

## ABSTRACT

### 1. INTRODUCTION

### 2. METHOD

#### 2.1. 3D Weak lensing

Assuming a flat universe, the lensing convergence at redshift plane  $z_s$  is

$$\kappa(\vec{\theta}, \chi_s) = \frac{3H_0^2\Omega_M}{2c^2} \int_0^{\chi_s} d\chi_l \frac{\chi_l \chi_{sl}}{\chi_s} (1+z_l) \delta(\chi_l \vec{\theta}, \chi_l), \quad (1)$$

where  $c$  is the speed of light,  $z_l$  is the redshift evaluated at comoving distance  $\chi_l$ .  $H_0$  and  $\Omega_M$  are the Hubble parameter and matter density parameter at redshift equals zero, respectively.  $\delta(\vec{r}) = \rho(\vec{r})/\bar{\rho} - 1$  is the matter fluctuation.

The convergence field at redshift ( $\kappa$ ) can be related to the shear field ( $\gamma$ ) at the same redshift plane via a 2D convolution

$$\gamma(\vec{\theta}, \chi_s) = \frac{1}{\pi} \int d^2\theta' D(\vec{\theta} - \vec{\theta}') \kappa(\vec{\theta}', \chi_s), \quad (2)$$

where

$$D(\vec{\theta}) = \frac{1}{(\theta_1 - i\theta_2)^2}. \quad (3)$$

The shear field ( $\gamma$ ) is pixelized into  $N_{zs}$  tomographic bins  $\gamma^1, \dots, \gamma^{N_{zs}}$  of size  $N_{ys} \times N_{xs}$  where  $N_{ys}$  and  $N_{xs}$  are the number of pixels on the 2D transverse Cartesian coordinates. Similarly, the density contrast field ( $\delta$ ) to be reconstructed is also binned into  $N_{zl} \times N_{yl} \times N_{xl}$  pixels. The discrete shear field and the discrete density contrast field can be viewed as finite size vectors  $\gamma_\mu$  and  $\delta_\alpha$ . The measured shear is related to the matter density contrast by a 2D transverse convolution (equation (2)) and a 1D line-of-sight convolution (equation (1)), which can be expressed in a matrix notation

$$\gamma_\mu = \mathbf{P}_{\mu\nu} \mathbf{Q}_{\nu\alpha} \delta_\alpha + \epsilon_\mu, \quad (4)$$

where  $\mathbf{P}_{\mu\nu}$  represents the transverse convolution and  $\mathbf{Q}_{\nu\alpha}$  represents the line-of-sight convolution and  $\epsilon_\mu$  represents measurement noise including the contributions of shape noise and pixel noise.

#### 2.2. Sparsity

#### 2.3. Wavelets

### 3. APPLICATION

#### 3.1. Mock shape catalog

#### 3.2. HSC shape catalog

### 4. SUMMARY