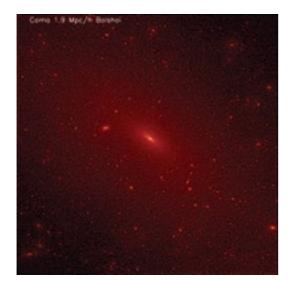


A simple model linking dark matter and galaxy evolution





Speaker: Simon Birrer ETH Zurich, Cosmology Group (Lead A. Refregier) in collaboration with Simon Lilly

August 12th 2014, Santa Cruz

arXiv:1401.3162, accepted Simon Birrer, Simon Lilly, Adam Amara, Aseem Paranjape, Alexandre Refregier

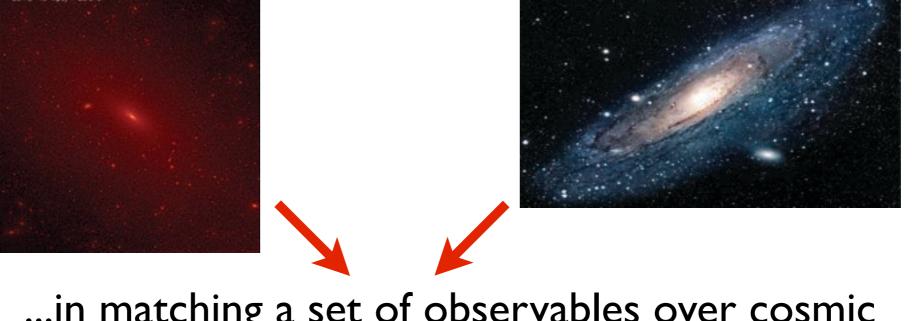


A "phenomenological" approach

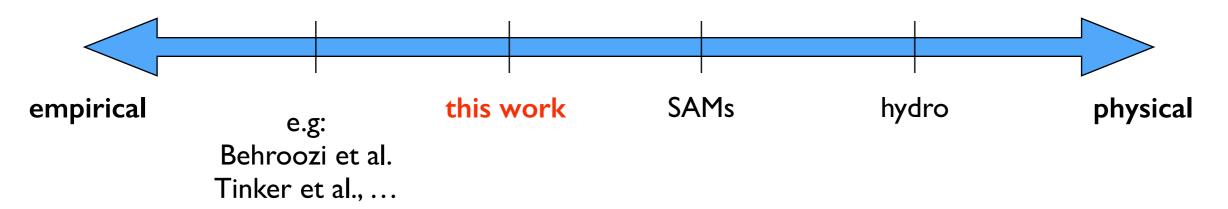
How far can we get with...

...simplified...



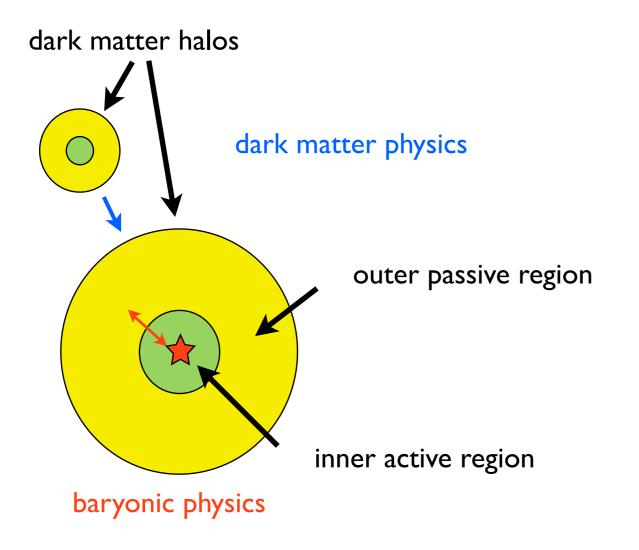


...in matching a set of observables over cosmic history?





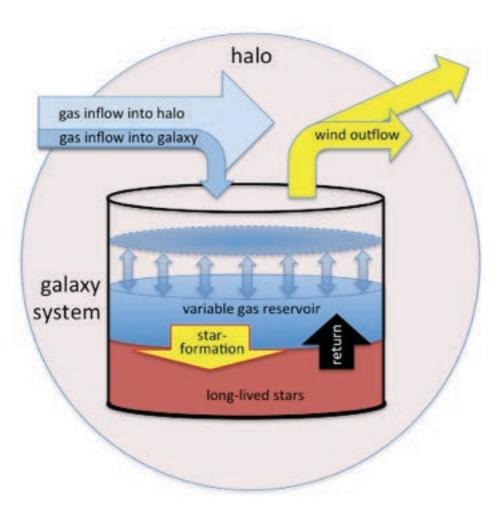
A galaxy - a simple picture

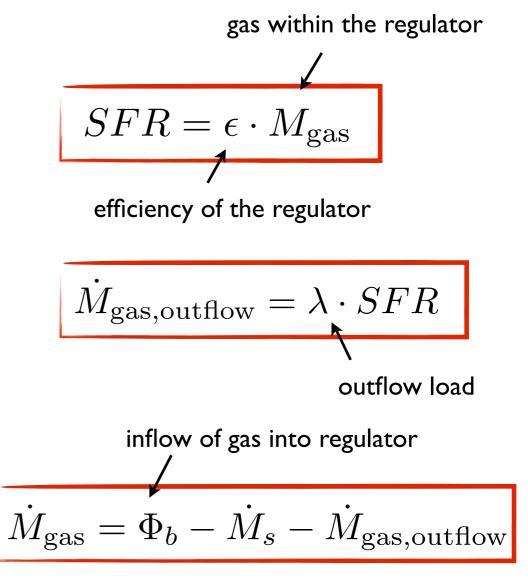


based on Lilly et al. 2013



A galaxy - a regulator system

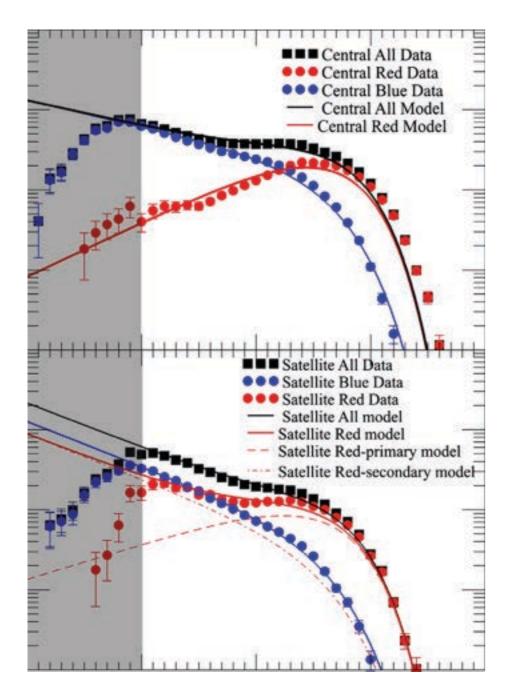




from Lilly et al. 2013



Quenching formalism



from Peng et al. 2010/12

mass quenching:

quenching produces an exponential cutoff scale in the stellar mass function

 $dp_{\text{quench}} = \mu dM_s$ $p_{\text{quench}} = 1 - \exp\left[-\mu \Delta M_s\right]$

environment quenching:

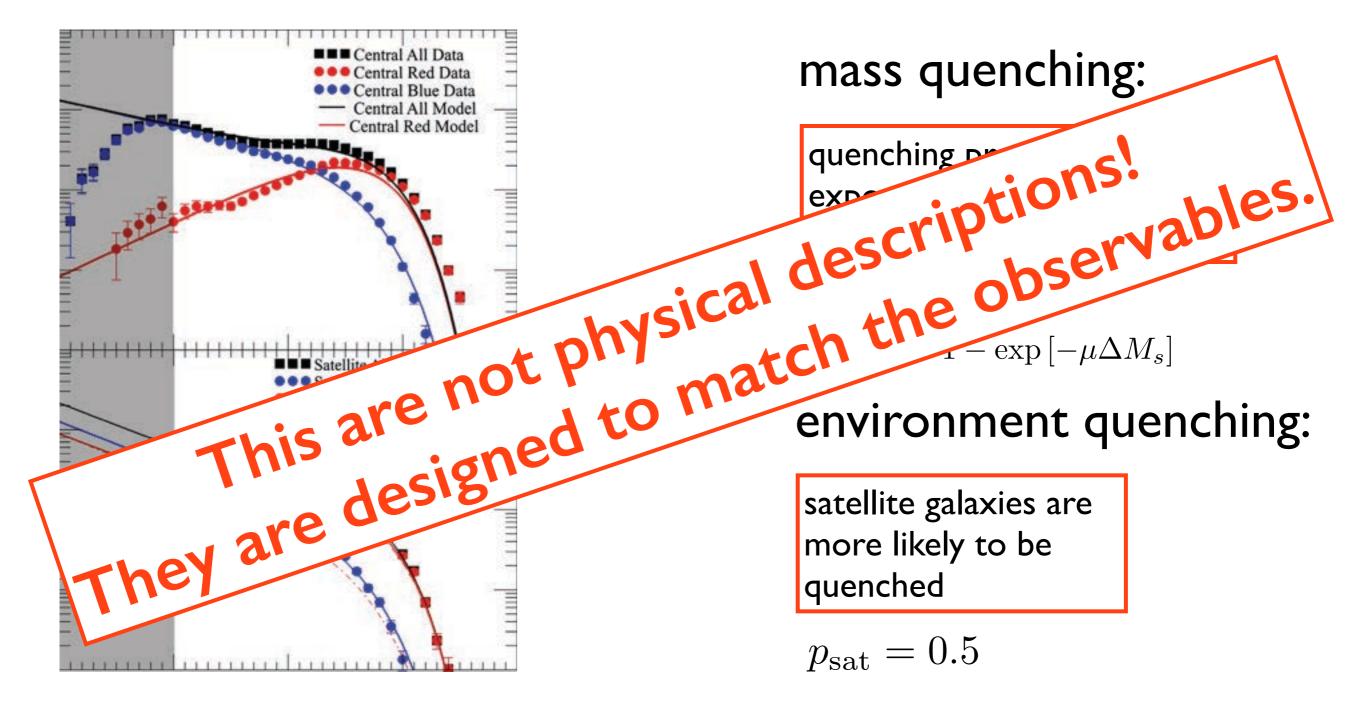
satellite galaxies are more likely to be quenched

 $p_{\rm sat} = 0.5$

e.g. Kovac et al. 2013 and Knobel et al. 2013



Quenching formalism



from Peng et al. 2010/12

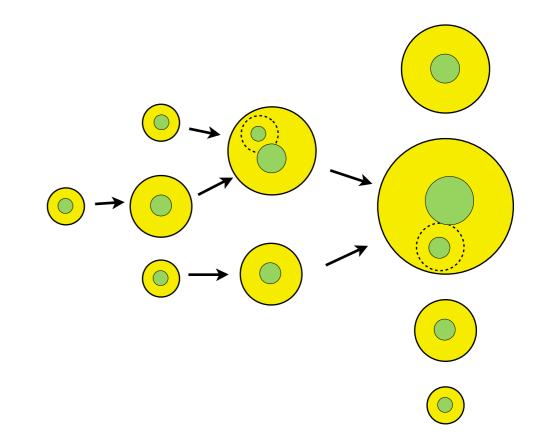
e.g. Kovac et al. 2013 and Knobel et al. 2013



ETH zürich

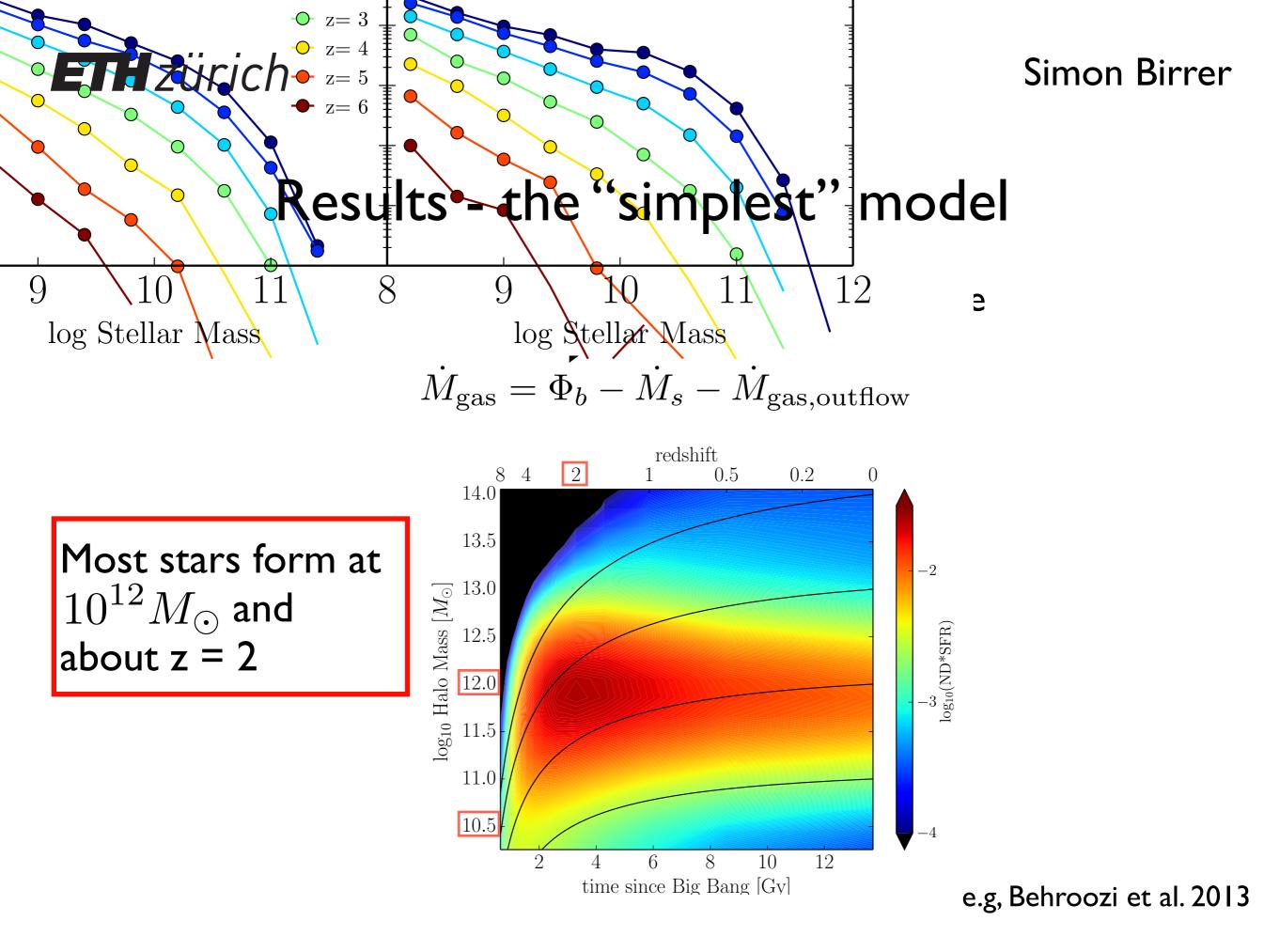
The model - the simple concepts

- simple differential equations embedded in a dark matter merger tree
- local continuity in stellargas- and DM mass
- quenching as a one-way description of stellar mass



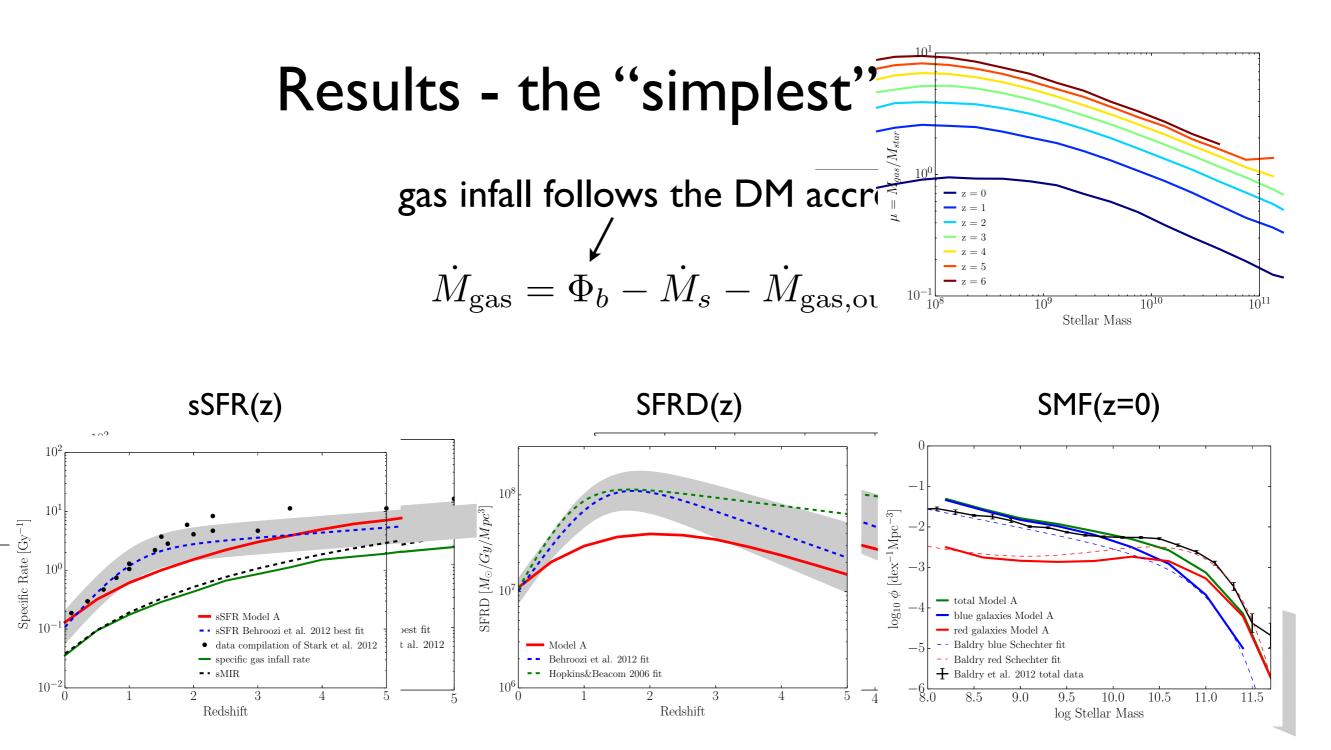


Prediction: Stellar-, gas-, DM mass and SFR for every single galaxy of a representative sample of the universe from z=8 to z=0.



ETH zürich

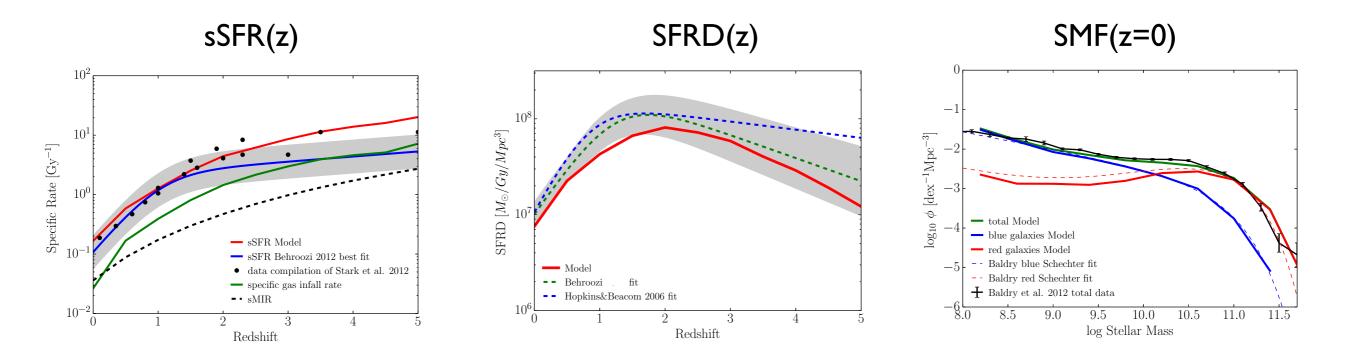
Simon Birrer

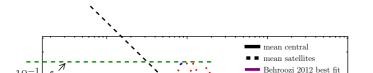




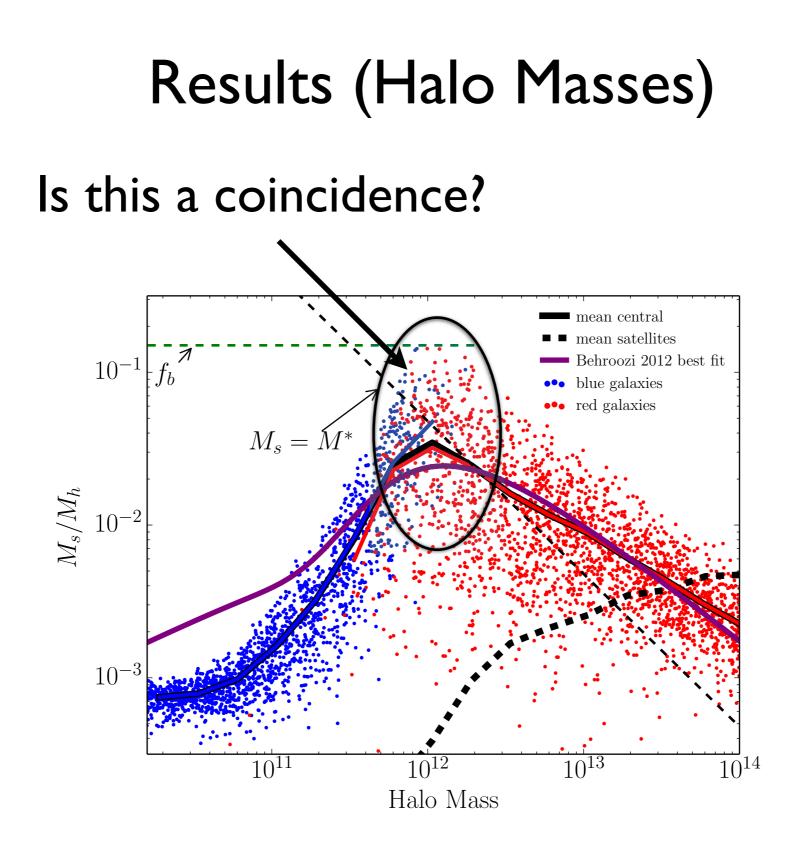
Results - the "tuned" model

only further tuned description $\dot{M}_{gas} = \Phi_b - \dot{M}_s - \dot{M}_{gas,outflow}$











Conclusion

- Simple model (combination of regulation and quenching) gives remarkable consistencies with various observables
- Only gas inflow/re-injection has to be modified
- Quenching occurs just when galaxies approach the maximal conversion efficiency

