

# **Halo and Sub-Halo Finding in Cosmological N-body Simulations**

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# Cosmological N-body Simulations

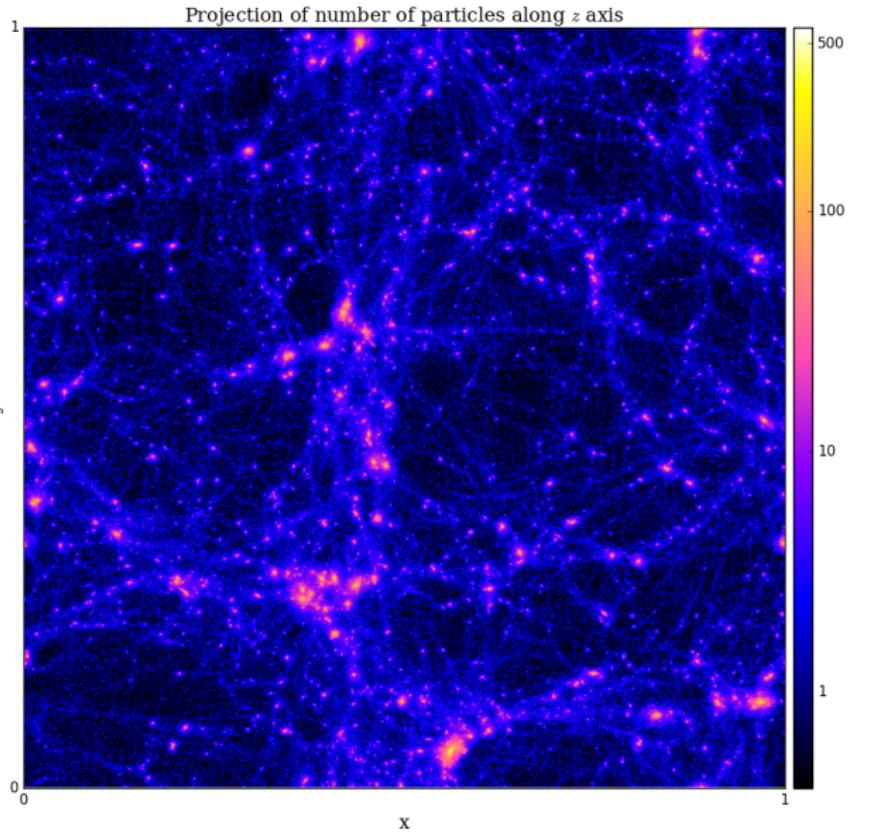
- ▶ N-body simulations are simulations of the motion of particles under the influence of physical forces.
- ▶ Focus on collisionless dark matter particles:
  - ▶ hypothetical type of matter
  - ▶ the only significant interaction between the particles is via gravity

# Cosmological N-body Simulations

- ▶ After some time, the particles will clump together. Such gravitationally bound objects are called *halos*.
- ▶ Halos themselves may contain self-bound objects, called *subhalos*.
- ▶ The identification of halos and subhalos is an important tool for problems concerning cosmic structure and its formation.
- ▶ Codes that perform this task are called *halo-finders*.

# Cosmological N-body Simulations

The results of a cosmological simulation of  $128^3$  dark matter particles at redshift  $z = 0$  with  $H_0 = 70.4$  and density parameters  $\Omega_m = 0.272$  and  $\Omega_\Lambda = 0.728$ . The box length corresponds to 88.8 Mpc.



# Unbinding Particles

- ▶ By convention, it is customary to treat all particles assigned to a halo as bound to it, even though from a strict energetic perspective they may not be.
- ▶ For subhalos, on the other hand, it is vital to identify and remove unbound particles:
  - ▶ Subhalos are located within a host halo and therefore expected to be contaminated by the host's particles
  - ▶ Usually subhalos contain far less particles than their hosts, so assigning particles to it without an unbinding procedure can influence its physical properties significantly.
- ▶ “Removing a particle” means here to assign it to the parent structure. This applies recursively to any level of substructure within substructure.

# Goals of this thesis

- ▶ RAMSES (**ramses**) is a N-body and hydrodynamical code that contains a clump finding algorithm, PHEW (**PHEW**).
- ▶ Both PHEW and RAMSES are fully parallel and make use of the MPI library. PHEW works on-the-fly.
- ▶ The goal of this thesis is to implement a particle unbinding algorithm to work with PHEW that is also fully parallel and works on-the-fly.

images/phew/soap.pdf

# PHEW

- ▶ PHEW groups cells together by separating the mass density field along minima, thus dividing the density field into patches.
- ▶ The algorithm can be divided in four main steps:
  - ▶ segmentation
  - ▶ connectivity establishment
  - ▶ noise removal and
  - ▶ substructure merging

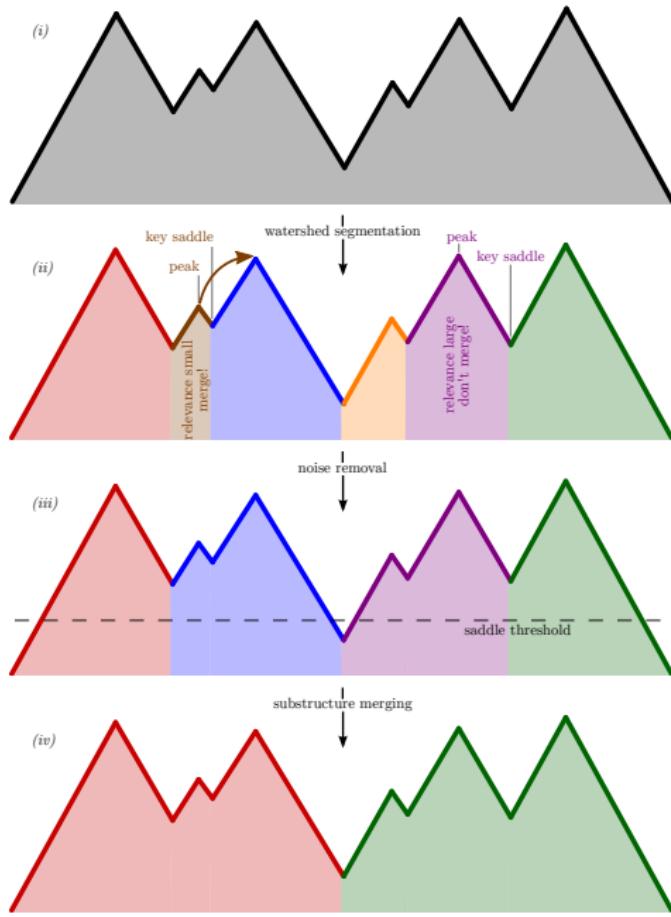
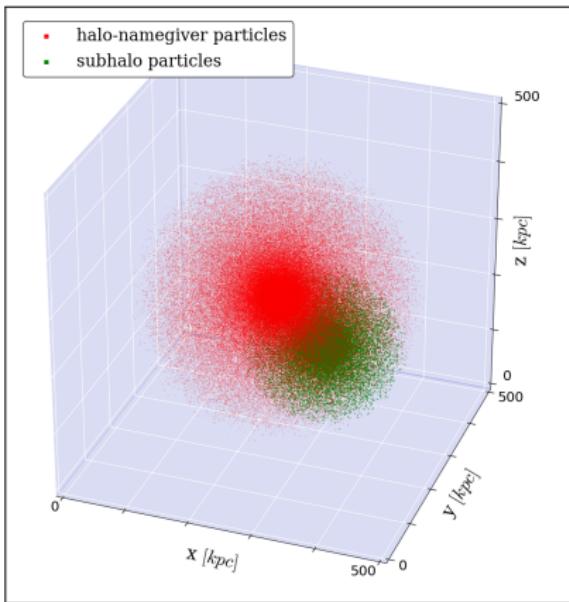


Image adapted from **PHEW**.

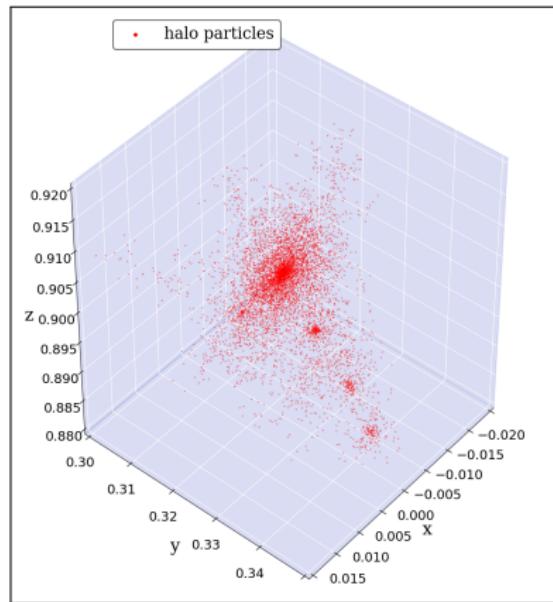
# Test Cases

To demonstrate the effects of the particle unbinding, the following datasets will be used:

- ▶ dice-twobody-dataset: A highly idealistic structures where the effects can be seen and evaluated more easily, created using DICE (**DICE**).
- ▶ cosmo-dataset: A halo from the previously shown cosmological simulation which is made up from 7030 particles.



The initial particle distribution of the dice-twobody dataset. A smaller halo (subhalo 1) made of 40'000 particles is nested within a bigger halo (halo-namegiver), which contains 200'000 particles.



cosmo-dataset: A halo as identified by PHEW of the previously shown cosmological simulation at redshift  $z = 0$ .

# Particle Unbinding

In an isolated system in the centre of mass frame, each particle  $i$  can be assigned an energy  $E_i$ :

$$E_i = T_i + V_i = \frac{1}{2}m_i \cdot v_i^2 + m_i\phi(\vec{r}_i)$$

A particle is considered bound if:

$$E_i < 0 \quad \Leftrightarrow \quad v_i < \sqrt{-2 \cdot \phi(\vec{r}_i)}$$

# Particle Unbinding

The only considered potential  $\phi$  is the gravitational potential of the particles themselves. The potential is determined by the Poisson equation:

$$\Delta\phi = 4\pi G\rho$$

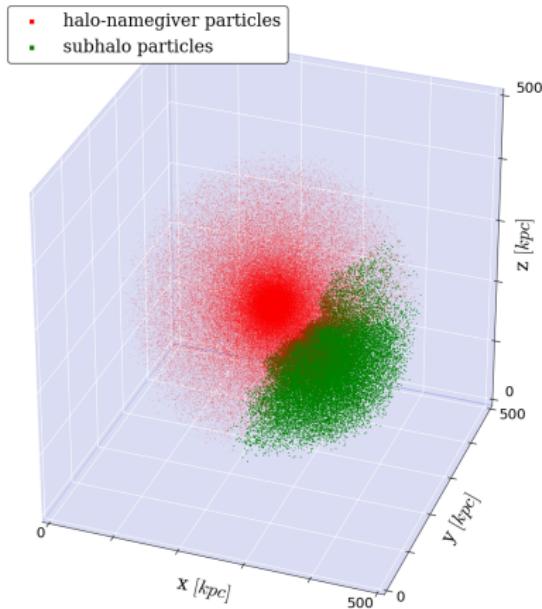
The spherically symmetric Poisson equation can be solved analytically for  $\phi$ :

$$\phi(r_i) = -G \int_{r_i}^{r_{max}} \frac{M(< \tilde{r})}{\tilde{r}^2} d\tilde{r} - G \frac{M_{tot}}{r_{max}}$$

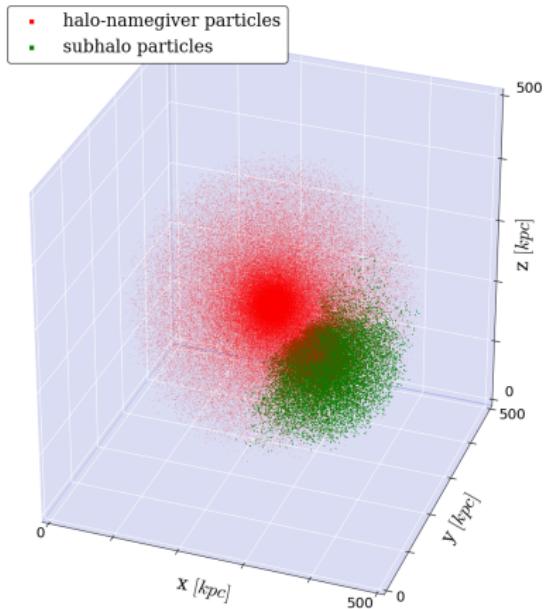
Where  $M(< r) \equiv \int_0^r 4\pi\rho(\tilde{r})\tilde{r}^2 d\tilde{r}$  is the mass enclosed by a sphere of radius  $r$  such that the clump's total mass is enclosed by the radius  $r_{max}$ :  $M_{tot} = M(< r_{max})$  and  $G$  is the gravitational constant and  $\rho$  is the density.

# Results: dice-twobody-dataset

PHEW only

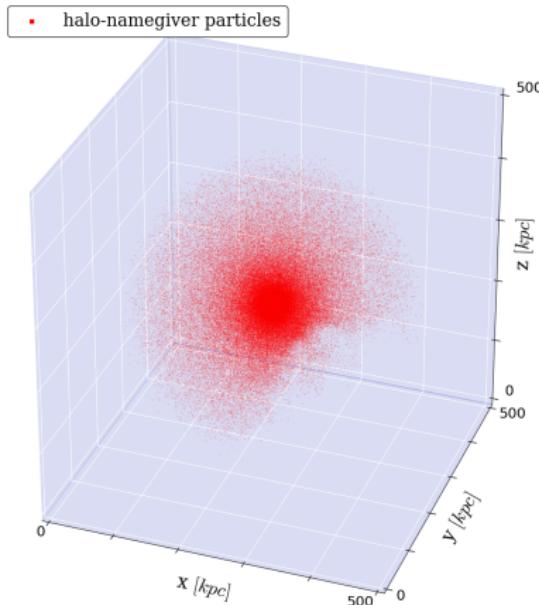


simple unbinding

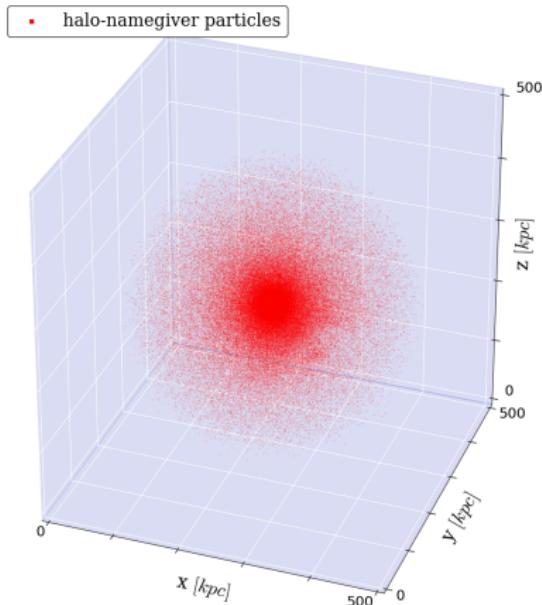


# Results: dice-twobody-dataset: halo-namegiver particles only

PHEW only

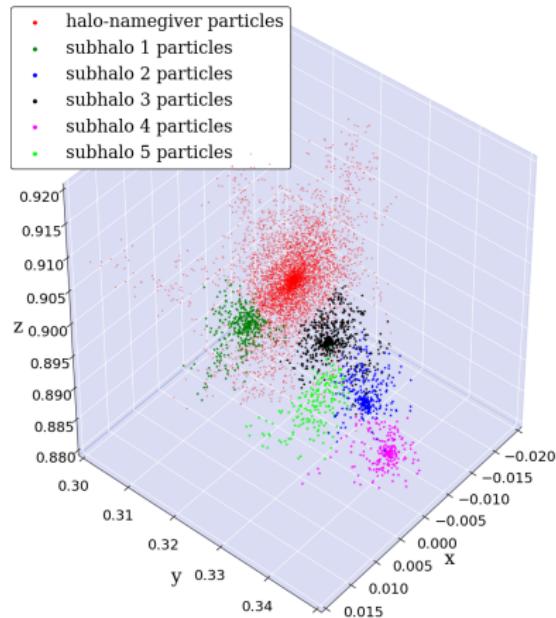


simple unbinding

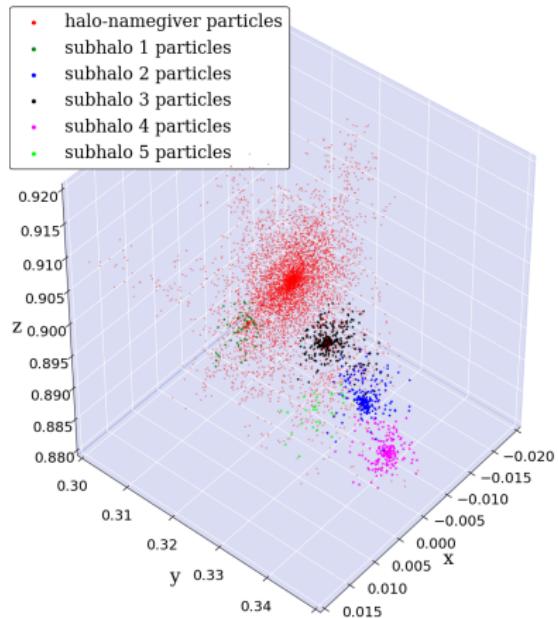


# Results: cosmo-dataset: halo-namegiver particles only

PHEW only

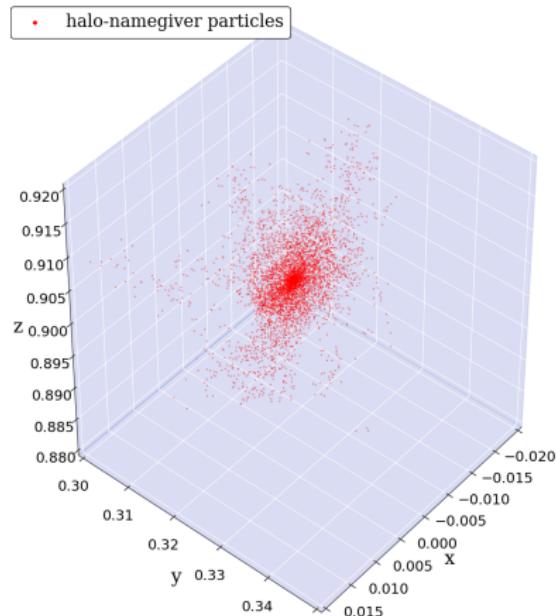


simple unbinding

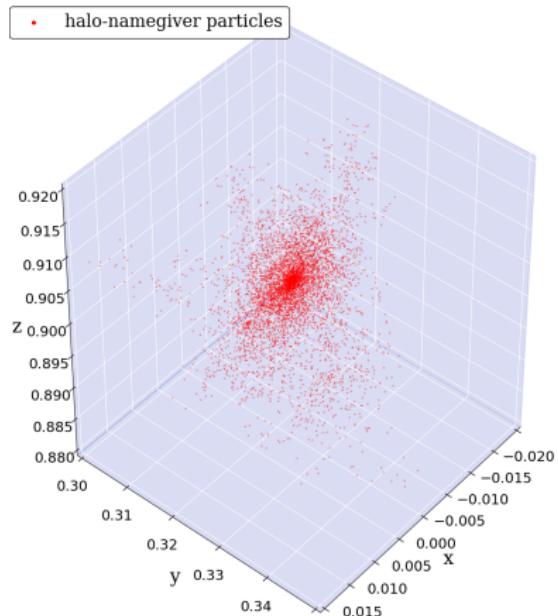


# Results: cosmo-dataset: halo-namegiver particles only

PHEW only



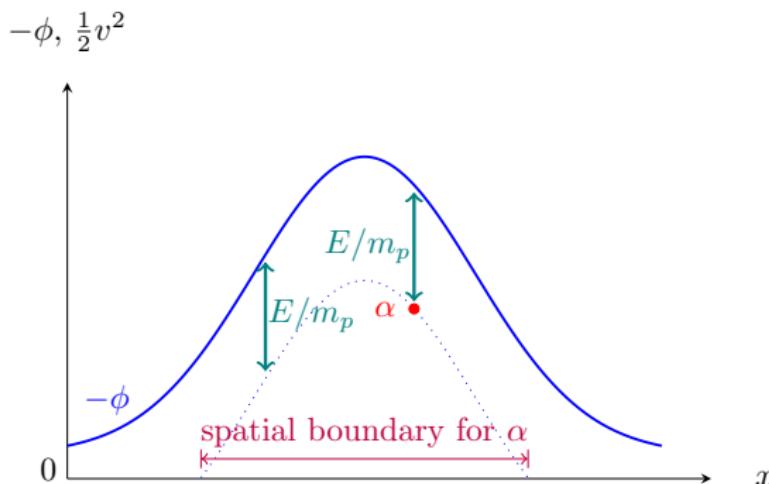
simple unbinding



# Accounting for Neighbouring Structures

By construction, the identified subhalos are not isolated. This fact changes the situation significantly for the interpretation of what particles should be considered bound.

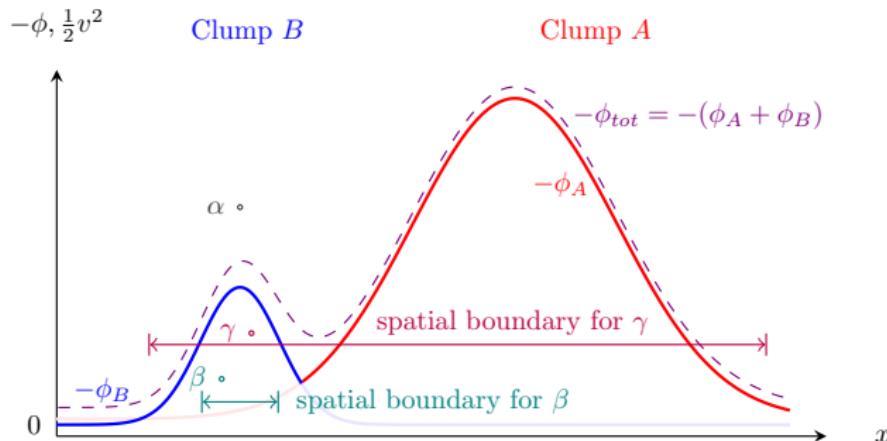
Consider first a particle  $\alpha$  in the potential of an isolated clump:



The spatial boundaries of its trajectory can be found by demanding energy conservation  $E/m_p = \frac{1}{2}v^2 + \phi = \text{const.}$  by following the curve of constant total energy to the points where  $v^2 = 0$ .

# Accounting for Neighbouring Structures

Now apply the same thoughts to an isolated halo that is made up from two clumps:



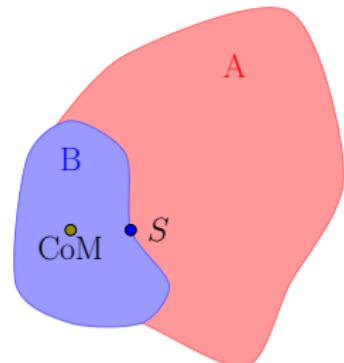
- ▶  $\alpha$  is clearly not bound to the clump  $B$ .
- ▶  $\beta$  will remain bound on an elliptic trajectory around the centre of mass.
- ▶  $\gamma$  is energetically bound to the clump just like  $\beta$ , but because of clump  $A$ 's neighbouring potential, the particle can leave the boundaries of clump  $B$  and wander off deep into clump  $A$ .

# Accounting for Neighbouring Structures

⇒ Particles like  $\gamma$  shouldn't be considered bound.

The reason  $\gamma$  can wander off is because its boundary extends past the interface that connects the two clumps

⇒ the condition for a particle to be *exclusively* bound must be that its trajectory must never reach that interface.

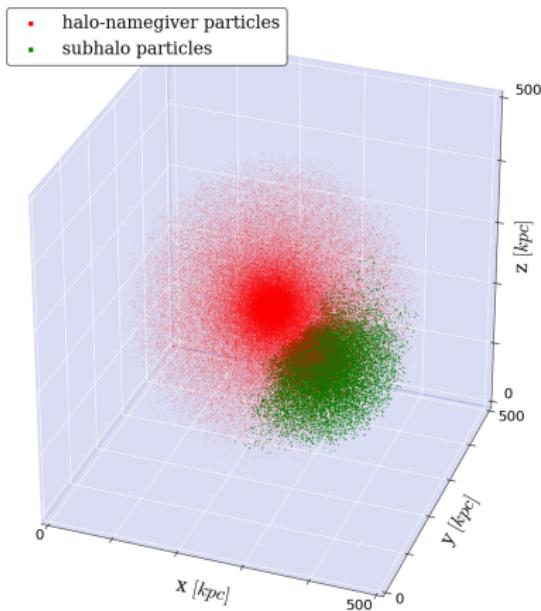


⇒ Define  $S$  to be the point on the interface to the neighbouring structure(s) that is closest to B's centre of mass and  $\phi_S$  to be the potential of clump  $B$  at that point. Using the same argumentation as before, a particle can't reach  $S$  if

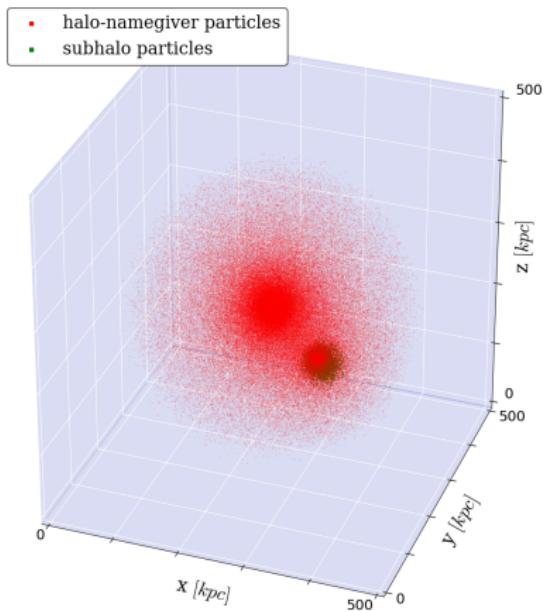
$$v < \sqrt{-2(\phi - \phi_S)}$$

# Results: dice-twobody-dataset

simple unbinding

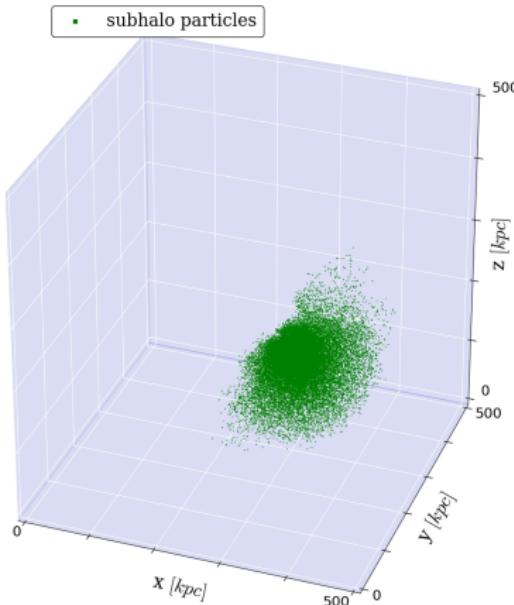


accounting for neighbours

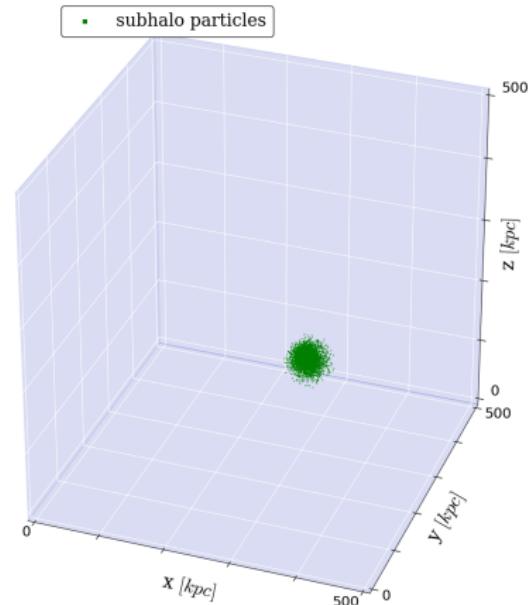


# Results: dice-twobody-dataset: subhalo particles only

simple unbinding

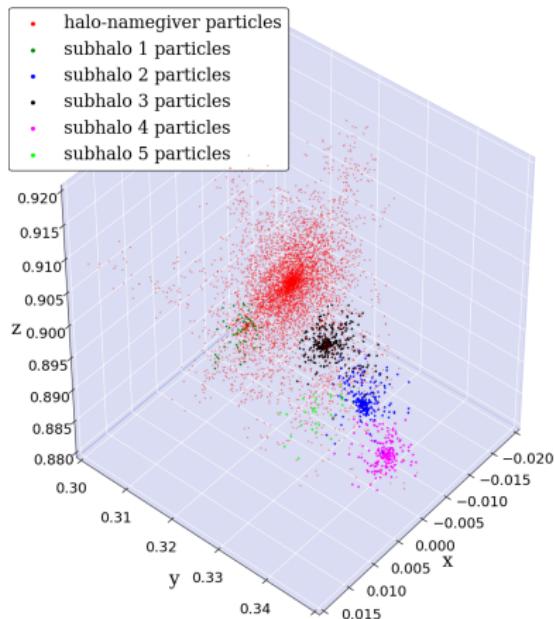


accounting for neighbours

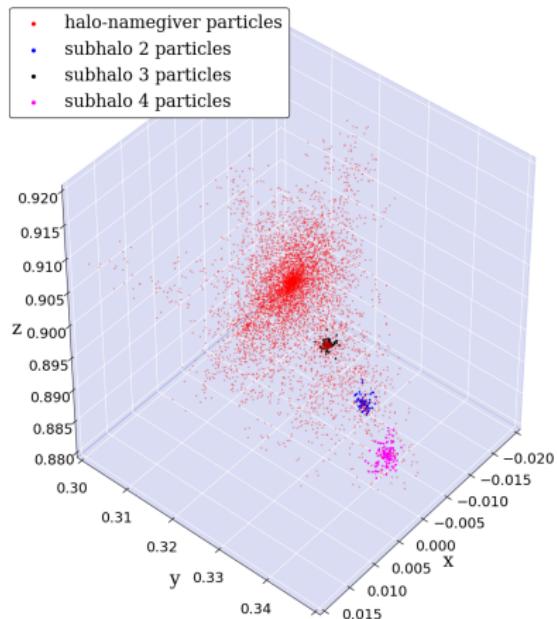


# Results: cosmo-dataset

simple unbinding

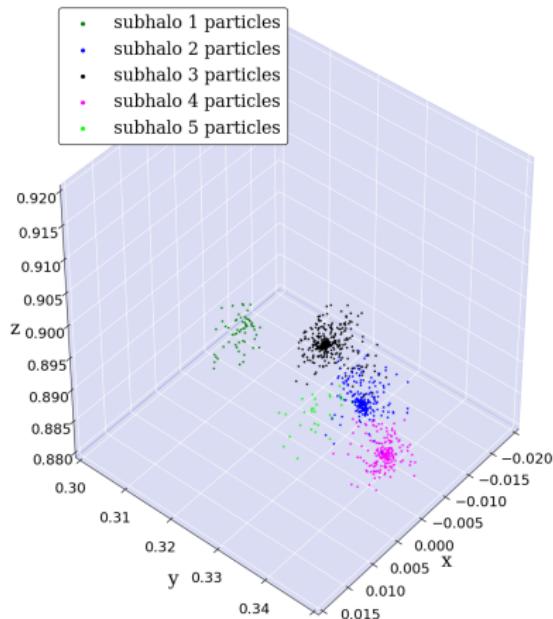


accounting for neighbours

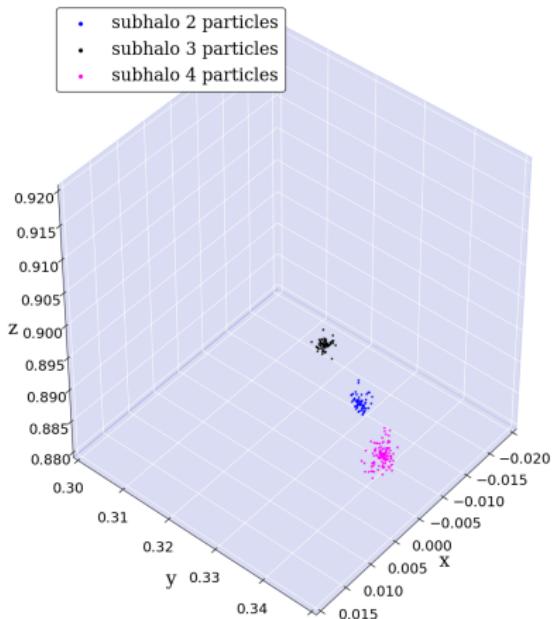


# Results: cosmo-dataset: subhalo particles only

simple unbinding

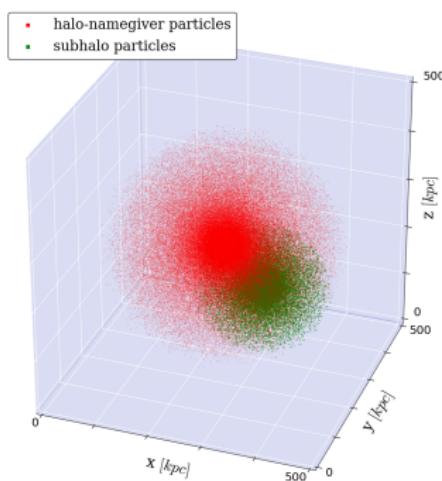


accounting for neighbours

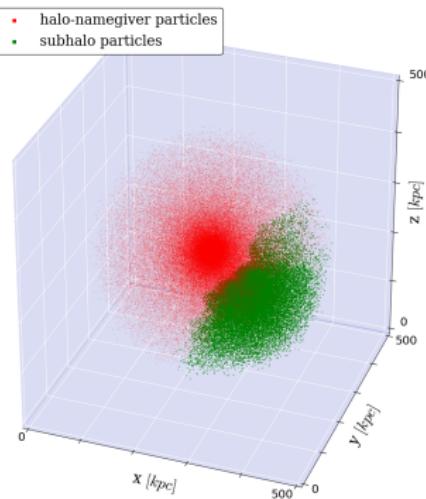


# Biased Clump Properties

initial set-up



clumps found by PHEW



The identified clump properties will be biased:

- ▶ Missing particles: Subhalo is cut off
- ▶ Alien particles: Subhalo in contaminated by host's particles

# Biased Clump Properties

It seems likely that the clump properties after particle unbinding should be closer to the known ones, particularly so if only exclusively bound particles are considered.

⇒ recompute the clump properties after unbinding and use this updated information to go through the entire procedure again. Reiterate until the bulk velocity of each clump converges:

$$\text{bulk velocity converged} \Leftrightarrow \left| \frac{v_{\text{bulk},\text{old}} - v_{\text{bulk},\text{new}}}{v_{\text{bulk},\text{old}}} \right| < \varepsilon$$

where  $\varepsilon$  is a user-defined convergence limit.

## Results: Converging of the bulk velocity for the dice-twobody-dataset

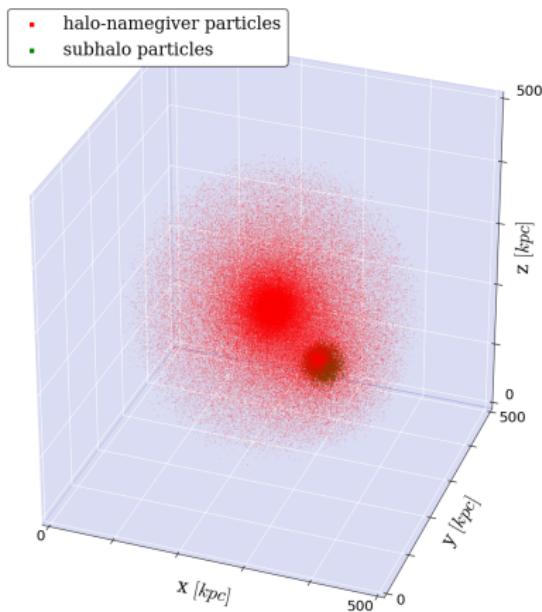
The deviation  $D_{orig} = \left| \frac{v_{bulk} - v_{orig}}{v_{orig}} \right|$  from the originally set bulk velocity to the computed bulk velocity for the subhalo of the dice-twobody-dataset in dependence of the convergence limit  $\varepsilon$ :

$\varepsilon$	niter	$D_{orig}$
0.5	2	0.2326
0.1	4	0.0419
0.01	7	0.0024
0.001	8	0.0014
0.0001	10	0.0009

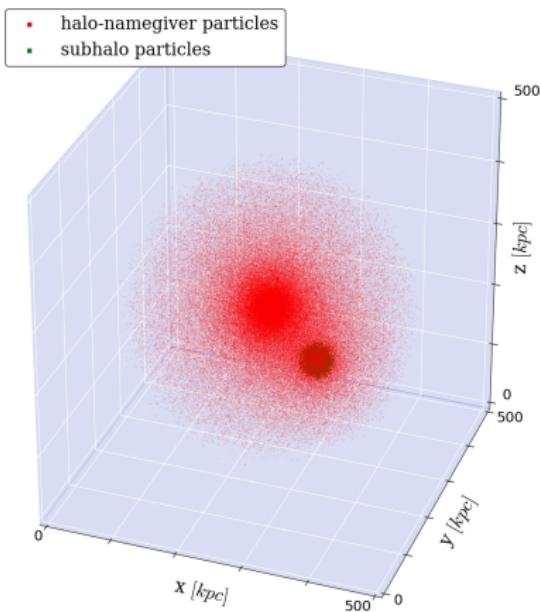
The bulk velocity computation needed niter iterations to converge.

# Results: dice-twobody-dataset

accounting for neighbours

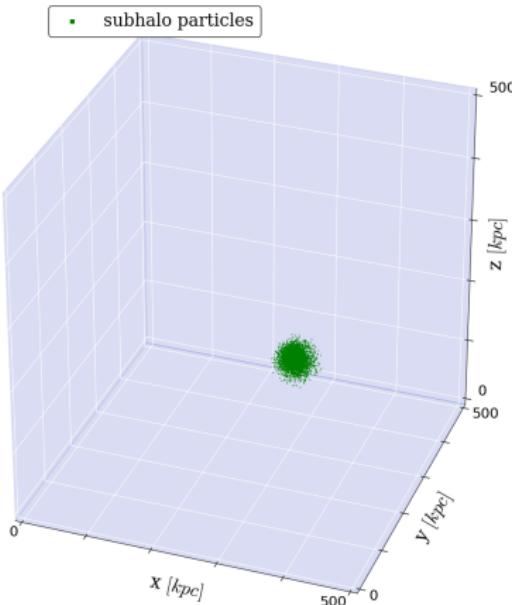


iterative properties determination

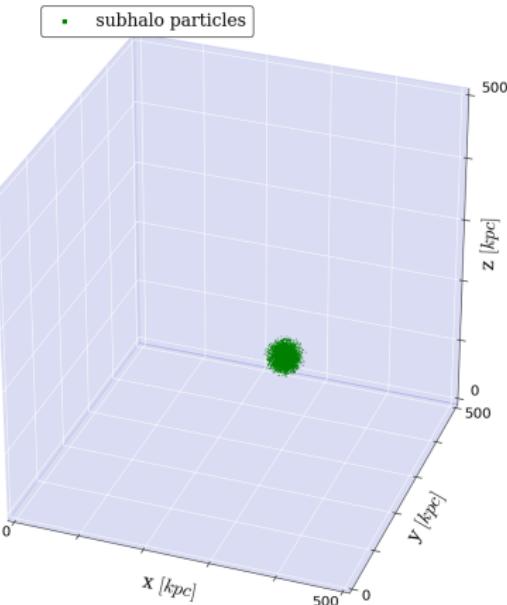


# Results: dice-twobody-dataset: halo-namegiver particles only

accounting for neighbours

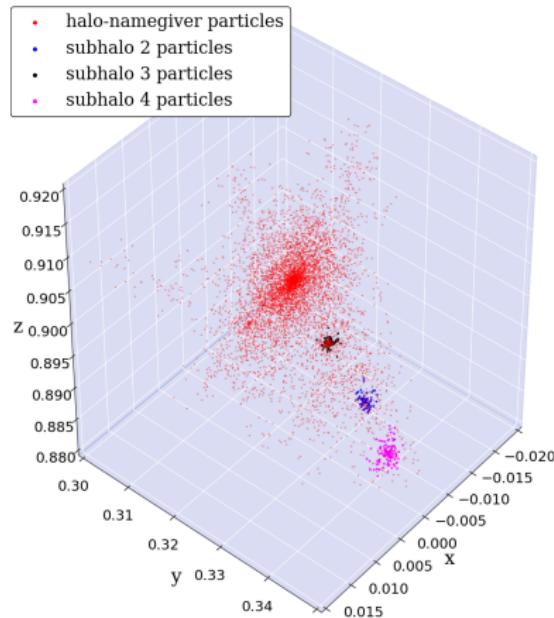


iterative properties determination

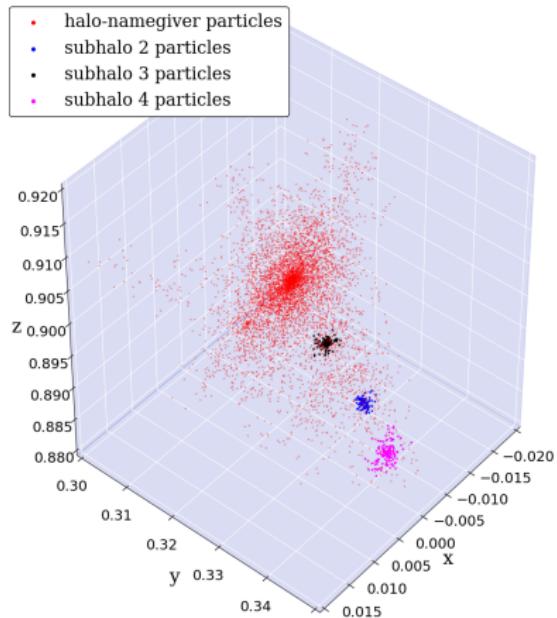


# Results: cosmo-dataset: halo-namegiver particles only

accounting for neighbours

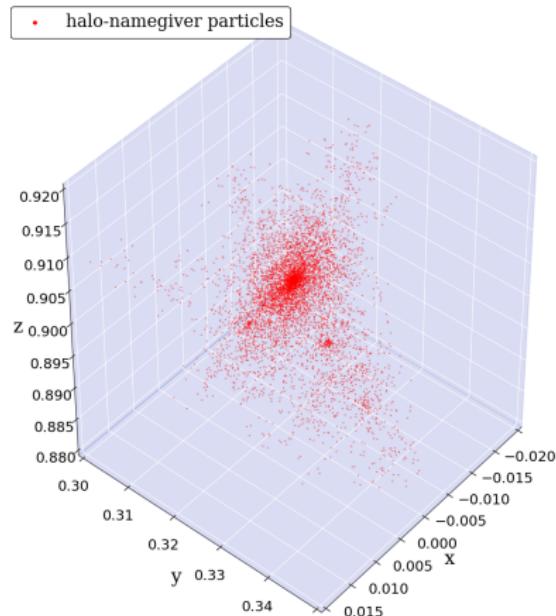


iterative properties determination

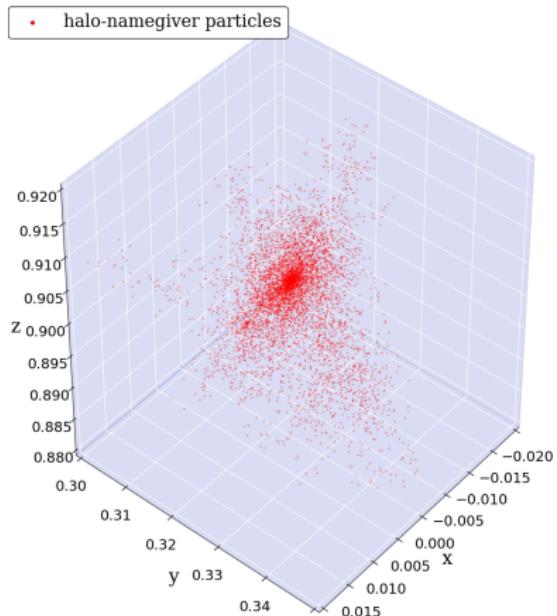


# Results: cosmo-dataset: halo-namegiver particles only

accounting for neighbours



iterative properties determination



# References

