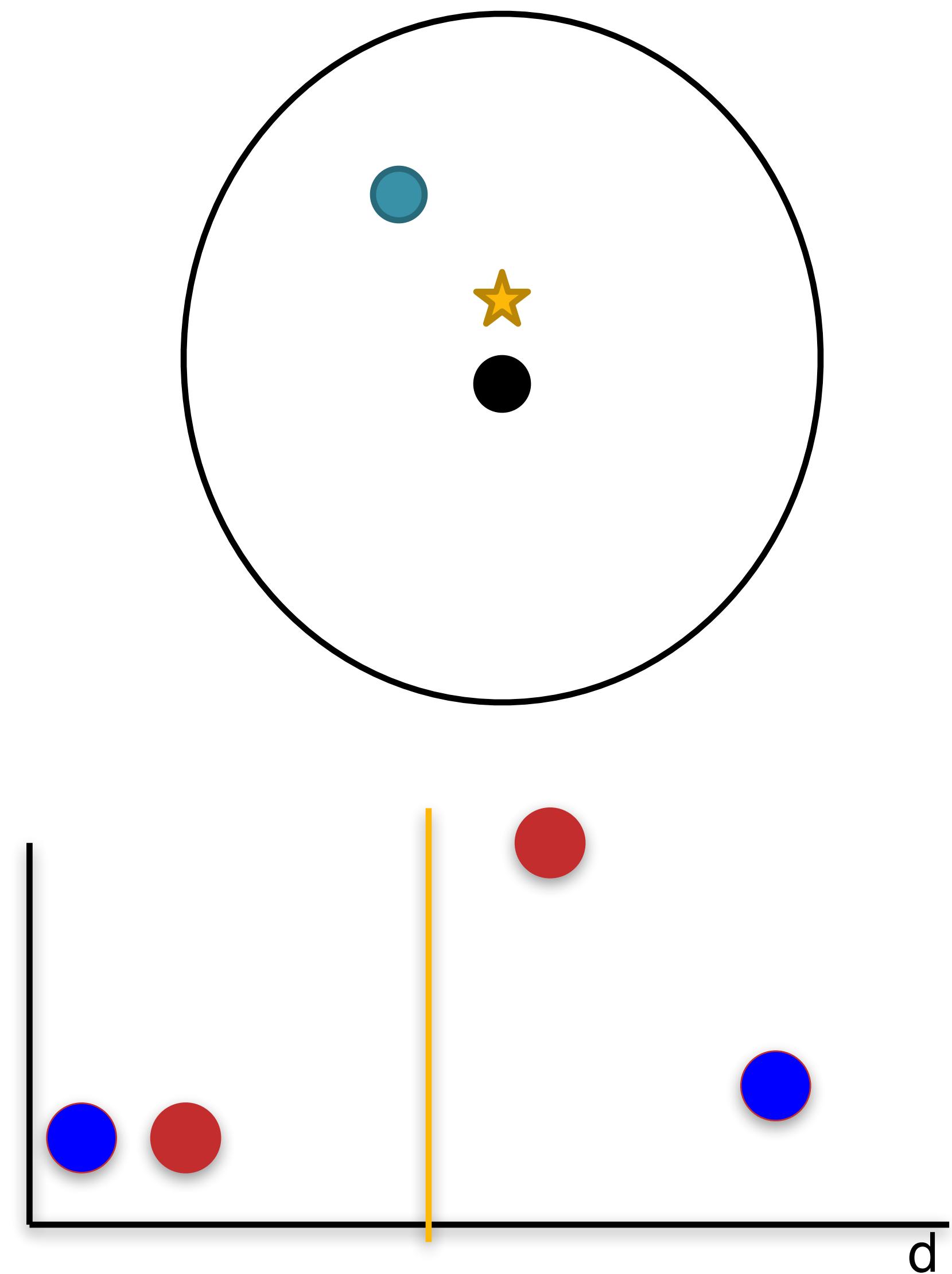
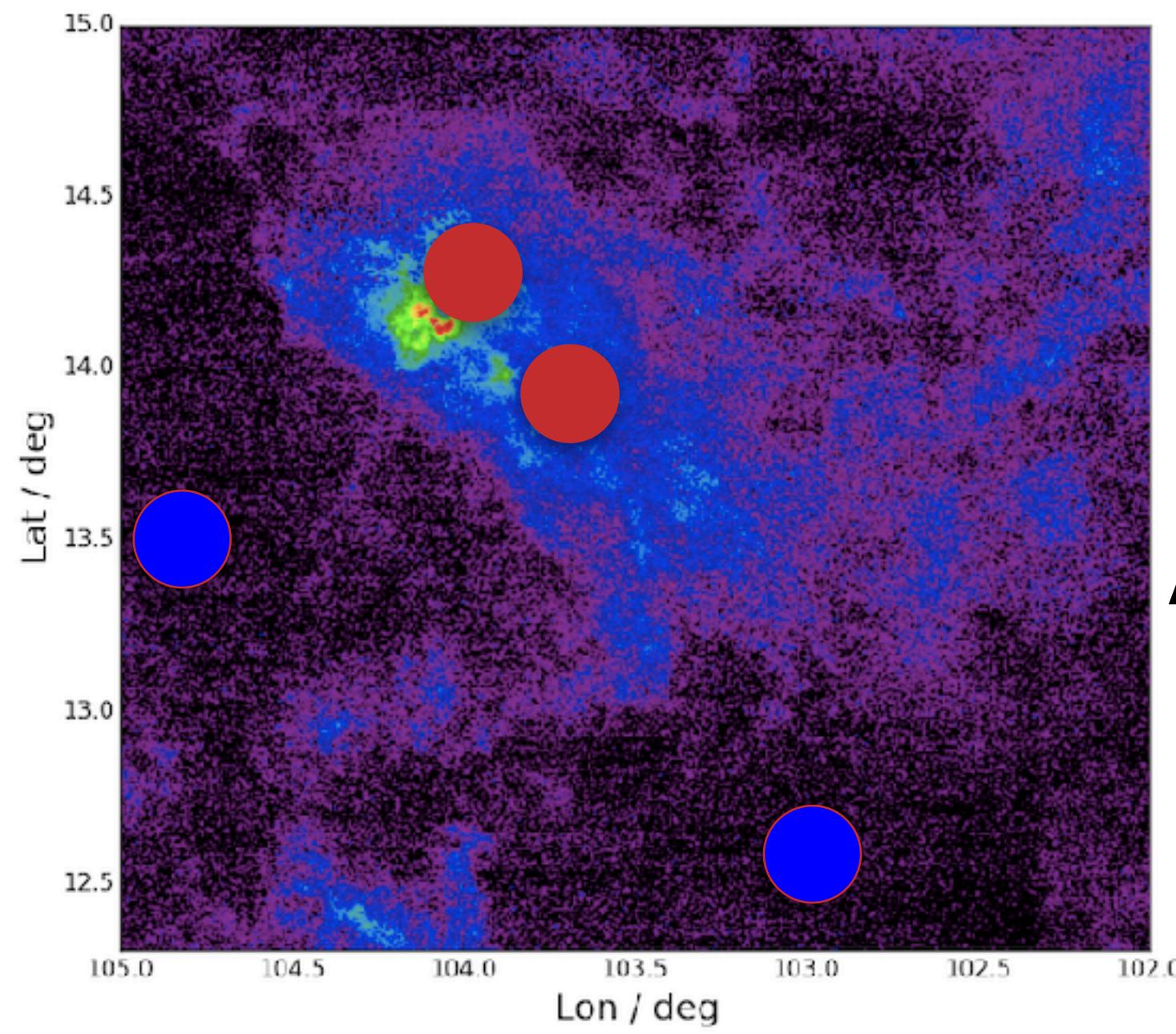
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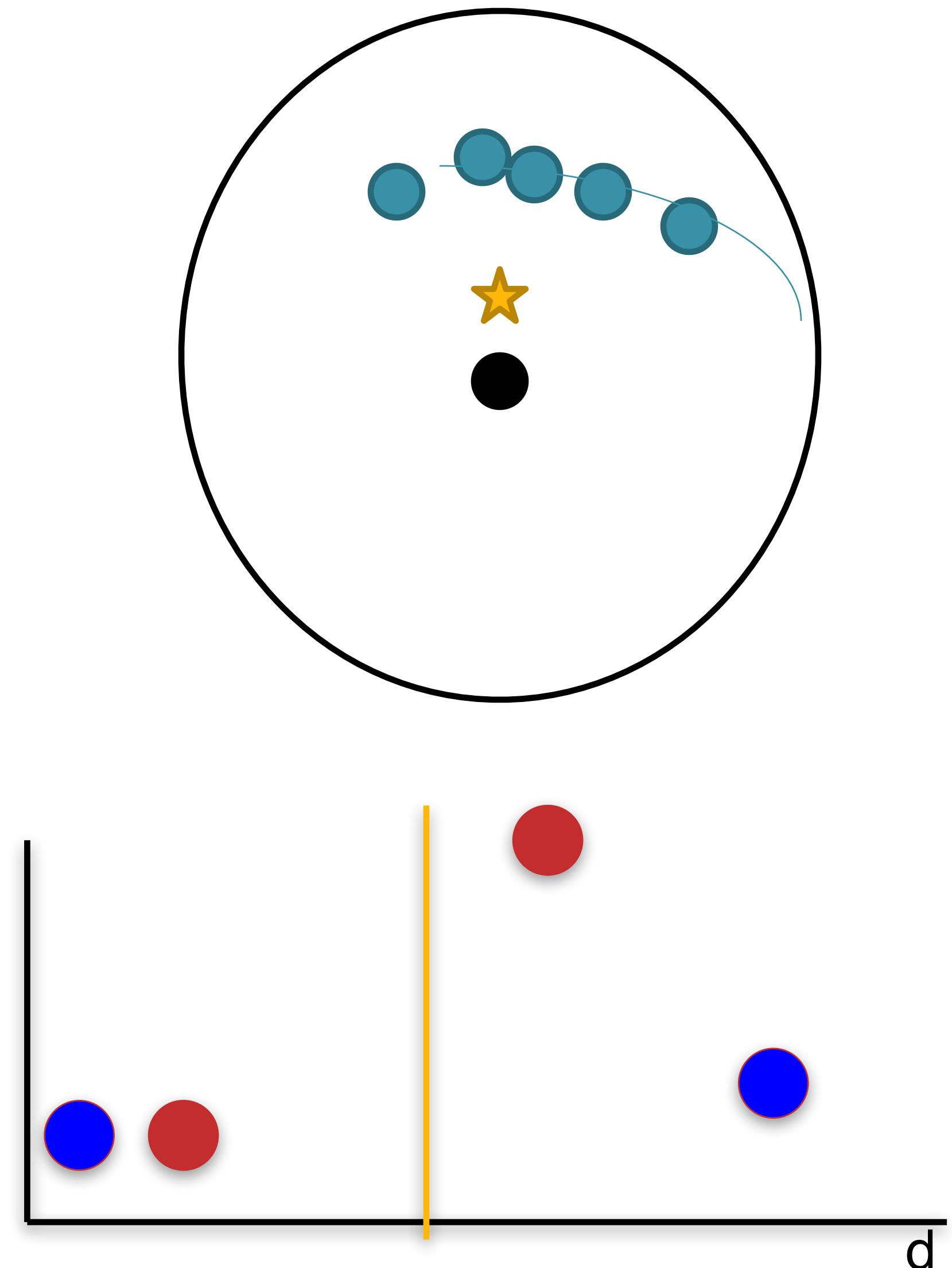
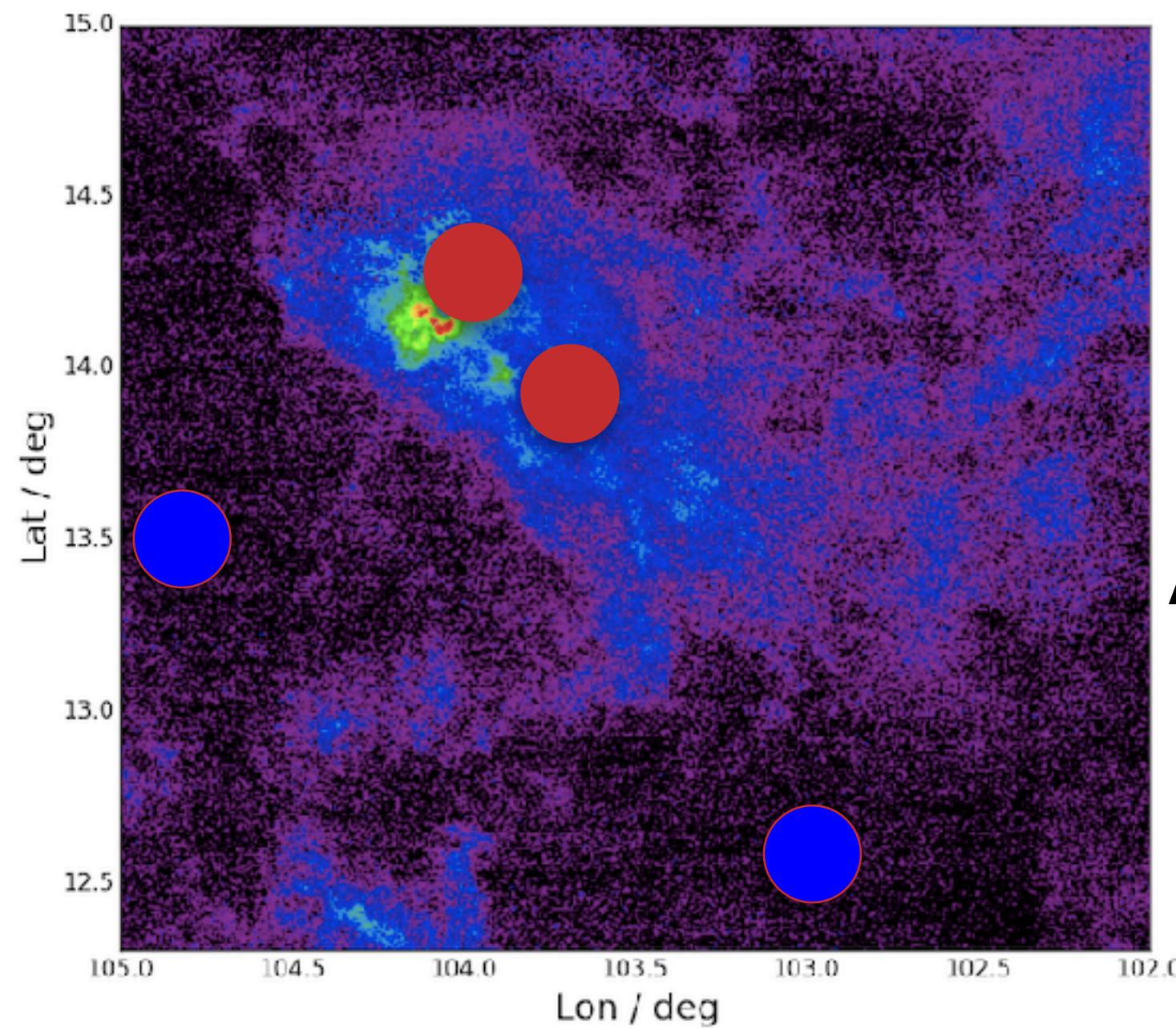
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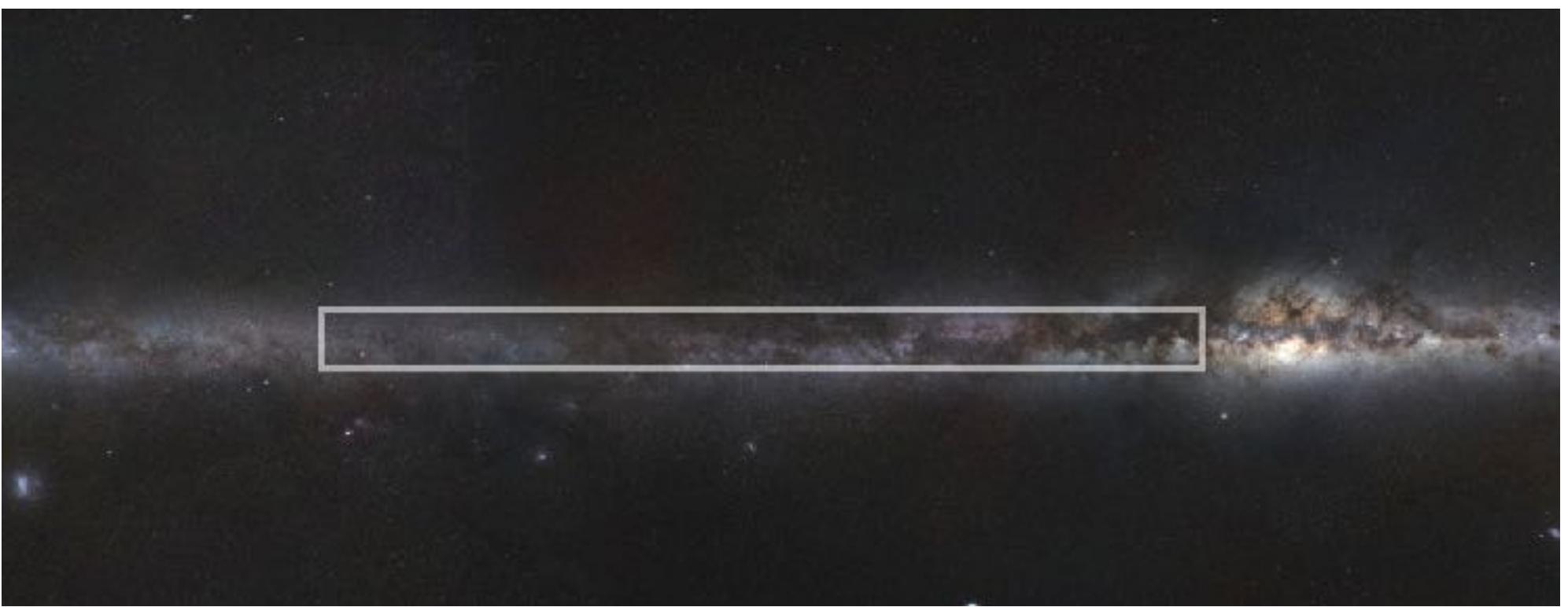
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3D Extinction – IPHAS

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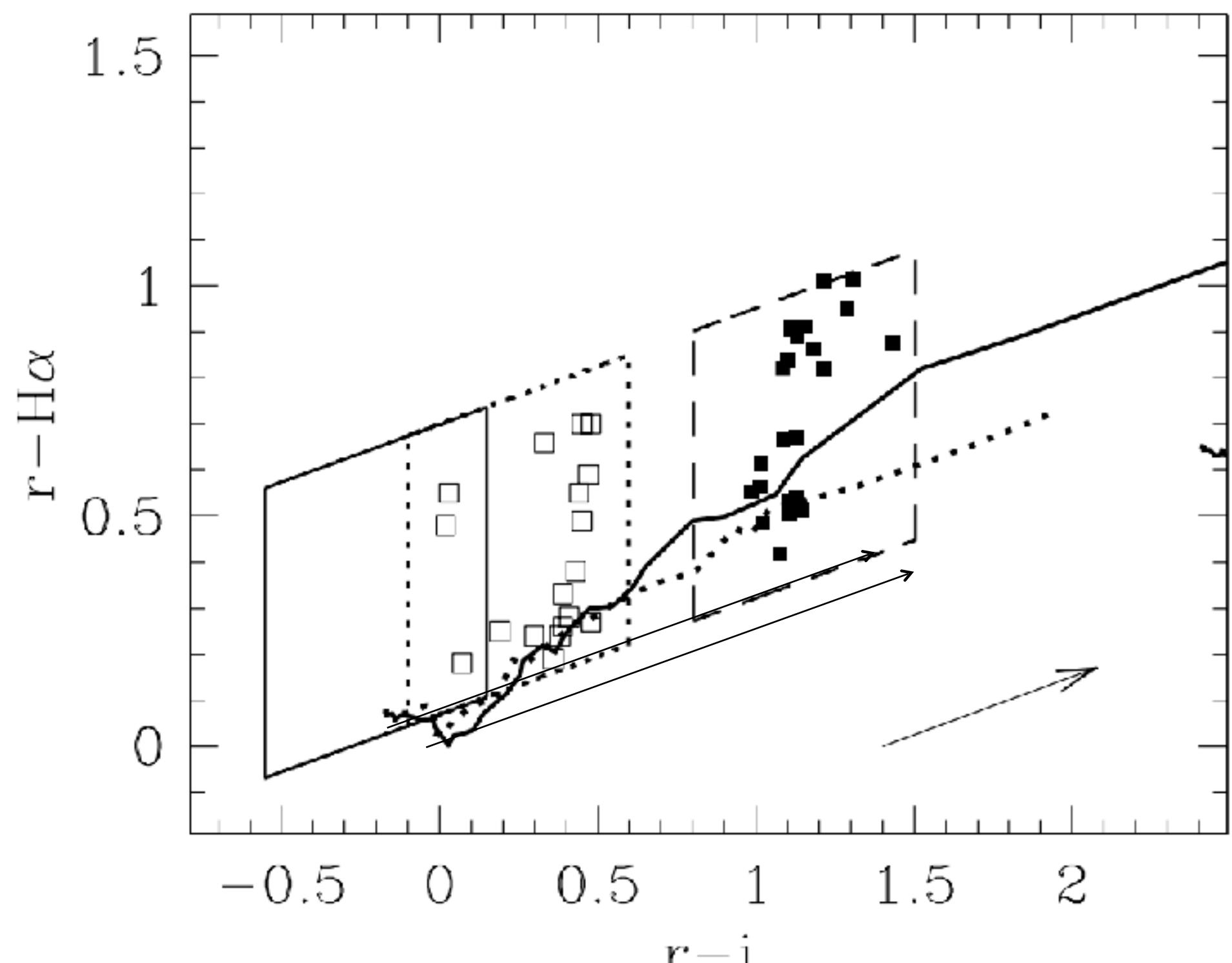
- Galactic plane survey in r, i, and H α , $-5^\circ < b < 5^\circ$, $29^\circ < l < 215^\circ$



Brunier, ESO

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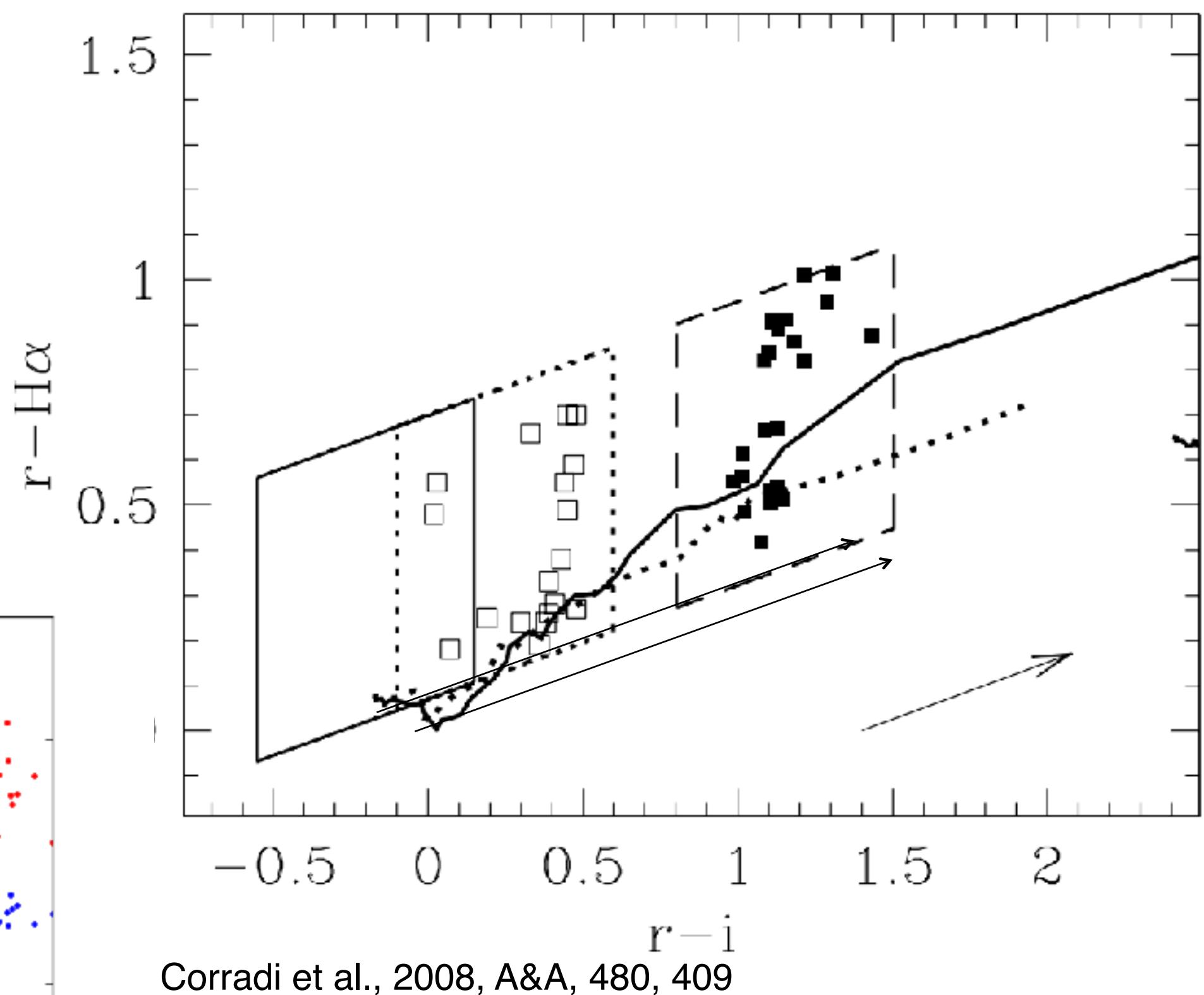
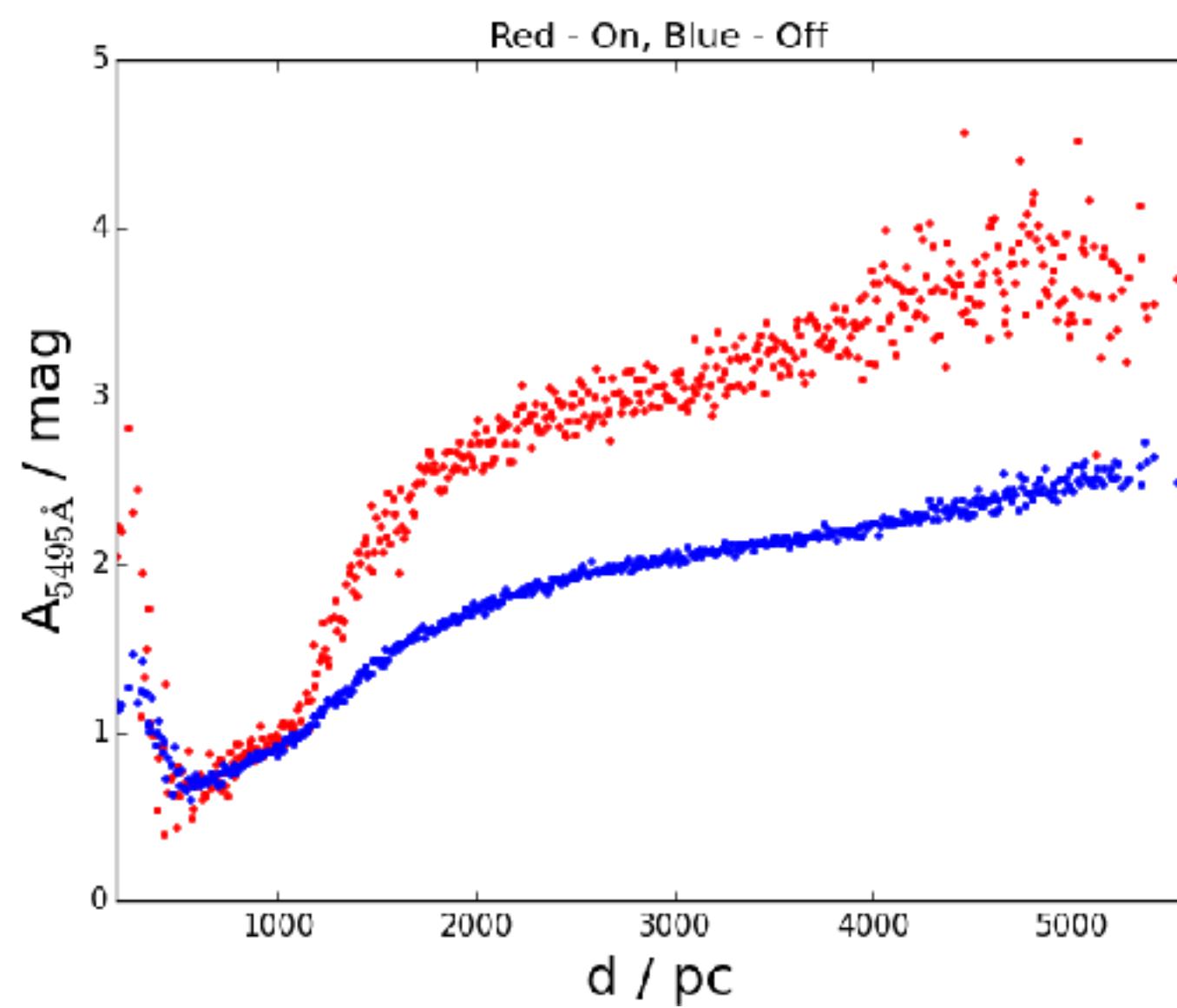
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- Use unique property of filters to identify A-type stars



Corradi et al., 2008, A&A, 480, 409

3D Extinction – IPHAS

- Galactic plane survey in r, i, and H α , $-5^\circ < b < 5^\circ$, $29^\circ < l < 215^\circ$
- Use unique property of filters to identify A-type stars
- Not accurate below $\sim 500\text{pc}$



Corradi et al., 2008, A&A, 480, 409

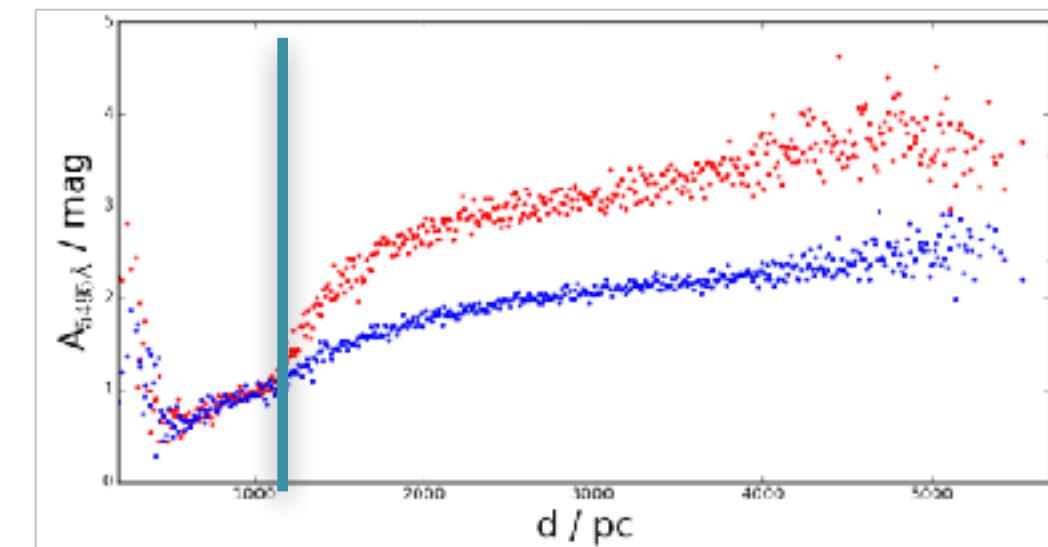
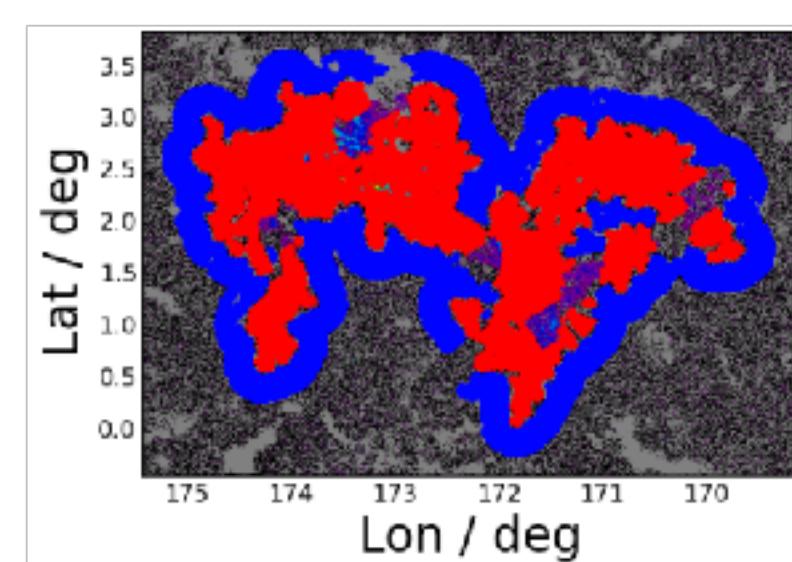
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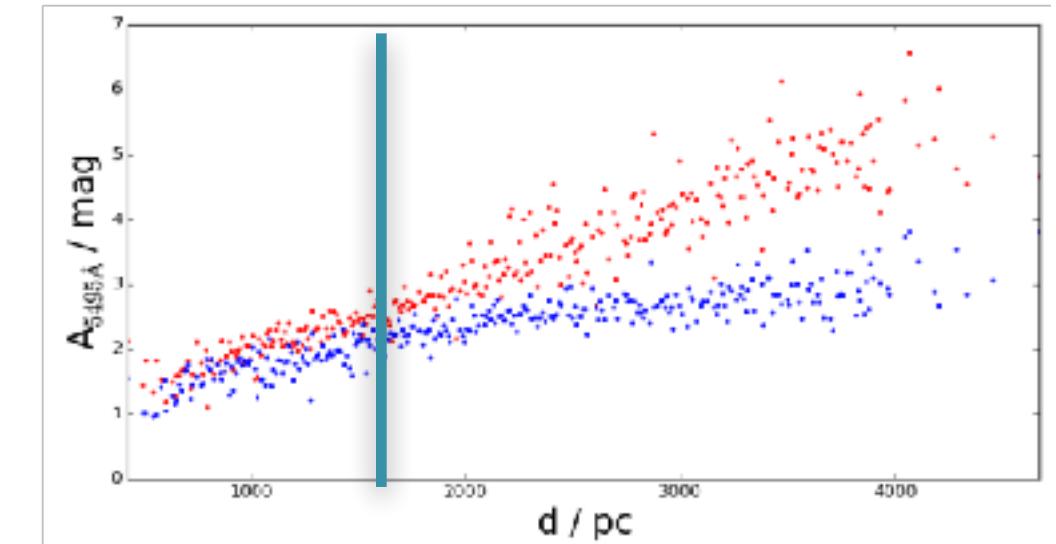
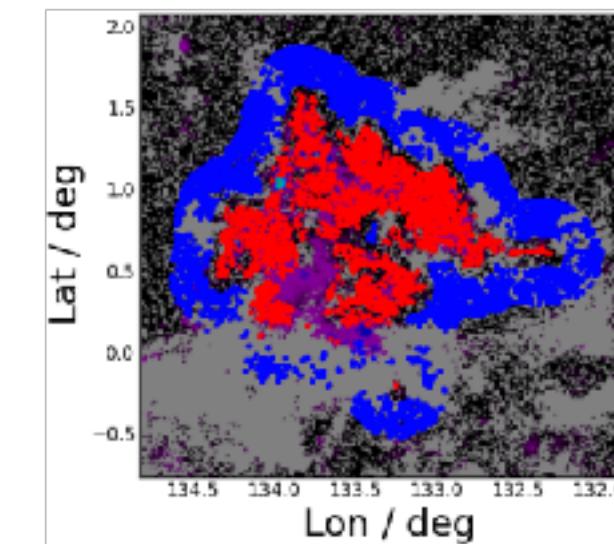
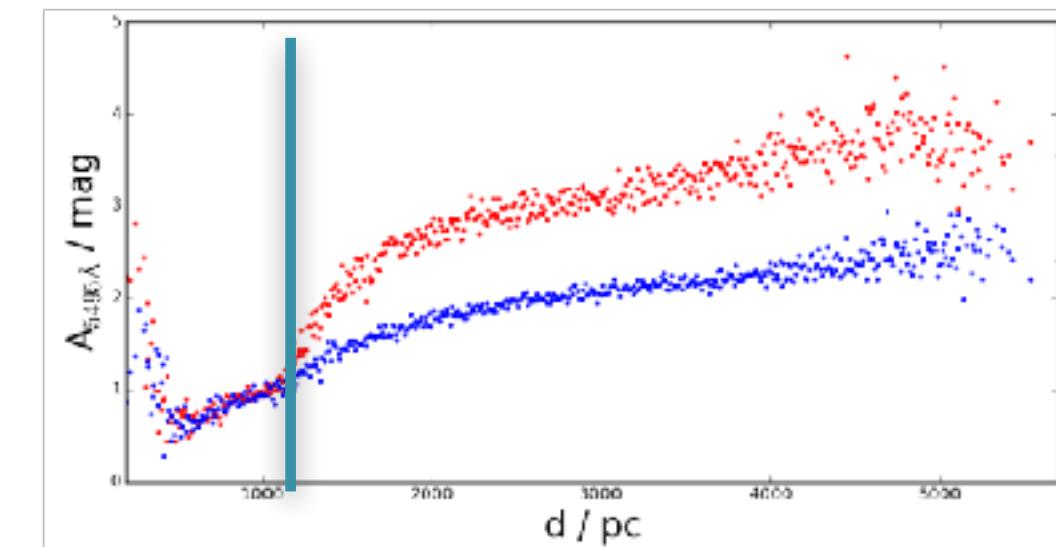
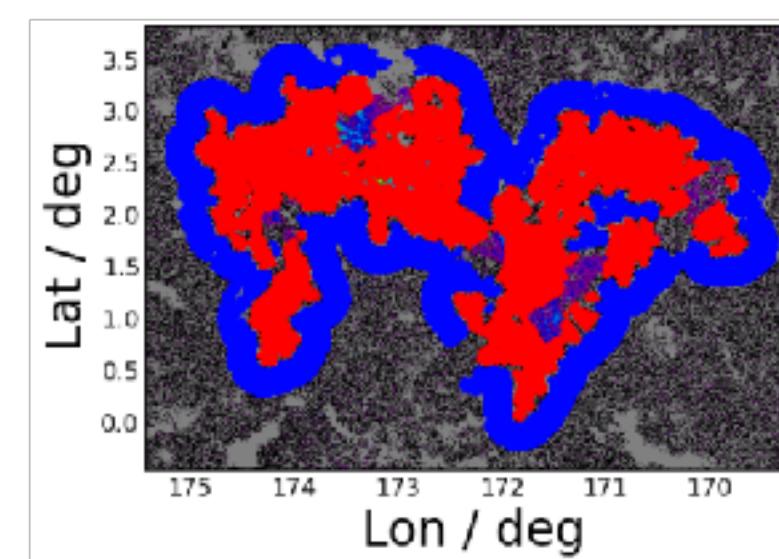
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- Sh 2-235 ~1.2kpc vs 1.8kpc^[1]



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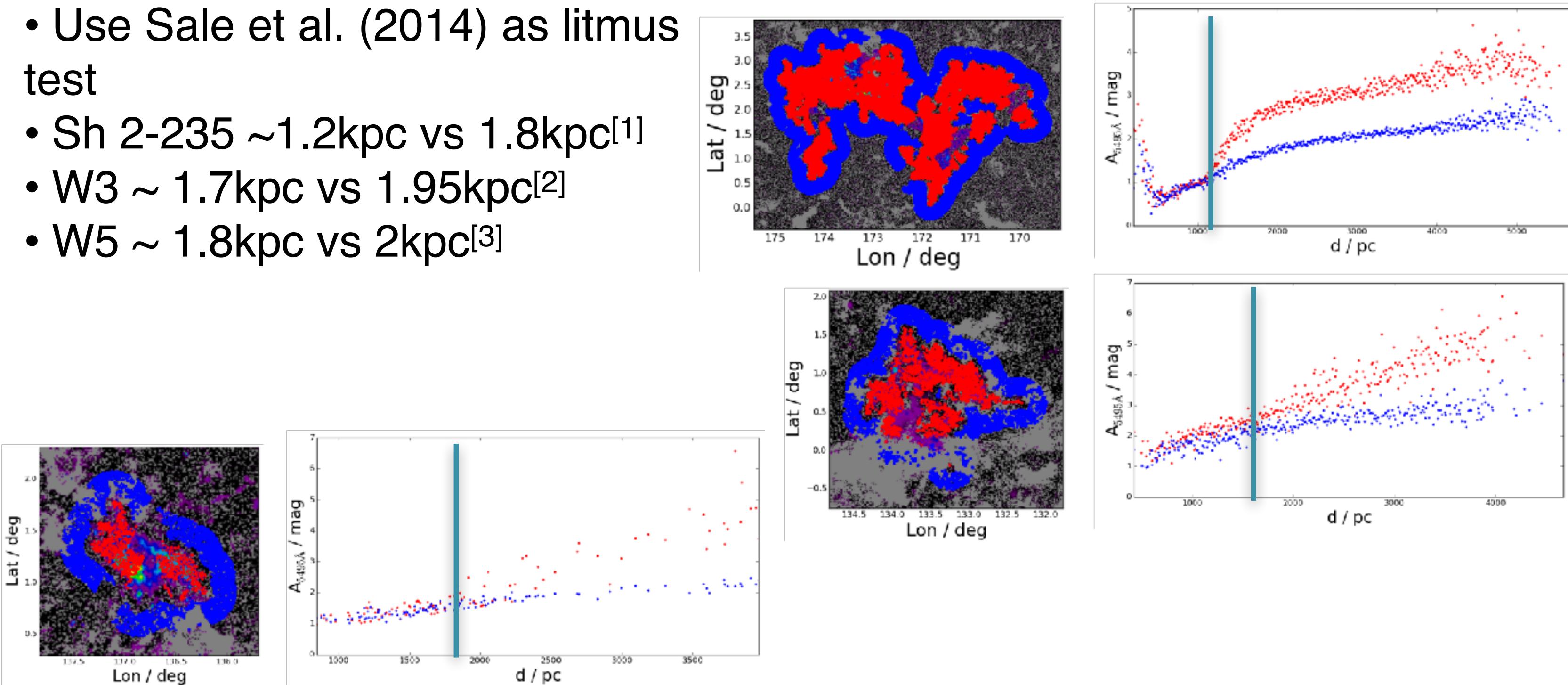
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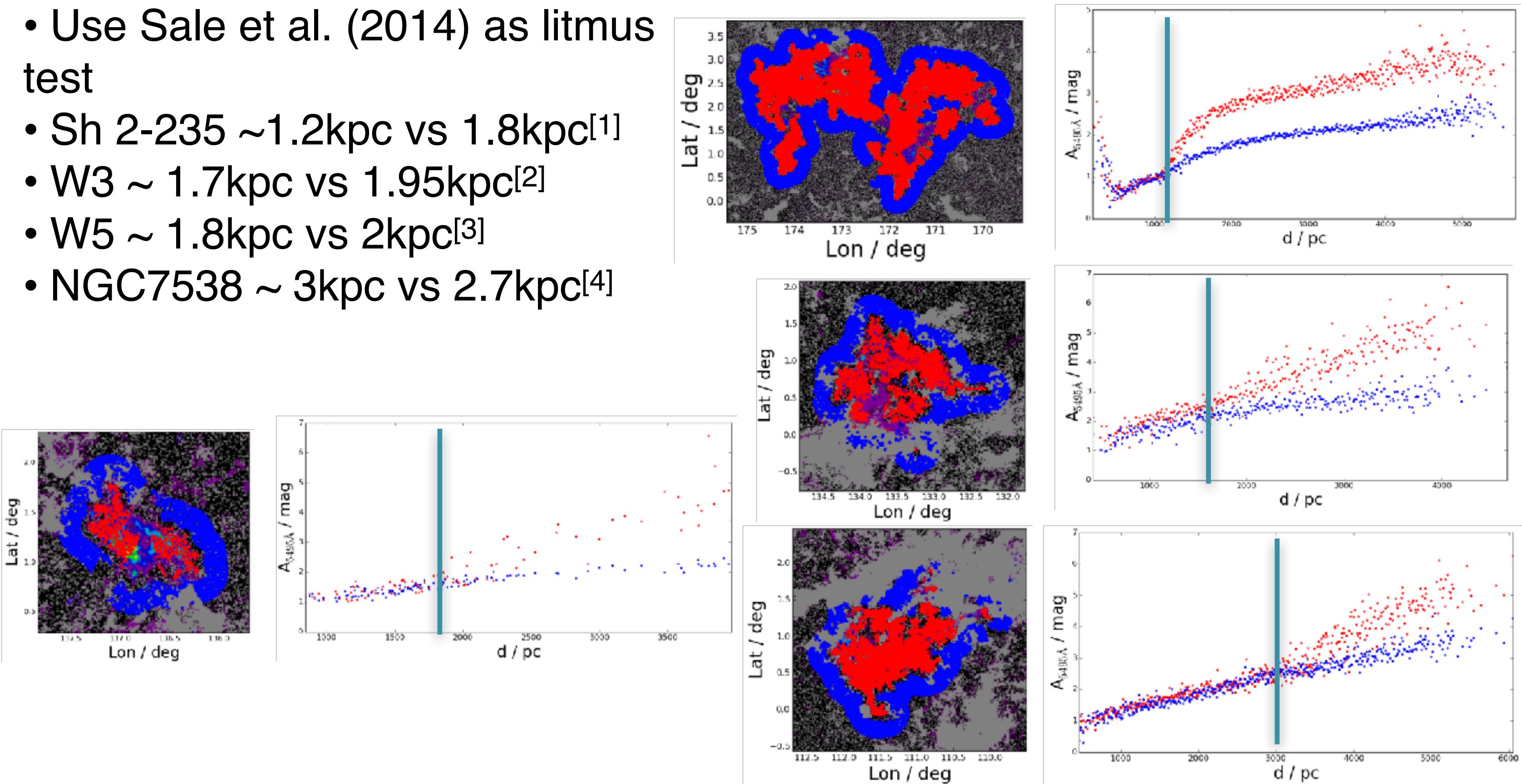
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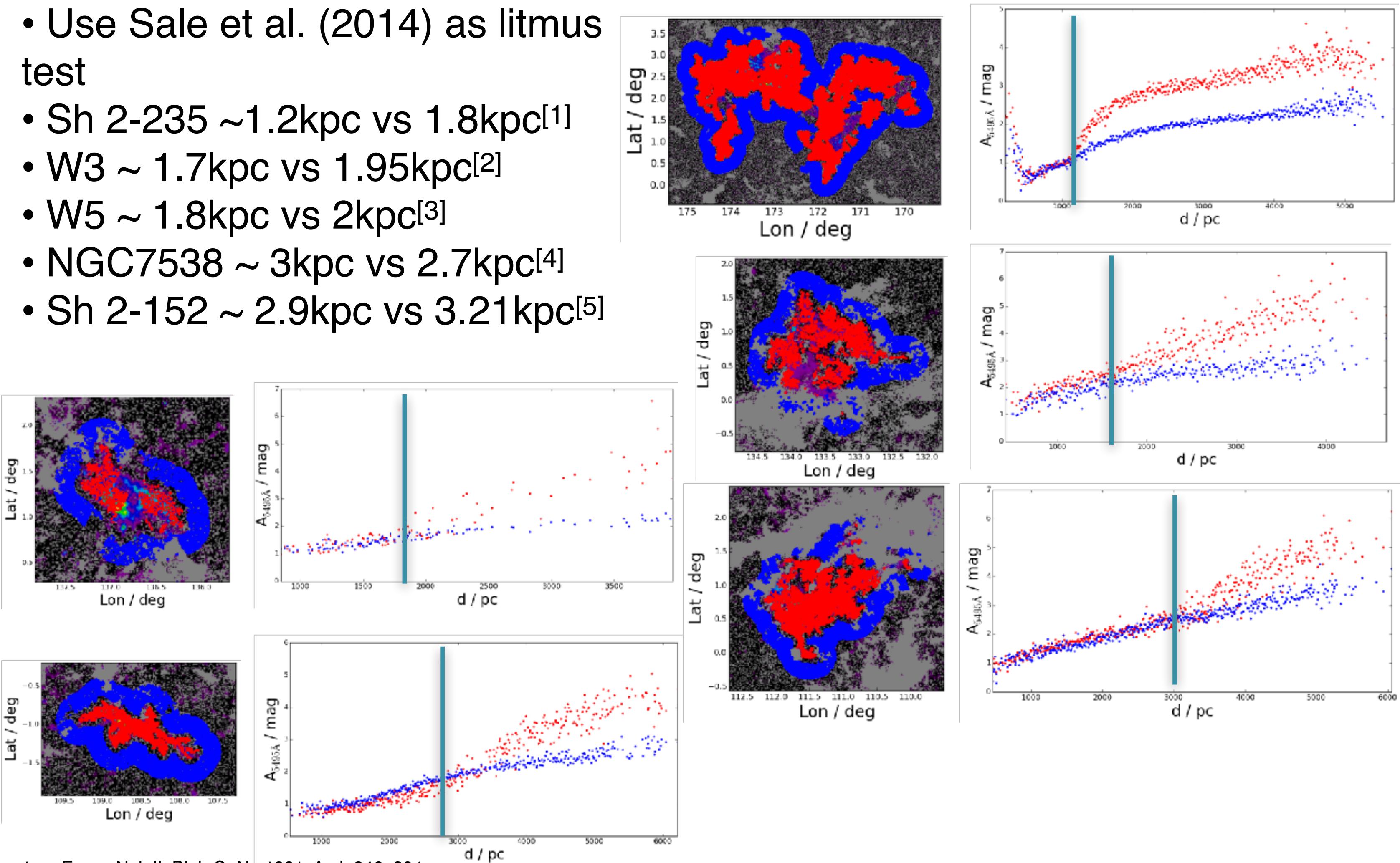
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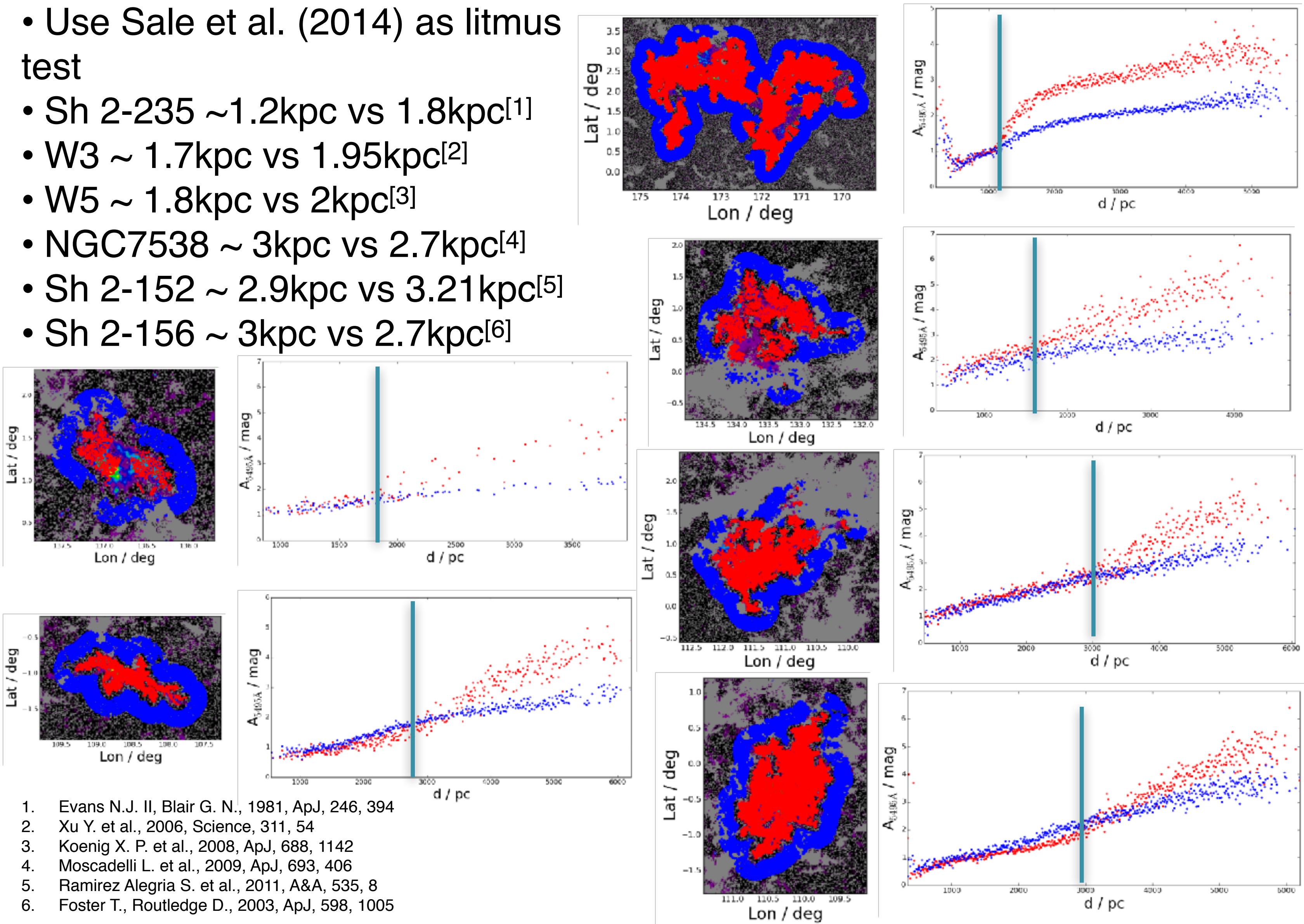
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- Sh 2-156 ~ 3kpc vs 2.7kpc^[6]



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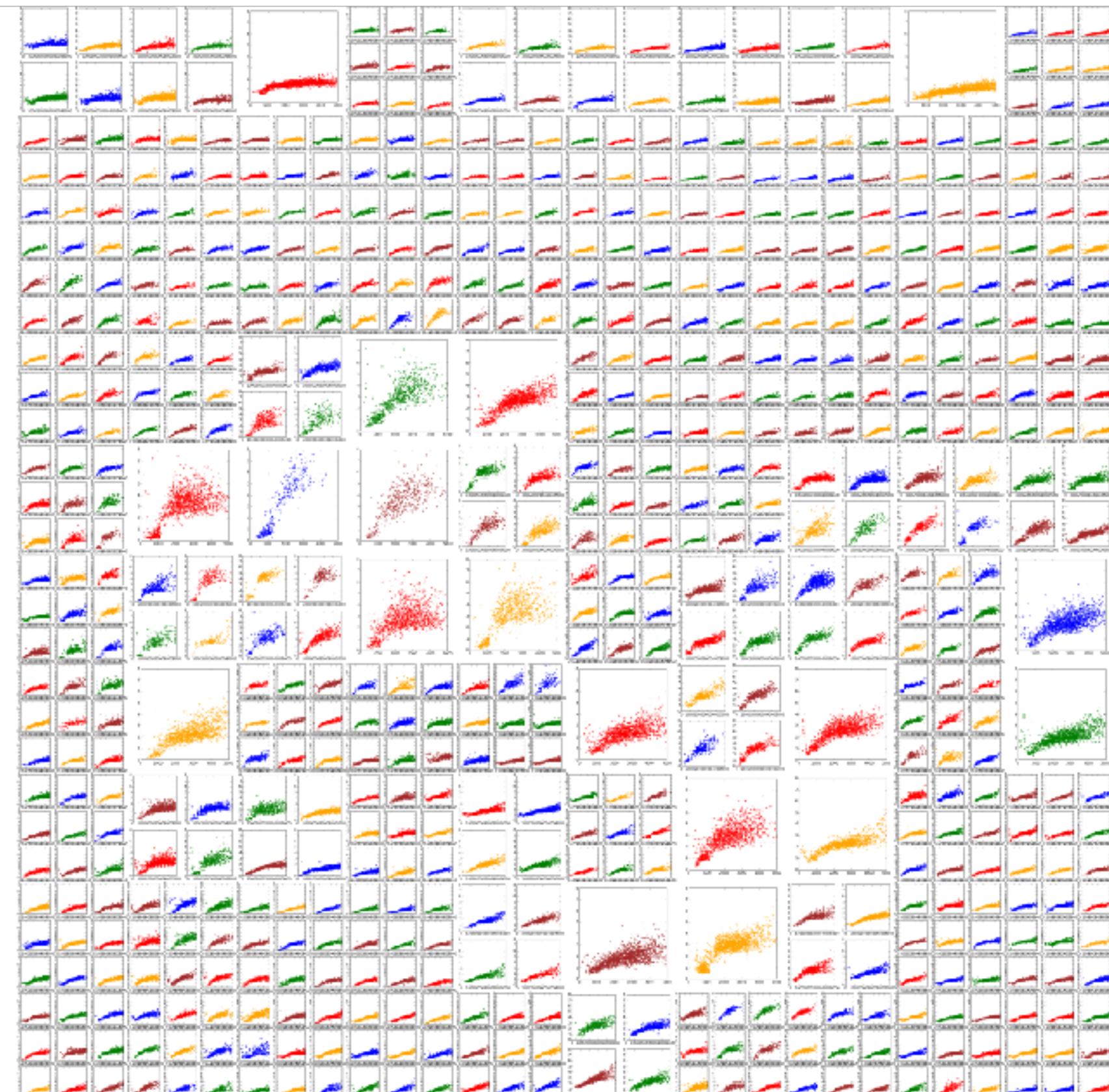
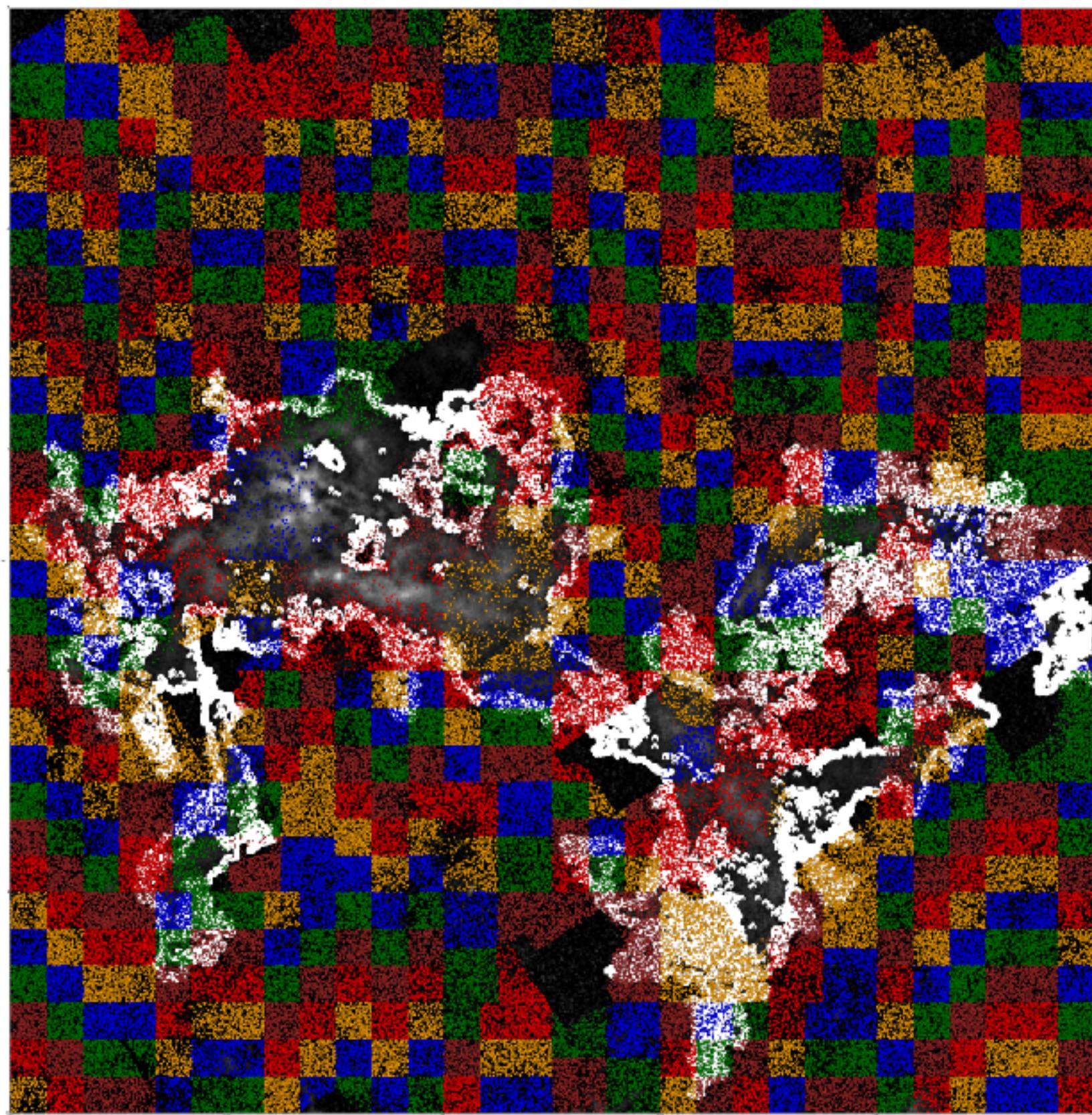
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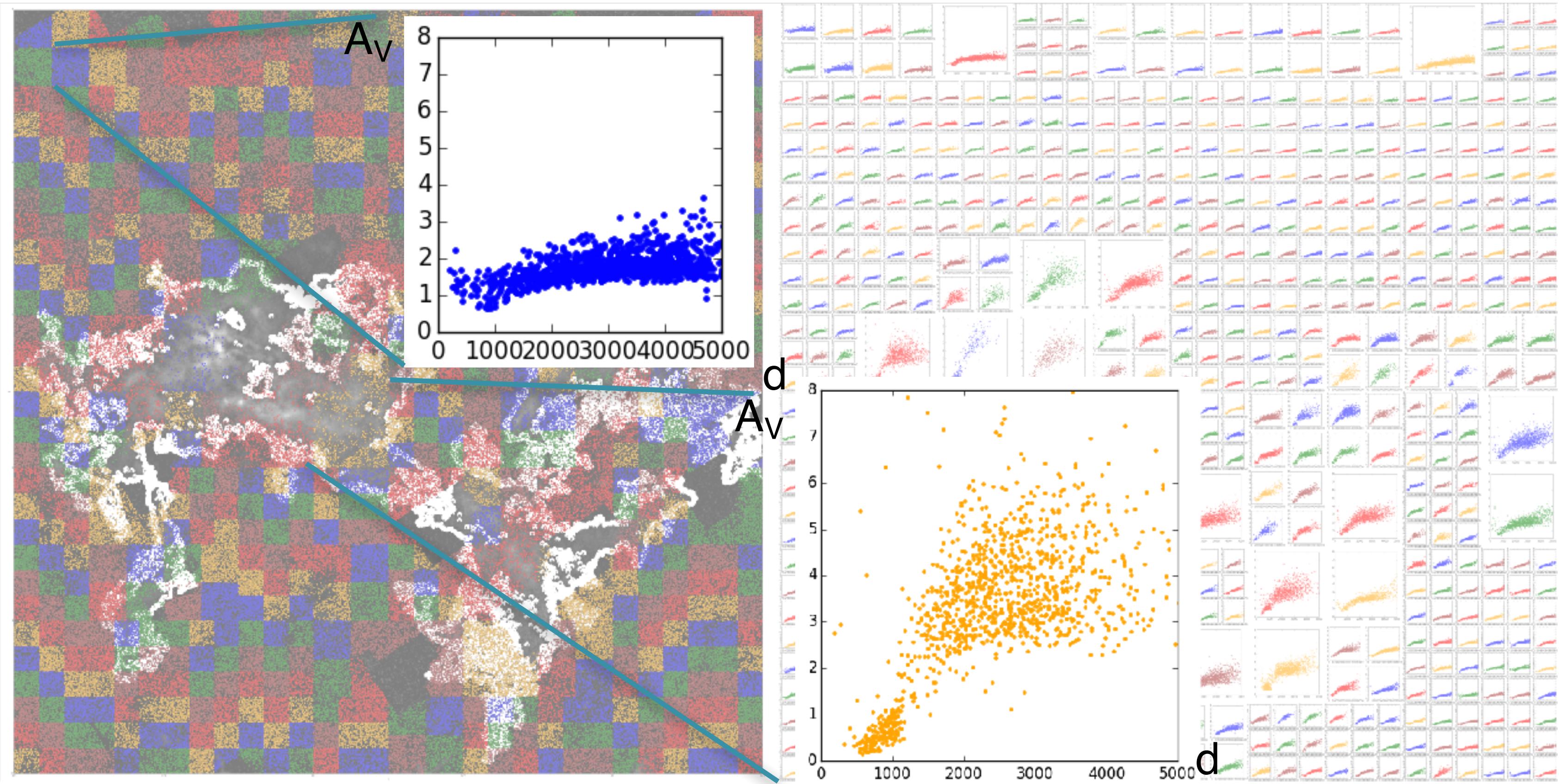
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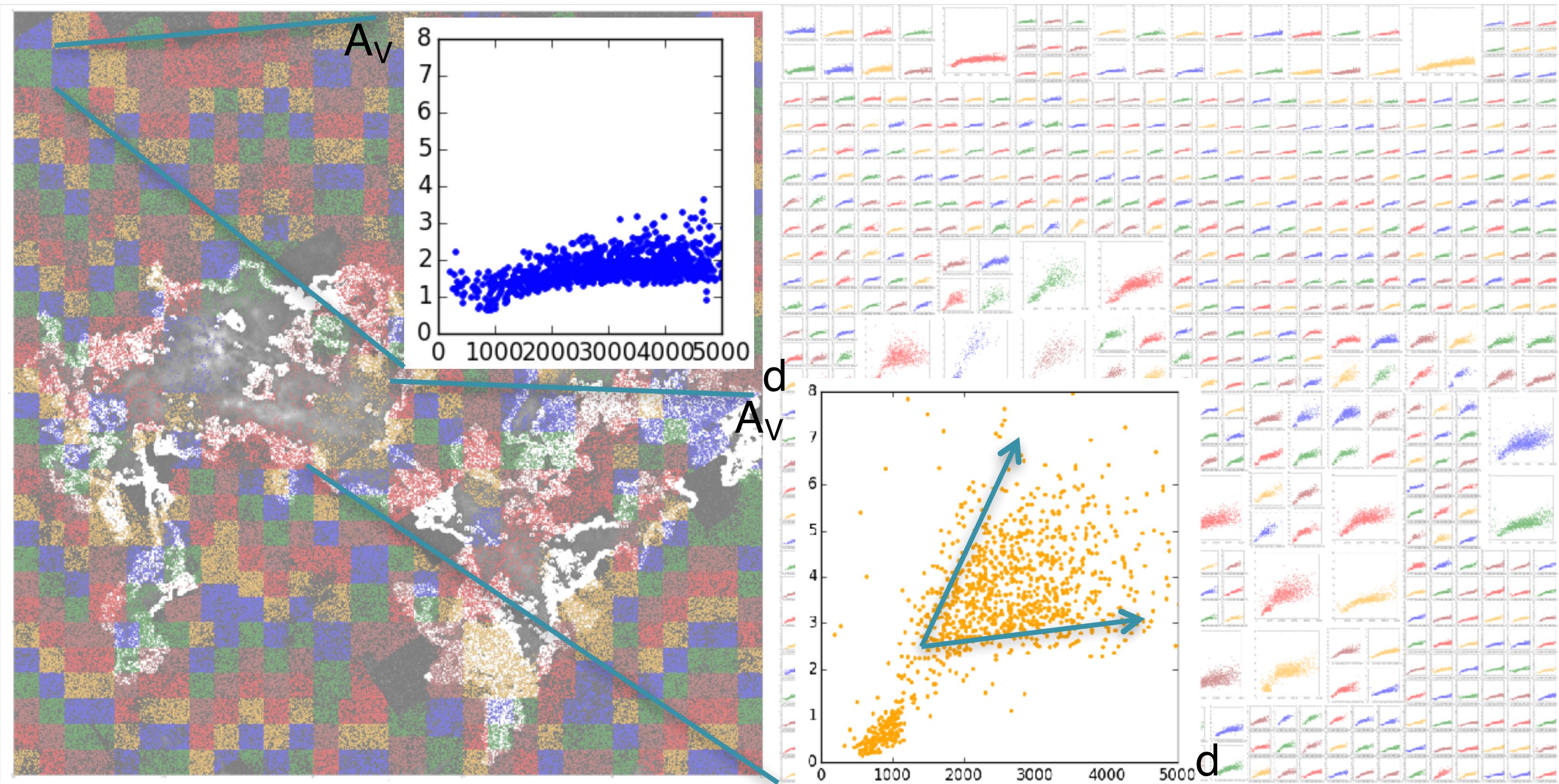
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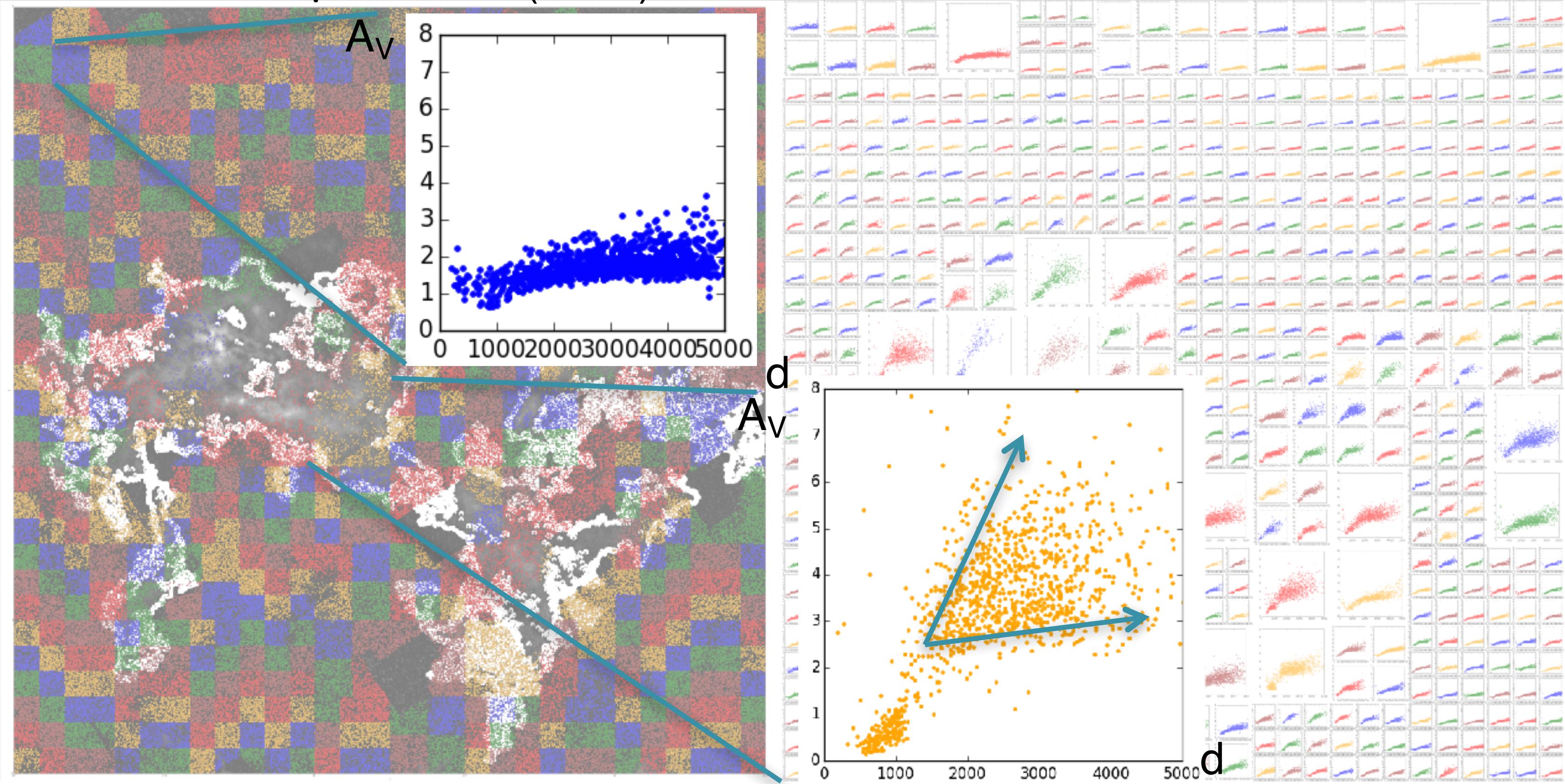
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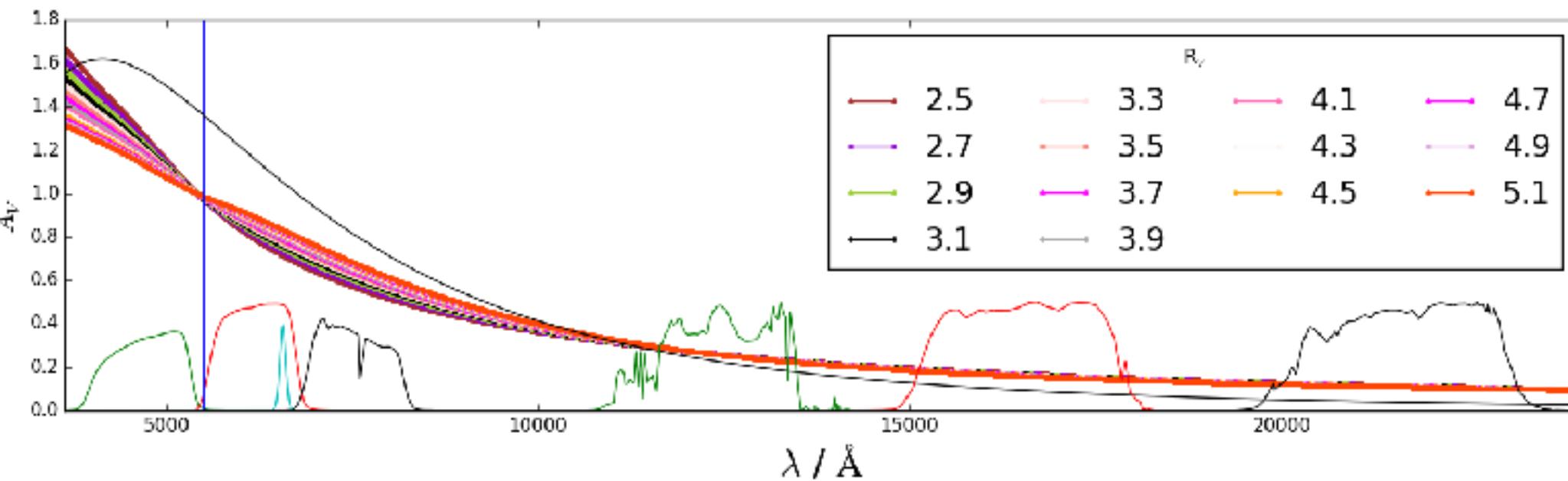
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 - Individual sightlines split cloud
 - Extinction gradient across cloud
 - Differential R_V across $W(^{12}\text{CO})$



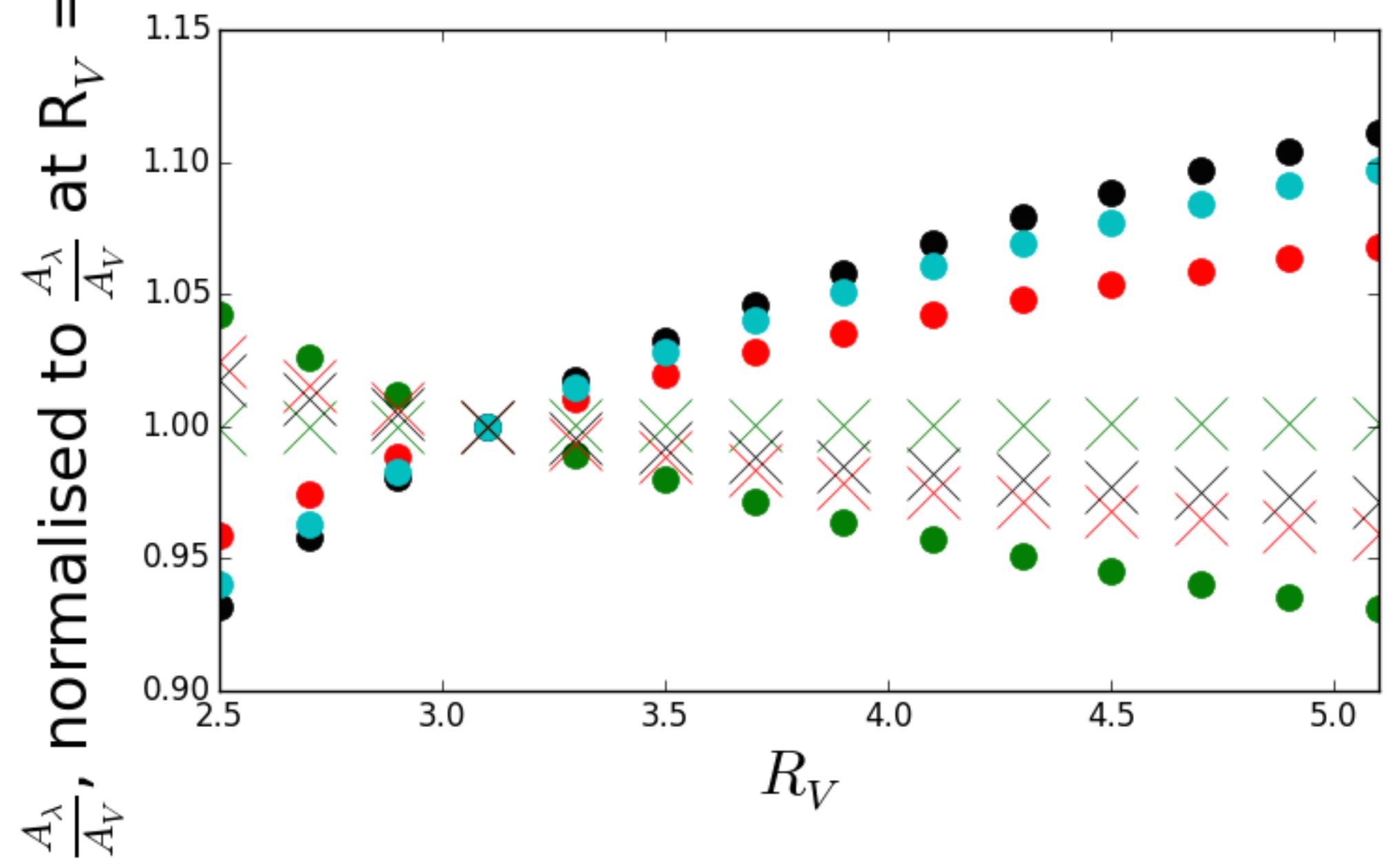
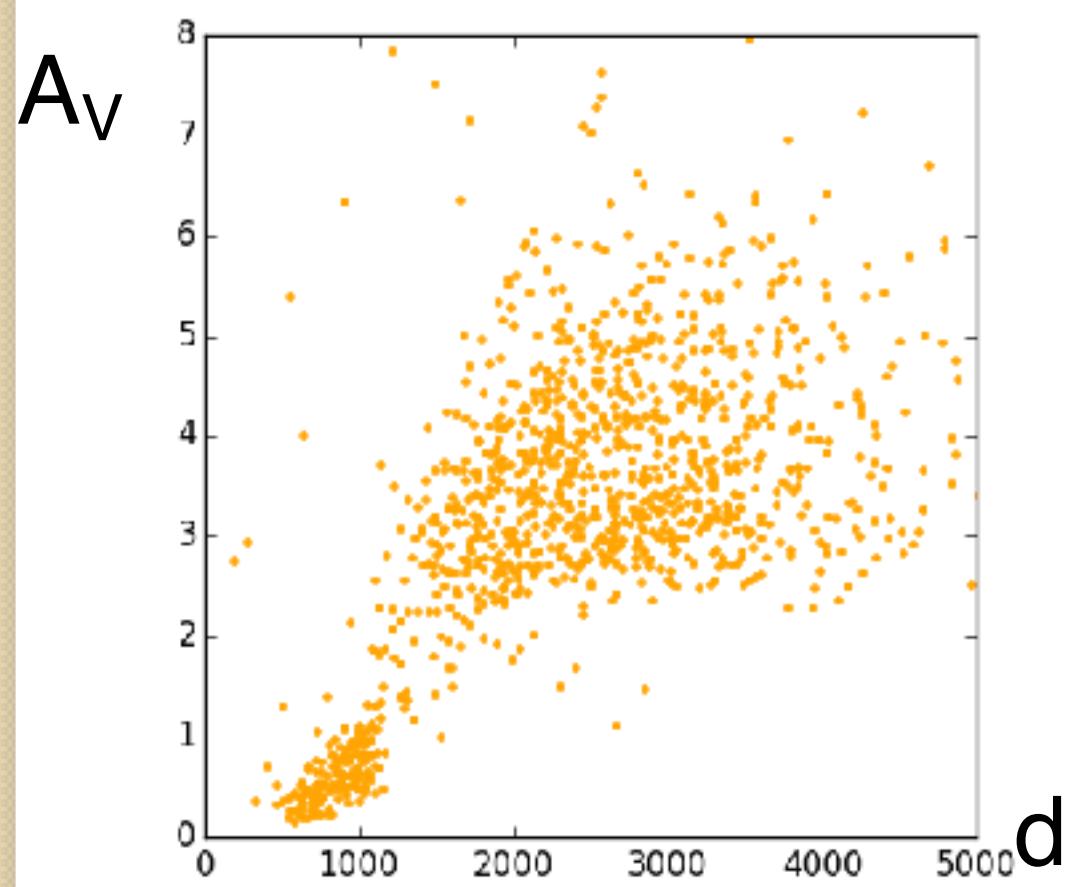
3D Extinction – IPHAS

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- Reddening laws assume constant ratio between filters
- $R_V = A_V/E(B-V) = A_V/(A_B - A_V)$

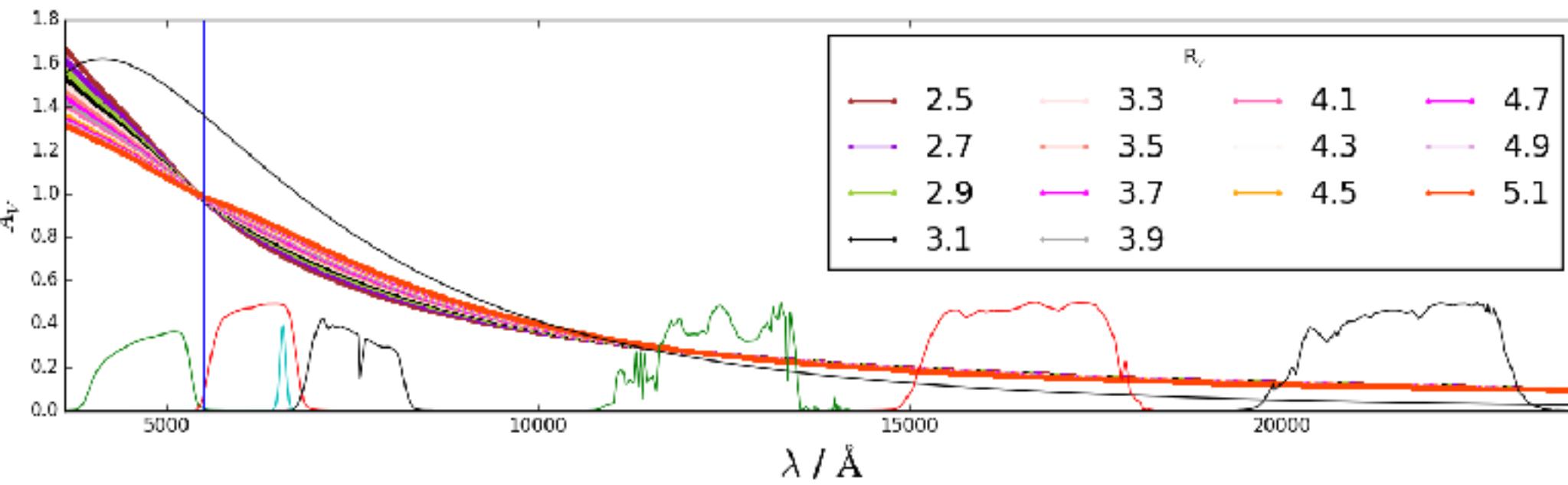


$$A_\lambda = \frac{A_\lambda}{A_V} A_V$$

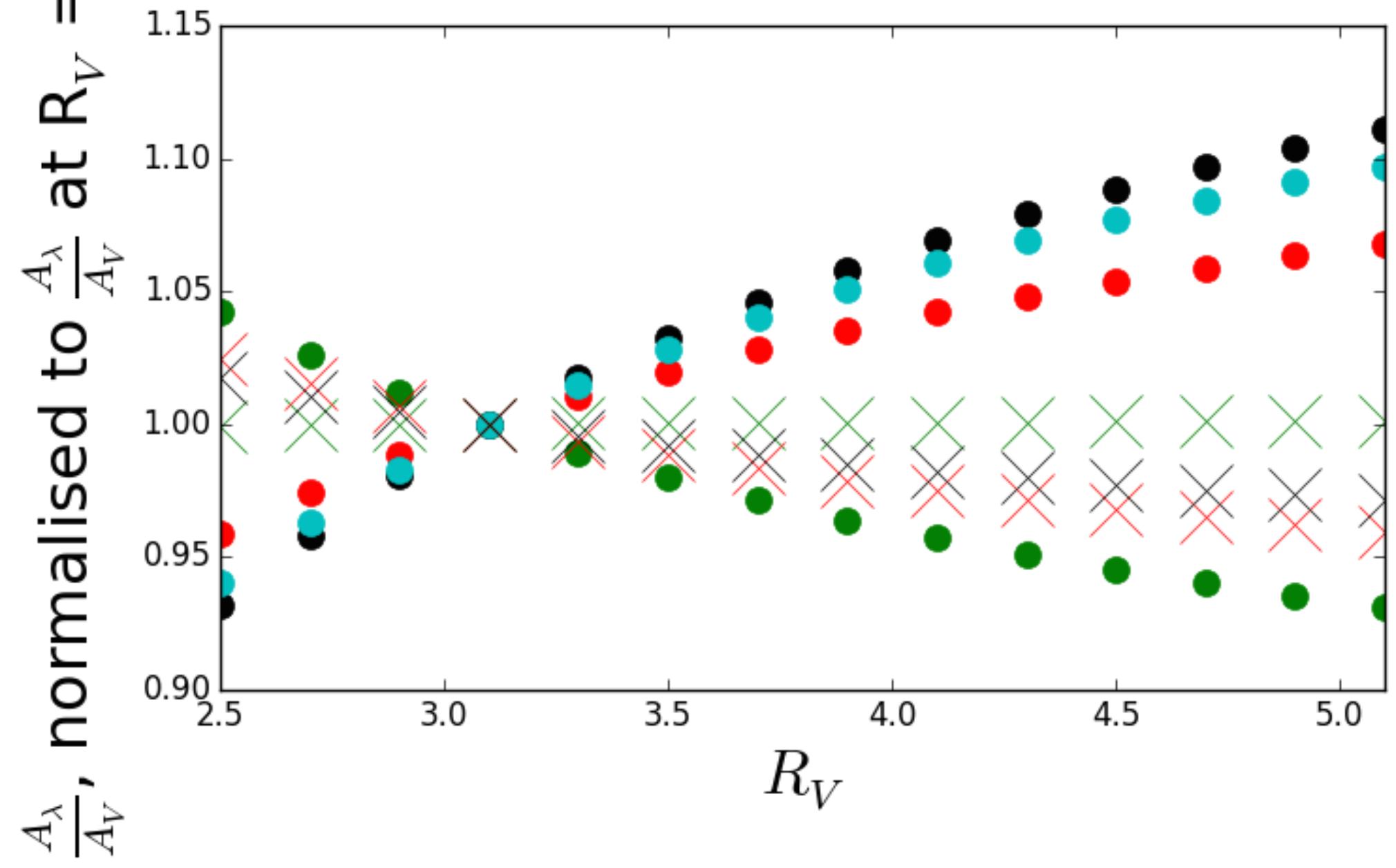
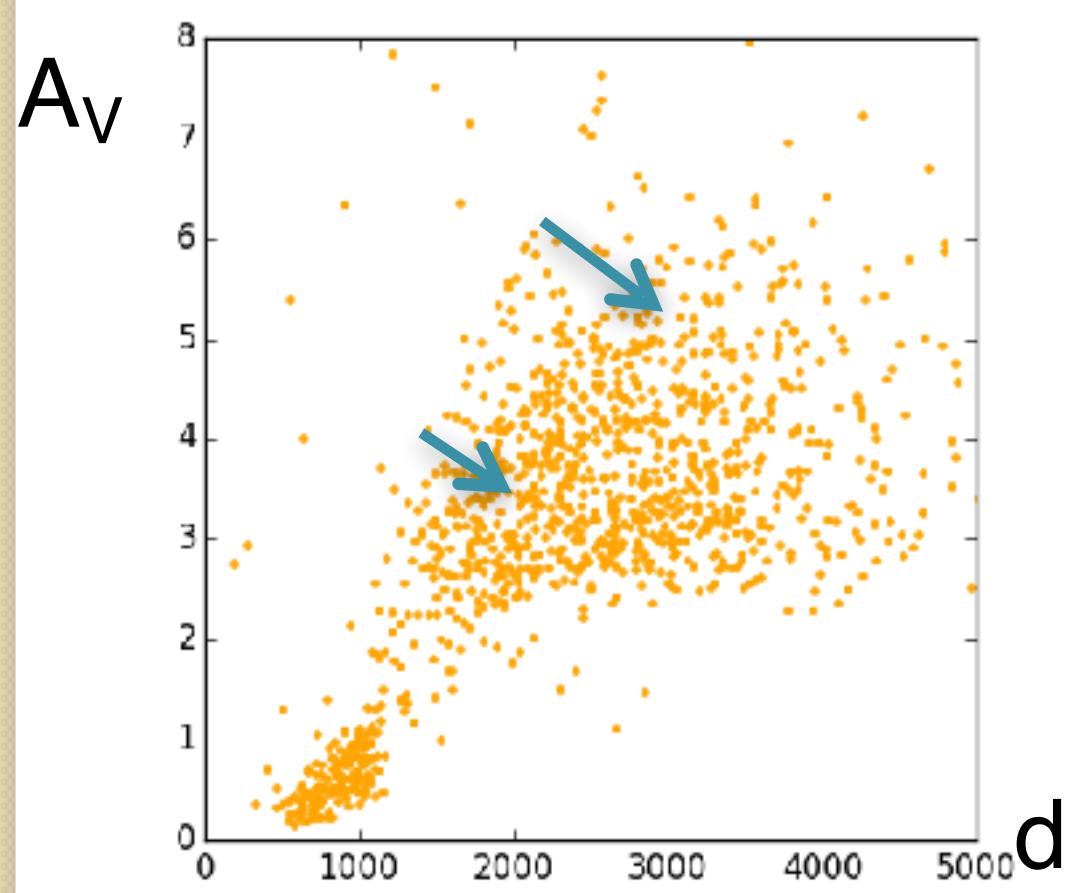


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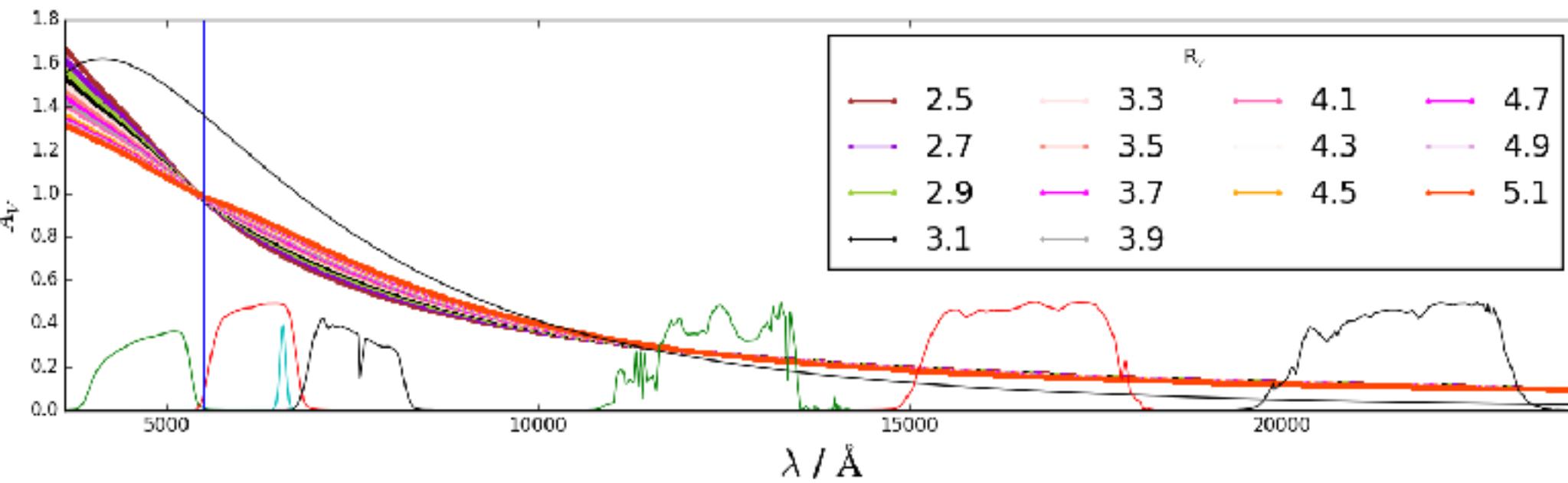


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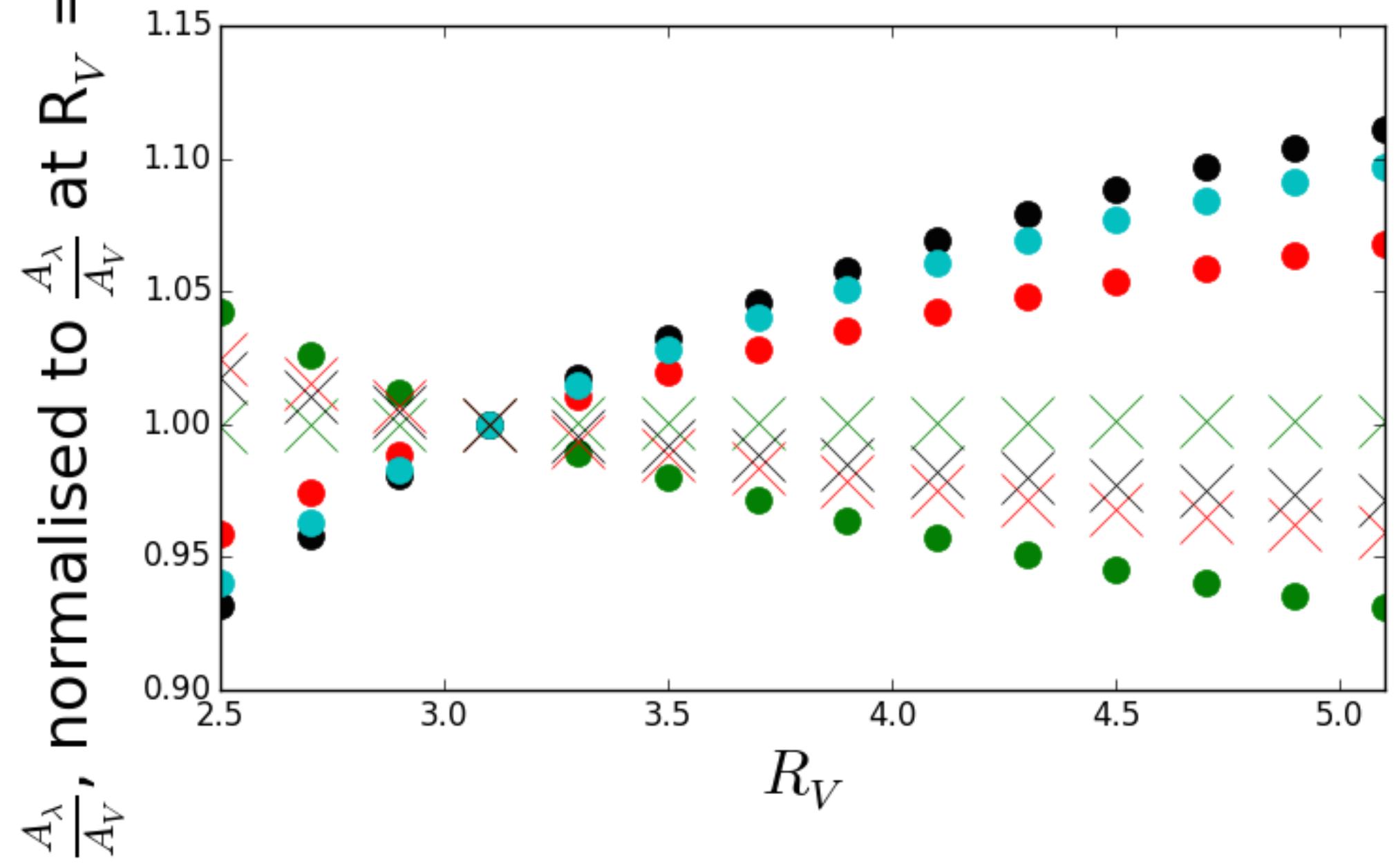
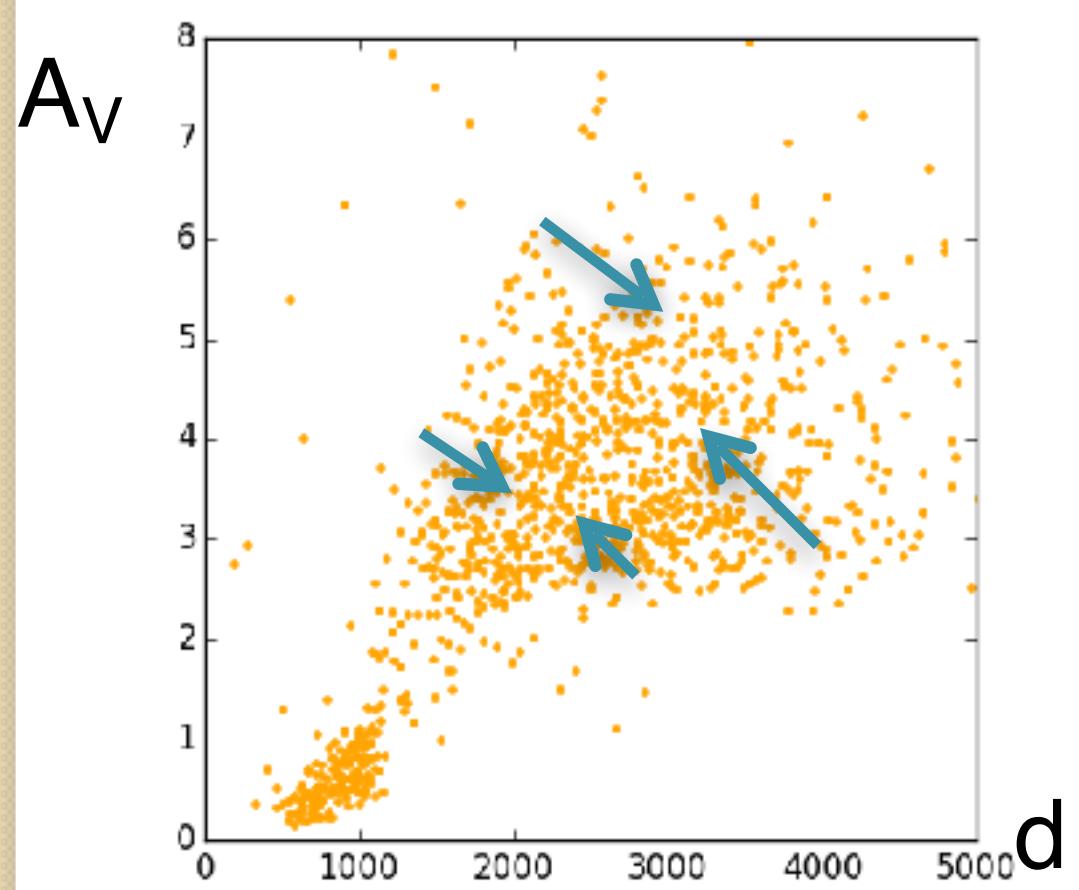


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- Increasing R_V changes amount of extinction derived
- Increase in $W(^{12}\text{CO})$ across cloud increases extinction as well



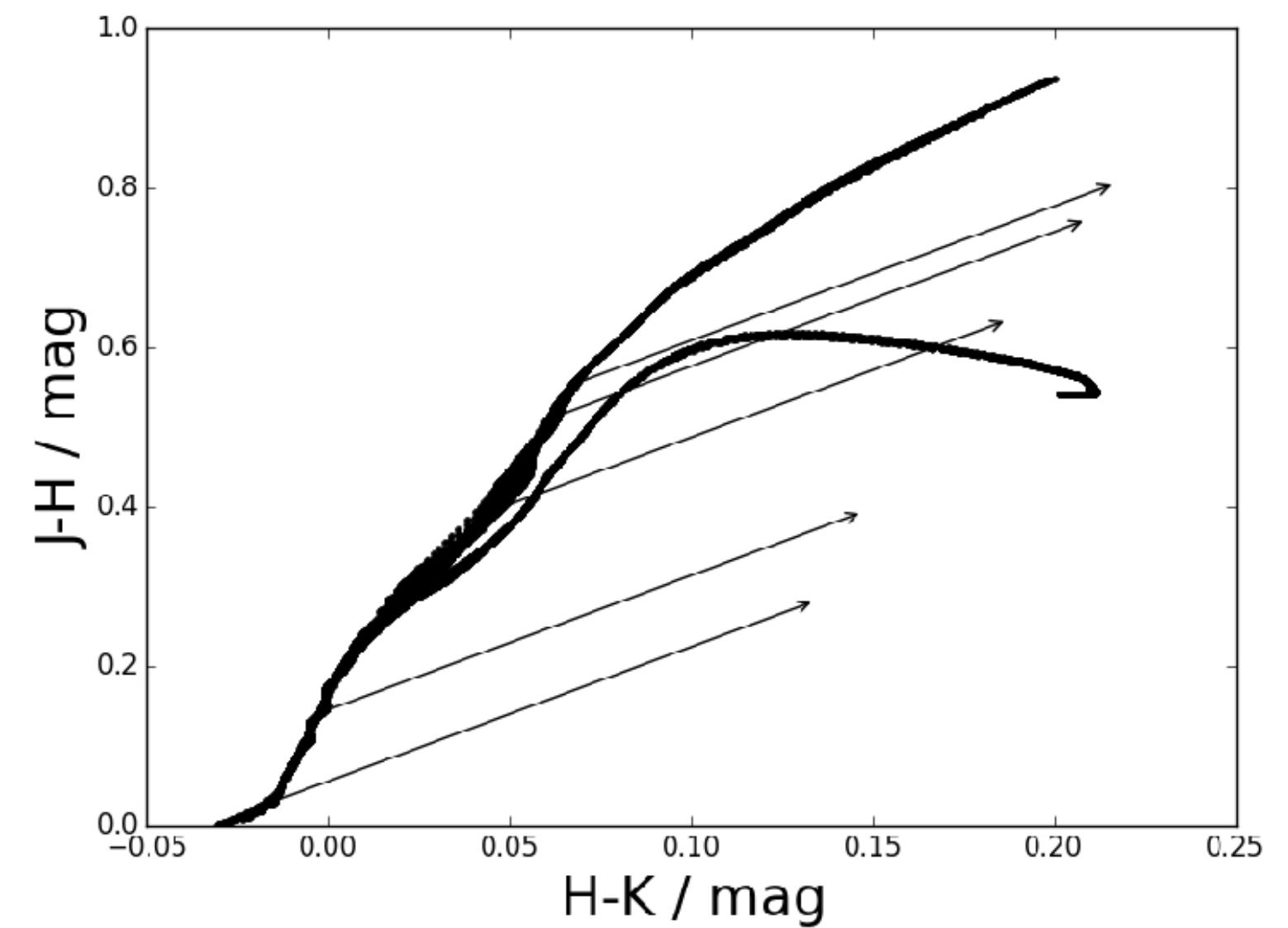
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3D Extinction – Bayesian

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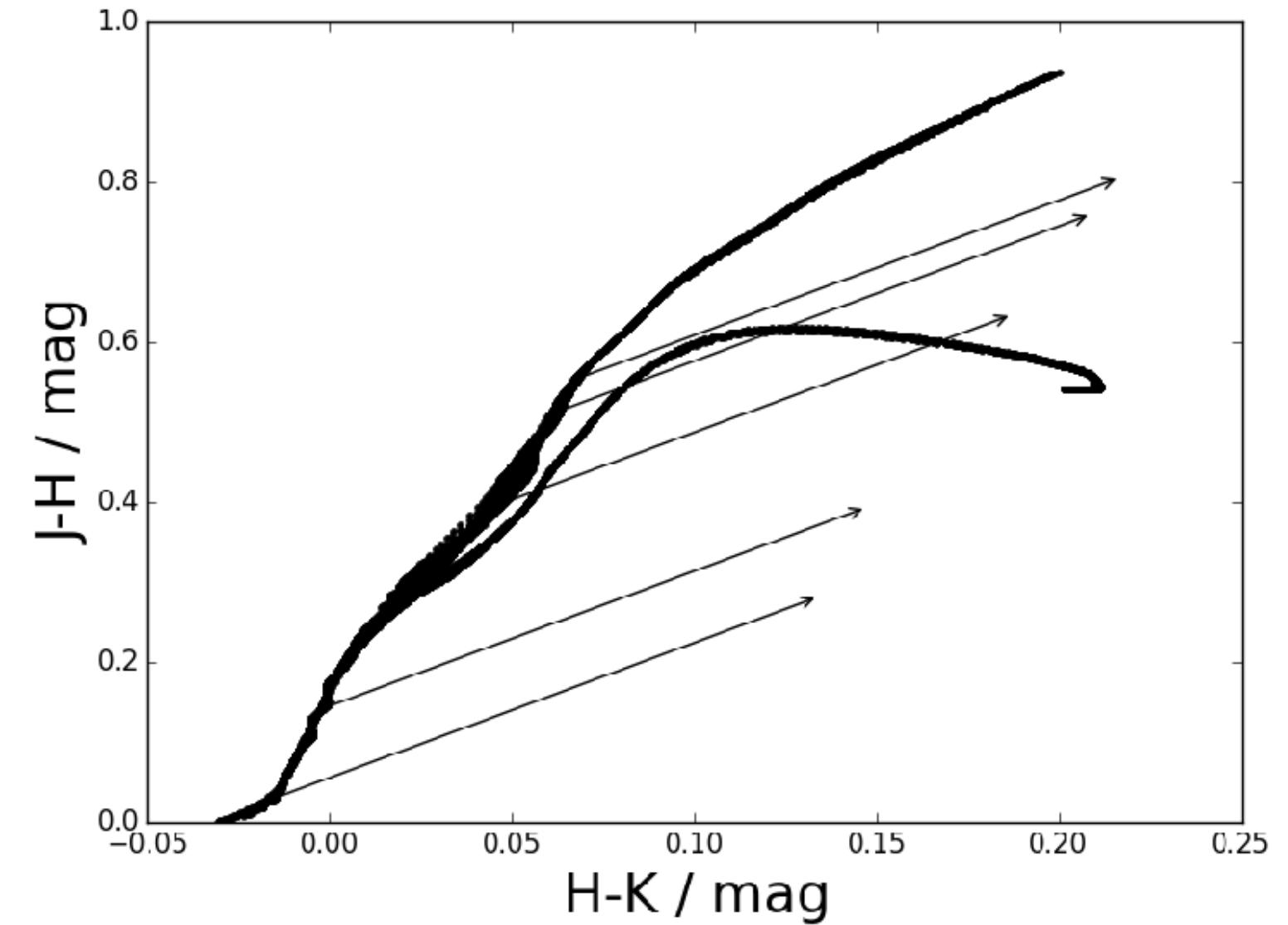
- Flexible method to find most probable outcome



3D Extinction – Bayesian

- Flexible method to find most probable outcome
- $p(M)$ – the prior
- $p(M | D)$ – the posterior
- $p(D | M)$ – the likelihood
- $p(D)$ – normalisation
- Advantageous due to ability to construct more detailed models

$$p(M | D) = \frac{p(D | M)p(M)}{p(D)}$$



3D Extinction – Bayesian

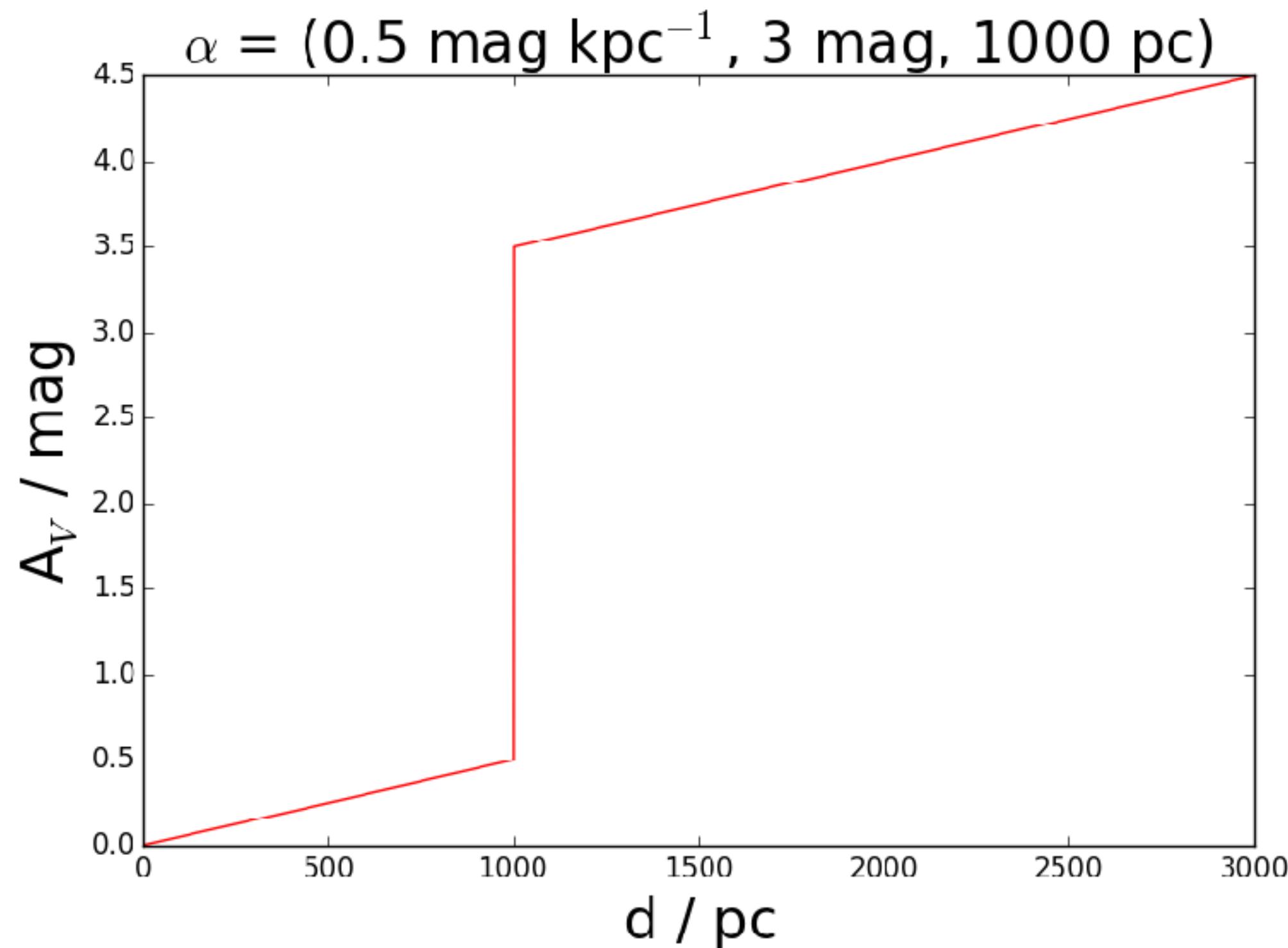
$$p(\alpha \mid \{\mathbf{m}\}) = p(\alpha) \prod_i \iint p(\mathbf{m}_i \mid \mu, A_V(\alpha, \mu), \Theta) p(\mu) p(\Theta) d\Theta d\mu$$

$$p(M \mid D) = \frac{p(D \mid M) p(M)}{p(D)}$$

3D Extinction – Bayesian

$$p(\alpha \mid \{\mathbf{m}\}) = p(\alpha) \prod_i \iint p(\mathbf{m}_i \mid \mu, A_V(\alpha, \mu), \Theta) p(\mu) p(\Theta) d\Theta d\mu$$

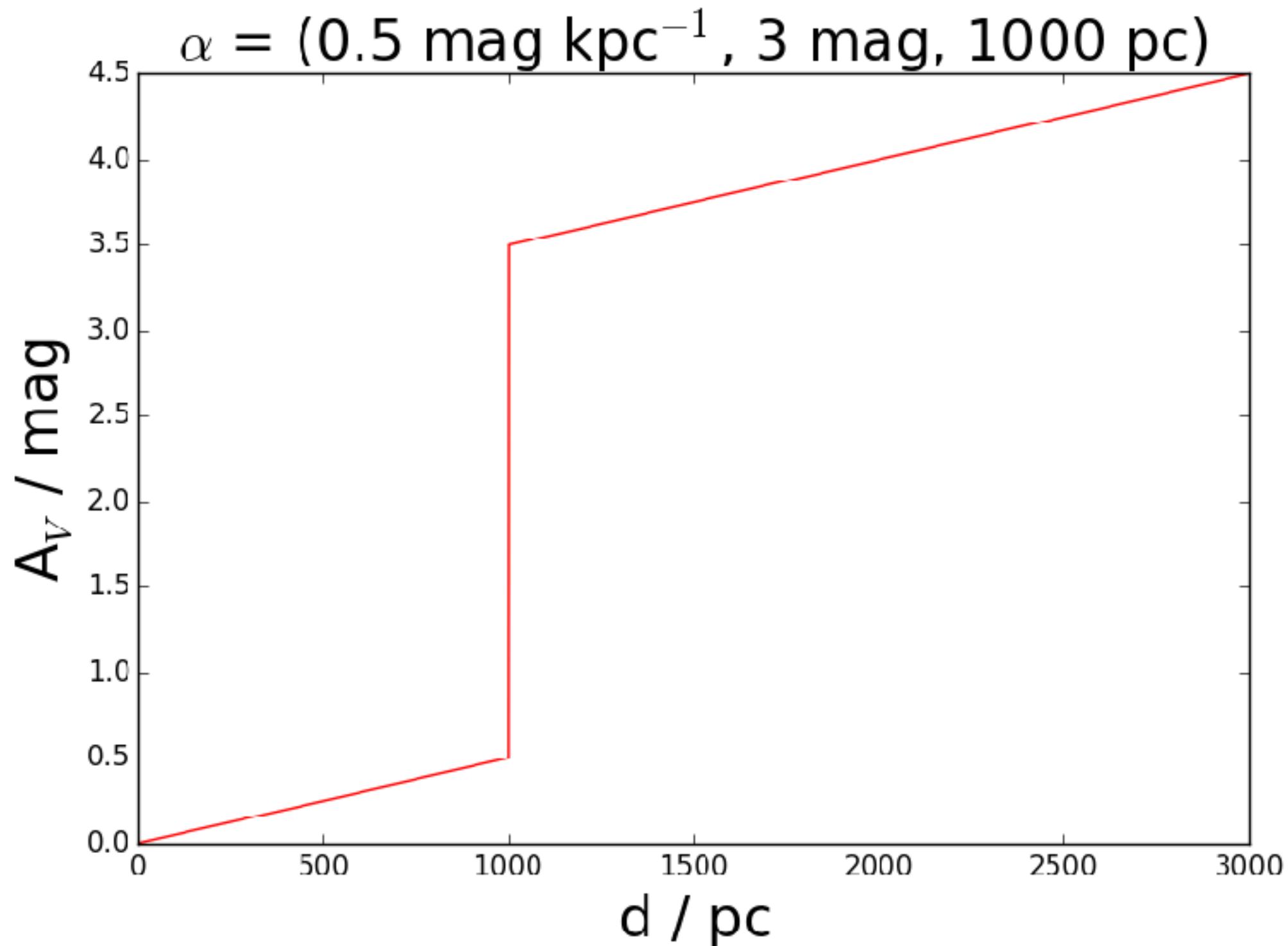
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- Background extinction, cloud extinction jump + distance



3D Extinction – Bayesian

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- α is the distance-extinction relationship
- Background extinction, cloud extinction jump + distance
- Require galactic model to calculate priors [1]
- Large scale galactic structure used as input model



3D Extinction – Bayesian

$$p(\alpha \mid \{\mathbf{m}\}) = p(\alpha) \prod_i \iint p(\mathbf{m}_i \mid \mu, A_V(\alpha, \mu), \Theta) p(\mu) p(\Theta) d\Theta d\mu$$

3D Extinction – Bayesian

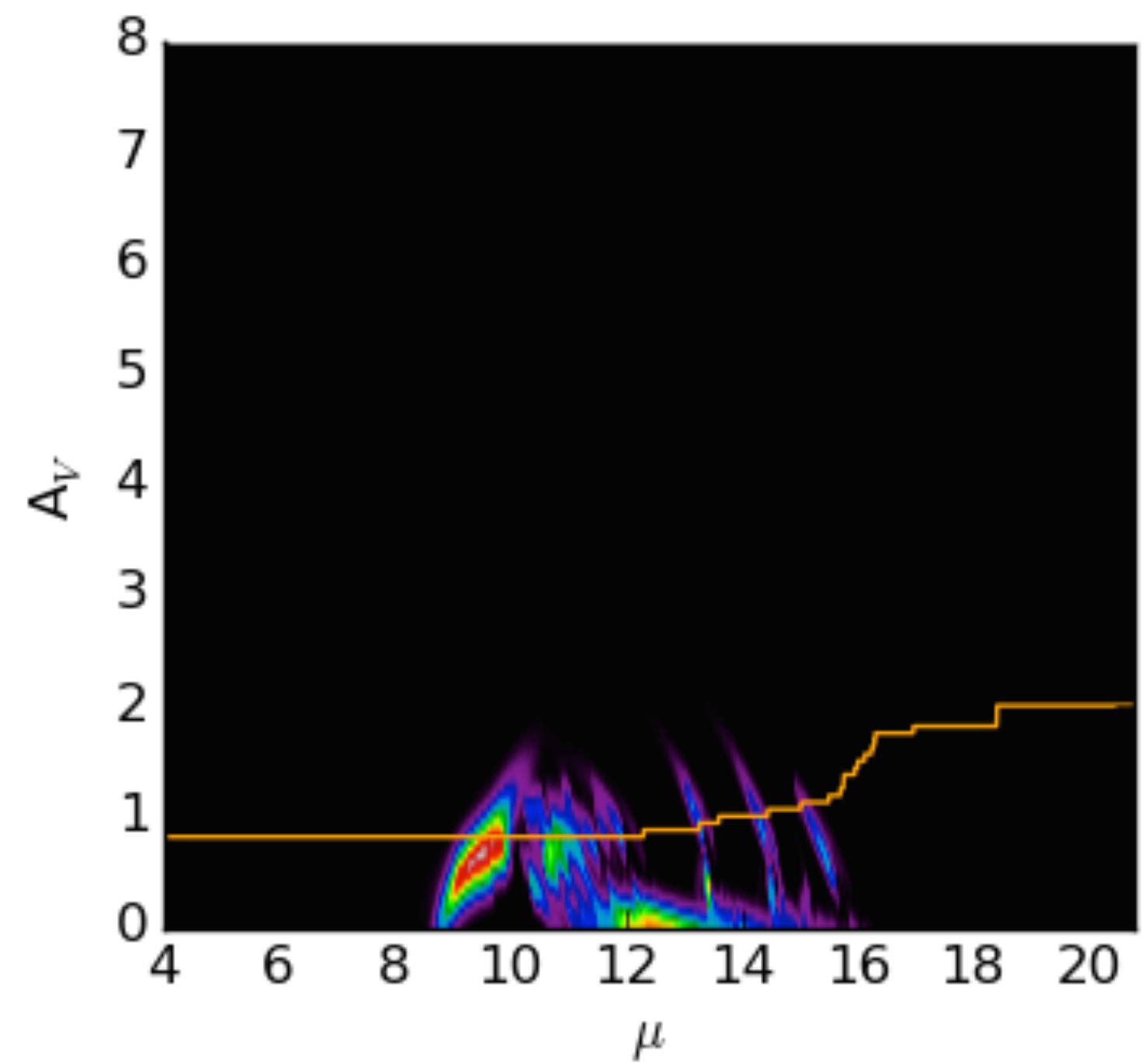
$$p(\alpha \mid \{\mathbf{m}\}) = p(\alpha) \prod_i \iint p(\mathbf{m}_i \mid \mu, A_V(\alpha, \mu), \Theta) p(\mu) p(\Theta) d\Theta d\mu$$

- $p(\Theta) = p([\text{Fe}/\text{H}] \mid \mu) \ p(\text{age}) \ p(M/M_\odot)$

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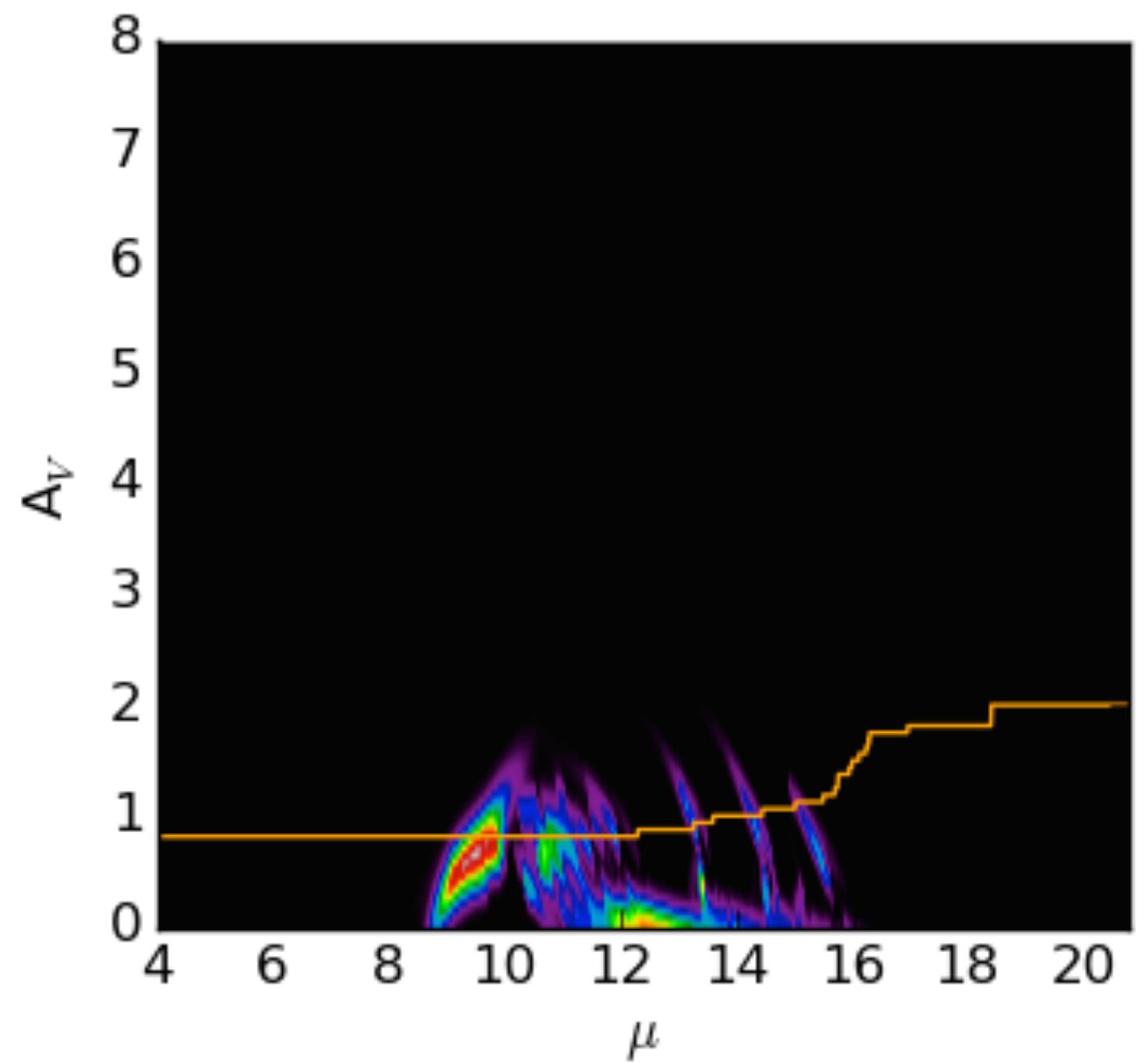
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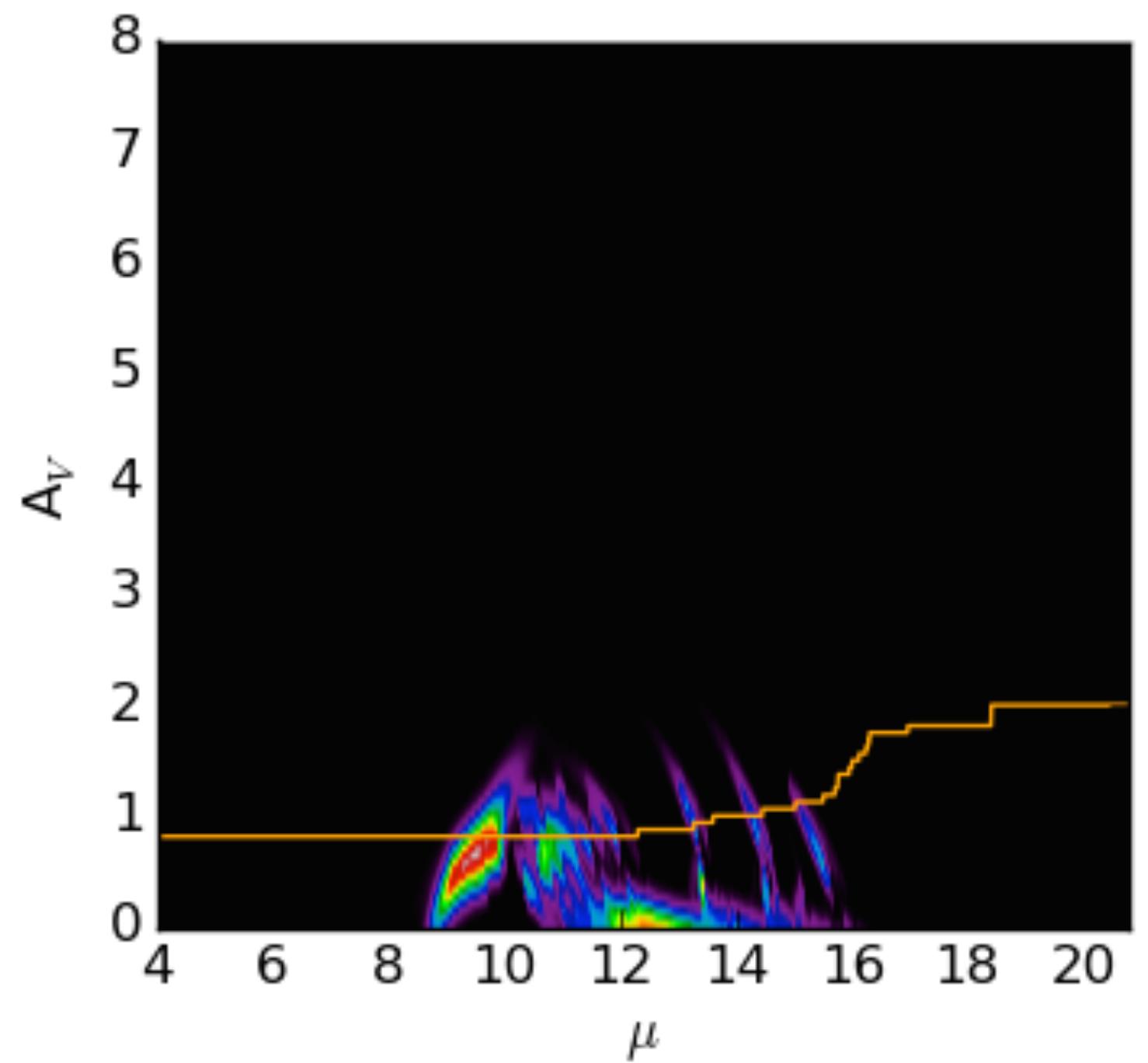
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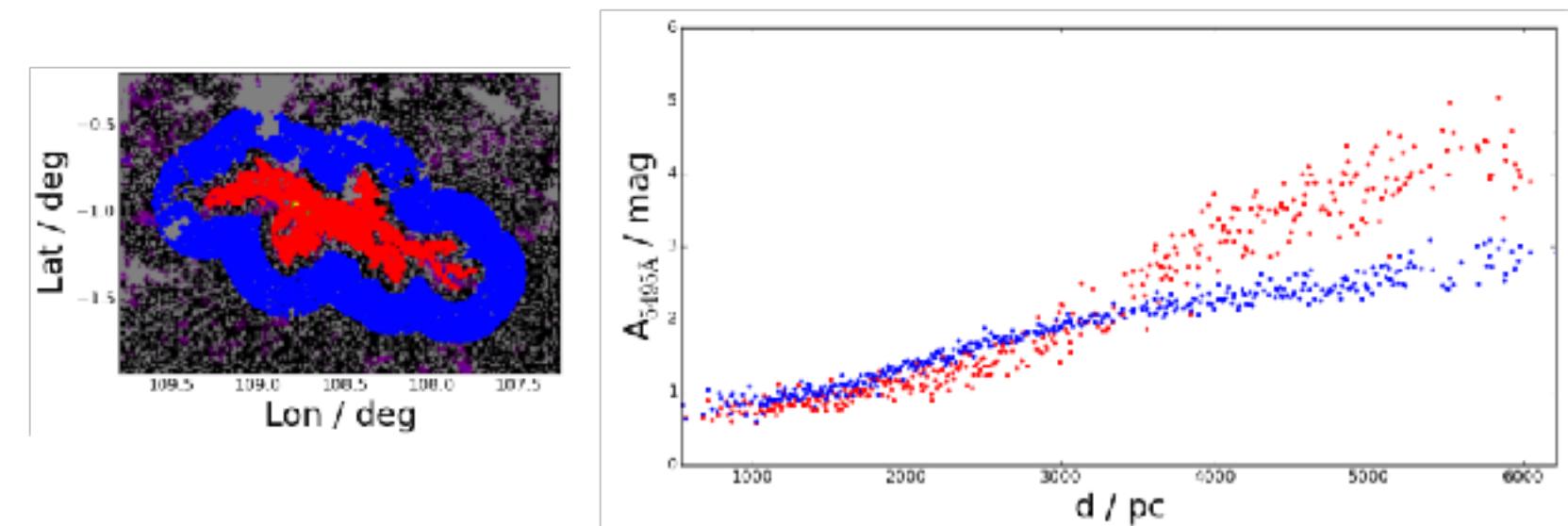
- $p(\Theta) = p([\text{Fe}/\text{H}] \mid \mu) p(\text{age}) p(M/M_\odot)$
- Marginalise over stellar parameters
- Marginalise over distance, fitting for α
- Multiply all stars for final probability



Conclusions

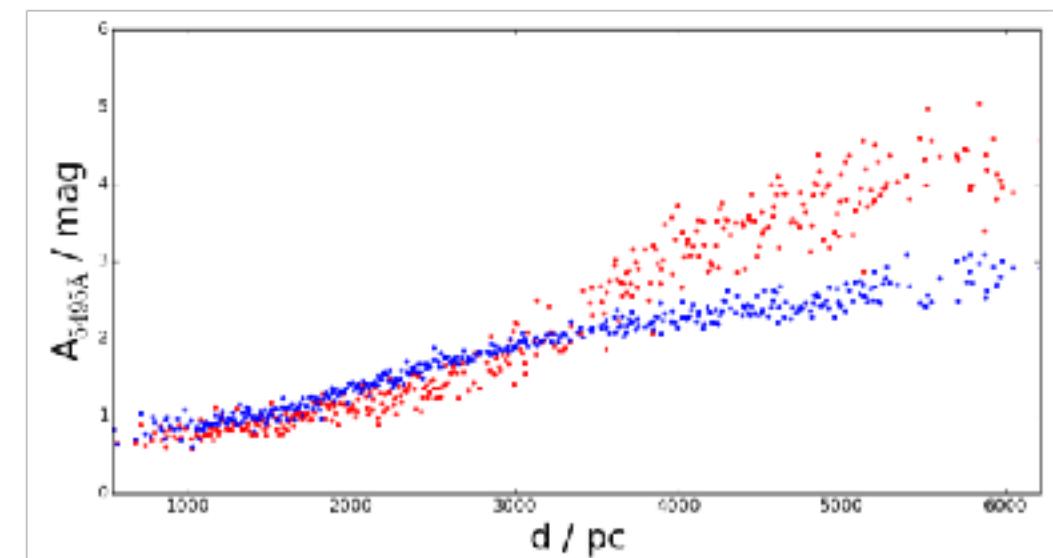
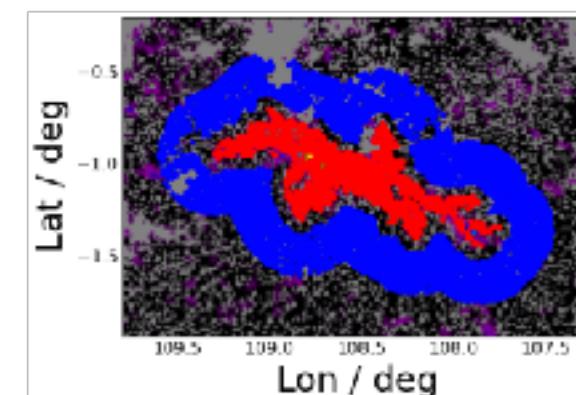
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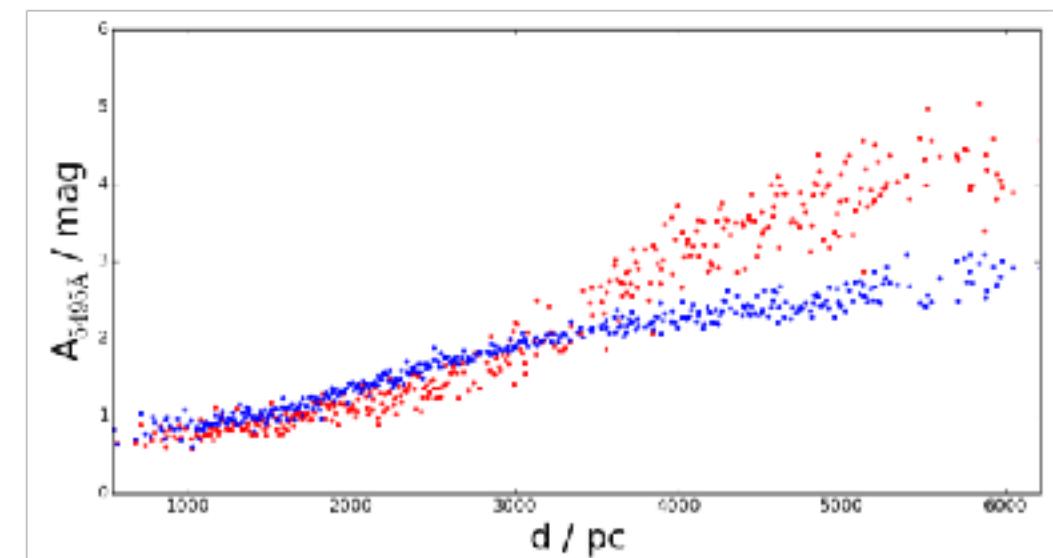
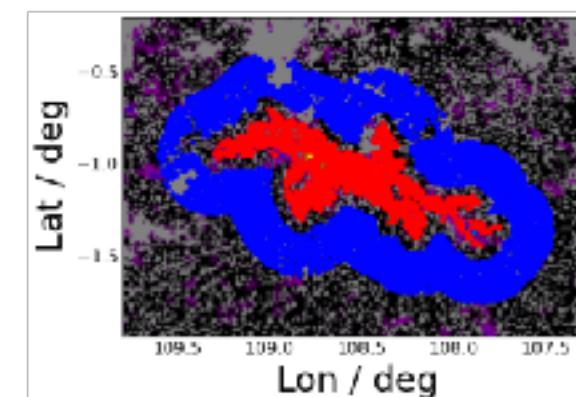
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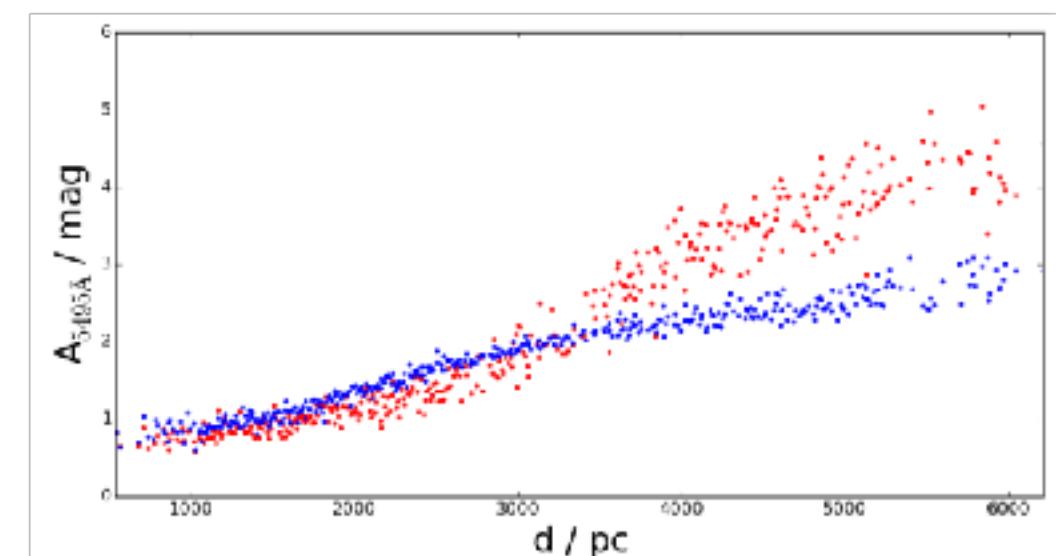
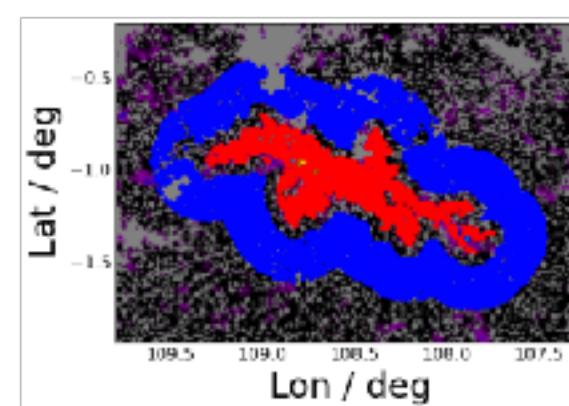
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