

*Two complementary approaches to
cosmic variance:*

Big volume simulations *and* constrained Simulations

Steffen Heß

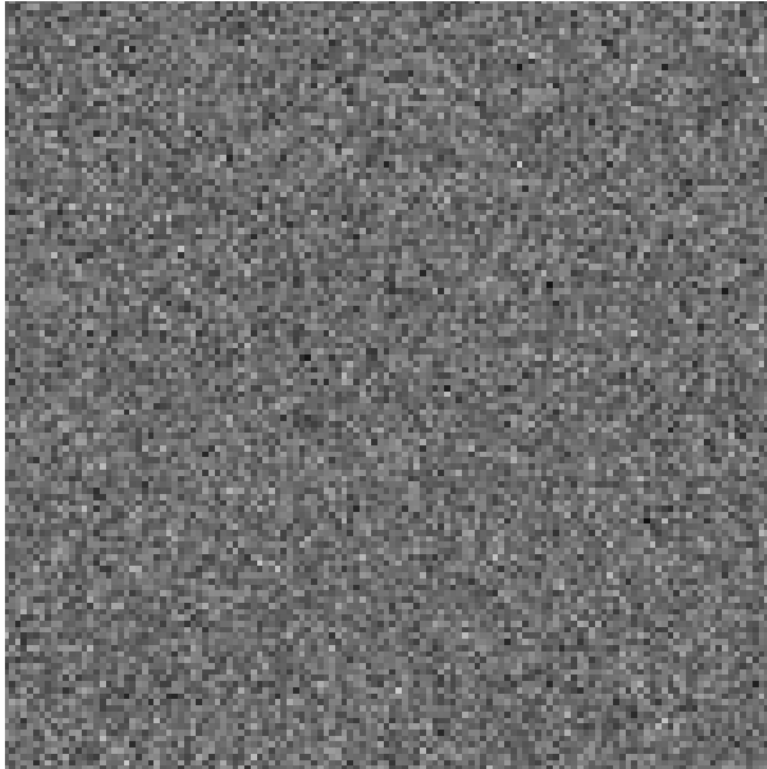
Leibniz-Institut für Astrophysik

Potsdam AIP

With

Gustavo Yepes, Anatoly Klypin, Francisco Prada
Francisco Kitaura and Stefan Gottlöber

Two complementary approaches to cosmic variance:



**Big volume
simulations *and*
constrained
Simulations**

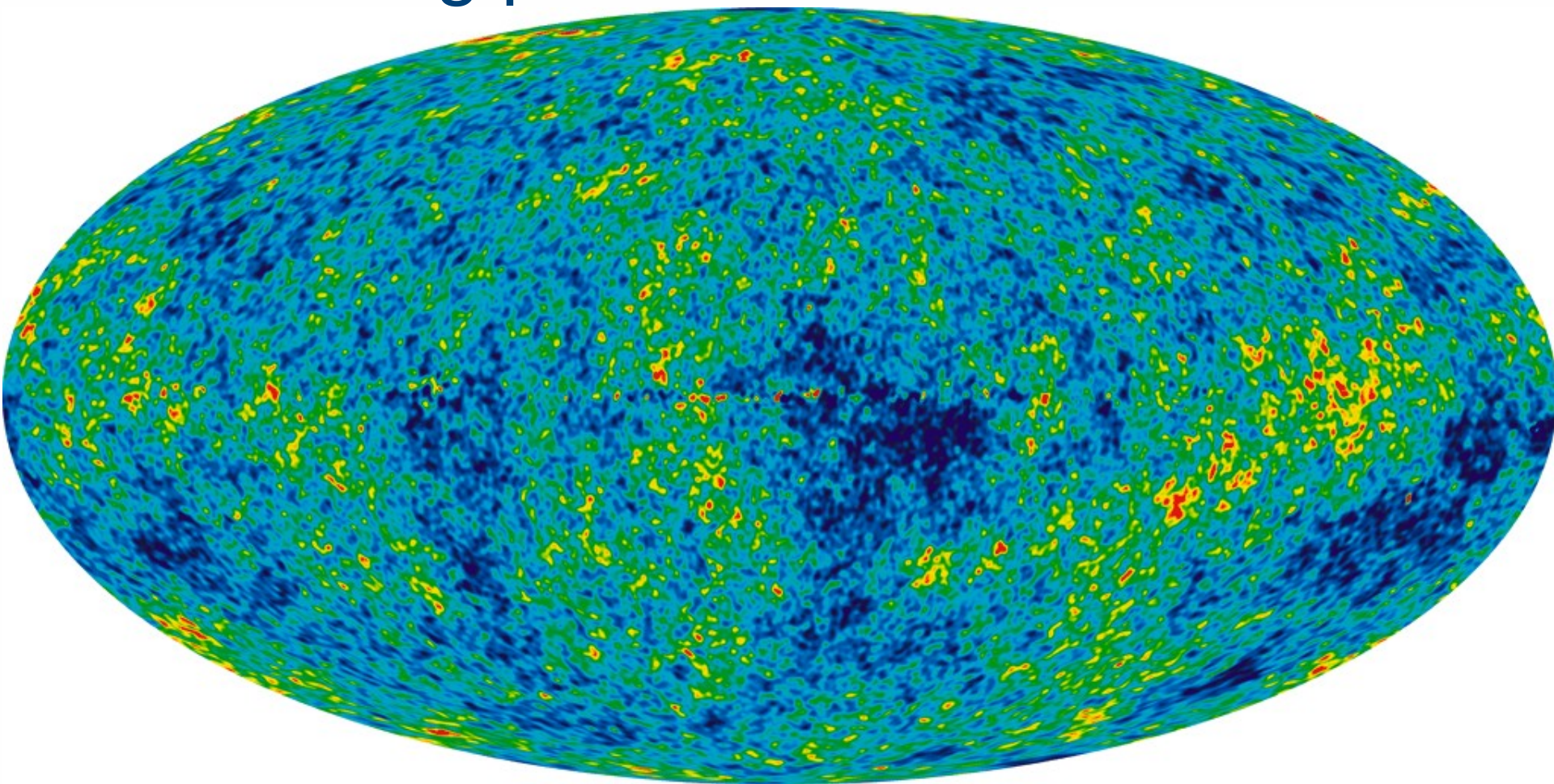
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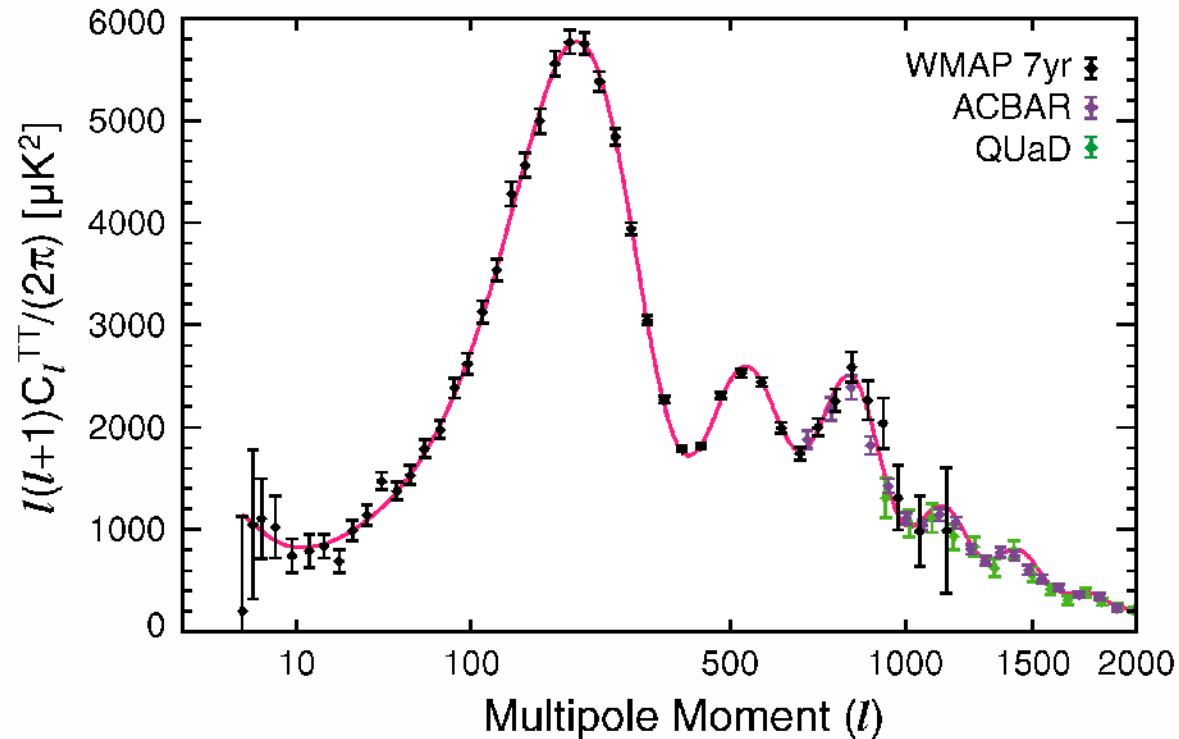


Starting point



- Cosmological simulations as a Cauchy problem

Actual starting point

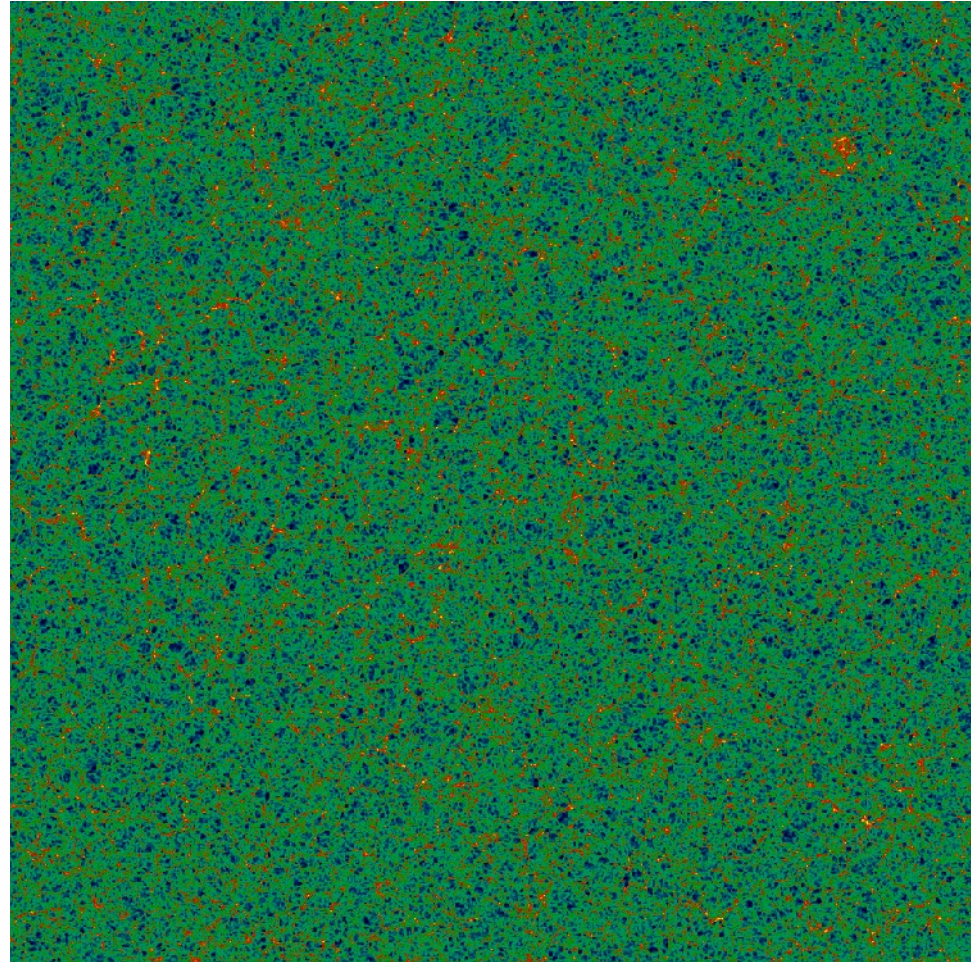


- No Phase information is used

What about Cosmic variance?

The Mdark runs

- **2.5 Gpc/h**
- Varying cosmology



Can we disentangle structure formation?

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structure formation?

*For the
ONE universe
That we can observe?*

We want to **constrain the phases** of the
initial perturbations such,

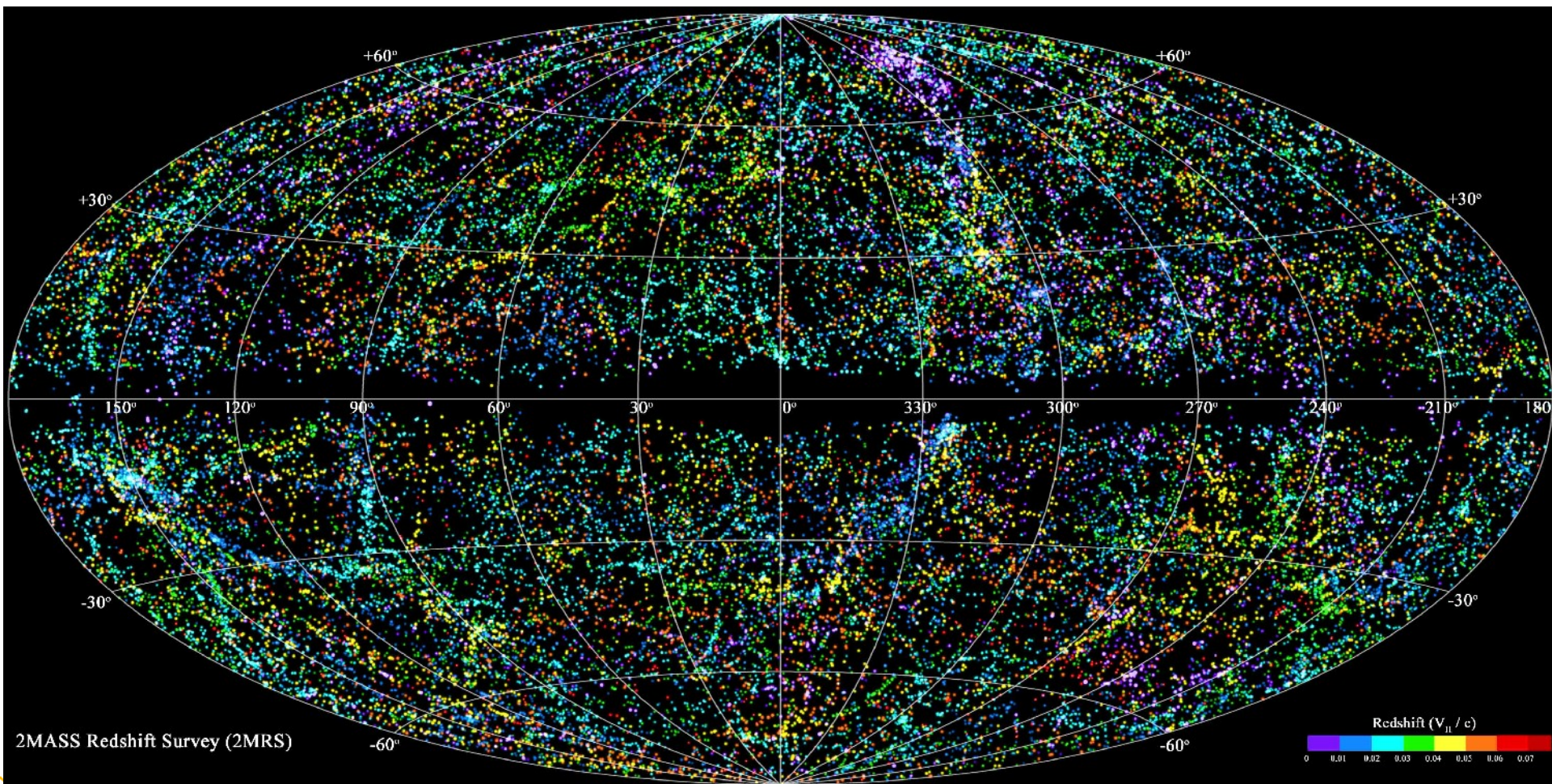
that we **reproduce structures**
as they are observed



Observational challenges

First:

- Observe structures
 - The more data the better
 - Ideally:
volume-limited full-sky redshift survey



- 91% of the sky

<http://wise2.ipac.caltech.edu/staff/jarrett/2mrs/2mrs.html>

$$\delta_G(z)\{z_G\}$$

nonlocal and nonlinear
mode-coupling
between large and
small scales **has**
hidden the initial
phase information

$$\delta_G(z)\{z_G\}$$



KIGEN algorithm

KIGEN-code

(Kinetic GENeration of the
initial conditions, jap. origin)
(*Kitaura 2012*)

nonlocal and nonlinear
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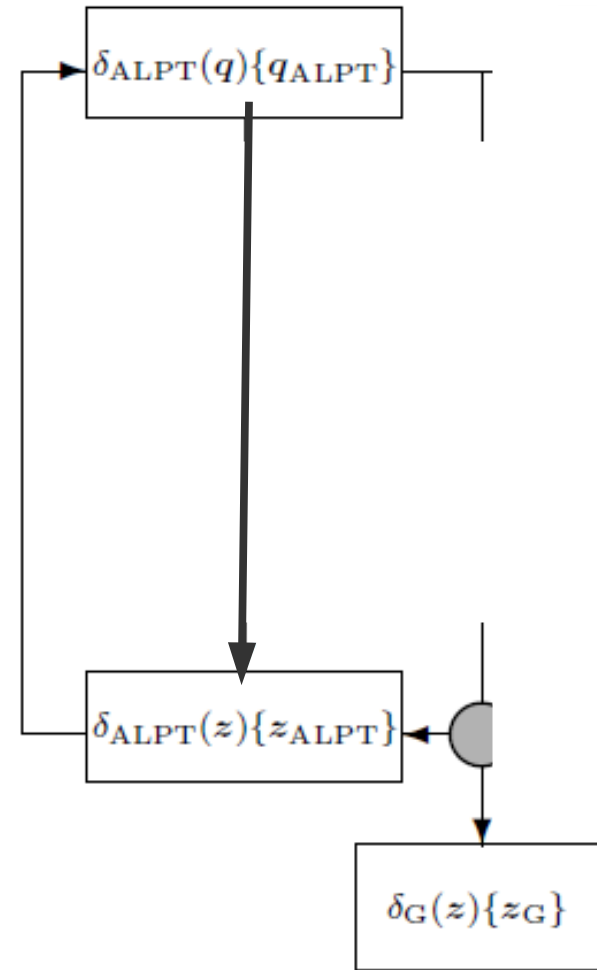
$$\delta_G(z)\{z_G\}$$

KIGEN algorithm

$$\delta(\{q\}) \leftarrow P(\delta(\{q\}) | \{q\})$$

$$\{q\} \leftarrow P(\{q\} | \{x_G\}, \delta(\{q\}))$$

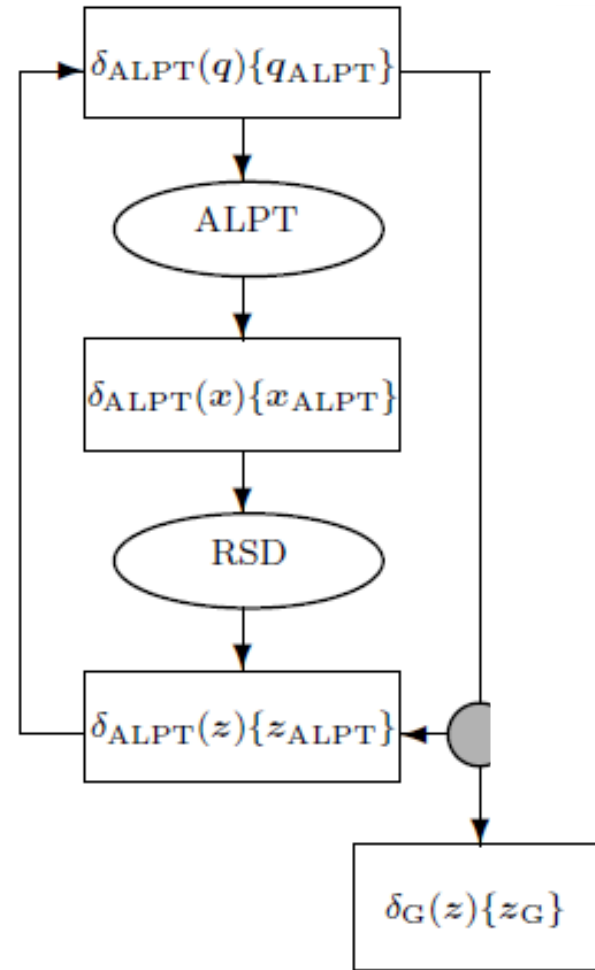
- Sampling the Gaussian field given a set of matter tracers at z_{init} , given a prior $P(k)$
- Propagate the set of matter tracers



KIGEN algorithm

Propagate the set of matter tracers:

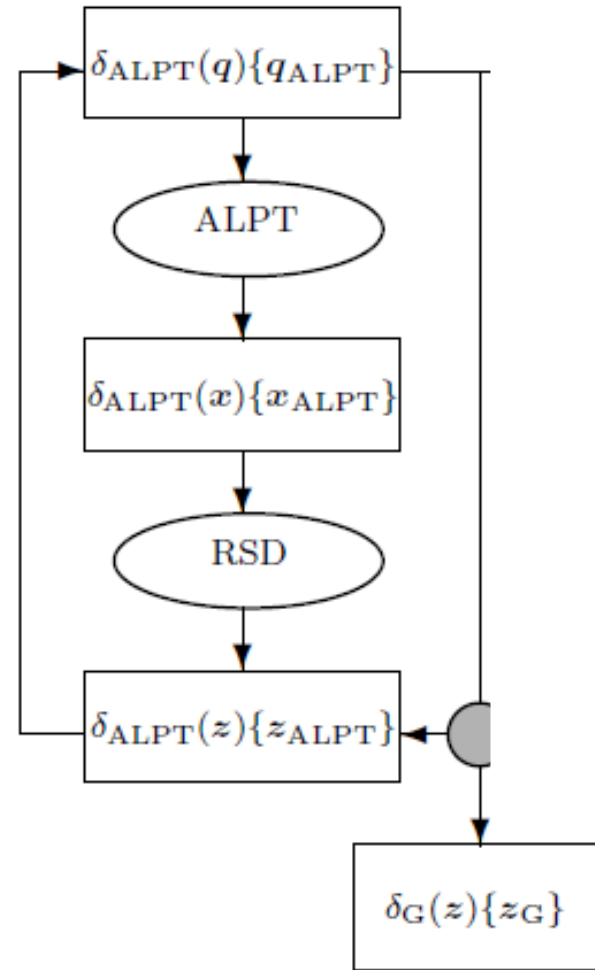
- ALPT combines:
 - 2LPT on large
 - Spherical collapse on small scale



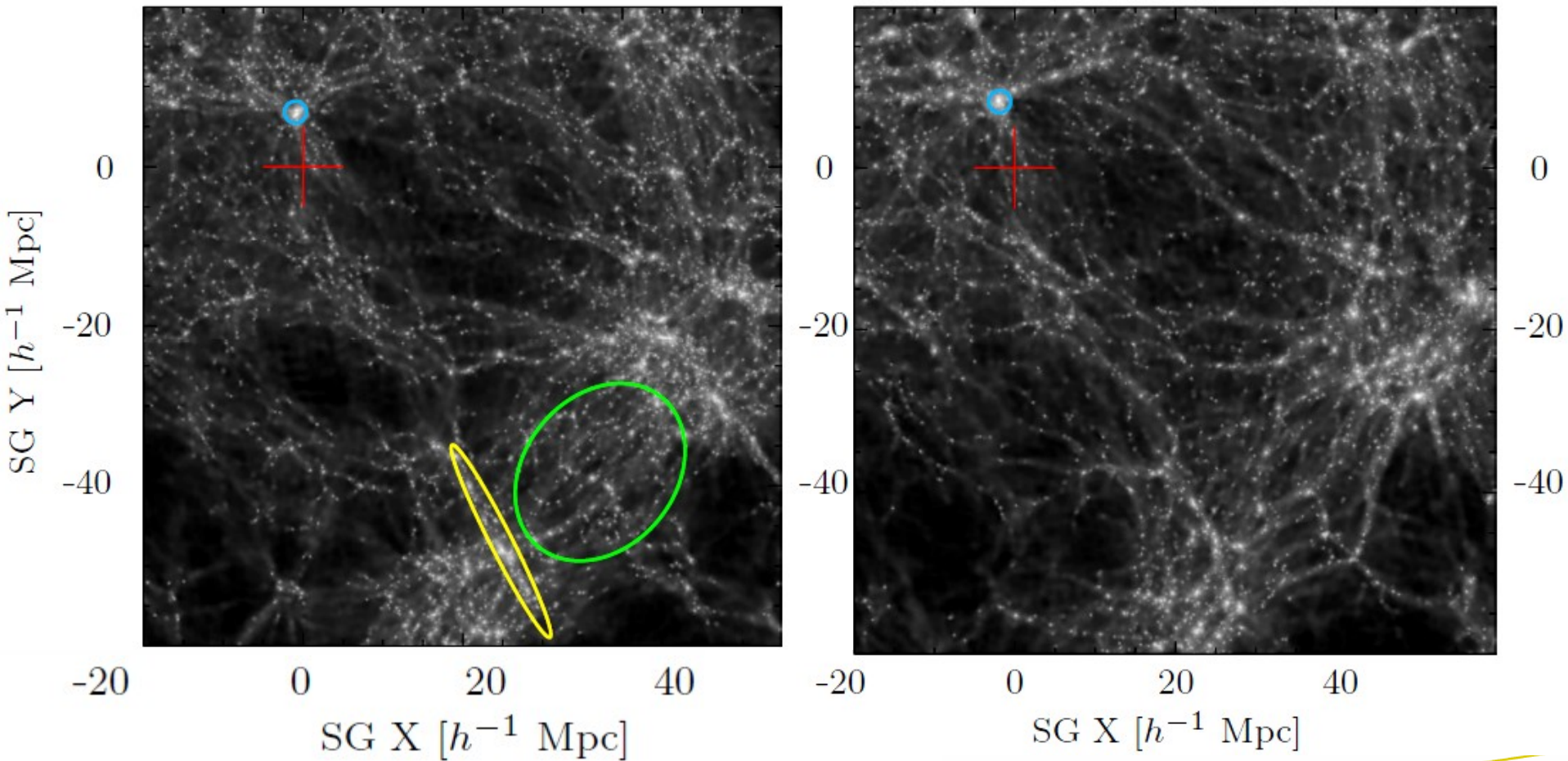
KIGEN algorithm

Propagate the set of matter tracers:

- Model RSD:
 - Coherent flow is modeled by 2LPT
 - Fingers-of-god NOT compressed BUT modeled as dispersion term



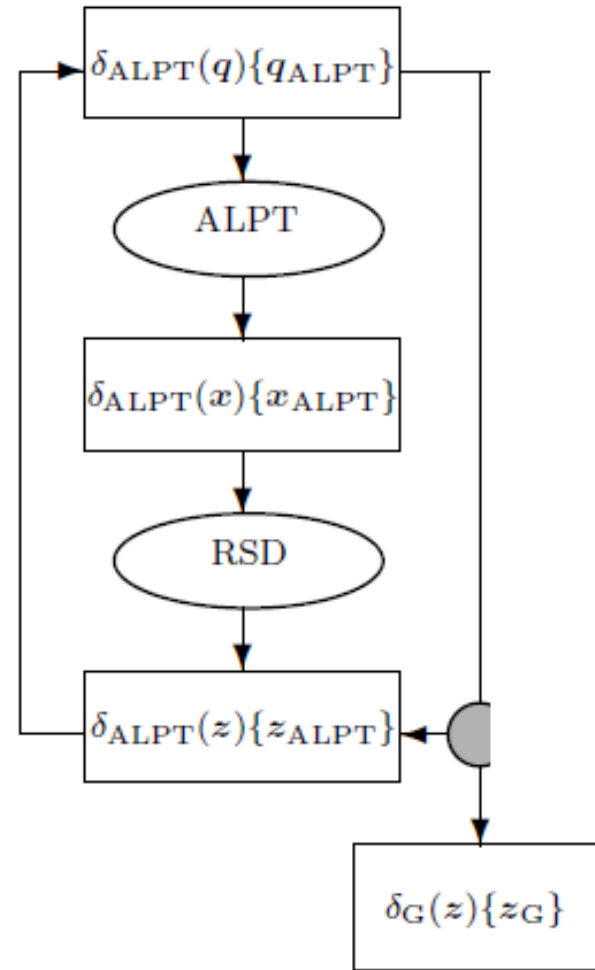
Fingers-of-god modeling



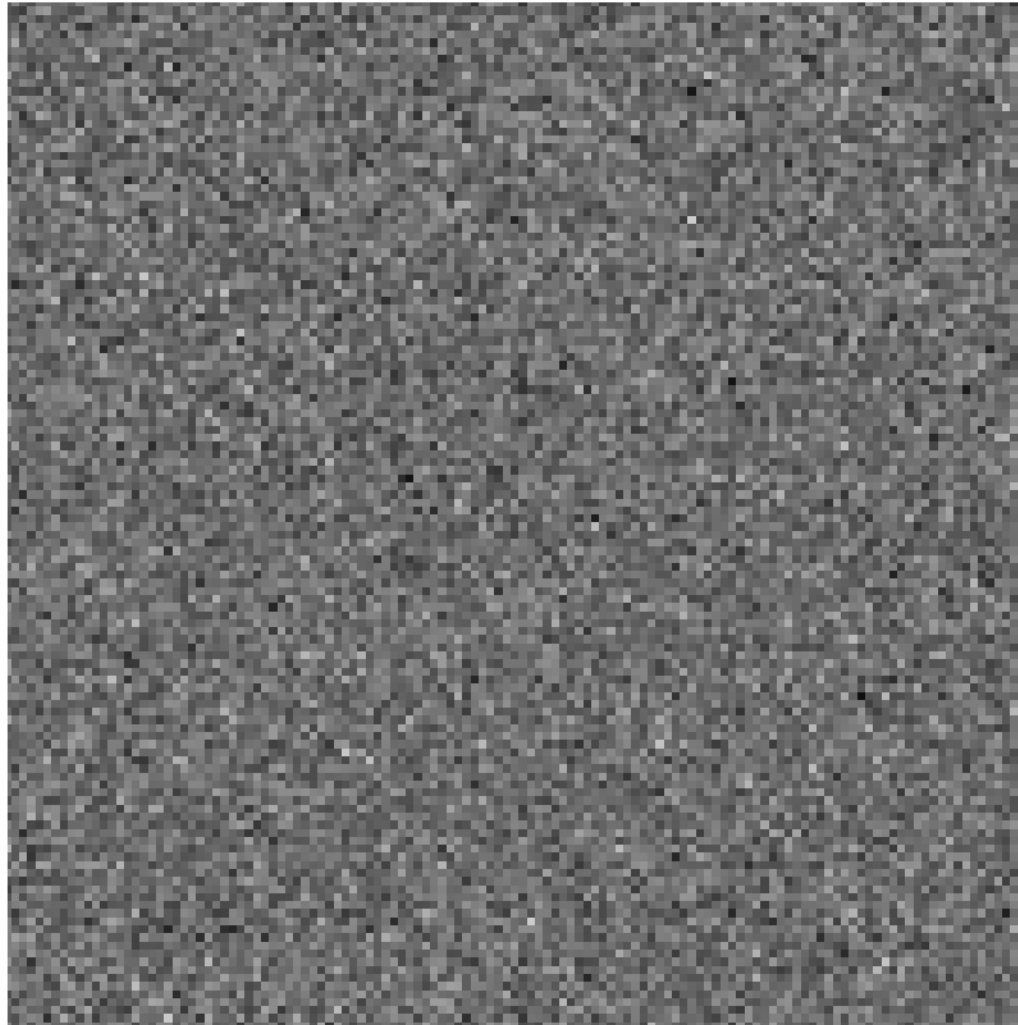
KIGEN algorithm

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- Model **RSD**:
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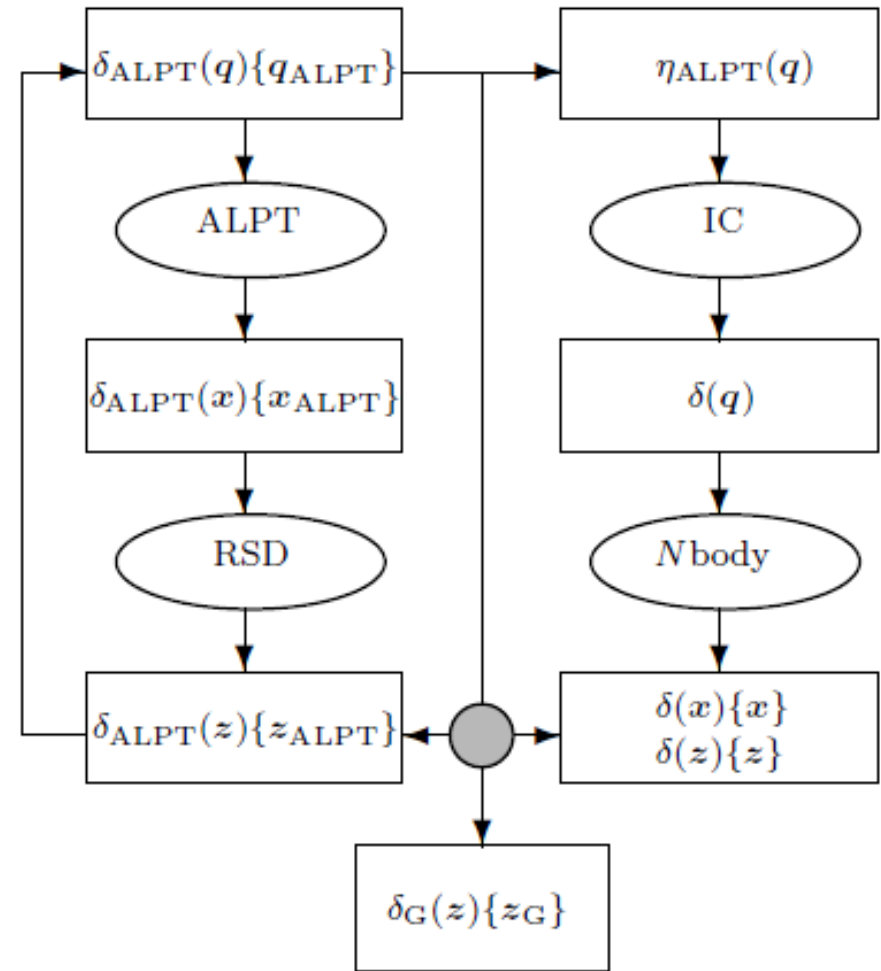


White noise



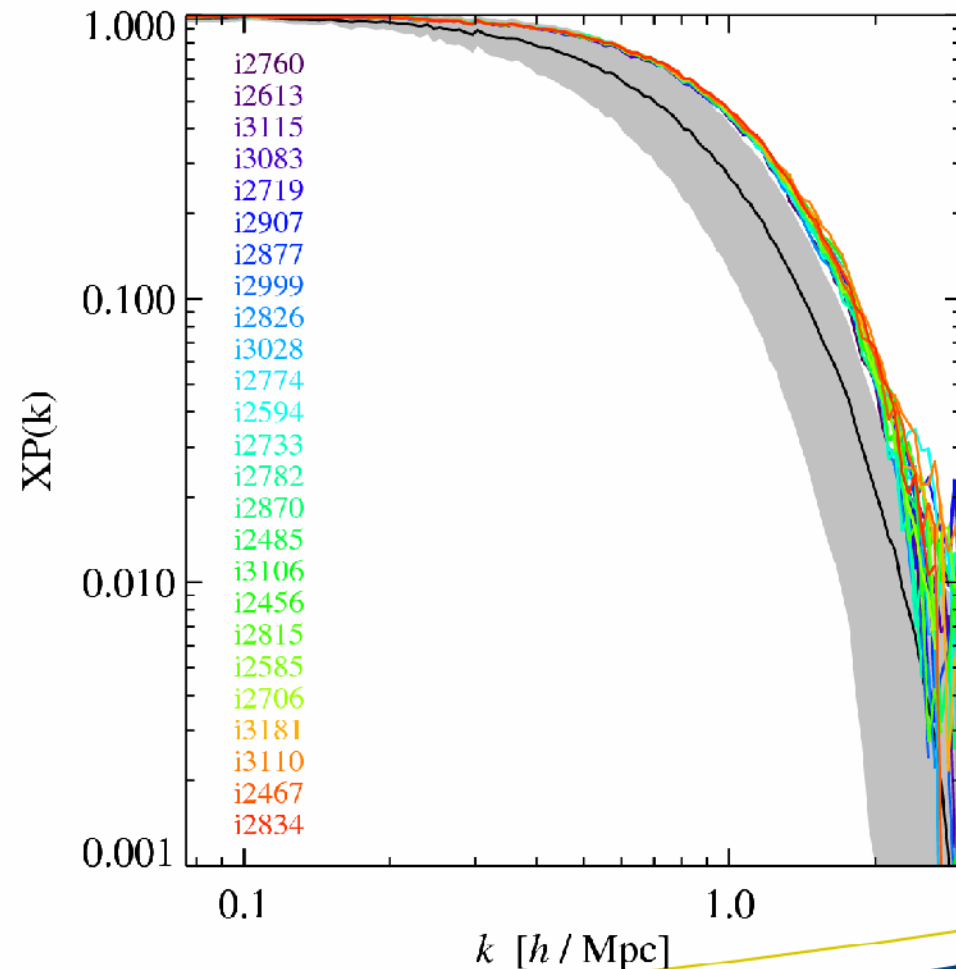
Nbody simulations

- Selecting *good* reconstruction
- Adding random small scale modes
- Propagating matter with a **fully non-linear** scheme
- Formation of **halos**



Selecting an ensemble

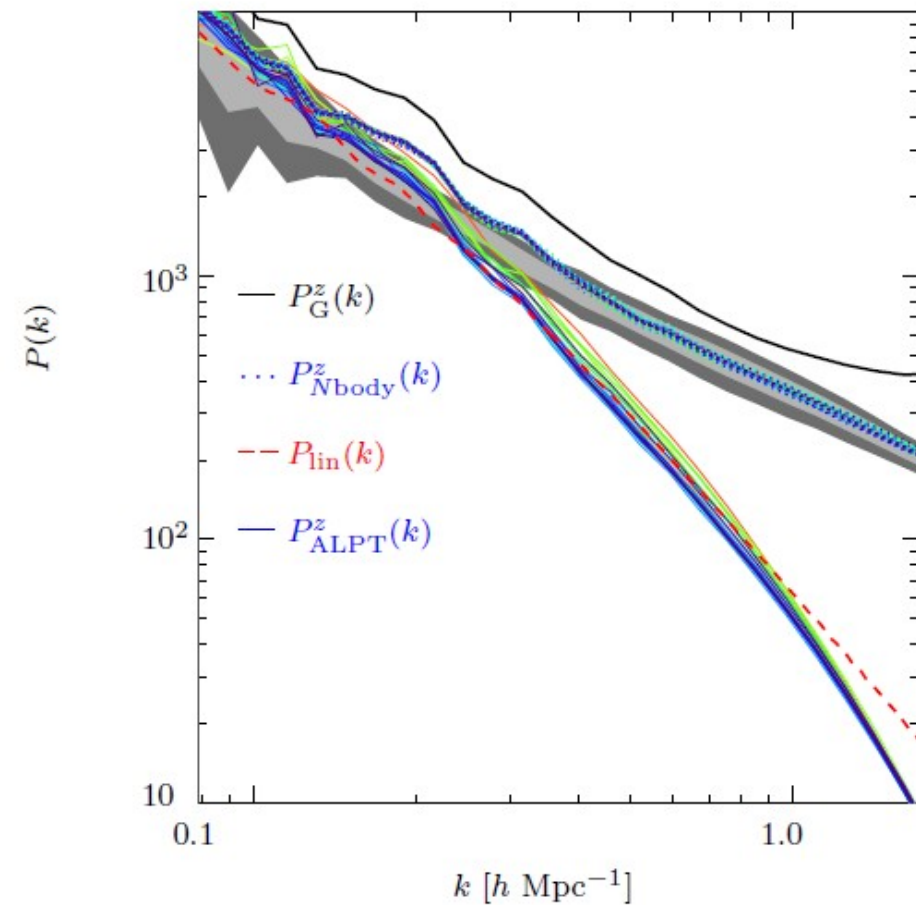
- From ~ 1200 iterations
- We impose a threshold of $XP(k=1) > 0.43$
- This sample of 25 realisations is superior on all scales



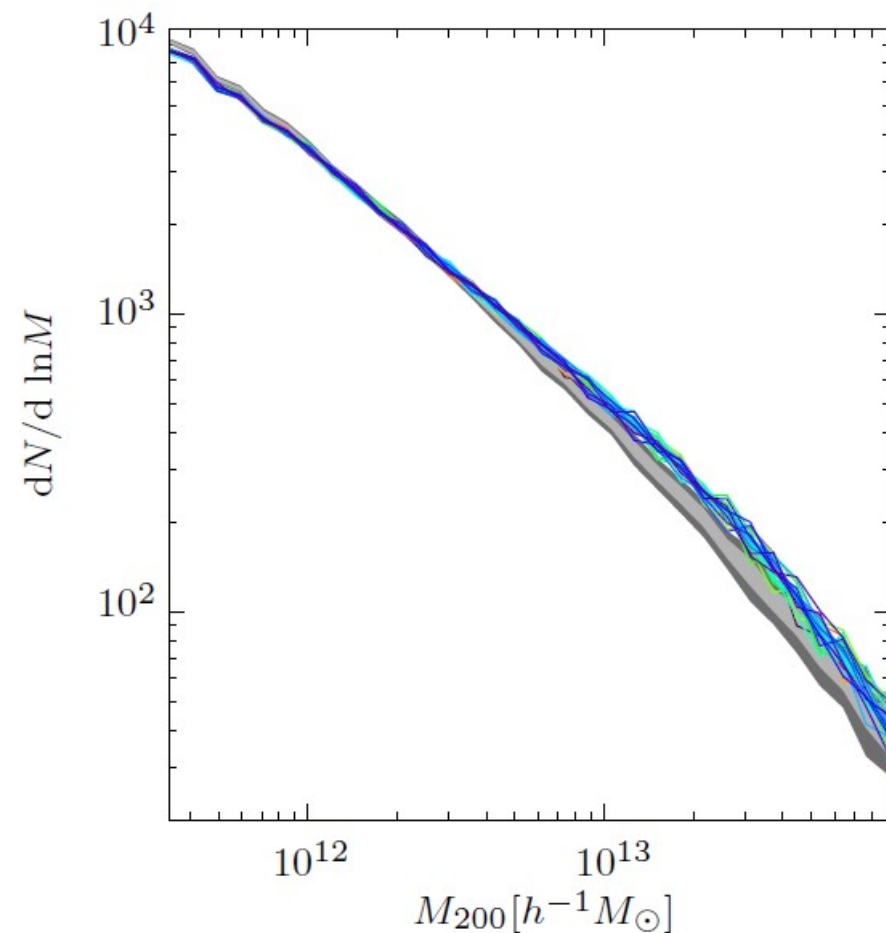
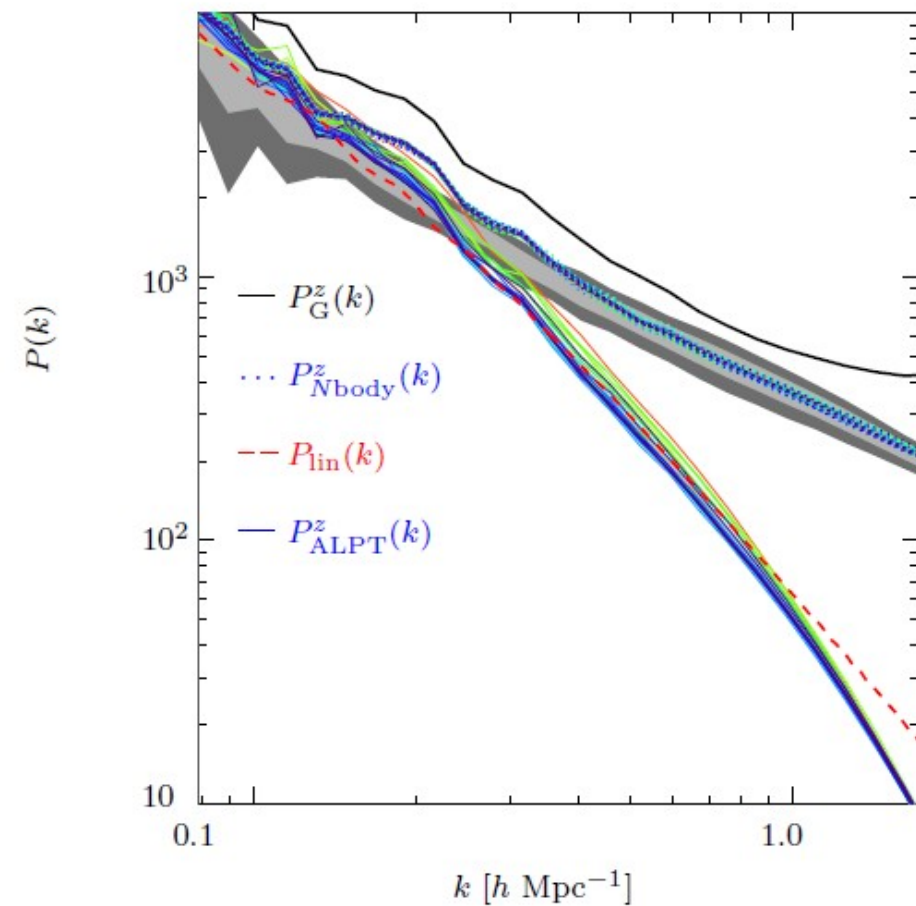
Properties of the simulations

- Boxsize
- Particles
- Mass resolution
- Different realisations
- $180 \text{ h}^{-1} \text{ Mpc}$
- 384^3
- $7.8 \cdot 10^9 M_{\text{sun}}$
- 25

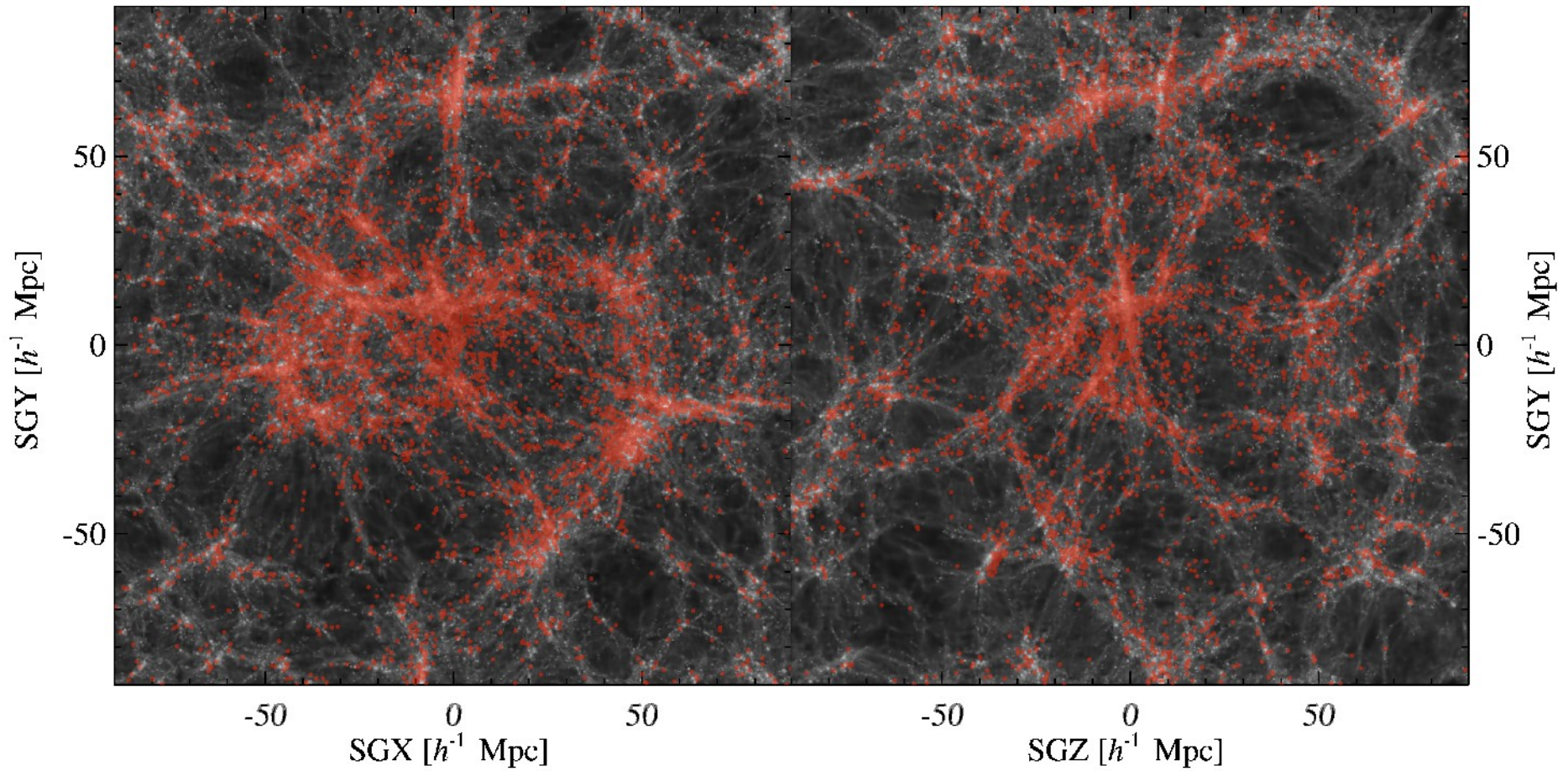
Main characteristics



Main characteristics

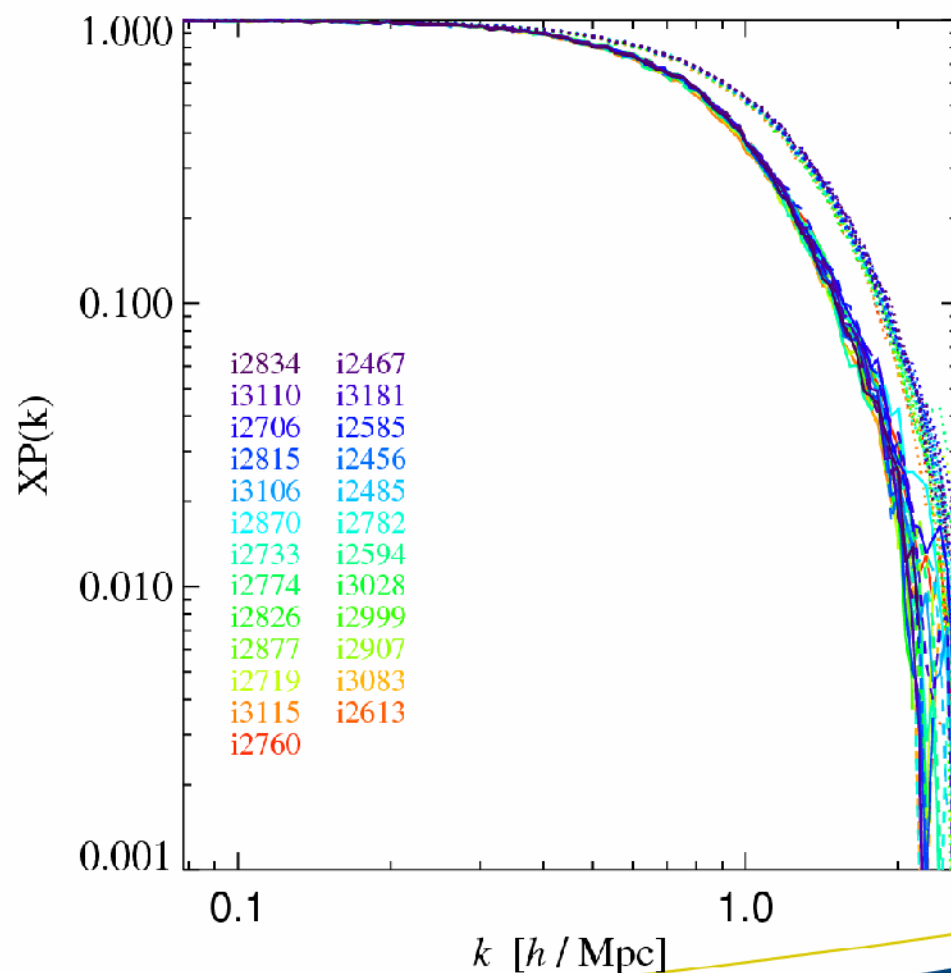


z-space

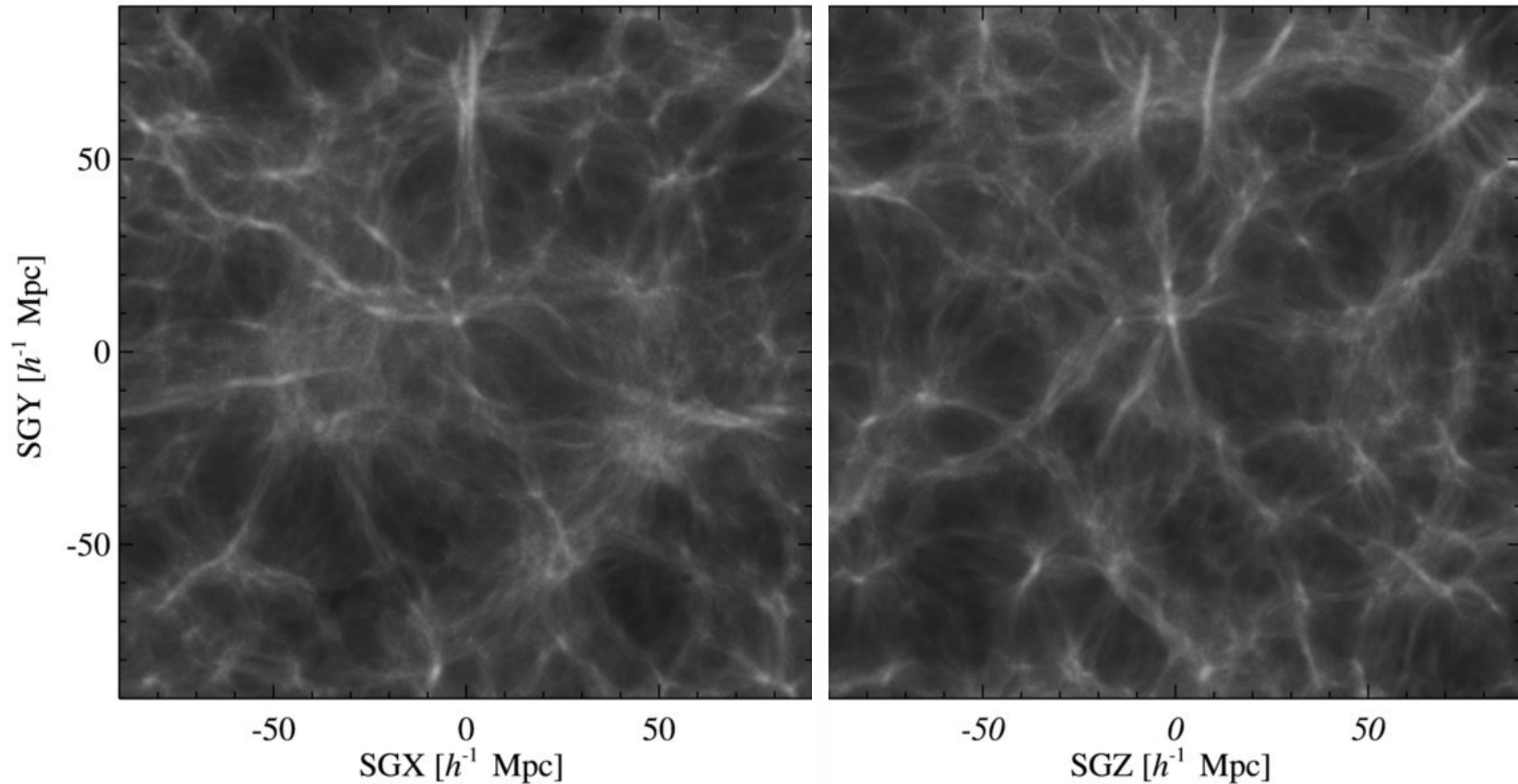


Cross-power of the ensemble

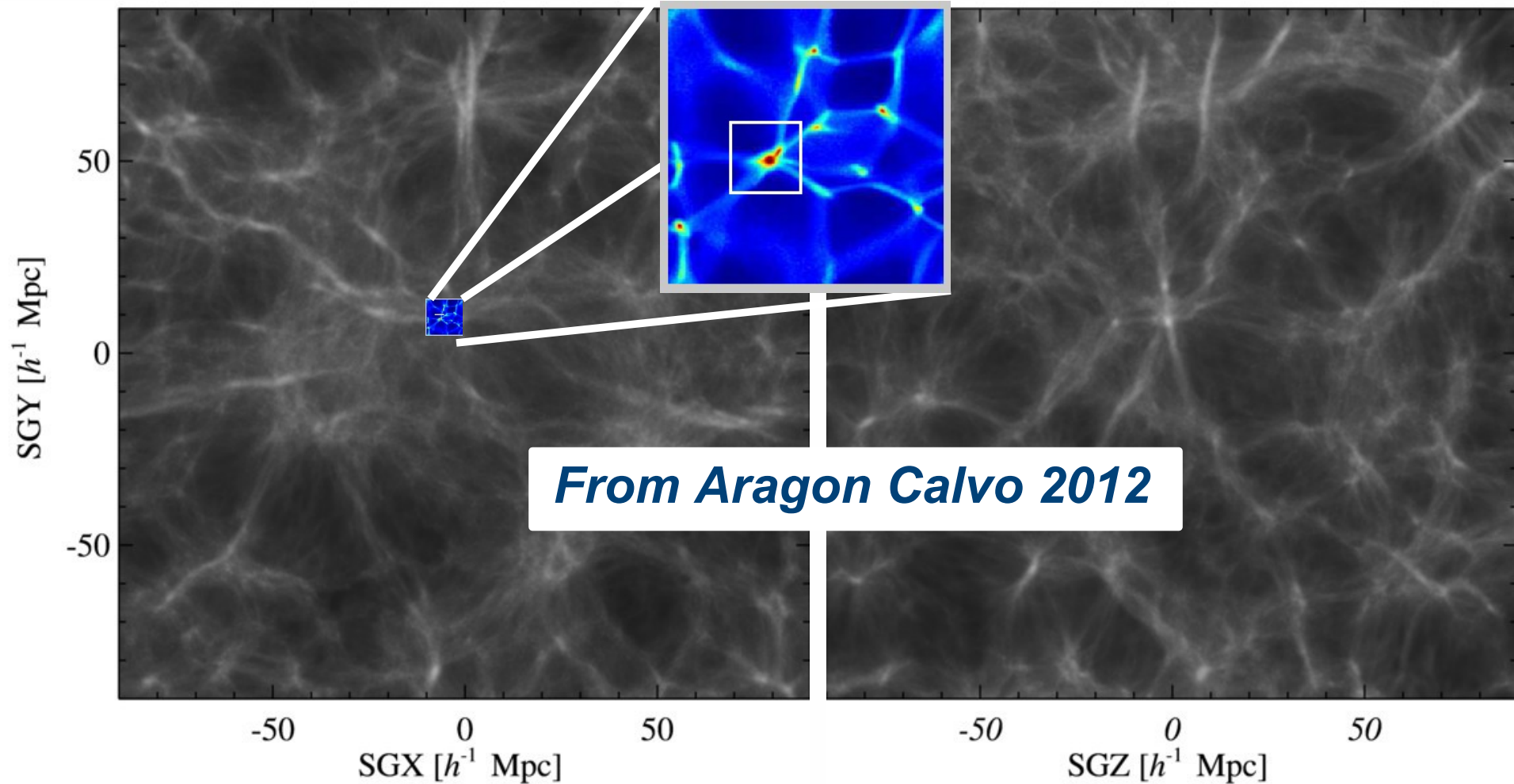
- Small spread between realisations
- Constraining to scales:
 $2.6 \pm 0.2 \text{ Mpc}/h$
- At $k=1$ $XP > 38\%$



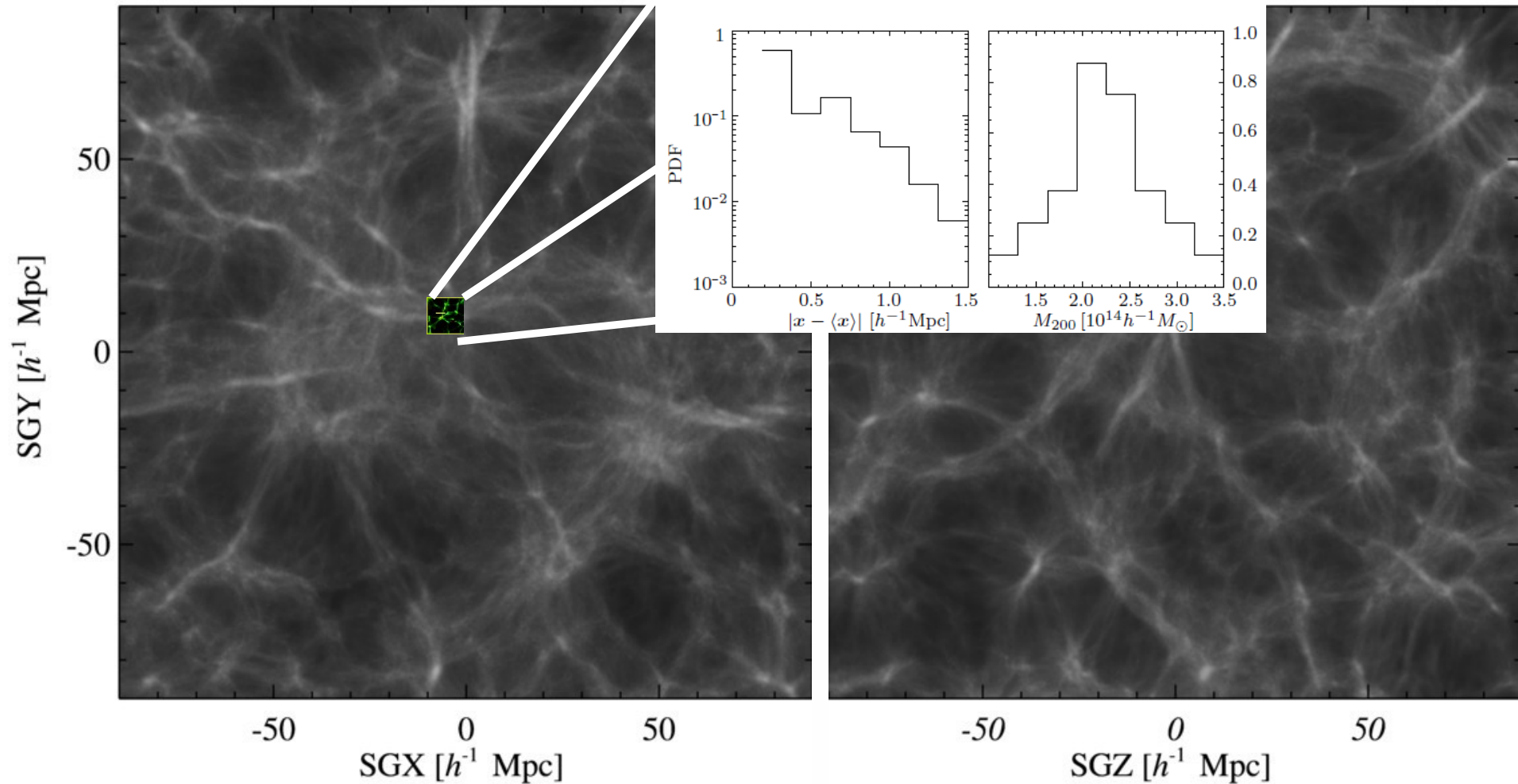
Average of ensemble



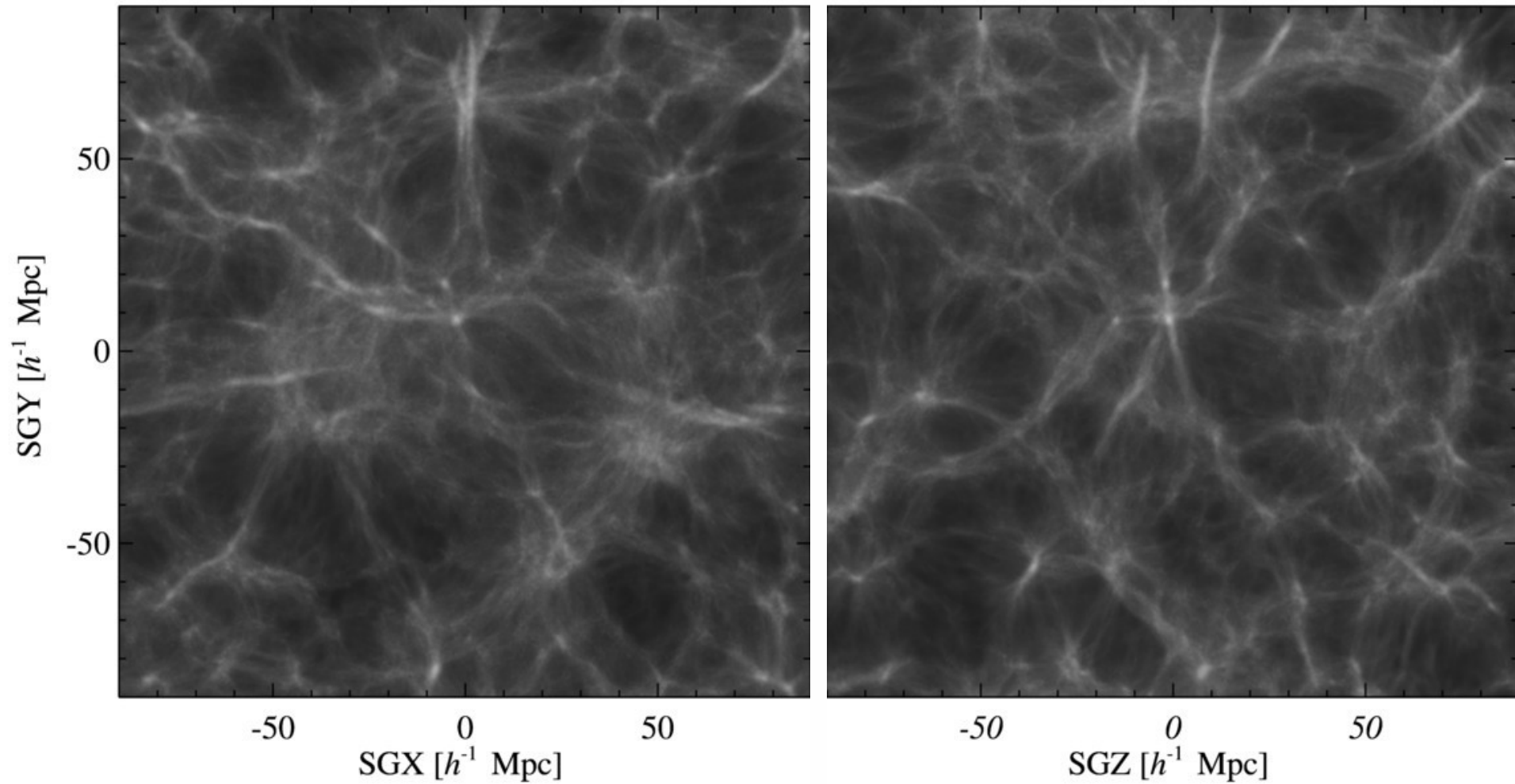
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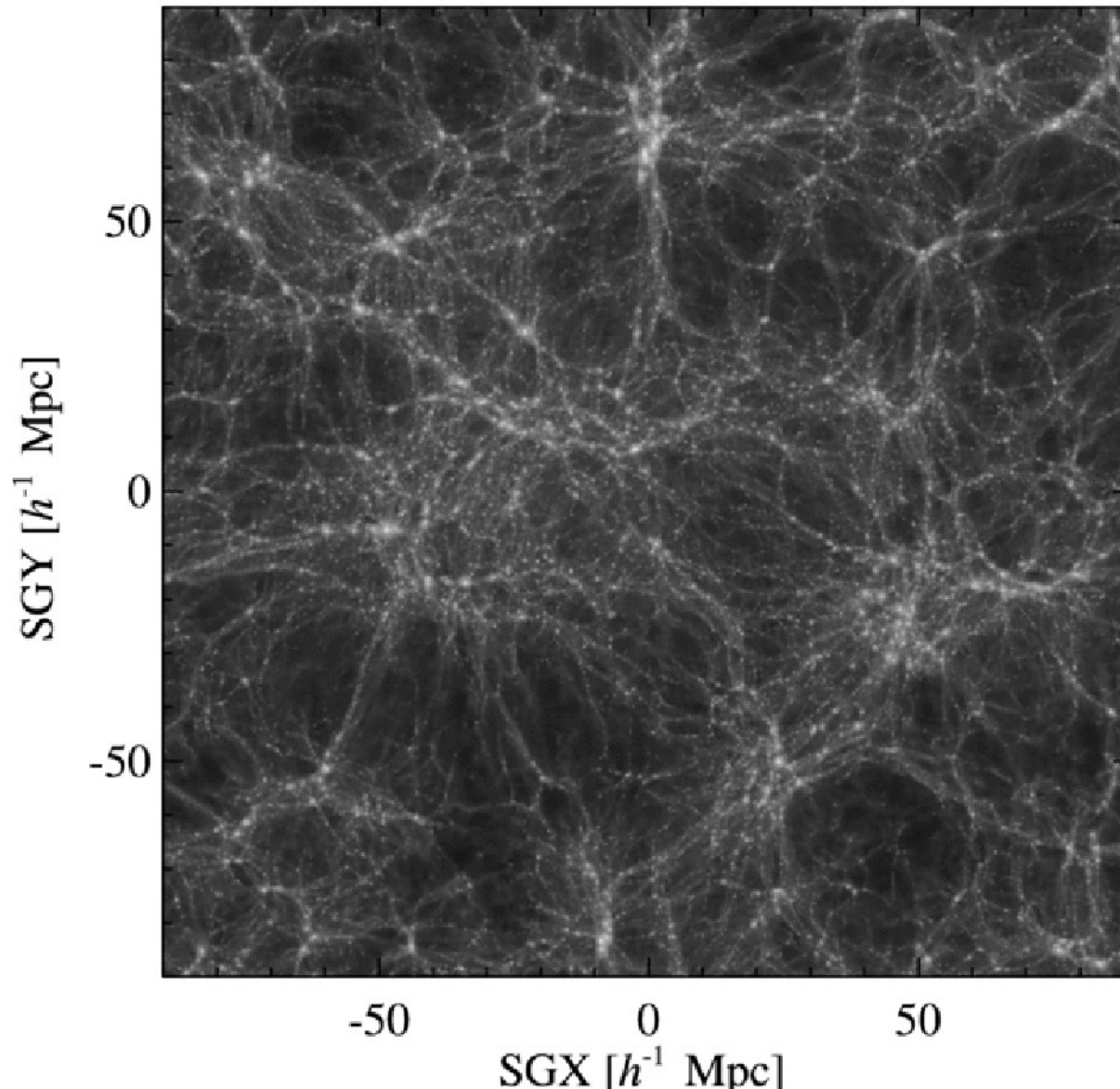
Average of ensemble



Average of ensemble



The heart of this talk

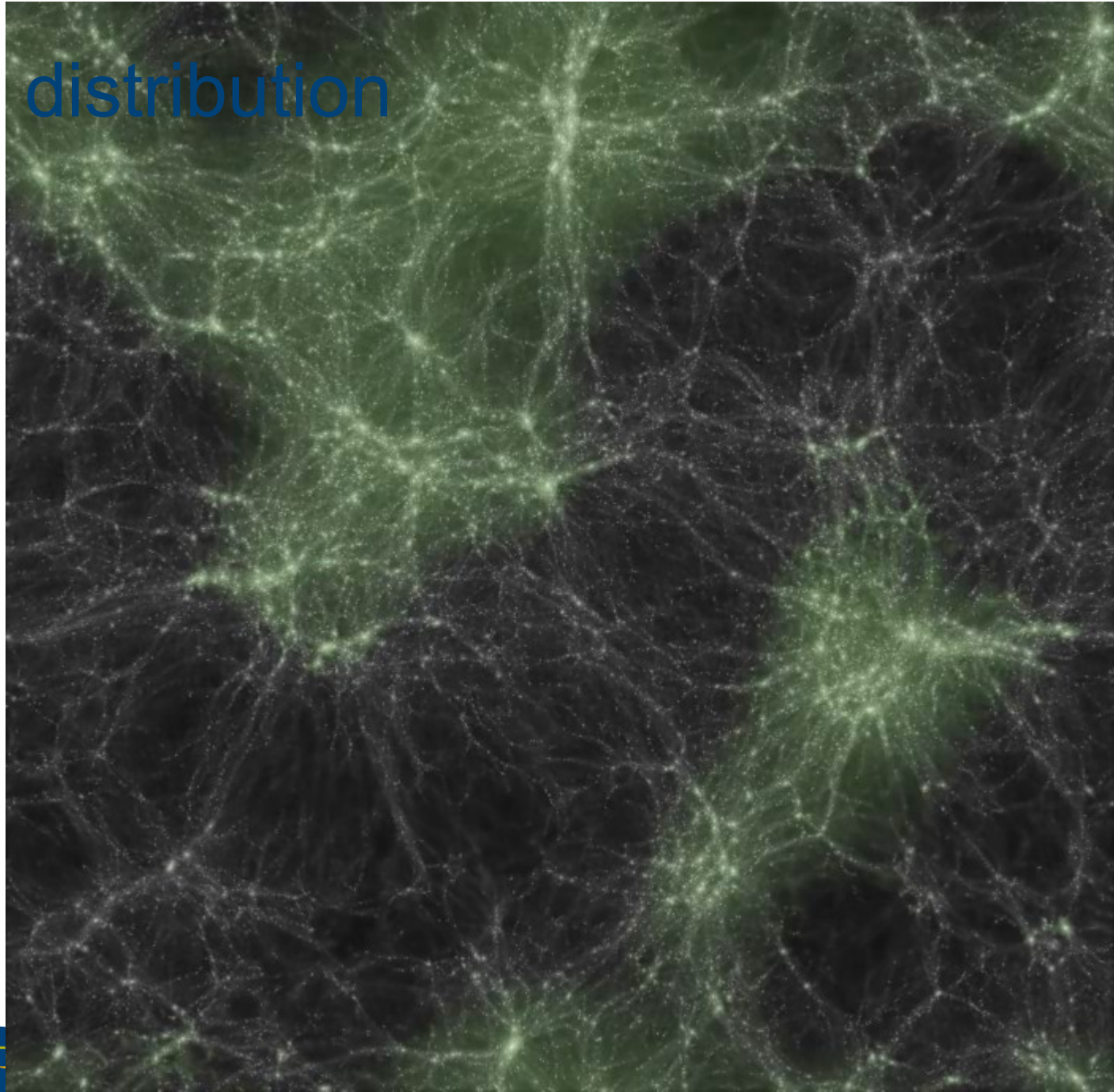


Possibilities with new Simulations

- Big volume simulations offer high-number statistics for rare objects
- Apply our method to other surveys
- Study cosmic variance in the Local Universe
 - Isotropy, homogeneity, velocities, gravitational potential
- **Qualitative change in constraints**
 $\sim 2.6 \text{ Mpc/h}$
 - => Environmental studies of nearby clusters
 - Virgo, Coma
 - => Environmental studies of the local group
 - also with our hydrodynamics VPH (see Hess&Springel 2010)

DM

distribution





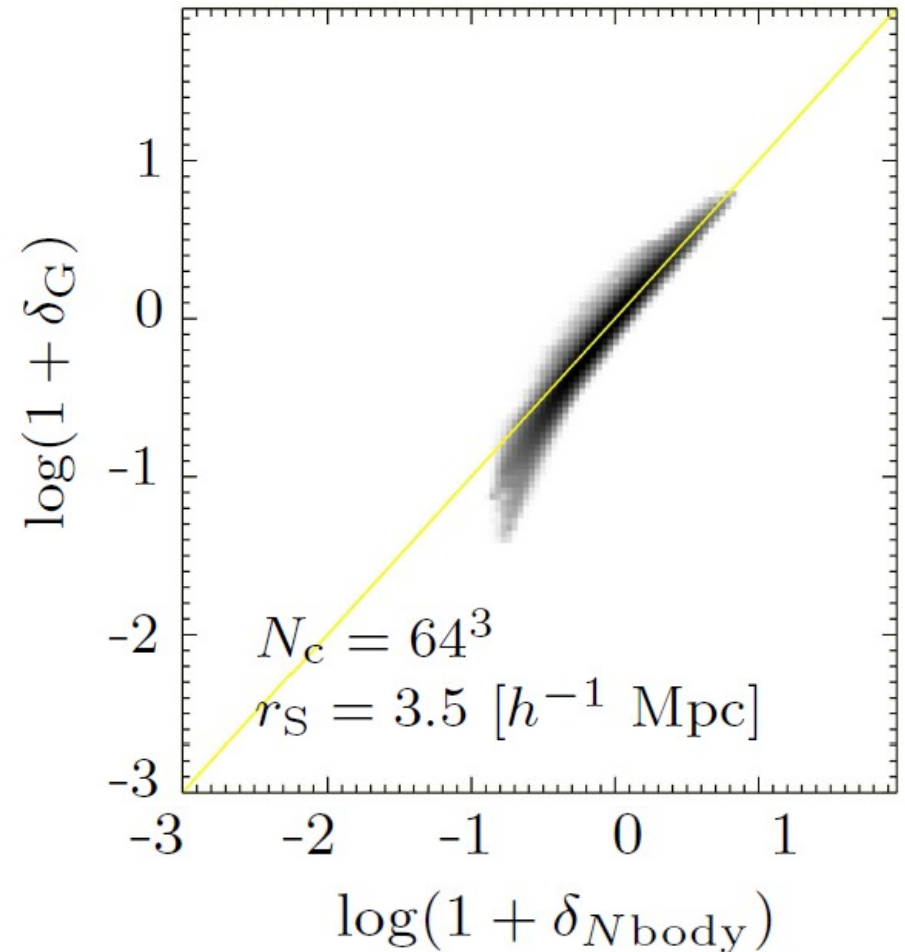




What is the drag?

Sparse sampling of galaxies at 128^3

- Better with 64^3 and gaussian smoothing
- Overall correlation 98%





AIP

