

# Bulge formation from $z=4$ to 1

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# Analysis of ART simulations.

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary

- ❶ AMR simulation hydro ART (Kratsov, Klypin), zoom-in simulations of high redshift galaxies.
  - $\sim 33$  (27 reach  $z=2$ ) spatial with resolution 35-70 pc  $\simeq 50$  pc.
  - $\sim 30$  (14 analyzed, 16 on the way) pairs with resolution 17-35 pc,  $\simeq 25$  pc
- ❷ Main focus:
  - VDI (N. Mandelker)
  - disc/bulge evolution (D. Tweed)
  - blue/red nuggets (A. Zolotov)
  - Inflow/outflow (H. House, M. Danovich)

# DC's 1<sup>st</sup> generation simulation sample

## Bulge ART II

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### Summary

#	Galaxy ID	Halo Mass [ $M_{\odot}/h$ ]	Box Size [Mpc/h]	Status	a final	snapshot $\Delta a$
1	<b>MW01</b>	$1.07 \cdot 10^{12}$ ( $z=1$ )	20	Stopped.	0.42	0.01-0.02
2	<b>MW02</b>	$0.85 \cdot 10^{12}$ ( $z=1$ )	20	Stopped.	0.34	0.02
3	<b>MW03</b>	$1.35 \cdot 10^{12}$ ( $z=1$ )	20	Stopped.	0.42	0.01-0.02
4	<b>MW04</b>	$2.81 \cdot 10^{12}$ ( $z=1.1$ )	40	Stopped.	0.38	0.01-0.02
5	<b>MW05</b>	$7.26 \cdot 10^{12}$ ( $z=1$ )	80	Stopped.	0.25	0.01
6	<b>MW06</b>	$2.86 \cdot 10^{12}$ ( $z=0$ )	40	Complete.	0.5	0.01
7	<b>MW07</b>	$1.19 \cdot 10^{12}$ ( $z=0$ )	40	Stopped.	0.40	0.01
8	<b>MW08</b>	$0.99 \cdot 10^{12}$ ( $z=0$ )	40	Stopped.	0.45	0.01
9	<b>MW09</b>	$0.77 \cdot 10^{12}$ ( $z=0$ )	40	Complete.	0.5	0.01
10	<b>MW10</b> <sup>†</sup>	$1.07 \cdot 10^{12}$ ( $z=1$ )	20	Complete.	0.5	0.01
11	<b>MW11</b> <sup>†</sup>	$1.00 \cdot 10^{12}$ ( $z=1$ )	20	Stopped.	0.4	0.01
12	<b>MW12</b> <sup>†</sup>	$1.18 \cdot 10^{12}$ ( $z=1$ )	40	Stopped.	0.39	0.01
13	<b>SFG1</b>	$2.31 \cdot 10^{12}$ ( $z=1$ )	40	Stopped.	0.38	0.01
14	<b>SFG2</b>	$1.24 \cdot 10^{13}$ ( $z=1$ )	80	Stopped.	0.22	0.005
15	<b>SFG3</b>	$0.075 \cdot 10^{13}$ ( $z=1$ )	80	Stopped.	0.075	0.005
16	<b>SFG4</b>	$2.30 \cdot 10^{12}$ ( $z=1$ )	40	Stopped.	0.38	0.01
17	<b>SFG5</b>	$2.33 \cdot 10^{12}$ ( $z=1$ )	40	Stopped.	0.40	0.01
18	<b>SFG6</b>	$1.56 \cdot 10^{13}$ ( $z=1$ )	80	Stopped.	0.09	0.005
19	<b>SFG7</b>	$1.12 \cdot 10^{13}$ ( $z=1$ )	80	Stopped.	0.22	0.005
20	<b>SFG8</b>	$4.61 \cdot 10^{12}$ ( $z=1$ )	80	Stopped.	0.35	0.005
21	<b>SFG9</b>	$3.62 \cdot 10^{12}$ ( $z=1$ )	80	Stopped.	0.486	0.005

#	Galaxy ID	Halo Mass [ $M_{\odot}/h$ ]	Box Size [Mpc/h]	Status	a final	snapshot $\Delta a$
22	<b>VL01</b>	$1.40 \cdot 10^{12}$ ( $z=1$ )	40	Complete.	0.37	0.01
23	<b>VL02</b>	$1.40 \cdot 10^{12}$ ( $z=1$ )	40	Complete.	0.50	0.01
24	<b>VL03</b>	$1.43 \cdot 10^{12}$ ( $z=1$ )	40	Complete.	0.33	0.01
25	<b>VL04</b>	$1.44 \cdot 10^{12}$ ( $z=1$ )	40	Complete.	0.42	0.01
26	<b>VL05</b>	$1.40 \cdot 10^{12}$ ( $z=1$ )	40	Complete.	0.41	0.01
27	<b>VL06</b>	$1.41 \cdot 10^{12}$ ( $z=1$ )	40	Complete.	0.50	0.01
28	<b>VL07</b>	$1.83 \cdot 10^{12}$ ( $z=1$ )	80	Complete.	0.34	0.01
29	<b>VL08</b>	$1.86 \cdot 10^{12}$ ( $z=1$ )	80	Stopped.	0.46	0.01
30	<b>VL09</b>	$1.81 \cdot 10^{12}$ ( $z=1$ )	80	Stopped.	0.34	0.01
31	<b>VL10</b>	$1.81 \cdot 10^{12}$ ( $z=1$ )	80	Complete.	0.50	0.01
32	<b>VL11</b>	$1.85 \cdot 10^{12}$ ( $z=1$ )	80	Complete.	0.50	0.01
33	<b>VL12</b>	$1.83 \cdot 10^{12}$ ( $z=1$ )	80	Complete.	0.50	0.01

- Resolution: 35-70 pc
- Thermal feedback

# DC's 2<sup>nd</sup> and 3<sup>rd</sup> generation simulation sample

## Bulge ART II

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#	Galaxy ID	Halo Mass [ $M_{\odot}/h$ ]	Box Size [Mpc/h]	Status	a final	snapshot $\Delta a$
1	VELA01	$4.74 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
2	VELA02	$3.75 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
3	VELA03	$3.17 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
5	VELA05	$1.69 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
6	VELA06	$1.19 \cdot 10^{12}$ ( $z=0.8$ )	40	Running.	0.30	0.01
7	VELA07	$1.00 \cdot 10^{12}$ ( $z=0.8$ )	40	Running.	0.35	0.01
8	VELA11	$6.30 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.50	0.01
9	VELA12	$5.11 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.50	0.01
10	VELA13	$2.79 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.40	0.01
11	VELA14	$3.15 \cdot 10^{11}$ ( $z=0.8$ )	40	Running.	0.37	0.01
12	VELA15	$2.29 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.50	0.01
1b	VELA_v2_01	$4.74 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
2b	VELA_v2_02	$3.75 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
3b	VELA_v2_03	$3.17 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
4b	VELA_v2_04	$1.91 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
5b	VELA_v2_05	$1.69 \cdot 10^{11}$ ( $z=1$ )	10	Complete.	0.50	0.01
6b	VELA_v2_06	$1.19 \cdot 10^{12}$ ( $z=0.8$ )	40	Running.	0.28	0.01
7b	VELA_v2_07	$1.00 \cdot 10^{12}$ ( $z=0.8$ )	40	Running.	0.30	0.01
8b	VELA_v2_11	$6.30 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.50	0.01
9b	VELA_v2_12	$5.11 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.50	0.01
10b	VELA_v2_13	$2.79 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.40	0.01
11b	VELA_v2_14	$3.15 \cdot 10^{11}$ ( $z=0.8$ )	40	Running.	0.37	0.01
12b	VELA_v2_15	$2.29 \cdot 10^{11}$ ( $z=0.8$ )	40	Complete.	0.50	0.01

- Resolution: 17-35 pc
- Improved star formation recipe
- Feedback
- Generation 2: Thermal feedback
- Generation 3: Radiative feedback

# Gas mosaics

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

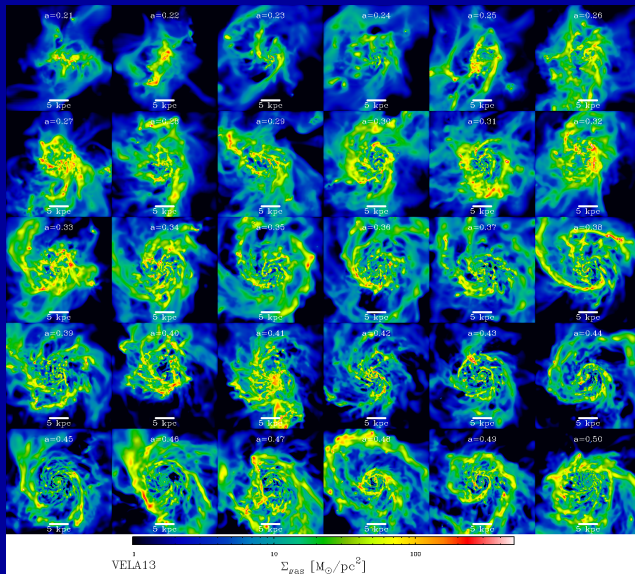
### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary



# Gas mosaics

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

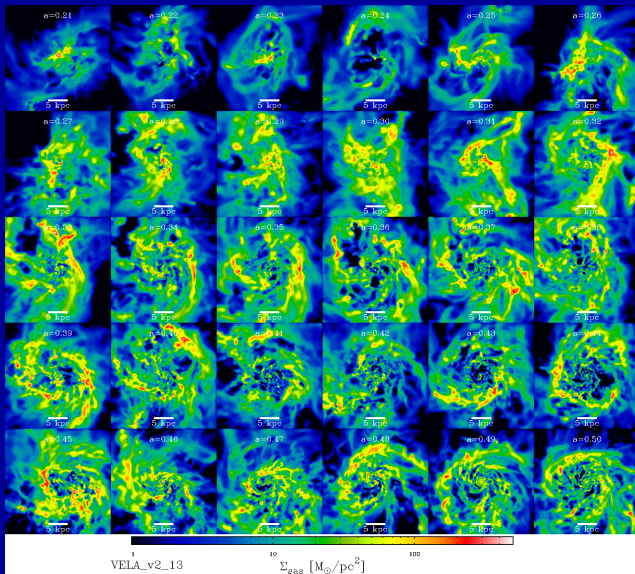
### Analysis

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### Summary



# Pipeline

## Bulge ART II

### Introduction

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### Analysis

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### Summary

- 1 Group finding on stellar component with AdaptaHOP: Galaxies, clumps.
- 2 Stellar Merger trees: stars used as tracer particles.
- 3 Clump extraction:
  - In-situ: VDI
  - Ex-situ: Mergers/interactions
- 4 Analysis:
  - Galaxy properties
  - Galaxy evolution
  - Origin of the stellar population
  - Age Metallicity relation

# Visualisation

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

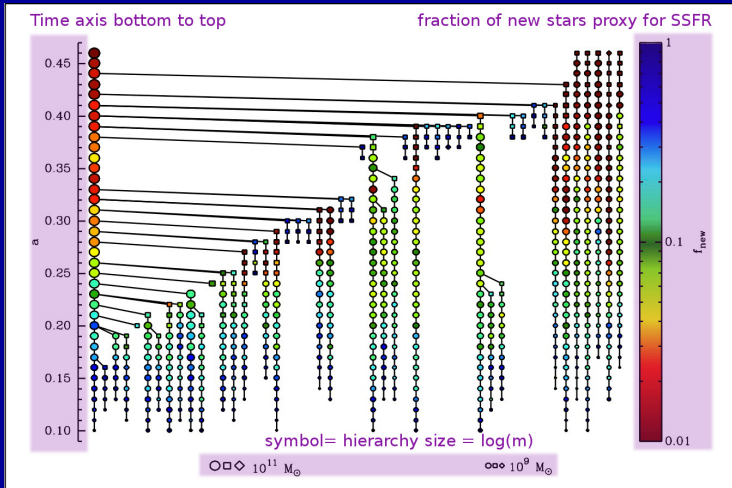
### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary





# Visualisation

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

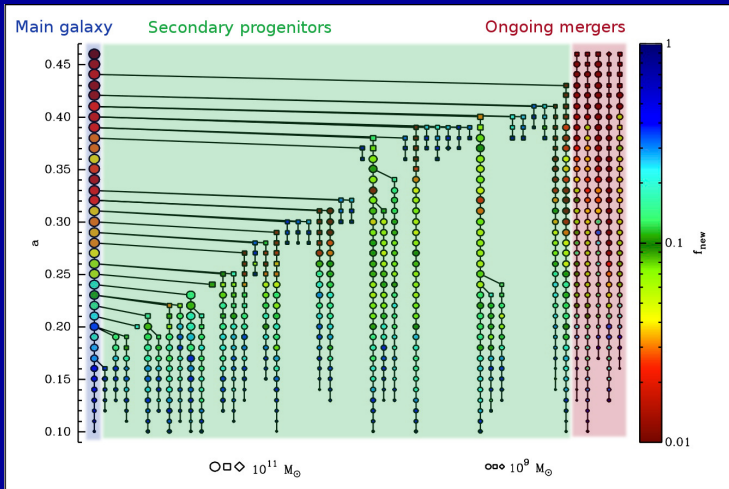
### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary



# Question

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

### Analysis

**Merger tree**

Bulge growth

Origin of the bulge

### Summary

- 1 How is the stellar bulge built up? (Tweed, Zolotov et al. in prep)
  - We can track the whole galaxy in time.
  - Let's divide the galaxy as 3 kinematic components.  
Disc, Bulge, Halo

# Decomposition

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

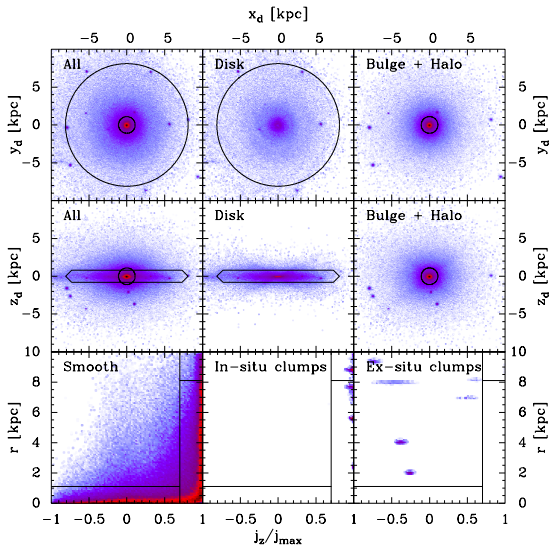
### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary



Tweed, Zolotov et al. (in prep)

# Mass growth of the bulges

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

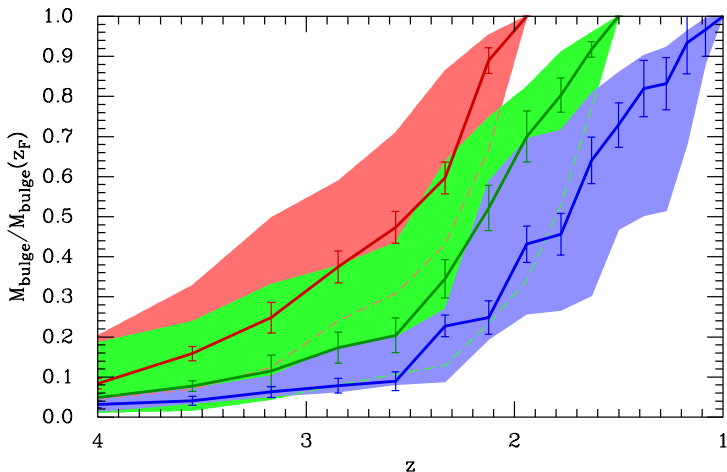
### Analysis

Merger tree

**Bulge growth**

Origin of the bulge

### Summary



Tweed, Zolotov et al. (in prep)

# Mass growth of the bulges

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

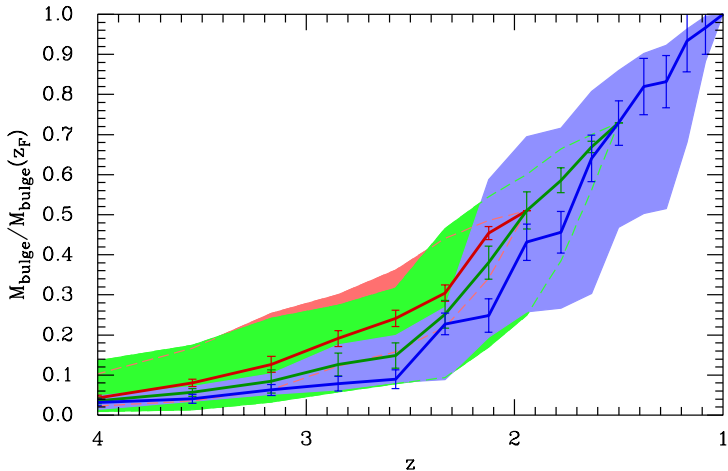
### Analysis

Merger tree

**Bulge growth**

Origin of the bulge

### Summary



Tweed, Zolotov et al. (in prep)

# Back to the question

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary

- ❶ How is the stellar bulge built up? (Tweed, Zolotov et al. in prep)
  - We can track the galactic bulge in time.
- ❷ What is the origin of the stellar population within the bulge? (Tweed, Zolotov et al. in prep)
  - Let's use the merger tree..
  - ...Track each star according to the branch or
  - ...according to the kinematic component

# Origin of the stellar bulge, stacked 1<sup>st</sup> gen

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

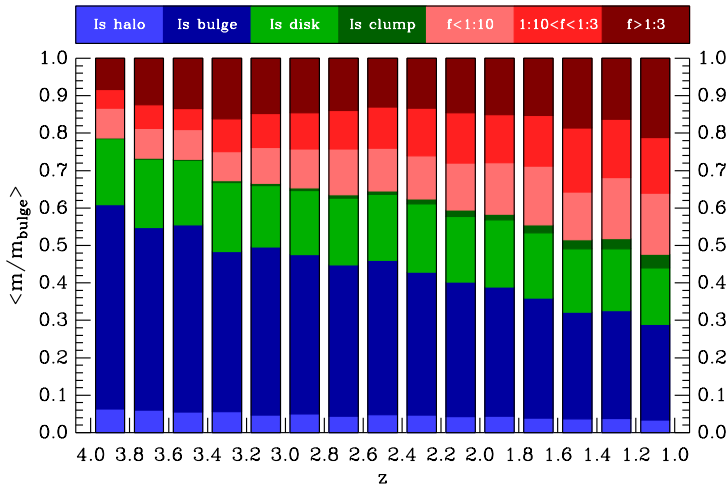
### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary



Tweed, Zolotov et al. (in prep)

# Back to the future question

## Bulge ART II

### Introduction

### Simulation sample

Generation 1

Generation 2 and 3

### Analysis

Merger tree

Bulge growth

Origin of the bulge

### Summary

- ❶ How is the stellar bulge built up? (Tweed, Zolotov et al. in prep)
  - We can track the galactic bulge in time.
- ❷ What is the origin of the stellar population? (Tweed, Zolotov et al. in prep)
  - We trace the stars in the stellar bulge
- ❸ Ok, in-situ star formation is important, where does the gas comes from?  
VDI, diffuse accretion, cold streams, wet mergers.
  - Not easy to trace gas with AMR simulation without tracers
  - Still we might cook up a good estimate



# Summary

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## 1 Simulations

- Large sample of zoom-in simulations
- 2 resolution, and feedback recipes.
- $\sim 30$  1<sup>st</sup> generation,  $\sim 10$  pairs 2<sup>nd</sup> generation,  $\sim 10$  pairs 2<sup>nd</sup> generation to be analyzed

## 2 Analysis (Tweed, Zolotov et al 2013 in prep, p)

- High redshift compact bulges form initially in-situ  
Blue nuggets? see Adi Zolotov talk (Zolotov, Tweed et al 2013 in prep)
- At lower redshift mergers participate to a more rapid built up of the stellar bulge.

## 3 Undergoing work

- Effect of resolution and feedback (2<sup>nd</sup> and 3<sup>rd</sup> generation)
- Origin of the gas.