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Partner's name(s):

Lab 4 – Mapping the Universe

Follow the instructions provided in the lab manual to answer the questions and record your notes in this worksheet. Typed entries or handwriting are acceptable. If handwriting, please keep in mind to write legibly to avoid any confusion. You will have **two lab sessions** to work on this project. You will be handing in this worksheet (including any external plots/tables/code) due **before your next lab starts on Gradescope**.

Follow the steps in section 3.1 of the lab manual and the posted PowerPoint slides.

Enter the values for your galaxies:

Object name	$\lambda_{\text{Ca II H}} (\text{\AA})$	$\lambda_{\text{Ca II K}} (\text{\AA})$
1202-3127	4067	4031
NGC4104	4075	4039
NGC4080	3976	3941

Follow the steps in section 3.2 of the lab manual.

Write down your calculations for steps 2, 3, 4, and 5 (there is more space on the next page). Write down your results in the tables at the start of the following page.

1) 1202 - 3127

$$\begin{aligned} \Delta \lambda_{\text{Ca II H}} &= 4067 - 3968.85 = 98.15 \text{ \AA} & \Delta \lambda_{\text{Ca II K}} &= 4031 - 3933.67 = 97.33 \text{ \AA} \\ Z_{\text{Ca II H}} &= \frac{98.15}{3968.85} = 0.02473 & Z_{\text{Ca II K}} &= \frac{97.33}{3933.67} = 0.02474 \\ V_{\text{rad H}} &= (0.02473) \cdot (3 \times 10^8) = 7.419 \times 10^6 \text{ m/s} & V_{\text{rad K}} &= (0.02474) \cdot (3 \times 10^8) = 7.422 \times 10^6 \text{ m/s} \\ \text{Average } V_{\text{rad}} &= \frac{7.419 \times 10^6 + 7.422 \times 10^6}{2} = 7.4205 \times 10^6 \text{ m/s} \end{aligned}$$

2) NGC4104

$$\Delta \lambda_{\text{CIIH}} = 4075 - 3968.85 = 106.15 \text{ \AA}$$

$$Z_{\text{CIIH}} = \frac{106.15}{3968.85} = 0.026746$$

$$V_{\text{radH}} = (0.026746) \cdot (3 \times 10^8) = 8.024 \times 10^6 \text{ m/s}$$

$$\Delta \lambda_{\text{CIIK}} = 4039 - 3933.67 = 105.33 \text{ \AA}$$

$$Z_{\text{CIIK}} = \frac{105.33}{3933.67} = 0.0267765$$

$$V_{\text{radK}} = (0.0267765) \cdot (3 \times 10^8) = 8.033 \times 10^6 \text{ m/s}$$

Average $V_{\text{rad}} = \frac{8.024 \times 10^6 + 8.033 \times 10^6}{2} = 8.0285 \times 10^6 \text{ m/s}$

3) NGC4080

$$\Delta \lambda_{\text{CIIH}} = 3976 - 3968.85 = 7.15 \text{ \AA}$$

$$Z_{\text{CIIH}} = \frac{7.15}{3968.85} = 0.0018$$

$$V_{\text{radH}} = (0.0018) \cdot (3 \times 10^8) = 5.4 \times 10^5 \text{ m/s}$$

$$\Delta \lambda_{\text{CIIK}} = 3941 - 3933.67 = 7.33 \text{ \AA}$$

$$Z_{\text{CIIK}} = \frac{7.33}{3933.67} = 0.0018634$$

$$V_{\text{radK}} = (0.0018634) \cdot (3 \times 10^8) = 5.59 \times 10^5 \text{ m/s}$$

Average $V_{\text{rad}} = \frac{5.4 \times 10^5 + 5.59 \times 10^5}{2} = 5.495 \times 10^5 \text{ m/s}$

Galaxy Name: 1202 - 3127

Line	Absolute redshift	Fractional redshift	Radial velocity (km/s)	Average v_{rad} (km/s)
Ca II K	97.33 Å	0.02474	7.422×10^3	7.4205×10^3
Ca II H	98.15 Å	0.02473	7.419×10^3	

Galaxy Name: NGC 4104

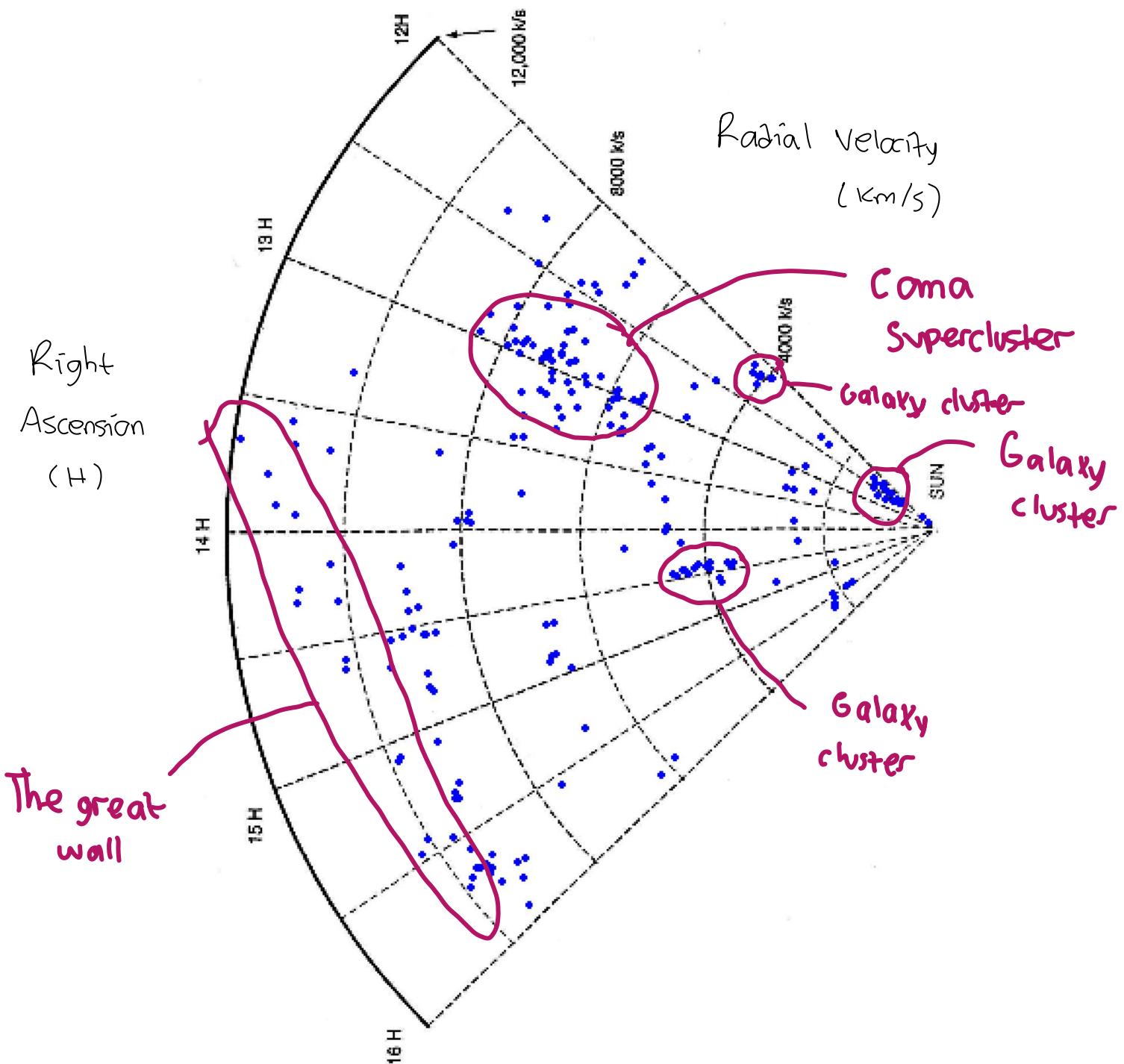
Line	Absolute redshift	Fractional redshift	Radial velocity (km/s)	Average v_{rad} (km/s)
Ca II K	105.33 Å	0.0267765	8.033×10^3	8.0285×10^3
Ca II H	106.15 Å	0.026746	8.024×10^3	

Galaxy Name: NGC 4080

Line	Absolute redshift	Fractional redshift	Radial velocity (km/s)	Average v_{rad} (km/s)
Ca II K	7.33 Å	0.0018634	5.59×10^2	5.495×10^2
Ca II H	7.15 Å	0.00187	5.4×10^2	

Read section 4 of the lab manual before completing the next task.

Complete the wedge plot with the data for all the galaxies. Add the proper axis labels.



Does the matter in your map of the universe appear to be evenly distributed, or is it arranged in clumps?

Matters in certain regions appear to be clumped close to each other forming a cluster, but the overall map is distributed to equal areas except in several far regions, not just to one specific part of the map.

On your map **find and label** the following features (try using different colours for clarity).

- (a) Coma Supercluster. This supercluster is the big group of galaxies that goes along the 13H RA line.
- (b) The great wall. The great wall is the furthest feature from the Sun that we plotted in our map. It is called a wall because it is “parallel” to the radial velocity lines.
- (c) Two or more small galaxy clusters. Not all the clusters are superclusters. Find small groups of galaxies that are independent of the Coma Supercluster and the Great Wall.

Section 5 Questions

Q1. Can you think of anything that might cause the galaxies' spectra to be shifted that is not due to the expansion of the Universe? How might this affect the perceived shape of galaxy clusters? For which galaxies would this effect be more apparent? Do you see evidence of this effect in your plot?

The doppler shift observed when a galaxy is moving relative to Earth is one of the examples of how the galaxies' spectra to be shifted that are not due to the expansion of the Universe. A galaxy that is moving away from us will have its spectral lines to be shifted towards longer wavelengths or in other words redshifted, otherwise it will be blueshifted when moving towards us. This effect can be caused by the motion of a galaxy within a cluster, however this effect would be much more apparent only to the galaxies that are near us.

The redshift of galaxies can be used to calculate their distance from us and their relative motion, and this information is used to create maps of the universe such as our wedge plot. Thus, the perceived shape of the cluster can be inferred from the velocities of the galaxies within it. In this case, more galaxies are seen to be clumped together with a velocity of less than 2000 km/s near our Sun.

The effect of the Doppler shift on galaxy spectra would be more apparent in galaxies that are moving at higher velocities relative to us. All in all, galaxies that are closer to us and have higher radial velocities would show more apparent shifts in their spectra. In our plot, the nearby cluster near our sun would show more doppler shifts to us than 'The Great Wall' galaxy cluster.

Q2. Coma Supercluster

(a) Give the approximate Right Ascension and radial velocity for the Coma Supercluster.

RA: 13 h

Radial Velocity: 7000 km/s

(b) Use the Hubble Law to calculate the distance to the Coma Supercluster (in Megaparsecs and millions of light years). Assume a value of $H_0 = 75 \text{ km/s/Mpc}$. Comment on the possible sources of uncertainty associated with your distance estimate.

$$V_{\text{rad}} \approx H_0 \cdot D$$

$$7000 \frac{\text{km}}{\text{s}} \approx 75 \frac{\text{km}}{\text{s Mpc}} \cdot D$$

$$D \approx \frac{7000}{75} \frac{\text{km}}{\text{s}} \cdot \frac{\text{Mpc}}{\text{km}}$$

$$D \approx 93.33 \text{ Mpc} //$$

One major source of uncertainty could be the uncertainty in the value of the Hubble constant itself, that it can lead to significant differences in distance estimates. Another source of uncertainty is the use of human approximation for its velocity, which in return highly affects the accuracy of the distance estimate for the supercluster.

(c) Estimate the gravitational acceleration the Coma Supercluster exerts on our own Galaxy. If we were to accelerate toward the Coma Supercluster at that rate, how long would it take us to become part of that cluster, assuming the rate remained constant?

$$\begin{aligned} G_{\text{gravitational acc}} &= \frac{GM}{r^2} \\ &\approx \frac{6.67 \times 10^{-11} \times 10^{11} \times 1000 \times 1.989 \times 10^{30}}{(93.33 \times 3.086 \times 10^{22})^2} \end{aligned}$$

$$\approx 1.6 \times 10^{-15} \text{ m/s}^2 //$$

$$\text{Time needed} = \sqrt{\frac{2 \text{ distance}}{a_{\text{acc}}}} \approx \sqrt{\frac{2 \times (93.33 \times 3.086 \times 10^{22})}{1.6 \times 10^{-15}}}$$

$$\approx 6 \times 10^{19} \text{ s}$$

$$\approx 1.9 \times 10^{12} \text{ years} //$$

(d) Is your answer to (c) an upper or lower limit? Explain why.

The gravitational acceleration estimated in part C would be the lower limit, since the gravitational acceleration is assumed to be constant, however in reality, the universe is expanding at the same time, so the gravitational acceleration would be less over time.

Q3. How far away is the most distant galaxy on your map? Compare this to the distance of the observable horizon of the Universe.

Using a ruler to the wedge plot, the galaxy with the farthest distance has the largest radial velocity of 11978.2 km/s. Using the same formula to calculate the distance, we can get:

$$V \approx H_0 \cdot D$$

$$11978.2 \approx 75 \times D$$

$$D \approx 159.71 \text{ Mpc}$$

$$\text{Farthest Galaxy distance} = 13.8 \text{ Gyr} \approx 3985.8 \text{ Mpc}$$

$$\frac{D_{\text{map}}}{D_{\text{farthest}}} = \frac{159.71}{3985.8} \times 100\% \approx 4\%$$

the distance compared
to the farthest galaxy
observed.

Q4. Estimate the density of luminous matter in the volume of space you mapped. How does this compare to the estimates made by astronomers? Comment on the agreement/disagreement. What does this imply?

$$\text{Volume of map} \approx \text{Area} \times \text{Height}$$

(Assume it is an inclined sector)

$$\approx 1.28 \times 10^{43} \times 7.397 \times 10^{21}$$

$$\text{Area} = \pi \left(\frac{(159.71 \times 10^{11})^2}{3.1416} \right) \times \frac{60}{760} \quad \begin{array}{c} 60^\circ \\ \diagdown \\ 159.71 \times 10^{11} \end{array}$$

$$= 1.28 \times 10^{43}$$

$$\approx 9.468 \times 10^{61} \text{ m}^3$$

$$\text{Height} = \begin{array}{c} 15^\circ \\ \diagup \\ 159.71 \times 10^{11} \end{array}$$

$$\text{Density} = \frac{\text{Mass}}{\text{Volume}} \approx \frac{216 \times 3 \times 10^{11} \times 1.989 \times 10^{30}}{9.468 \times 10^{61}}$$

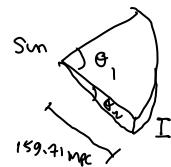
$$\sin 2.5 = \frac{h}{159.71 \times 10^{11}}$$

$$\cos 2.5$$

$$h = 7.397 \times 10^{11}$$

$$\approx 1.36 \times 10^{-21} \text{ kg/m}^3$$

$$\frac{\text{Density estimate}}{\text{Density astronomer}} = \frac{1.36 \times 10^{-21}}{8 \times 10^{-28}} \approx 1.7 \times 10^7 \%$$



$$\theta_1 = 60^\circ$$

$$\theta_1 = 5^\circ$$

From our calculations, we can see that the density of luminous matter in our mapped universe is a lot larger than the estimates made by astronomers of the whole universe. This disagreement indicates that most of the matter in our mapped universe would consist of dark matters because of its high density, which does not emit or absorb light and therefore cannot be directly detected through telescopes. Hence, this implies that there are many unknown matters and their nature in all parts of the universe that we are not capable of observing right now.

Make sure to attach your table of calculated velocities for the plotted galaxies and any programming code if used.

Gal #	Name	RA H	RA M	RA S	Obs H-line [Å]	Obs K-line [Å]	Z H-line	Z K-line	Vrad H-line [km/s]	Vrad K-line [km/s]	Average Vrad [km/s]
1 1	1202 3127	12	2	10.2	NA	NA	NA	NA	NA	NA	NA
2 2	NGC 4080	12	2	18.5	NA	NA	NA	NA	NA	NA	NA
3 3	NGC 4104	12	4	6.0	NA	NA	NA	NA	NA	NA	NA
4 4	NGC 4131	12	6	12.0	4018.1	3982.2	0.01241	0.01234	3722.6	3700.9	3711.8
5 5	NGC 4132	12	6	30.0	4023.3	3987.4	0.01371	0.01366	4112.7	4098.9	4105.8
6 6	NGC 4134	12	6	36.0	4018.5	3983.3	0.01250	0.01261	3750.8	3731.6	3766.2
7 7	1200 3151	12	6	36.0	4057.8	4022.3	0.02242	0.02252	6725.6	6757.4	6741.5
8 8	NGC 4136	12	6	48.0	3977.0	3942.0	0.00208	0.00211	619.5	632.6	626.0
9 9	NGC 4150	12	8	0.0	3971.3	3938.6	0.00081	0.00075	184.2	223.7	203.9
10 10	NGC 4173	12	9	48.0	3983.4	3948.4	0.00365	0.00374	1098.3	1121.1	1108.7
11 11	NGC 4174	12	9	54.0	4020.7	3985.3	0.01305	0.01313	3915.9	3938.2	3927.1
12 12	NGC 4175	12	9	59.1	4020.7	3984.8	0.01309	0.01300	3919.1	3899.9	3909.5
13 13	NGC 4185	12	10	48.0	4020.9	3984.7	0.01312	0.01298	3935.9	3894.1	3915.0
14 14	NGC 4196	12	11	54.0	4022.6	3988.5	0.01353	0.01343	4059.9	4028.3	4044.1
15 15	NGC 4211A	12	13	4.2	4057.1	4021.0	0.02224	0.02221	6671.5	6662.2	6666.8
16 16	1214 2900	12	14	12.0	3985.5	3950.6	0.00419	0.00431	1255.6	1293.2	1274.4
17 17	NGC 4245	12	15	6.0	3980.3	3945.3	0.00289	0.00296	888.1	887.8	877.9
18 18	NGC 4251	12	15	36.0	3982.3	3947.7	0.00340	0.00356	1018.7	1068.0	1043.3
19 19	NGC 4253	12	15	55.6	4019.9	3984.1	0.01287	0.01281	3890.8	3843.9	3852.3
20 20	IC 777	12	16	54.0	4001.3	3955.6	0.00816	0.00812	2449.5	2435.8	2442.6
21 21	NGC 4274	12	17	18.0	3980.3	3945.0	0.00289	0.00287	867.0	860.9	863.9
22 22	NGC 4272	12	17	18.0	4080.8	4044.6	0.02821	0.02820	8403.8	8458.9	8461.4
23 23	NGC 4275	12	17	24.0	3998.5	3983.1	0.00748	0.00748	2238.6	2244.9	2241.8
24 24	NGC 4278	12	17	36.2	3978.8	3941.5	0.00200	0.00198	599.8	594.7	597.2
25 25	NGC 4283	12	17	49.8	3969.7	3934.5	0.00222	0.00222	87.2	86.3	86.7
26 26	1217 3127	12	17	54.0	4057.2	4021.8	0.02226	0.02240	6678.9	6721.3	6700.1
27 27	NGC 4286	12	18	12.0	3970.9	3941.9	0.00202	0.00210	606.8	629.8	618.3
28 28	NGC 4308	12	19	24.0	3977.0	3941.7	0.00205	0.00204	615.5	613.3	614.4
29 29	NGC 4310	12	19	54.0	3980.4	3945.3	0.00292	0.00298	875.7	888.9	882.3
30 30	NGC 4314	12	20	0.0	3981.3	3946.2	0.00315	0.00318	944.0	954.9	949.5
31 31	NGC 4359	12	21	42.0	3984.8	3949.4	0.00402	0.00399	1208.2	1197.8	1202.0
32 32	NGC 4375	12	22	30.6	4088.8	4052.7	0.03023	0.03025	9068.8	9074.3	9071.5
33 33	NGC 4393	12	23	18.0	3978.7	3943.3	0.00248	0.00244	742.8	731.6	737.2
34 34	NGC 4414	12	24	0.0	3977.9	3942.6	0.00228	0.00226	685.0	677.3	681.2
35 35	IC 3378	12	25	18.0	4063.1	4028.8	0.02379	0.02367	7124.4	7102.2	7113.3
36 36	NGC 4448	12	25	48.0	3977.9	3942.4	0.00229	0.00222	686.8	685.1	675.9
37 37	IC 3407	12	26	30.0	4061.6	4025.3	0.02337	0.02329	7011.9	6988.7	6993.3
38 38	NGC 4475	12	27	18.0	4066.1	4029.7	0.02451	0.02442	7352.9	7325.4	7339.2
39 39	NGC 4495	12	28	54.0	4028.0	3992.3	0.01491	0.01492	4473.3	4474.7	4474.0
40 40	1229 2959	12	29	18.0	3977.4	3942.6	0.00217	0.00227	649.9	682.0	686.0
41 41	NGC 4514	12	30	6.0	4076.3	4039.9	0.02708	0.02702	8125.3	8104.9	8115.1
42 42	NGC 4525	12	31	18.0	3984.5	3949.0	0.00384	0.00380	1181.6	1171.5	1176.5
43 43	NGC 4556	12	33	18.0	4067.1	4030.7	0.02476	0.02467	7428.3	7400.5	7414.4
44 44	NGC 4559	12	33	30.0	3979.1	3943.6	0.00258	0.00254	773.1	781.0	787.0
45 45	NGC 4585	12	35	42.0	4065.3	4029.3	0.02431	0.02430	7292.4	7289.8	7291.1
46 46	IC 3651	12	38	18.0	4031.1	3995.8	0.01568	0.01578	4703.3	4734.6	4718.9
47 47	1240 2800	12	40	36.0	4069.1	4033.2	0.02526	0.02529	7576.7	7586.9	7581.8
48 48	1242 2845	12	42	11.7	3981.1	3945.6	0.00310	0.00302	928.8	906.5	917.7
49 49	NGC 4870	12	42	49.9	3983.1	3947.6	0.00380	0.00354	1079.3	1081.2	1070.3
50 50	NGC 4873	12	43	7.6	4061.5	4025.7	0.02335	0.02339	7003.7	7017.5	7010.6
51 51	IC 821	12	45	0.0	4057.9	4022.2	0.02243	0.02249	6729.2	6748.0	6738.6
52 52	1245 2715	12	45	15.6	4062.7	4026.3	0.02364	0.02355	7099.5	7085.7	7078.1
53 53	NGC 4892	12	45	28.8	4075.6	4039.1	0.02591	0.02581	8072.3	8043.7	8058.0
54 54	1250 2839	12	50	24.0	4061.9	4026.3	0.02348	0.02355	7036.6	7053.8	7050.2
55 55	NGC 4789	12	51	54.8	4080.1	4043.9	0.02802	0.02802	8407.4	8406.7	8407.0
56 56	NGC 4793	12	52	16.0	4000.7	3985.4	0.00803	0.00806	2408.3	2416.7	2412.5
57 57	NGC 4798	12	52	36.0	4073.8	4037.8	0.02584	0.02547	7931.9	7942.4	7937.1
58 58	NGC 4807	12	53	6.0	4061.3	4025.8	0.02329	0.02343	6985.5	7027.6	7006.6
59 59	NGC 4816	12	53	48.0	4061.6	4025.7	0.02337	0.02340	7010.0	7018.5	7014.3
60 60	NGC 4819	12	54	0.0	4058.2	4021.9	0.02250	0.02243	6750.9	6730.2	6740.6
61 61	NGC 4827	12	54	18.0	4070.2	4033.9	0.02554	0.02548	7661.5	7644.8	7653.1
62 62	1254 +30598	12	54	36.0	4064.3	4028.2	0.02406	0.02402	7217.7	7206.9	7212.3
63 63	NGC 4839	12	54	59.4	4068.4	4032.3	0.02508	0.02506	7523.7	7518.6	7521.2
64 64	1255 2749	12	55	0.0	4040.7	4004.9	0.01810	0.01810	5430.6	5429.5	5430.1
65 65	NGC 4841A	12	55	7.2	4059.3	4023.3	0.02278	0.02278	6833.8	6834.4	6834.0
66 66	NGC 4841B	12	55	9.0	4051.1	4015.3	0.02073	0.02075	6229.2	6224	

```
In [ ]: #Import the library needed for the data
library(tidyverse)
library(gridExtra)

— Attaching packages ————— tidyverse 1.3.2 —
✓ ggplot2 3.3.6    ✓ purrr  0.3.4
✓ tibble   3.1.8    ✓ dplyr   1.0.9
✓ tidyr    1.2.0    ✓ stringr 1.4.1
✓ readr    2.1.2    ✓forcats 0.5.2
— Conflicts ————— tidyverse_conflicts() —
✖ dplyr::filter() masks stats::filter()
✖ dplyr::lag()   masks stats::lag()
Warning message:
"package 'gridExtra' was built under R version 4.2.3"

Attaching package: 'gridExtra'

The following object is masked from 'package:dplyr':
combine
```

```
In [ ]: #Define constants for ease
wh <- 3968.85
wk <- 3933.67
c <- 3 * 10^8

#Make new columns, rename the column names, and round the calculation
data <- read_csv("GalaxyMeasures.csv") |>
  select(-Dec, -Arcmin, -Arcsec) |>
  mutate(Zh = (LambdaH - wh)/wh,
         Zk = (LambdaK - wk)/wk,
         Vh = (Zh * c)/1000,
         Vk = (Zk * c)/1000,
         Vavg = (Vh + Vk)/2,
         Zh = round(Zh, 5),
         Zk = round(Zk, 5),
         Vh = round(Vh, 1),
         Vk = round(Vk, 1),
         Vavg = round(Vavg, 1),
         LambdaH = round(LambdaH, 1),
         LambdaK = round(LambdaK, 1)) |>
  setNames(c('Gal #', 'Name', 'RA H', 'RA M', 'RA S', 'λObs H-line [Å]', 'λObs K-head))
head(data)

#Print table to png
png("table.png", height = 4700, width = 900)
p<-tableGrob(data)
grid.arrange(p)
dev.off()
```

```
Rows: 216 Columns: 10
  Column specification:
$ Delimiter: ","
$ chr (1): Name
$ dbl (9): Galaxy Number, RA H, RA M, RA S, Dec, Arcmin, Arcsec, LambdaH, LambdaK
  i Use `spec()` to retrieve the full column specification for this data.
  i Specify the column types or set `show_col_types = FALSE` to quiet this message.
```

A tibble: 6 × 12

Gal #	Name	RA H	RA M	RA S	λObs H-line [Å]	λObs K-line [Å]	Z H-line	Z K-line	Vrad H-line [km/s]	Vrad K-line [km/s]	Average Vrad [km/s]
<dbl>	<chr>	<dbl>	<dbl>	<dbl>	<dbl>	<dbl>	<dbl>	<dbl>	<dbl>	<dbl>	<dbl>
1	1202 3127	12	2	10.2	NA	NA	NA	NA	NA	NA	NA
2	NGC 4080	12	2	18.5	NA	NA	NA	NA	NA	NA	NA
3	NGC 4104	12	4	6.0	NA	NA	NA	NA	NA	NA	NA
4	NGC 4131	12	6	12.0	4018.1	3982.2	0.01241	0.01234	3722.6	3700.9	3711.8
5	NGC 4132	12	6	30.0	4023.3	3987.4	0.01371	0.01366	4112.7	4098.9	4105.8
6	NGC 4134	12	6	36.0	4018.5	3983.3	0.01250	0.01261	3750.8	3781.6	3766.2

png: 2



Plot.py

```
# Import the libraries needed
import pygame
import math

pygame.init()

# Dimension of the paper with the empty map
paperwidth = 1434 // 3
paperheight = 1674 // 3
screen = pygame.display.set_mode([paperwidth, paperheight])

map = pygame.image.load("Map.png")
map = pygame.transform.scale(map, (paperwidth, paperheight))
startingX = 441
startingY = 277
origin = (startingX, startingY) #Starting point (SUN location)

# Convert the length of radial velocity line into image pixels
edgeX = 187
edgeY = 25
rvLength = pygame.Vector2(startingX - edgeX, startingY - edgeY).magnitude()
maxVelocity = 12_000

# Convert the angle of right ascension into angles in pi
minRA = 12
maxRA = 16
oneUnitRA = (math.pi / 2) / (maxRA - minRA)
angleOffset = (math.pi - (math.pi / 2)) / 2

# Converts RA M and RA S into RA H
def totalRH(rh, rm, rs):
    return rh + rm / 60 + rs / 3600

# Converts angle and velocity into pixels, where top left of the window is (0, 0)
def getPointCoordinate(rh, rm, rs, v):
    ratioRV = v / maxVelocity
    rhTotal = totalRH(rh, rm, rs) # convert rh rm and rs all into one fractional rh
    initialAngle = (rhTotal - minRA) * oneUnitRA
    rotatedAngle = initialAngle + math.pi / 2 + angleOffset
    rotatedAngle = math.pi * 2 - rotatedAngle

    x = math.cos(rotatedAngle)
    y = math.sin(rotatedAngle)
    return origin + pygame.Vector2(x, y) * ratioRV * rvLength

#Draws the points on the screen
def printPoint(points):
    for point in points:
        pygame.draw.circle(map, pygame.Color("BLUE"), point, 2)

#Draw for all galaxy numbers in the data
```

```
def drawData(data):
    points = []
    for row in data:
        points.append(getPointCoordinate(row[0], row[1], row[2], row[3]))
    printPoint(points)

#Read the csv table data
def readData():
    f = open(r"C:\Users\Samantha\Downloads\Lab_4_astr\table.csv")
    lines = f.readlines()
    f.close()
    #Start from row 4 to avoid the NA values in the table
    lines = lines[4:]
    lines = [line.replace("\n", "").split(',') for line in lines]
    lines = [row[3:6] + [row[12]] for row in lines]
    lines = [[float(i) for i in row] for row in lines]
    print(lines)
    return lines
rows = readData()

# Run program window
running = True
while running:
    # Run until close button is pressed
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

    # White screen background color
    screen.fill((255, 255, 255))

    # Draw a solid blue circle in the center
    screen.blit(map, (0, 0))

    drawData(rows)
    #print(pygame.mouse.get_pos()) To get original position on screen pixels

    # Flip the display
    pygame.display.flip()
pygame.quit()
```