

## Bulge ART

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Stellar clumps and  
merger history

Merger tree

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Conclusion

# The origin of bulges in cosmological simulations

Collaborators:

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UCSC Galaxy Formation Workshop - UCSC -  
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# Analysis of ART simulations.

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- Work in collaboration with:  
Daniel Ceverino, Nir Mandelker, Adi Zolotov, Marcello Cacciato, Loren Hoffman, Avishai Dekel, Joel Primack.
- AMR simulation hydro ART, (Kratsov, Klypin), 30 zoom-in simulations of high redshift galaxies, spatial resolution 35-70 pc.
- Main focus, VDI, disc evolution, bulge formation.

# High resolution AMR zoom-in z>1 simulations

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## Daniel Ceverino's 1<sup>st</sup> simulations sample

Galaxy	Target M <sub>v</sub> 10 <sup>12</sup> M <sub>⊙</sub>	R <sub>v</sub> kpc	M <sub>v</sub> 10 <sup>12</sup> M <sub>⊙</sub>	M <sub>star</sub> 10 <sup>11</sup> M <sub>⊙</sub>	M <sub>g</sub> 10 <sup>11</sup> M <sub>⊙</sub>	a <sub>fin</sub>
MW01	1.53	102	0.81	0.72	0.57	0.42
MW02	1.21	105	0.89	2.56	1.12	0.34
MW03	1.93	099	0.73	0.60	0.51	0.42
MW04	4.01	123	1.42	1.41	0.89	0.42
MW06	40.9	106	0.92	1.06	0.49	0.50
MW07	1.70	073	0.30	0.30	0.22	0.50
MW08	1.41	071	0.28	0.28	0.15	0.50
MW09	1.10	059	0.16	0.19	0.08	0.50
MW10	1.53	102	0.82	0.72	0.44	0.50
MW11	1.42	088	0.53	0.51	0.28	0.40
MW12	1.69	130	1.70	2.06	1.01	0.48
VL01	2.00	117	1.23	1.54	0.75	0.37
VL02	2.00	101	0.81	0.89	0.46	0.50
VL03	2.04	117	1.22	1.44	0.76	0.33
VL04	2.06	109	1.01	1.33	0.51	0.50
VL05	2.00	118	1.28	1.29	0.75	0.41
VL06	2.01	099	0.75	0.94	0.32	0.50
VL07	2.61	129	1.66	2.15	0.82	0.35
VL08	2.66	112	1.09	1.35	0.46	0.50
VL09	2.59	086	0.49	0.61	0.24	0.34
VL10	2.59	102	0.81	0.95	0.44	0.50
VL11	2.64	130	1.73	2.02	0.81	0.50
VL12	2.61	105	0.90	0.96	0.51	0.50
SFG1	3.30	129	1.66	2.10	0.87	0.46
SFG4	3.29	112	1.09	1.16	0.66	0.42
SFG5	3.33	123	1.38	1.52	0.78	0.50
SFG8	6.59	121	1.38	1.70	0.72	0.35
SFG9	5.17	135	1.89	2.44	1.22	0.49

Table : Target mass is at z=1, virial measurement are at z =2.

# Gas mosaics

## Bulge ART

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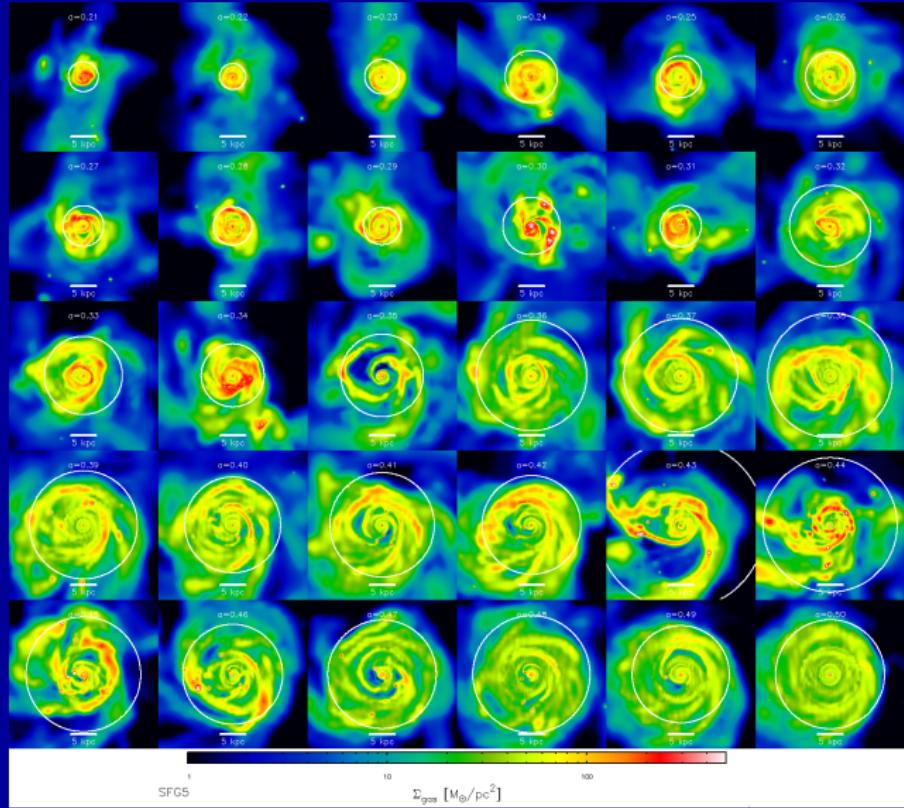
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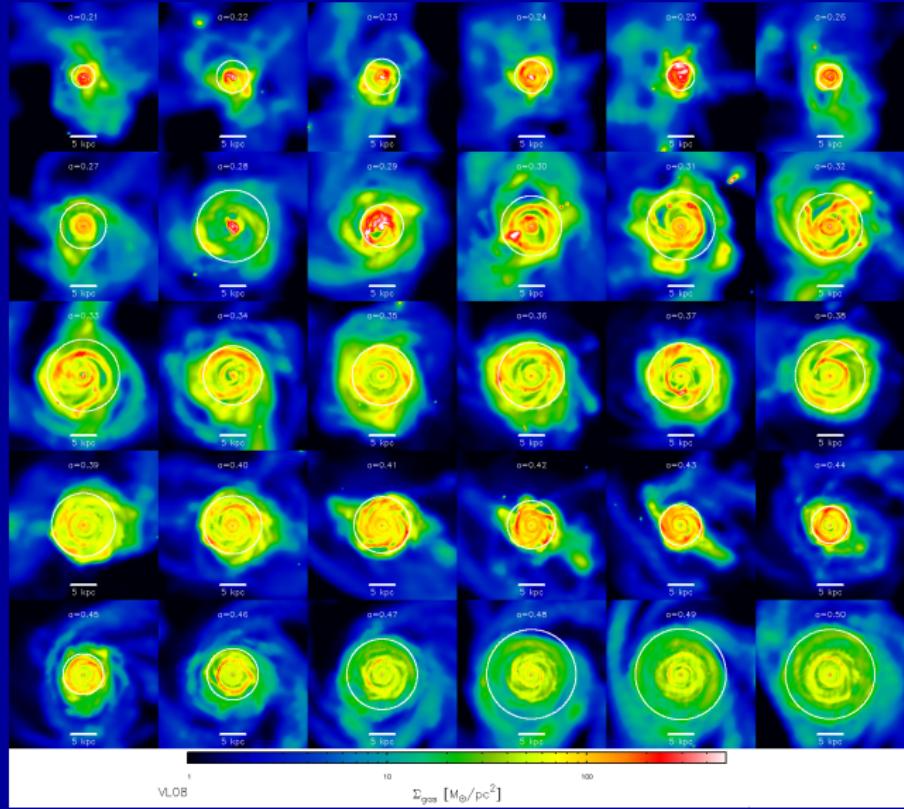
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# Pipeline

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- ➊ Group finding on stellar component with AdaptaHOP:  
Galaxies, clumps.
- ➋ Stellar Merger trees: stars used as tracer particles .
- ➌ Analysis: Galaxy evolution, In-situ clump, Ex-situ  
clump (mergers/interactions)

# Visualisation

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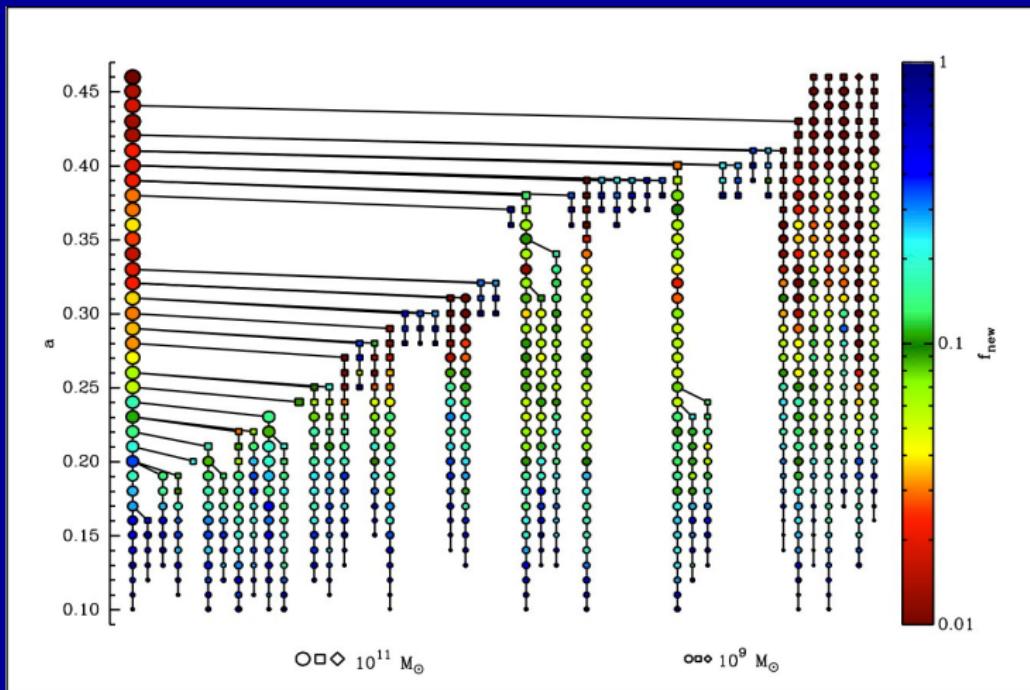
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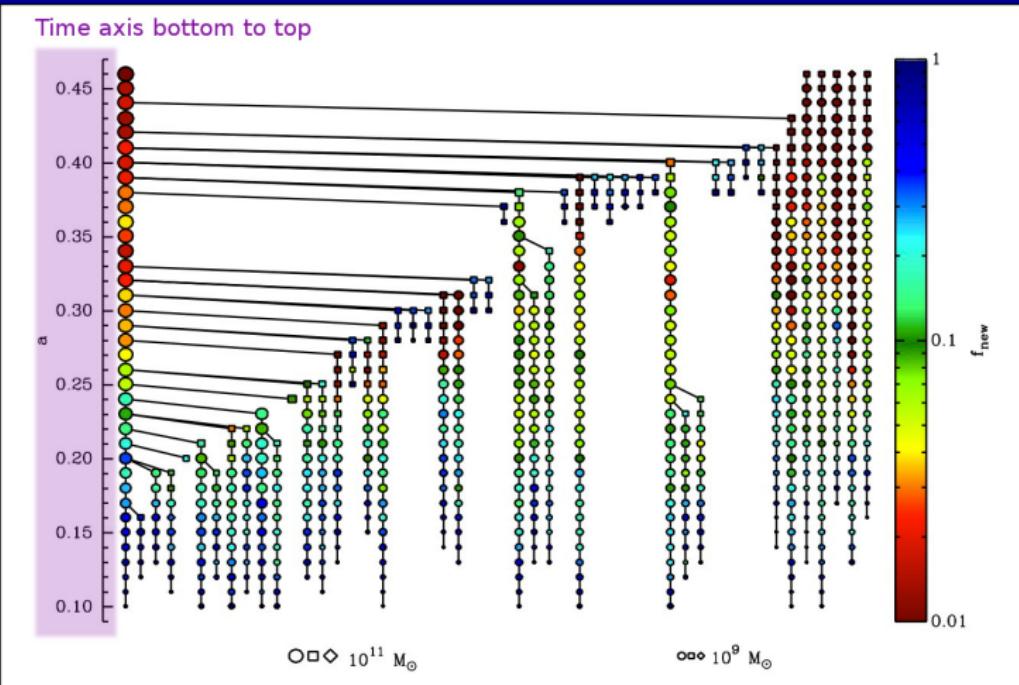
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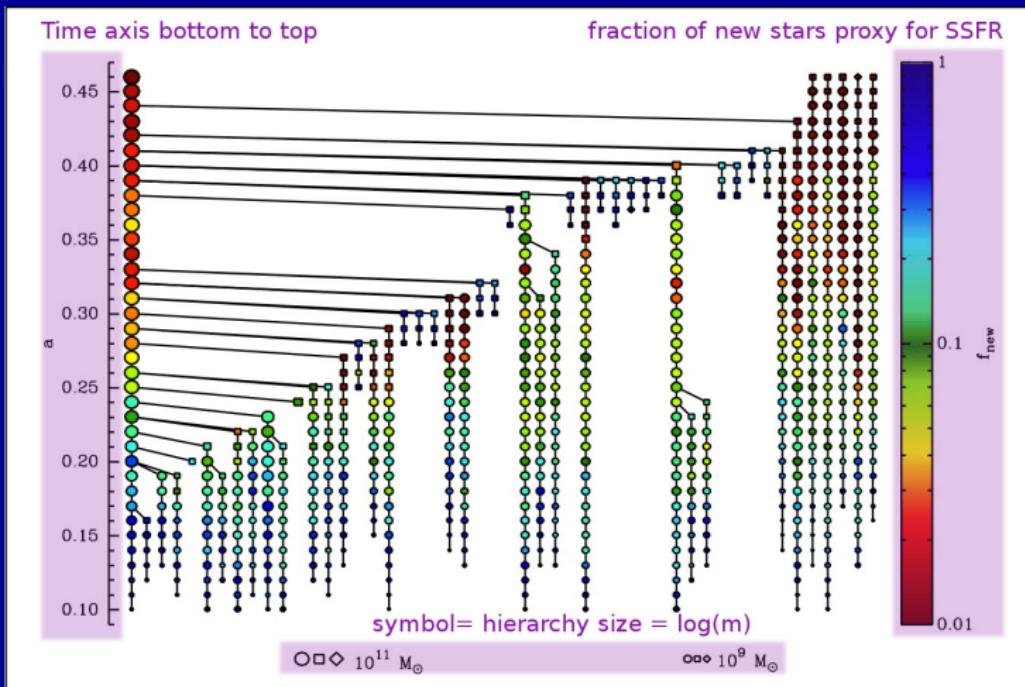
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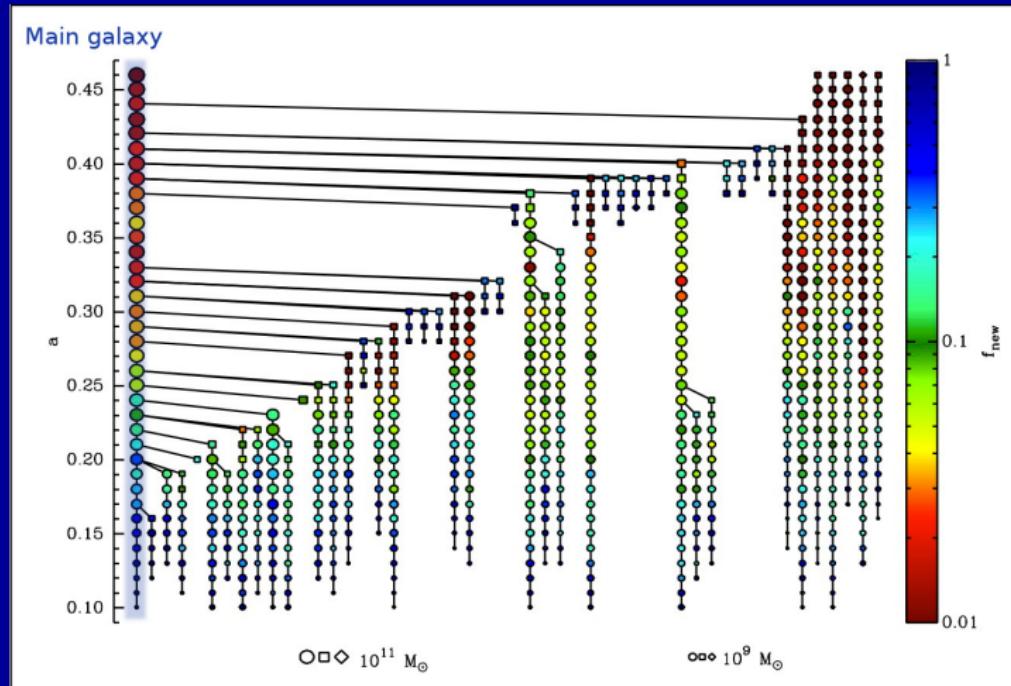
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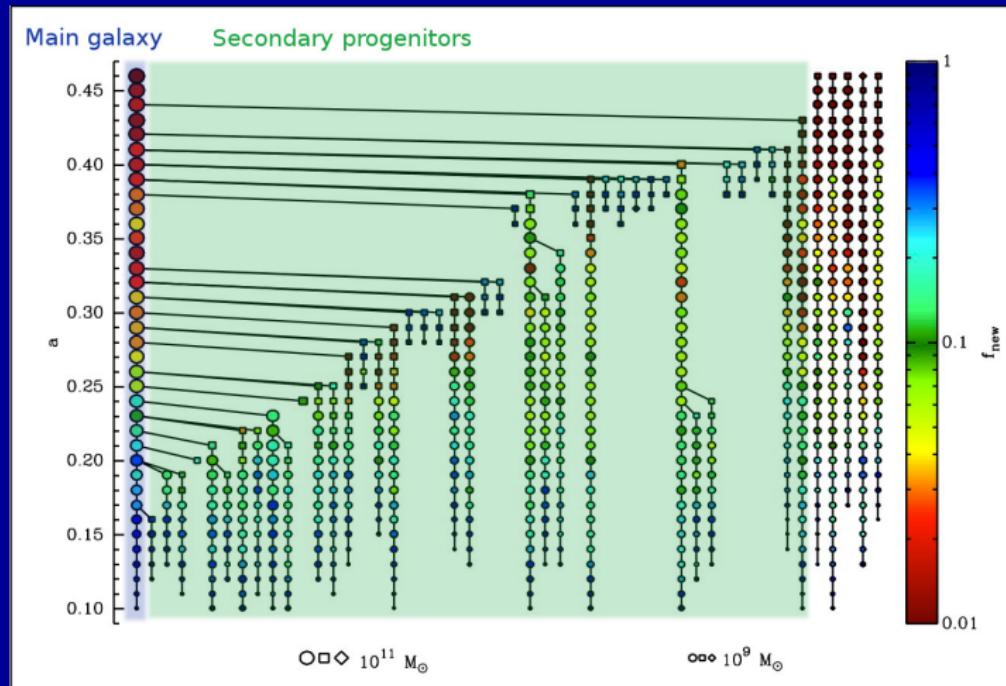
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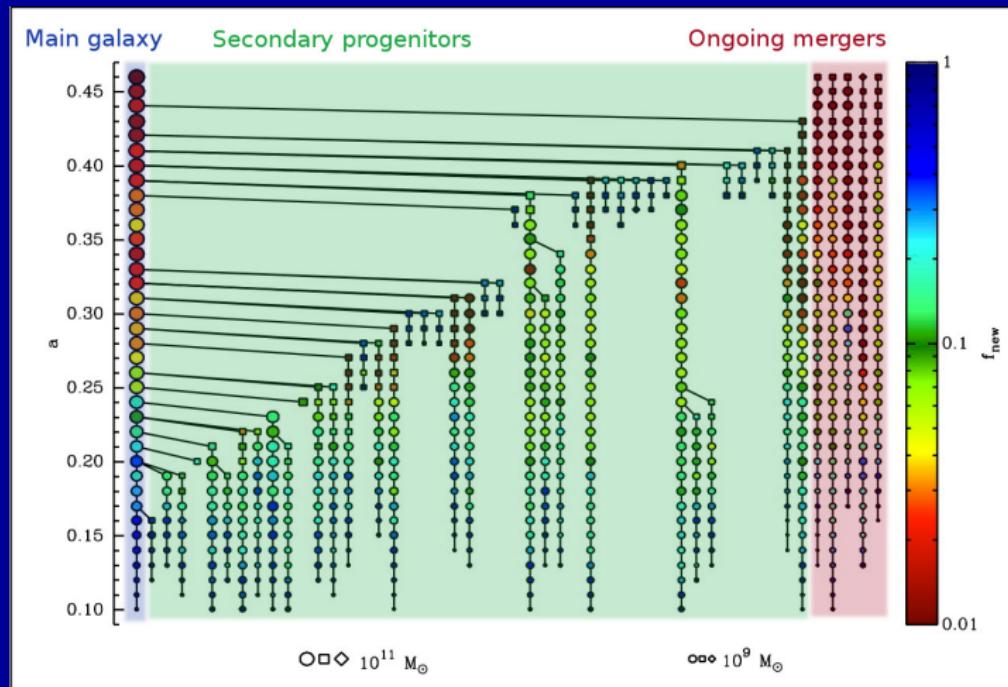
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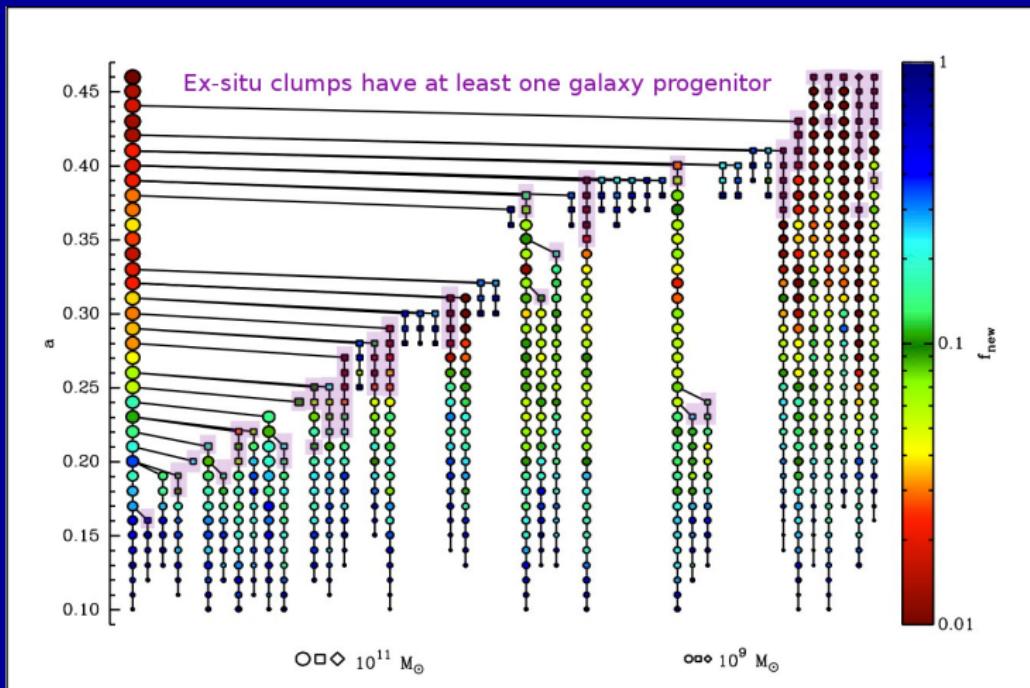
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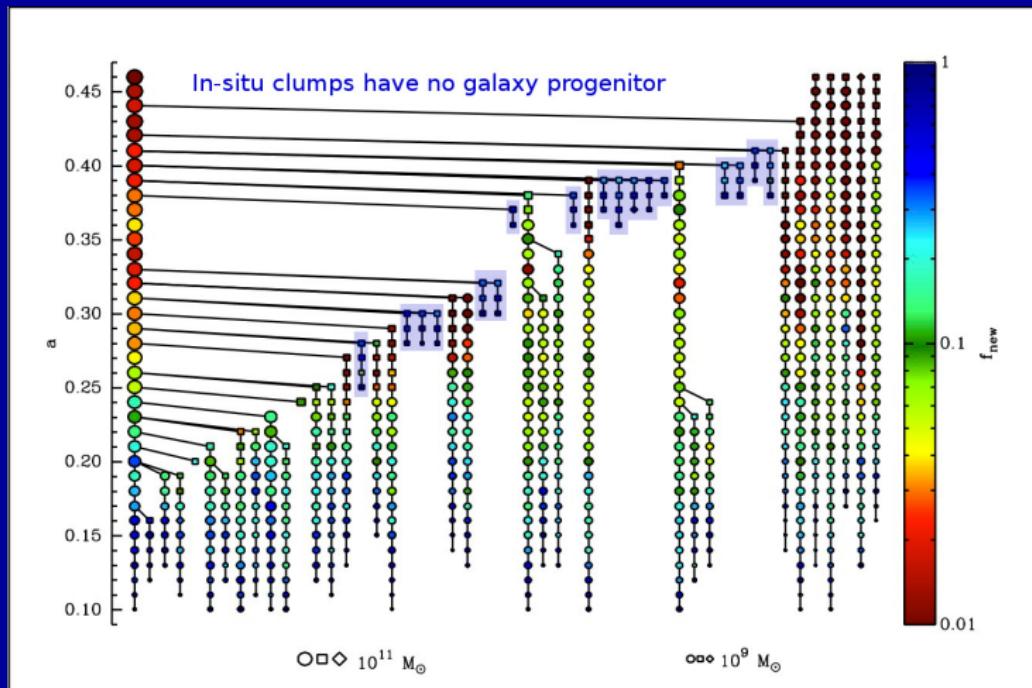
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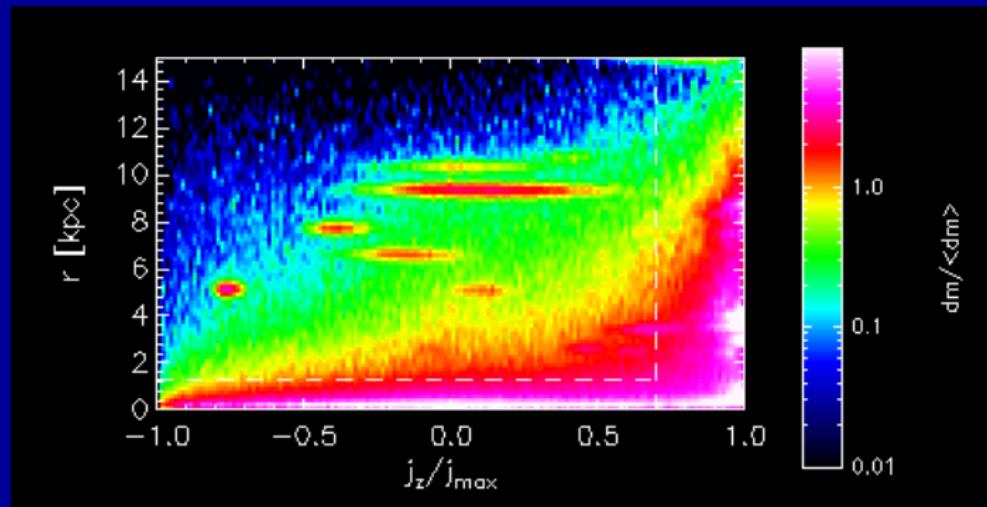
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Visualization in the rotation frame of the galaxy<sup>1</sup>



Smooth component + In-situ clumps + Ex-situ clumps

<sup>1</sup> $j_z = \mathbf{L}_{\text{star}} \cdot \mathbf{L}_{\text{gal}}$  and  $j_{\max} = |r_{\text{star}}| * |\mathbf{v}_{\text{star}}|$

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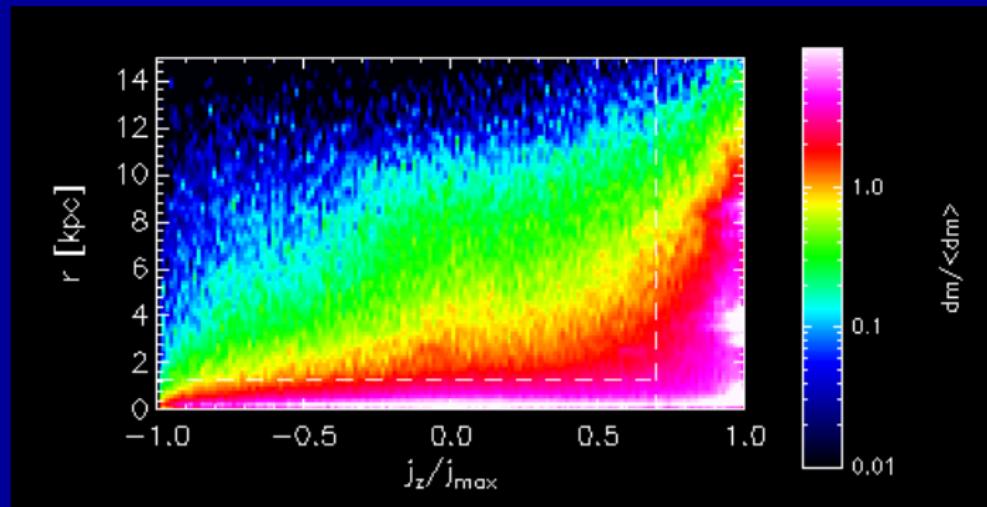
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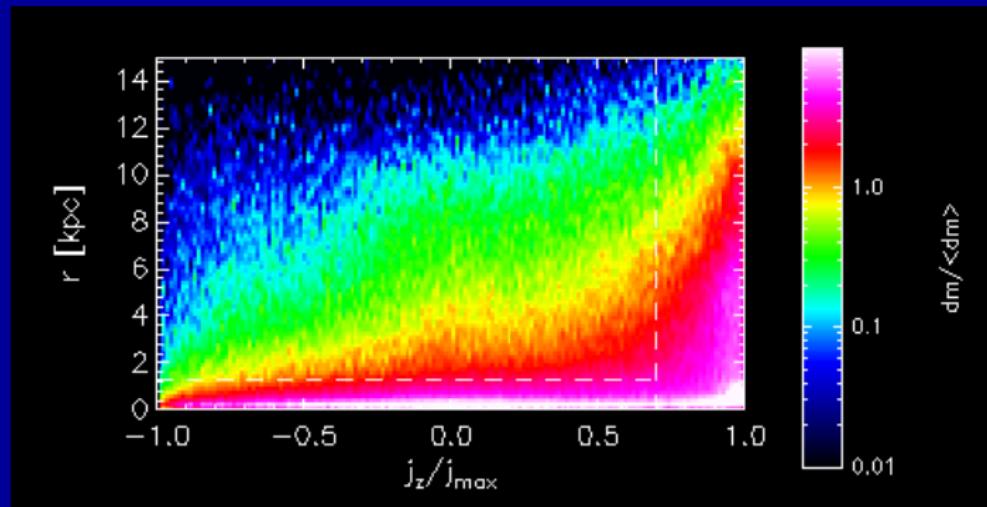
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Smooth component

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# Question

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- ➊ How is the stellar bulge built up? (Zolotov & Tweed 2012 in prep)
- ➋ Can we understand the build up of the Galaxy with this merger trees?
  - We can quantify the evolution of global properties of the whole galaxy.
  - We can define the galaxy as 3 kinematic components.
- ➌ Is it enough to understand the build up of one component?
  - No.
  - Let's track the stars which build up each component.

# 3 criteria classification

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- ① Structural decomposition: AdaptaHOP, smooth, In-situ clumps, Ex-situ clumps
- ② Kinematic decomposition: stellar halo, stellar bulge, stellar disc.
- ③ Stellar origin: where the star was born in the merger tree and kinematic component.

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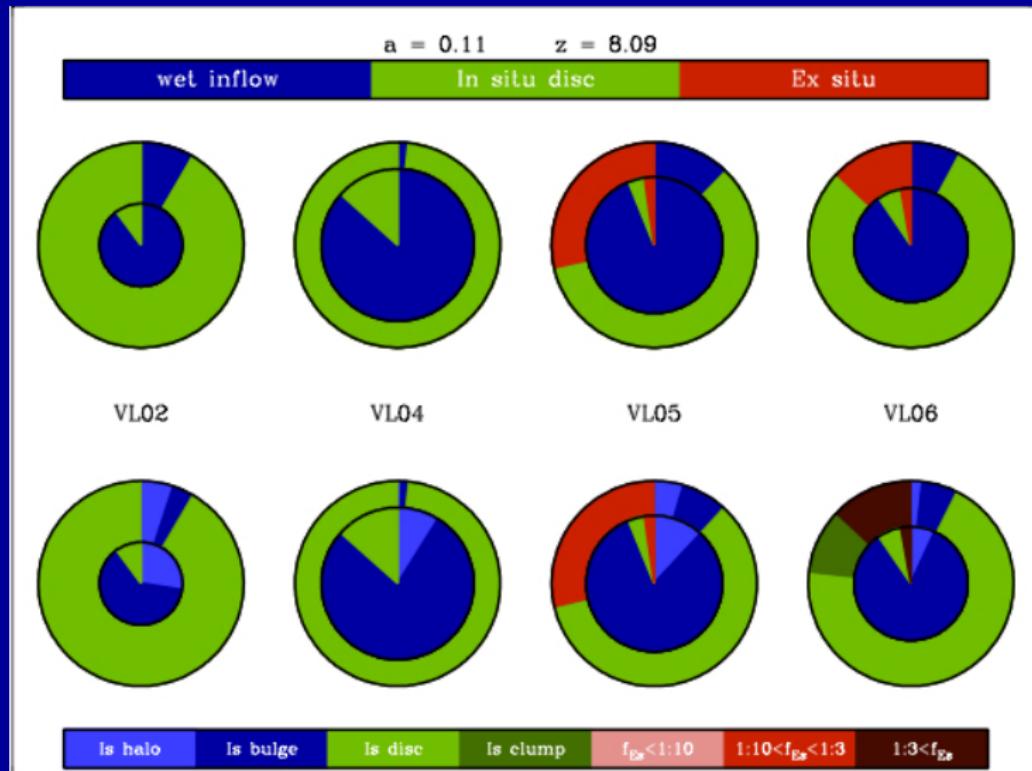
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Zolotov, Tweed et al. (in prep)

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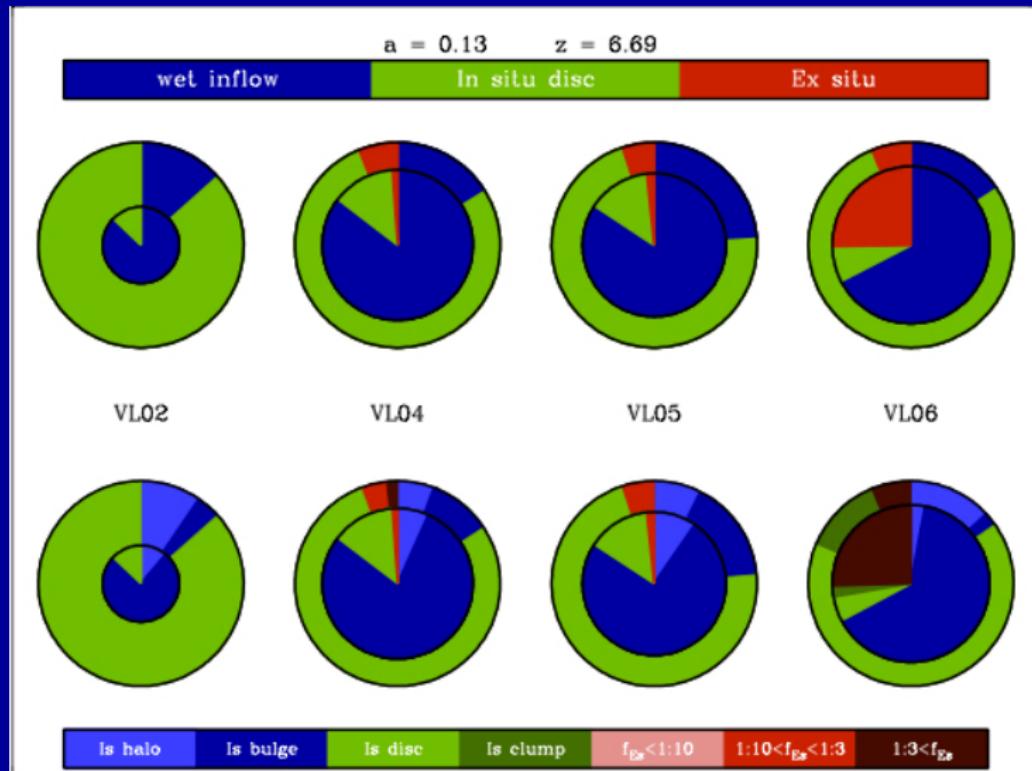
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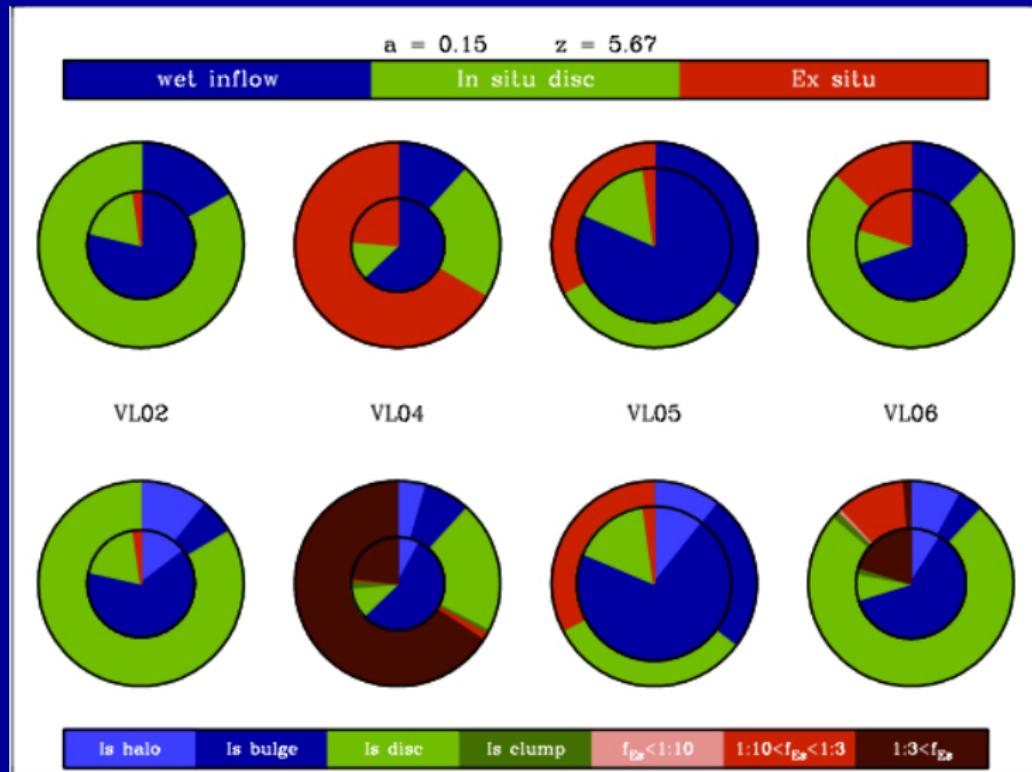
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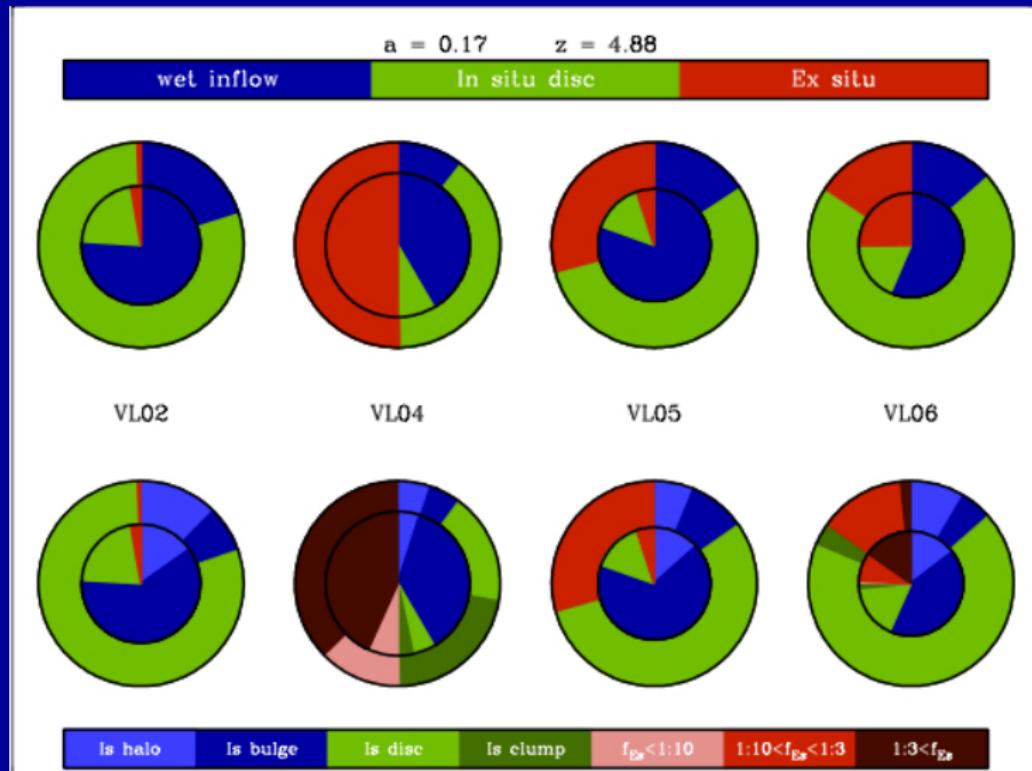
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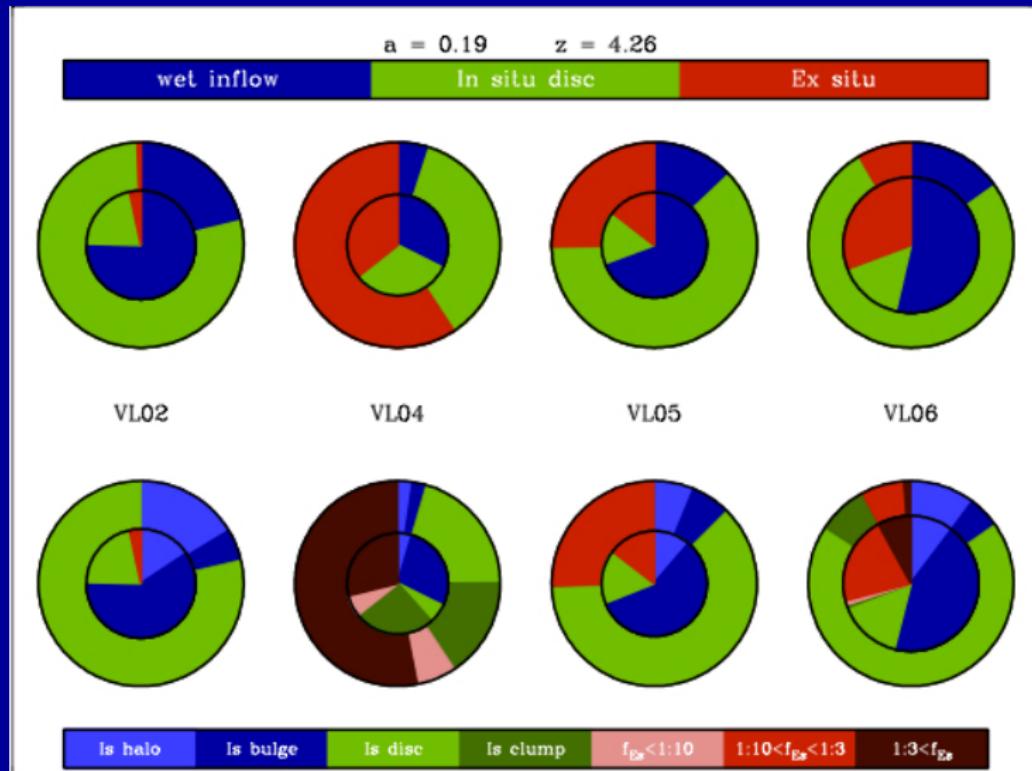
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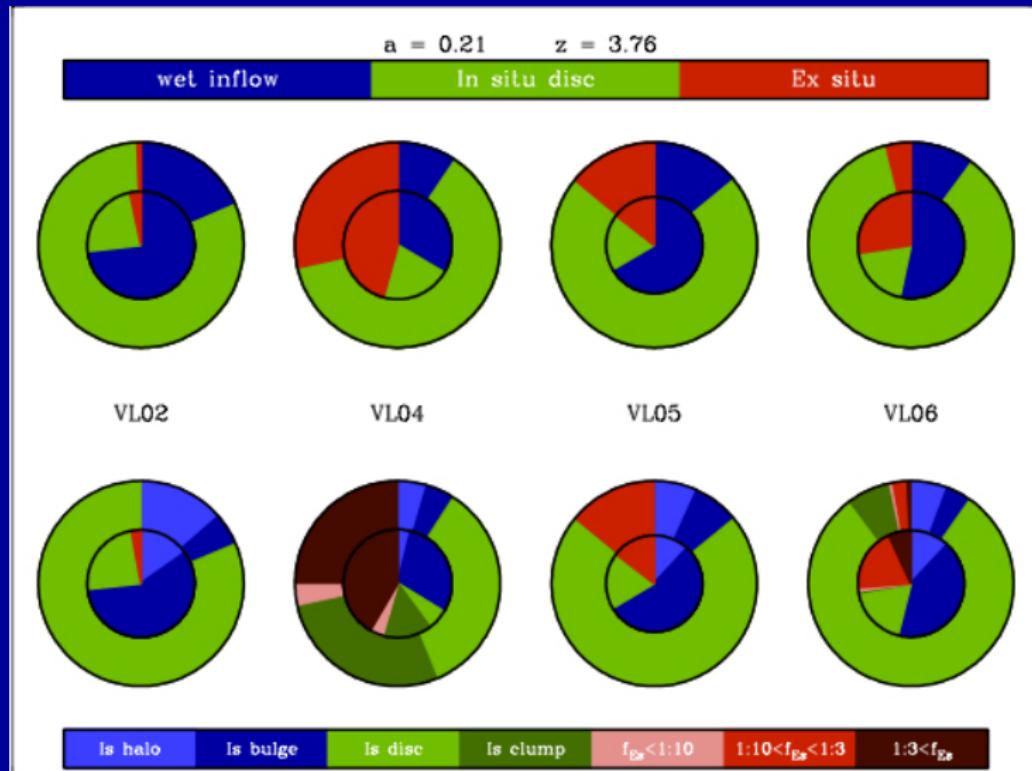
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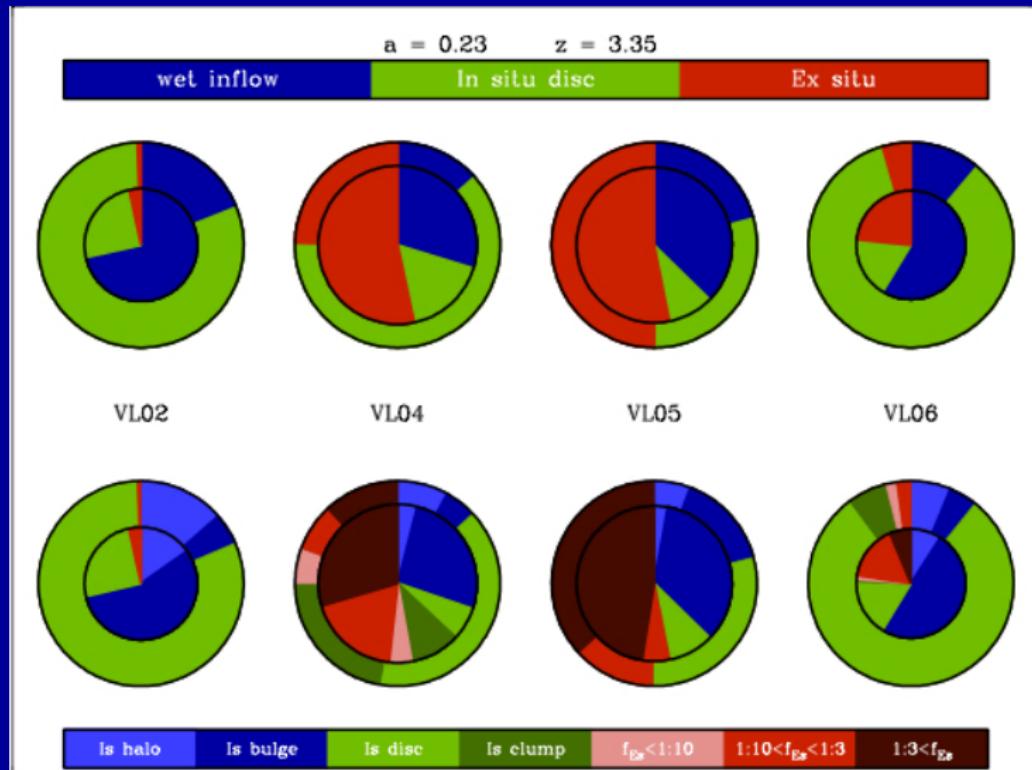
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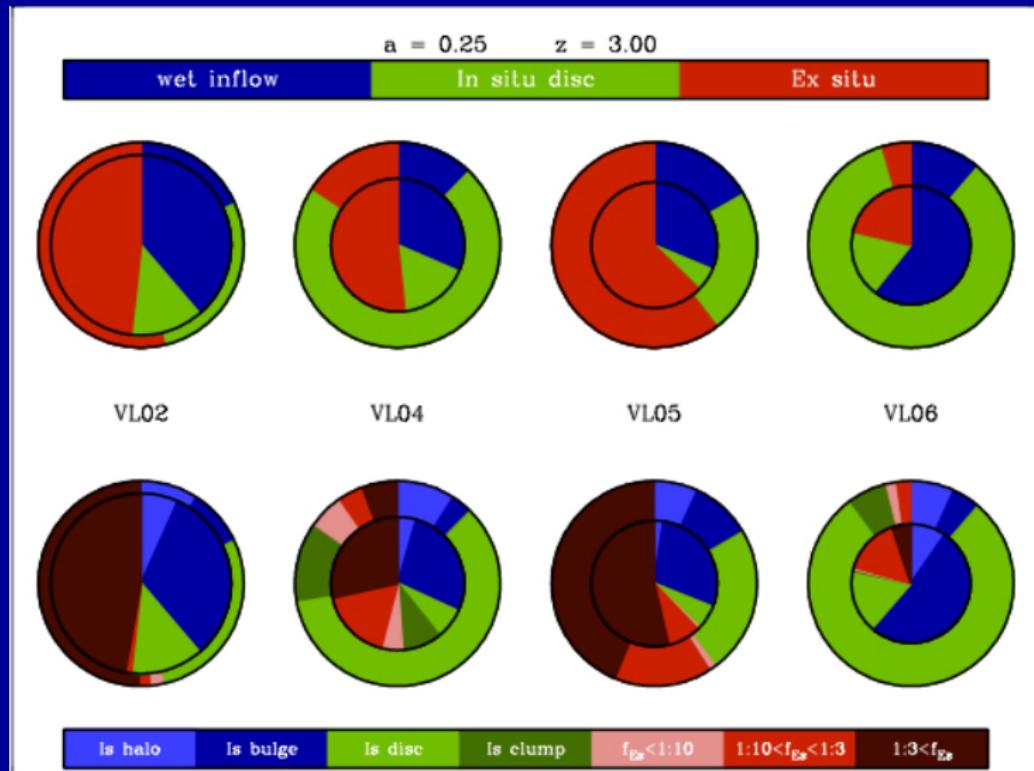
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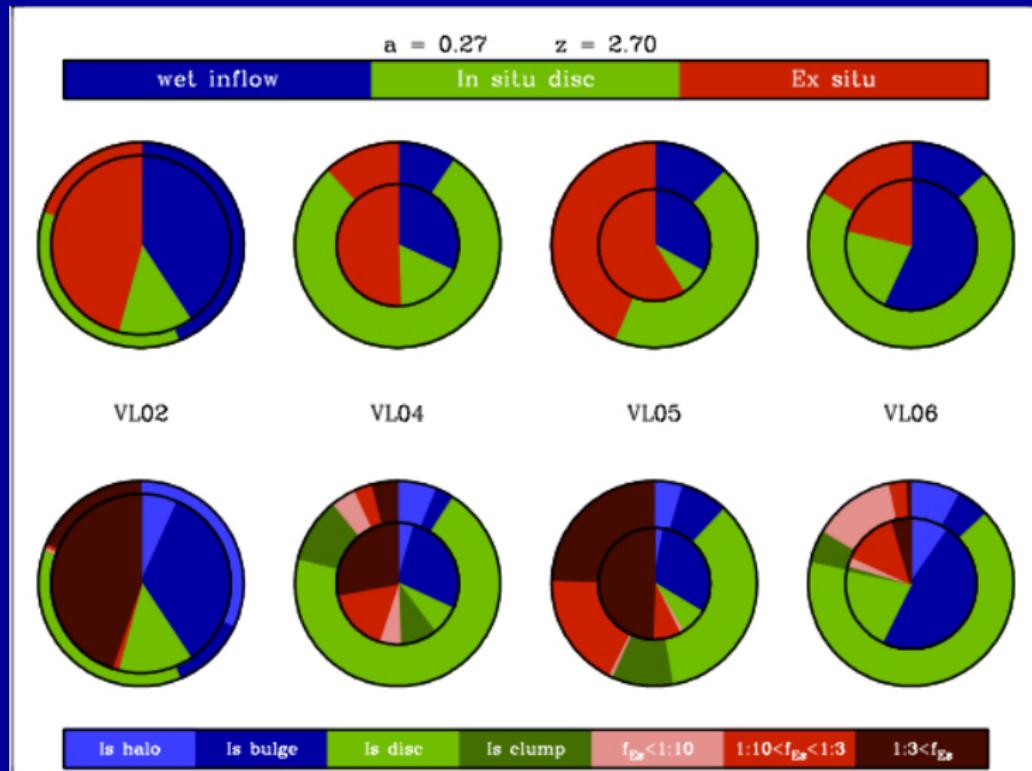
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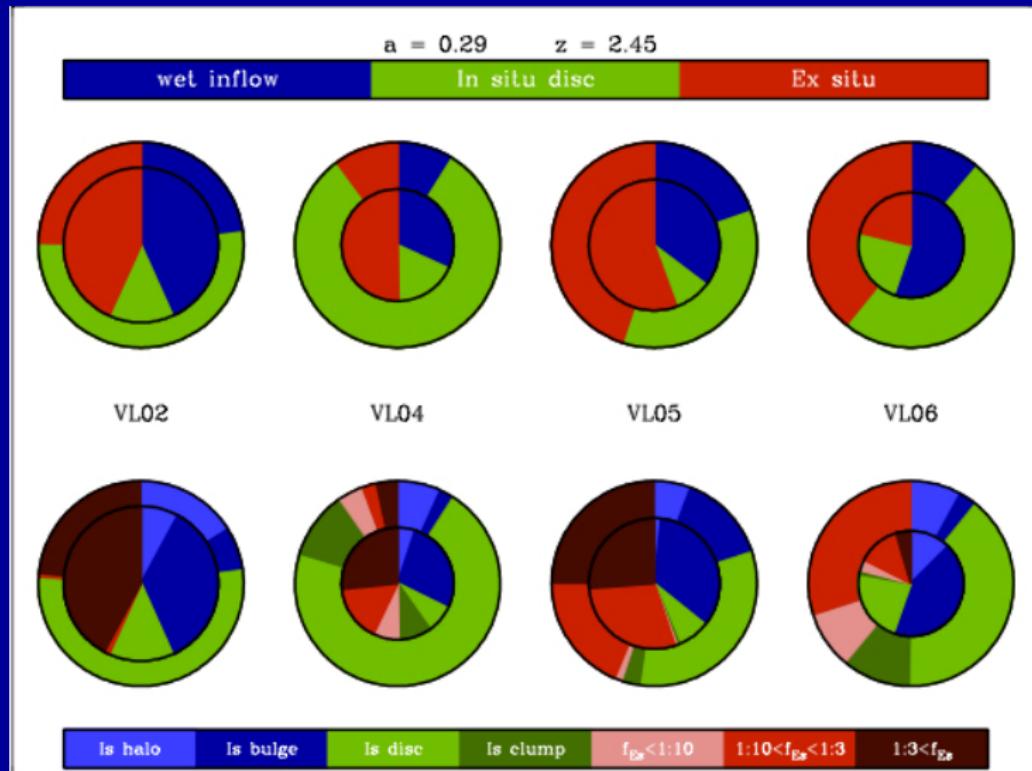
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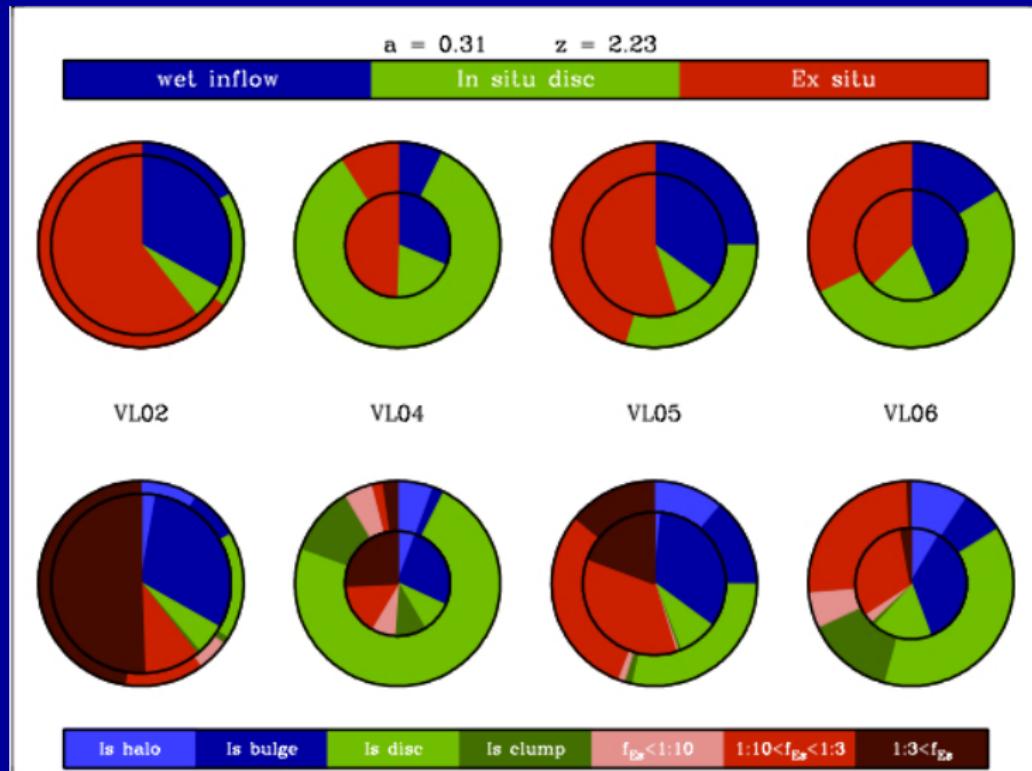
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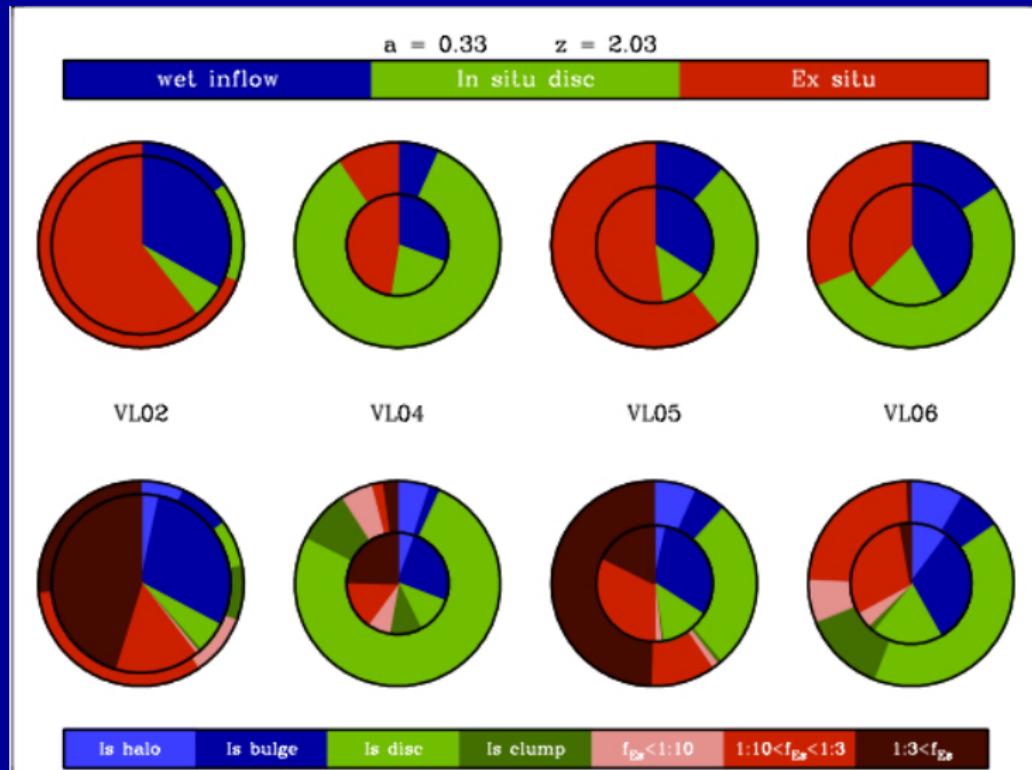
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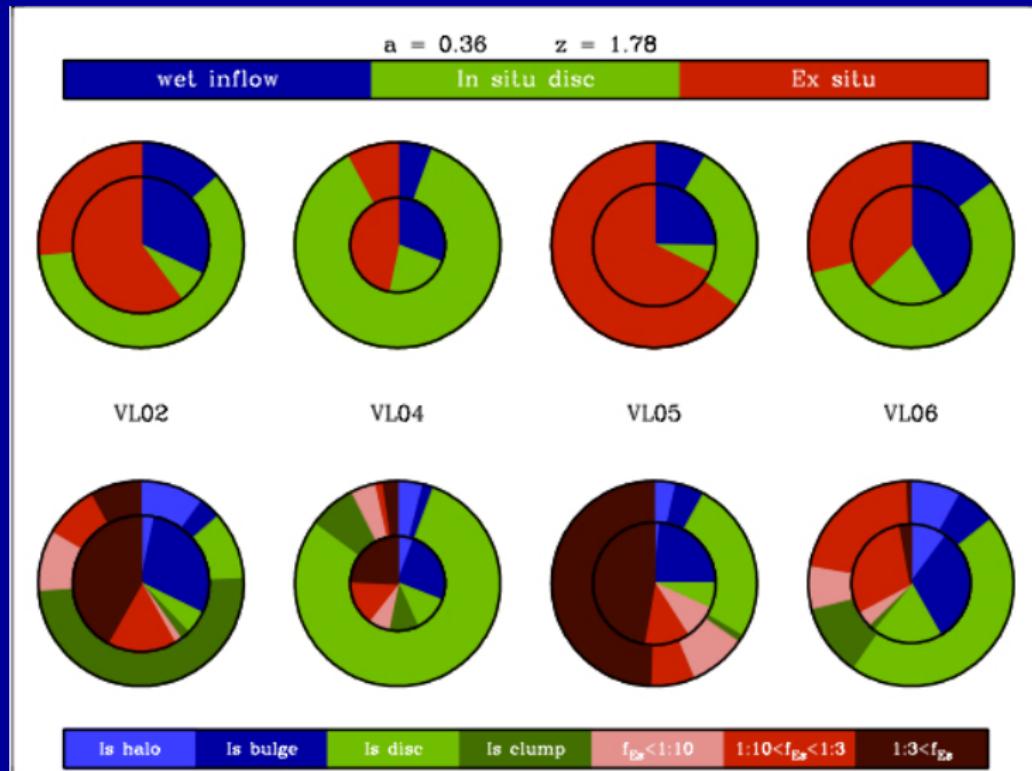
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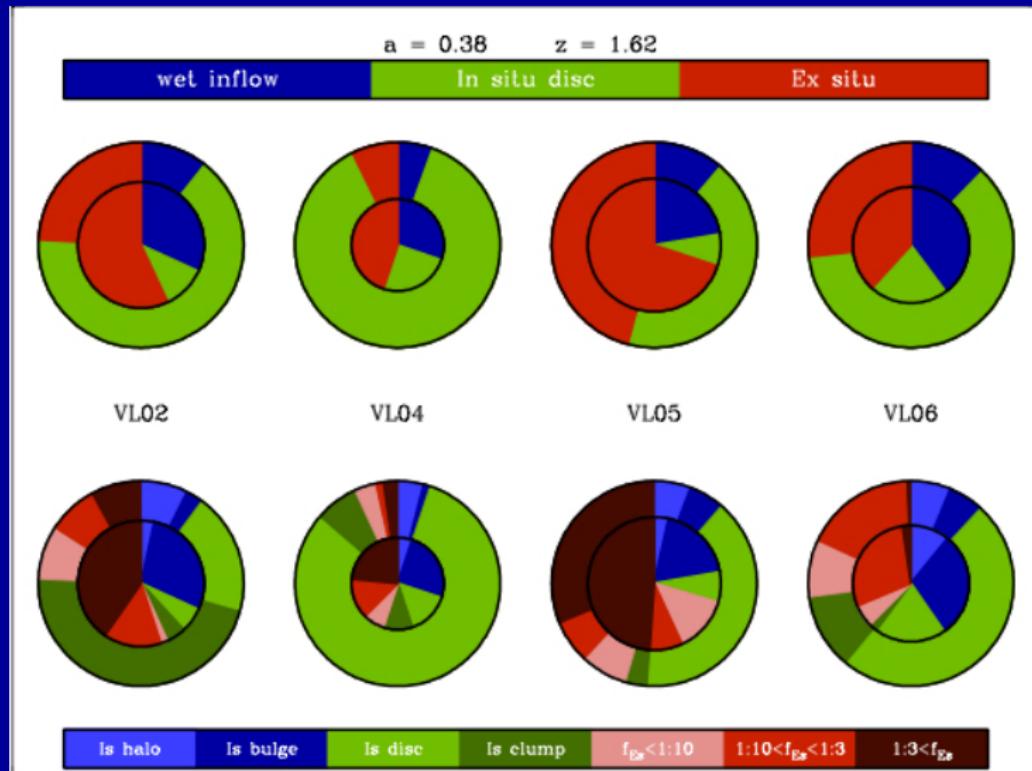
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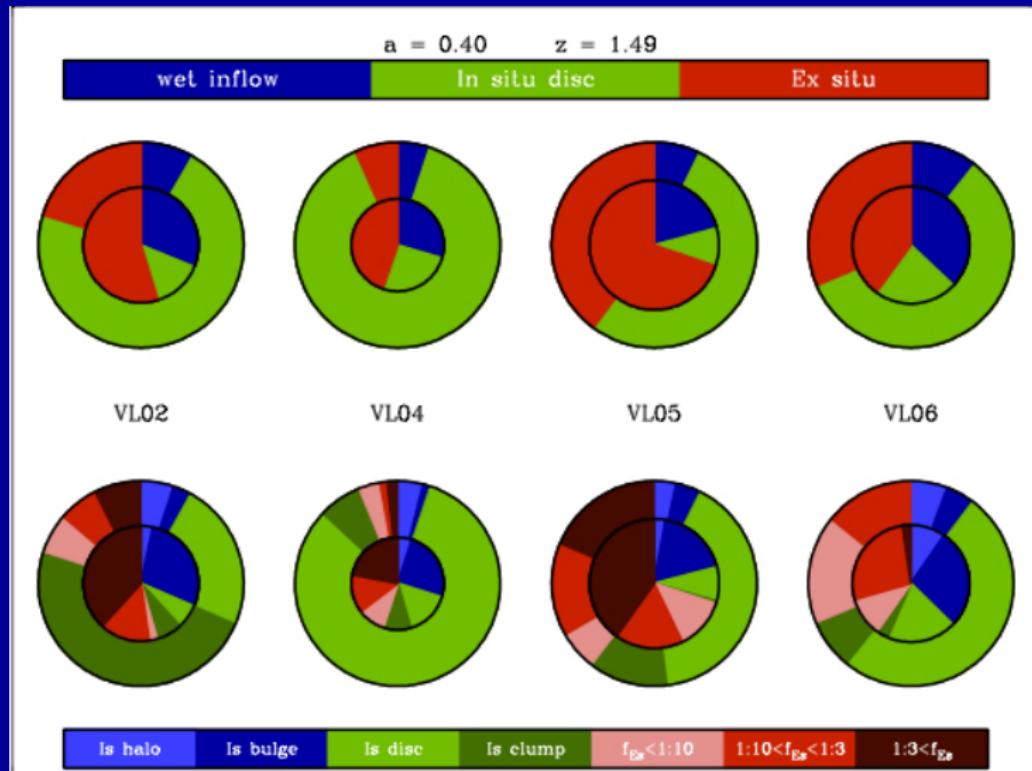
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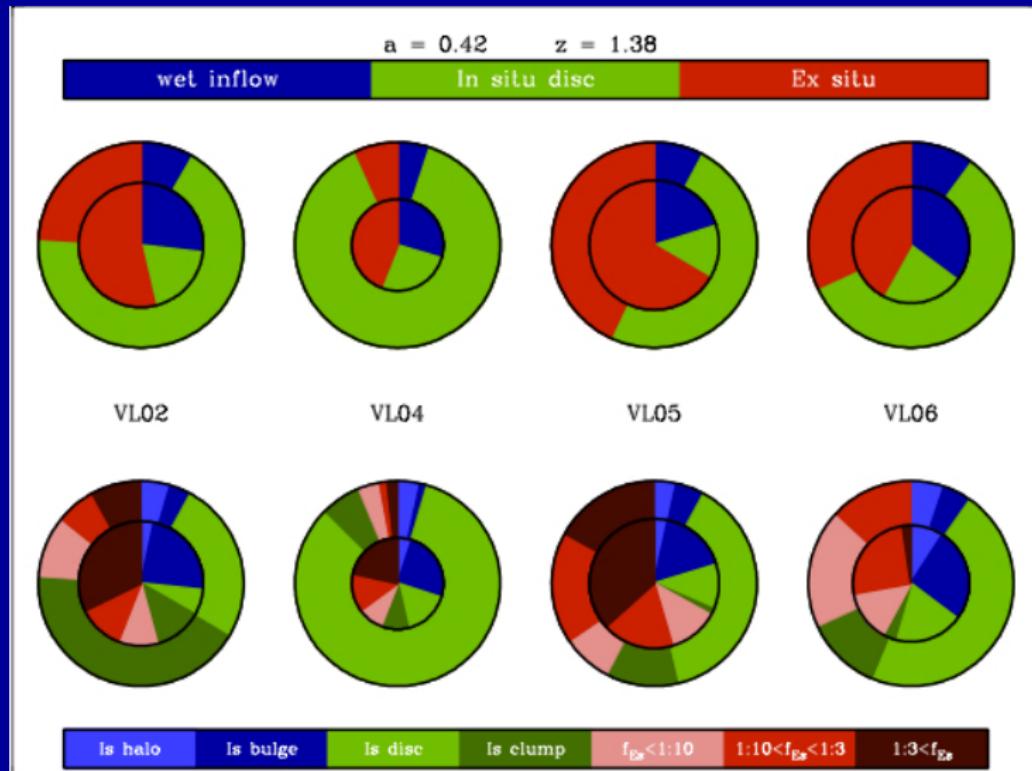
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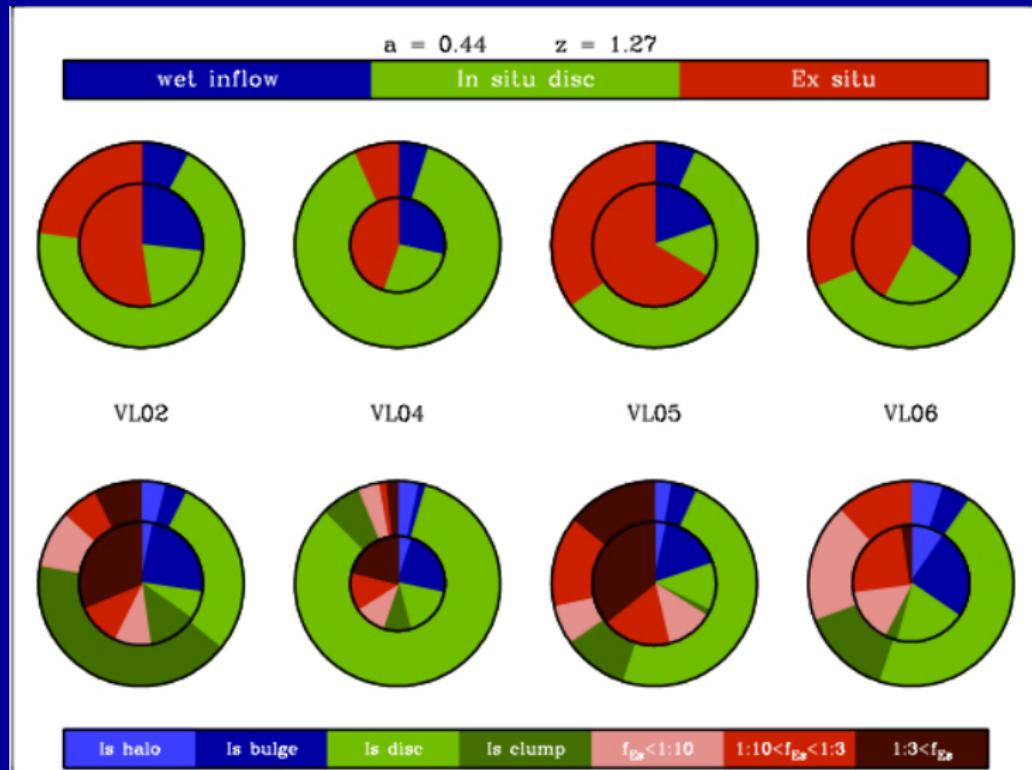
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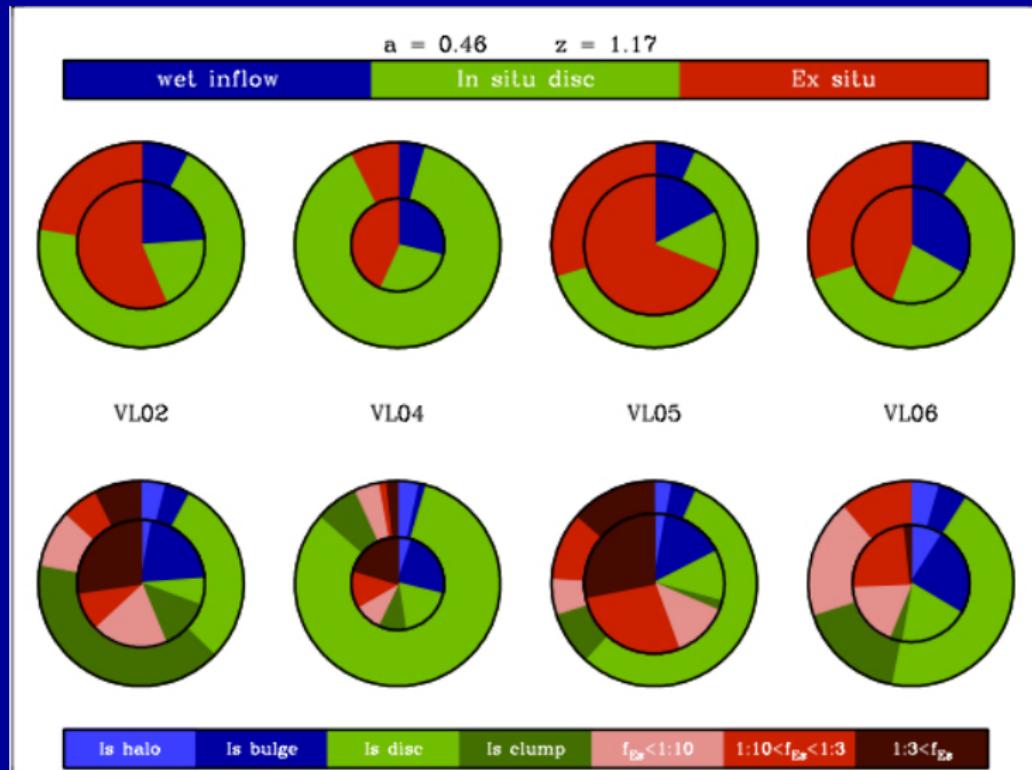
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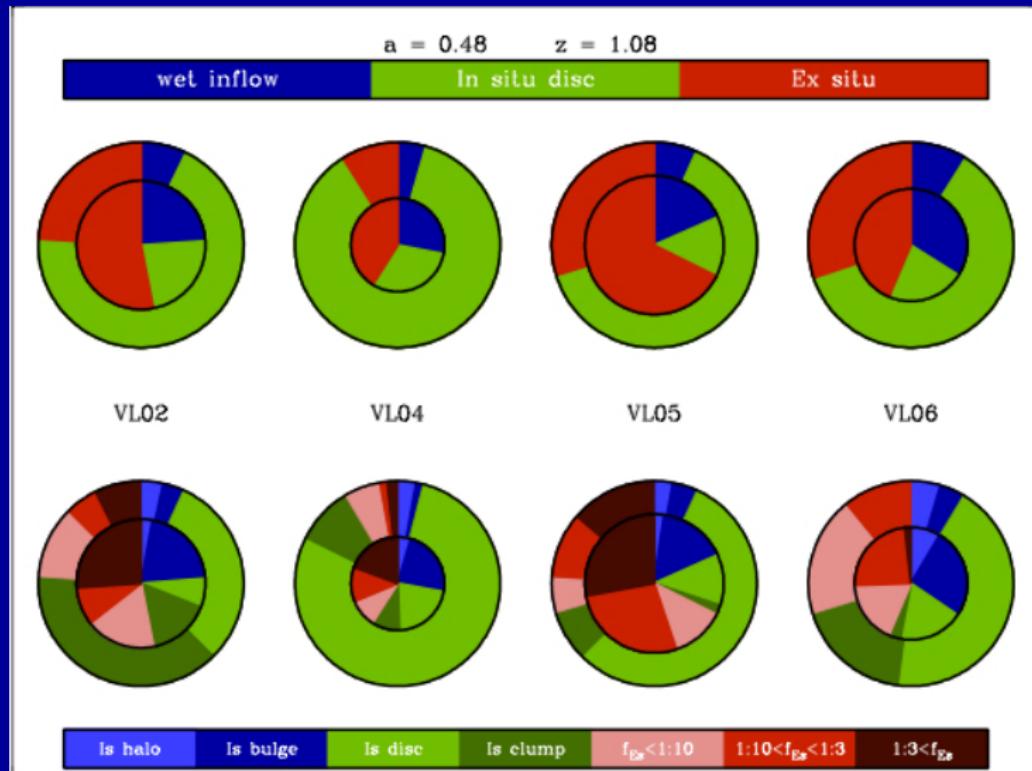
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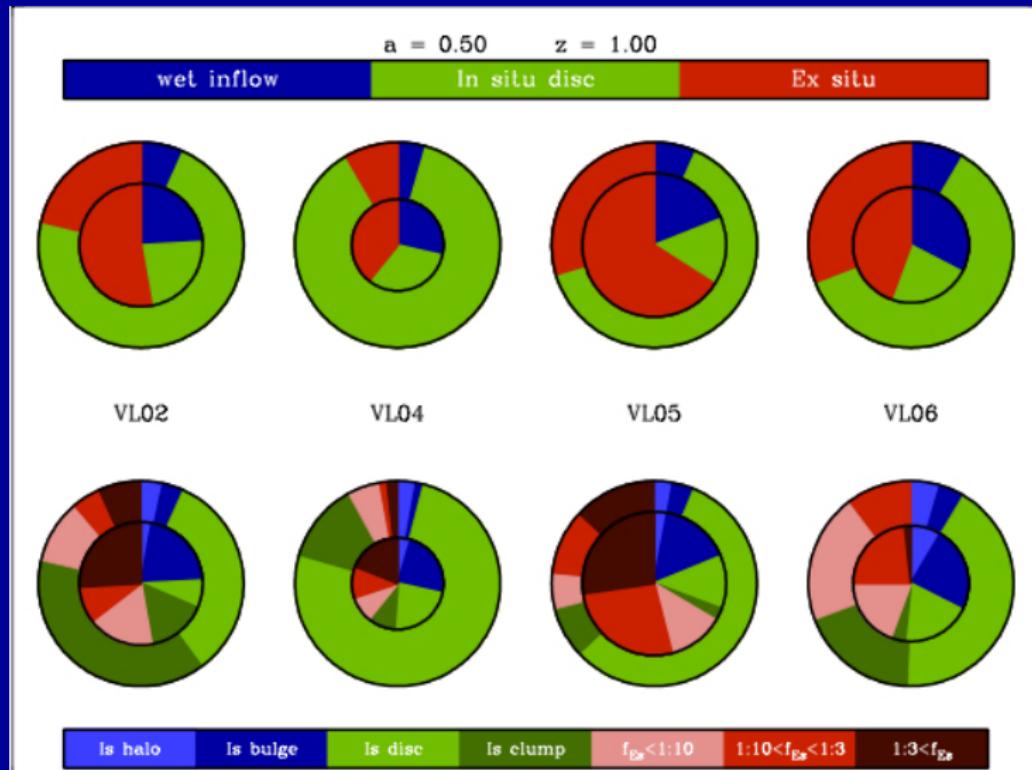
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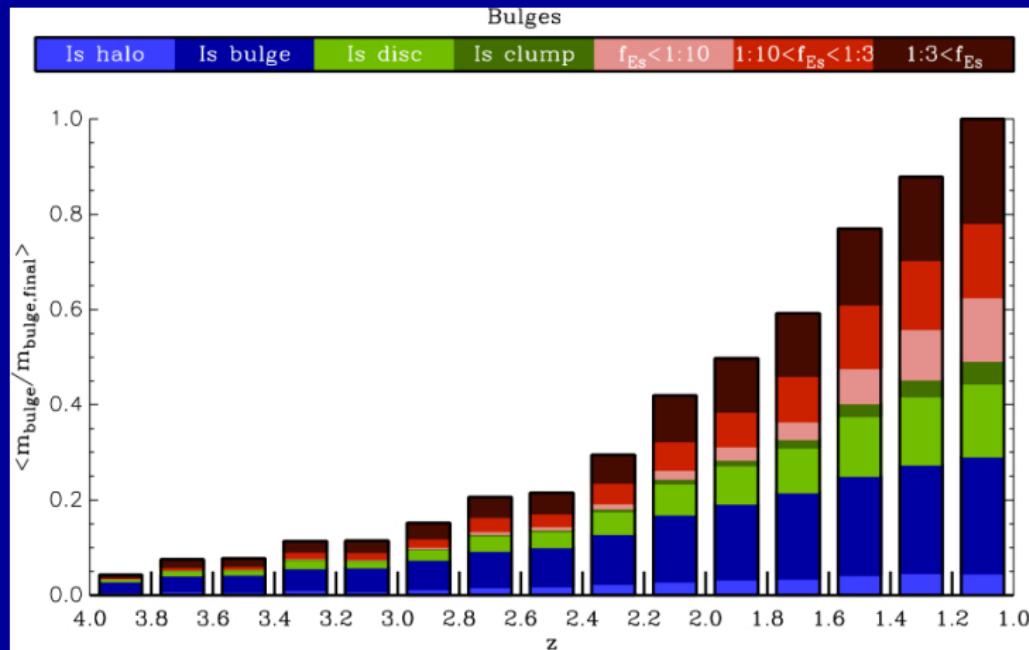
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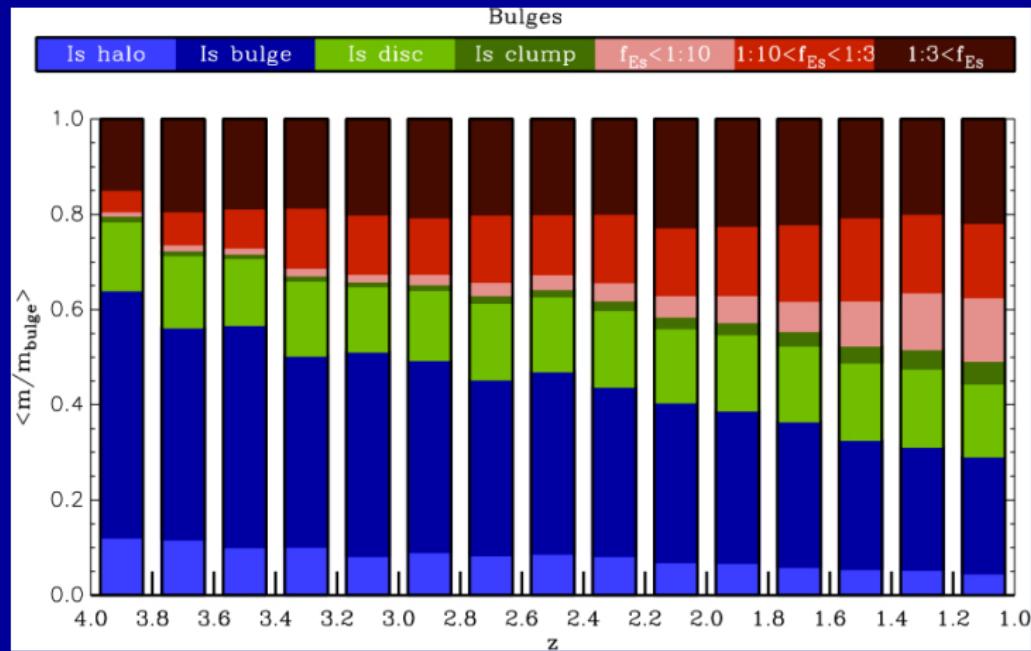
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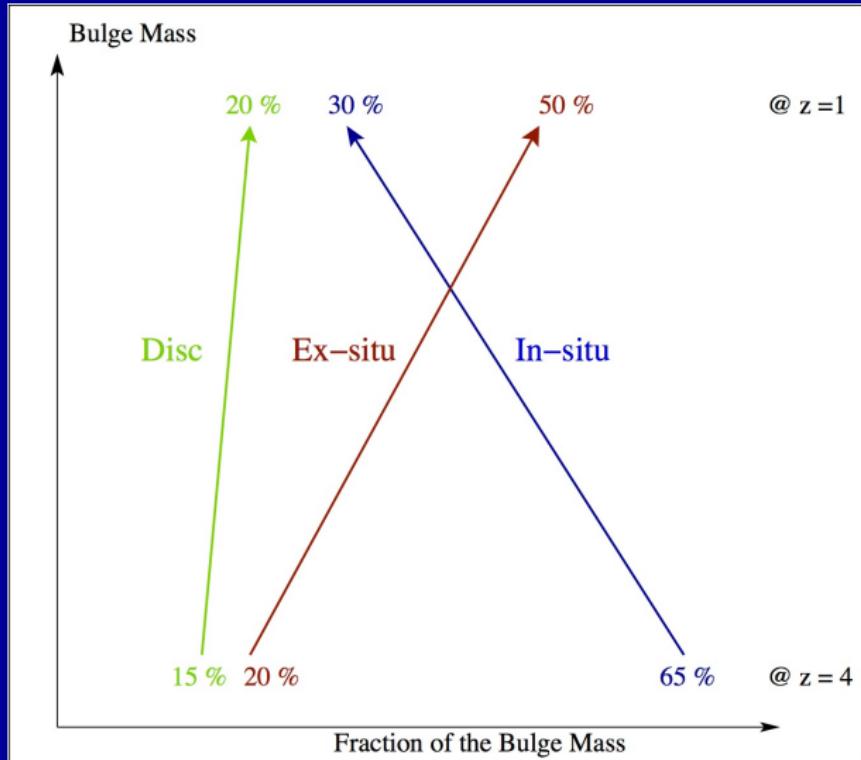
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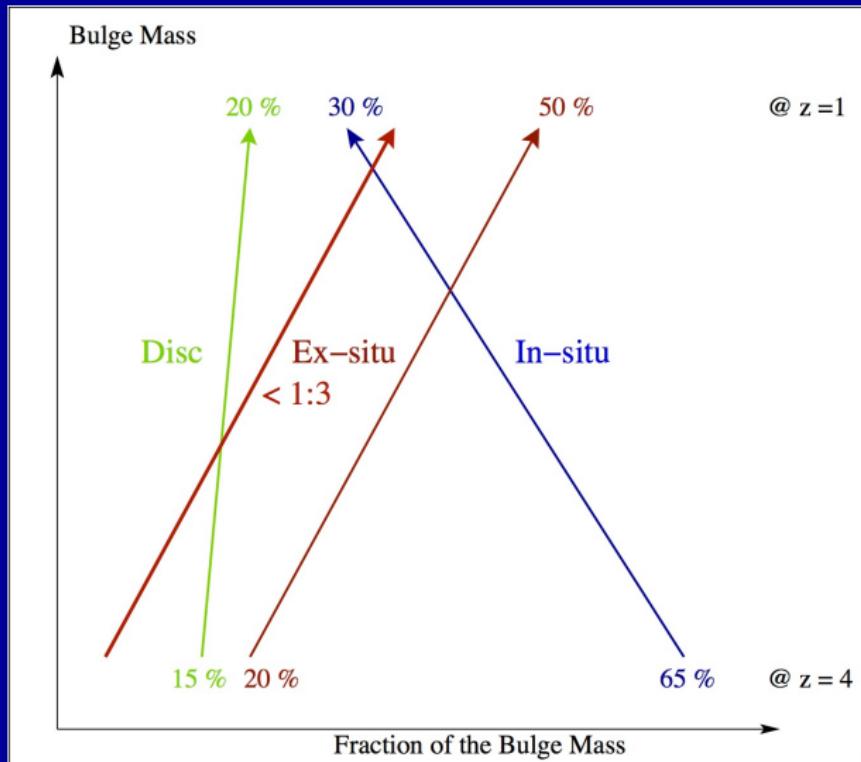
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