

Disc and Extinction map Working Group

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Challenges 2015

- Local Dark Matter Density
Silverwood, Sivertsson, Read
- Pattern speed of the arm and spiral Arm
(Pfenniger, Chemin), Romero-Gomez, Hunt, Kawata
- New! Solar peculiar motion
Spagna, Hunt?
- Tutorial
Eugene Vasiliev: ABGal
Jason Hunt: SNAPDORAGONS
Robin, Marshall: 3D extinction map, current status (several public data, but not all sky)
- Collaborations:
Eugene Vasiliev + UB, UNAM team
Motion of particles from reconstructed potential
Upgrade of Besancon model, Fernández-Trincado, Robin, Pichardo

Hunt & Kawata challenges for 2015

Can you recover $V_{\text{LSR}}=218.4$ km/s and $(U,V,W)=(11,12,7)$ km/s from M0III tracers from:

1. A featureless axisymmetric disc galaxy without extinction or error?
2. The same galaxy with dust extinction added? - Cut at $V < 20.2714$ mag ($\sim G=20$ mag)
3. The same galaxy with dust extinction and Gaia like errors added?

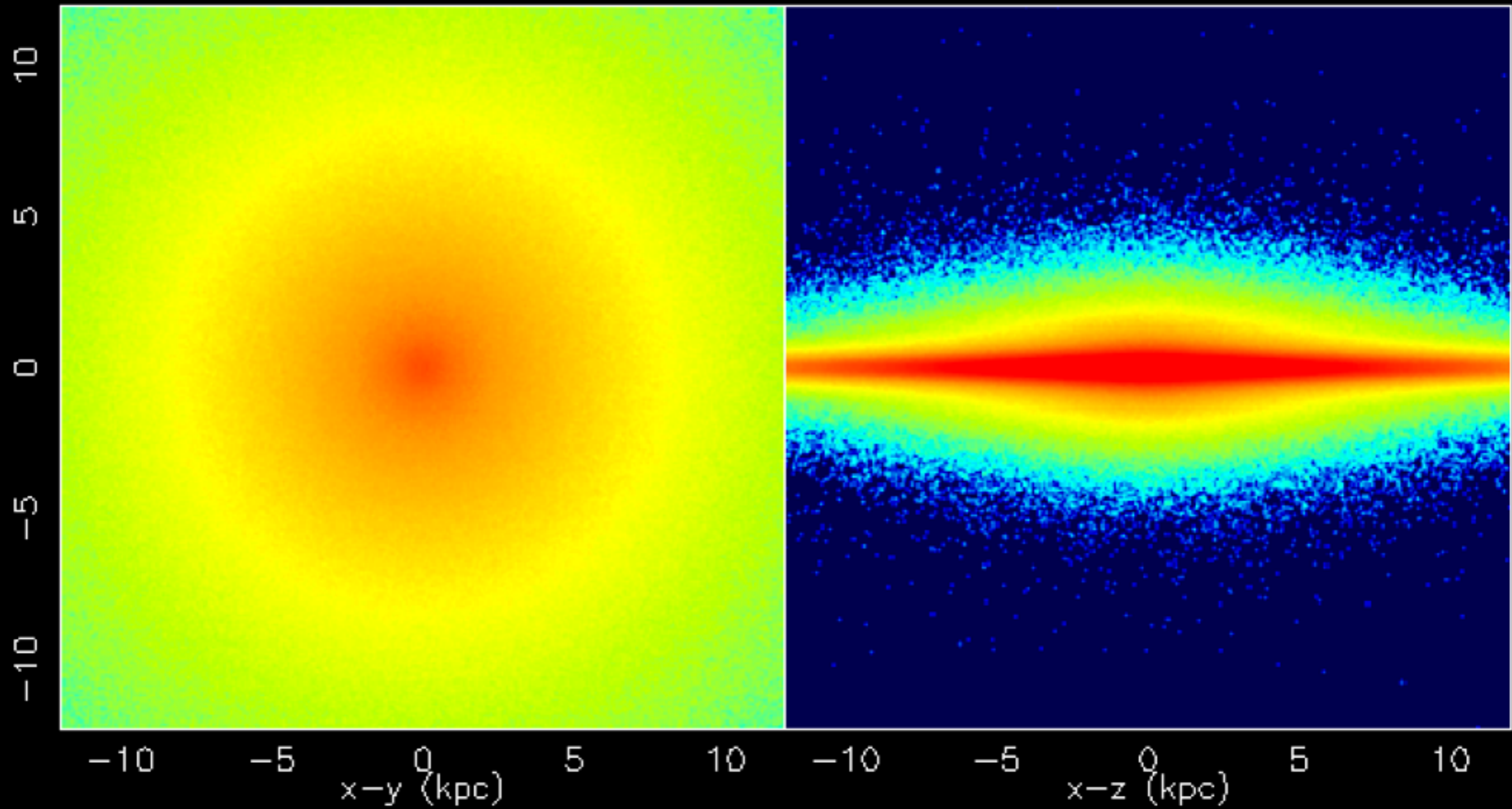
Model	N	Data file
Full data	5,999,999	 1.dat.gz
With extinction	2,372,335	 2.dat.gz
With extinction & error	2,372,335	 3.dat.gz

All in the format: alpha (radians), delta (radians), parallax (arc second), mu-alpha (as/yr), mu-delta (as/yr), radial velocity (km/s), x (kpc), y (kpc), z (kpc), vx (km/s), vy (km/s), vz (km/s), mass (10^{12} solar masses), V, V-I.

(x,y,z,vx,vy,vz galactocentric, for checking purposes only!)

The observer is assumed at (-8,0) kpc

Thin+Thick disk model: no bar or spiral arm



Local Dark Matter Density

Silverwood, Sivertsson, Read

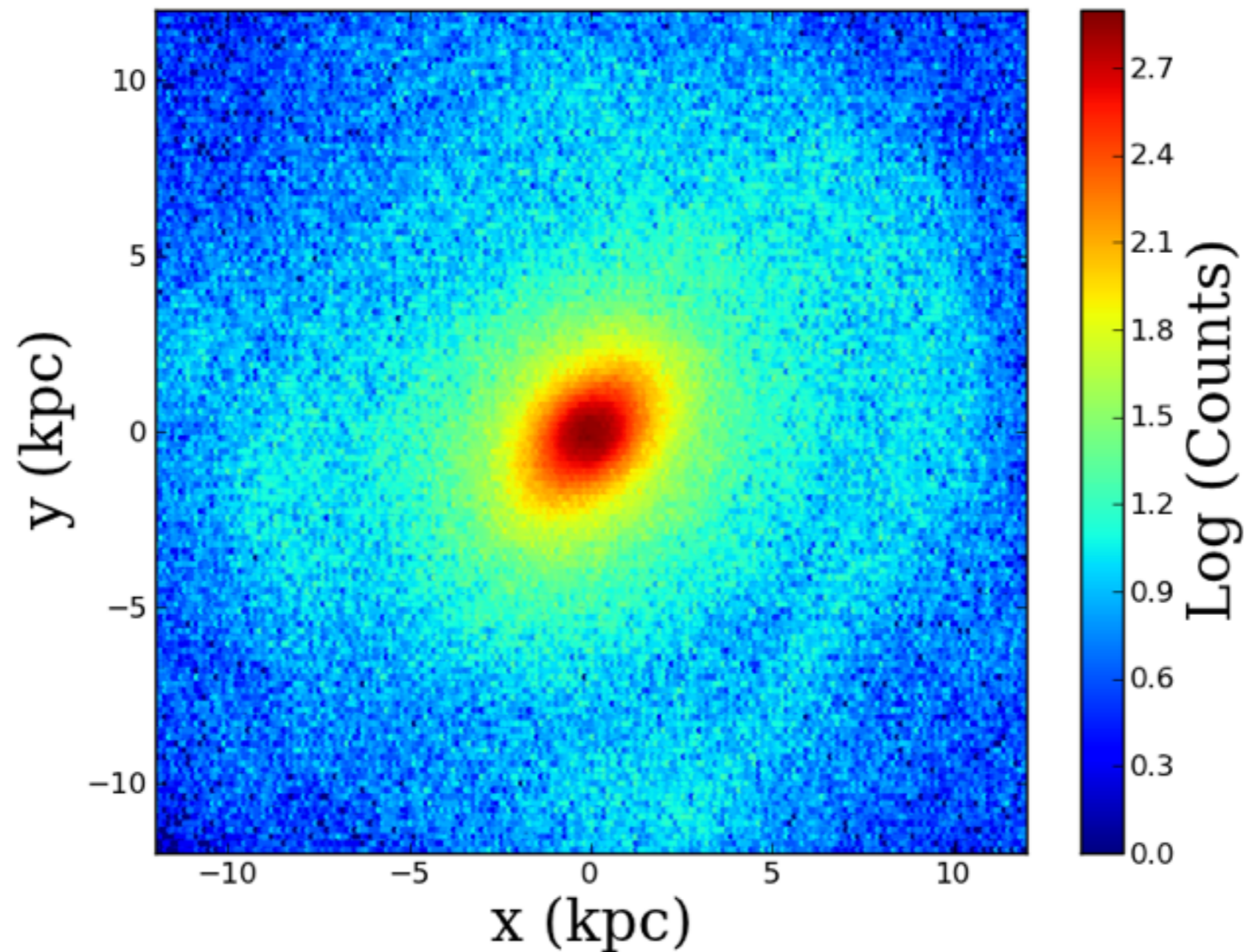
- Applying the method published Silverwood et al. arXiv: 1507.08581 to Jason Hunt's axisymmetric disk, and other global disk mock data
- work in progress

Pattern Speed of the Bar (and Spiral Arms)

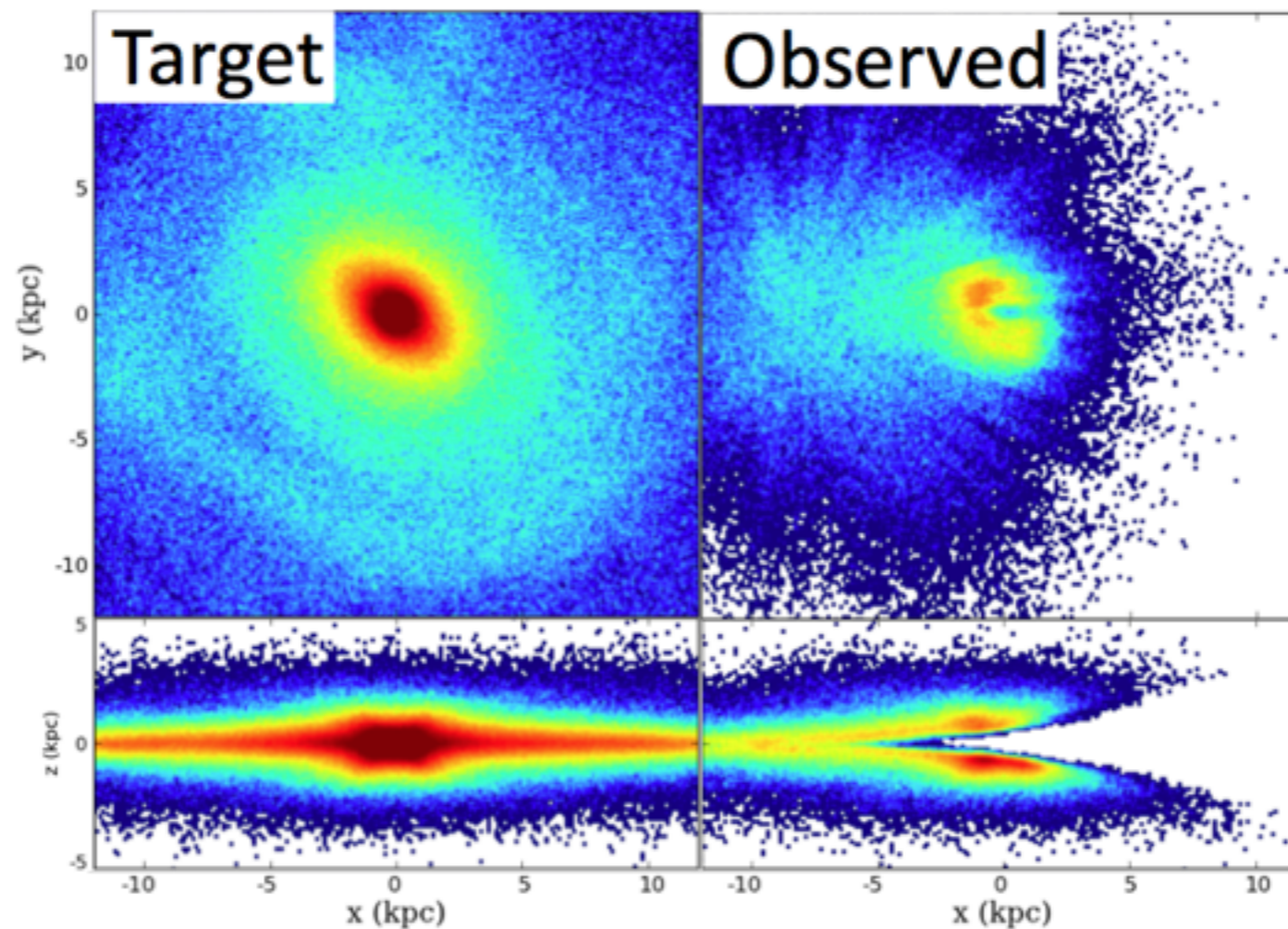
Laurent Chemin, Daniel Pfenniger, Merce Romero-Gomez,
Jason Hunt, Daisuke Kawata

- Objective
Recovering Bar and Pattern speed from Mock data
- Method
Local Tremaine-Weinberg method: using grid and SPH derivatives
M2M: PRIMAL

Mock data: GD3 (Jason Hunt)
N-body barred disc snapshot
pattern speed 28.9 km/s/kpc

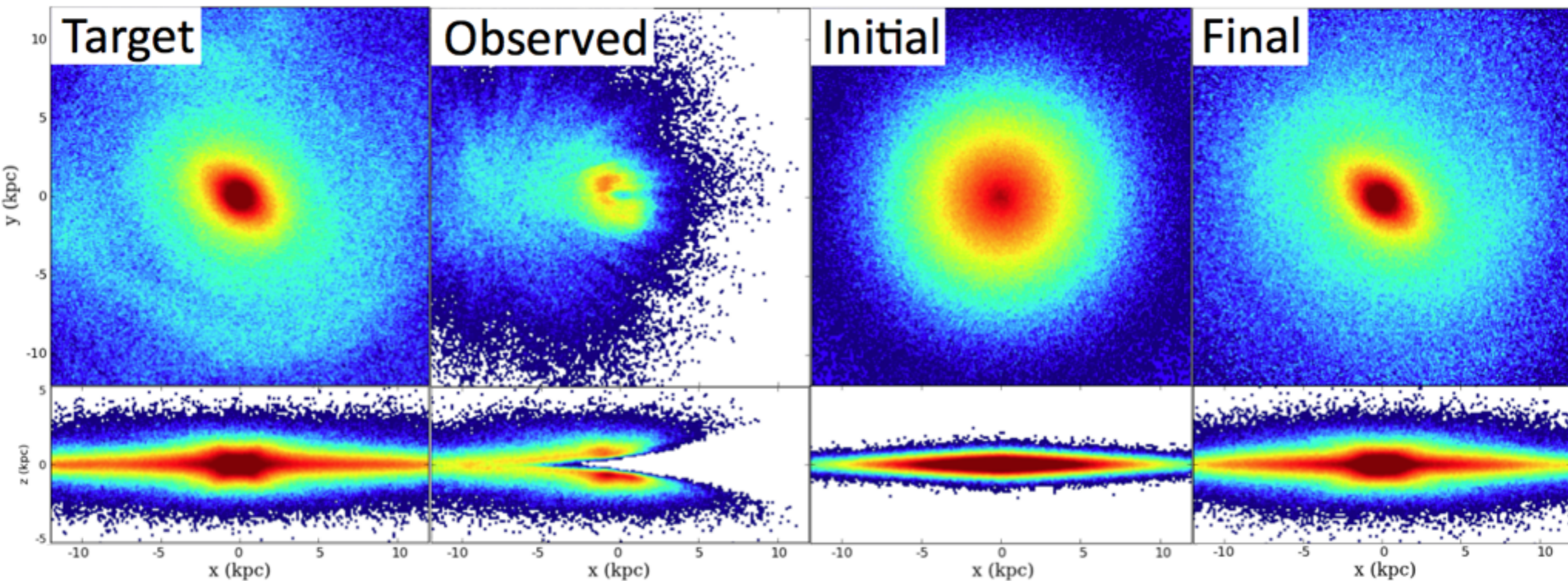


Testing with mock target disc
created with N-body simulations
a star particle = M0 giant star
+3D extinction and Gaia errors



Target data ($V < 16.5$ mag)
created from N-body simulations

M2M modelling
pattern speed = 29.7 km/s/kpc ($\Omega_{p,t}=28.9$ km/s/kpc)
Mock data with extinction and Gaia error
Note: DM potential is known
Hunt & Kawata (2014)



Target data ($V < 16$ mag)
created from N-body simulations

PRIMAL modelling

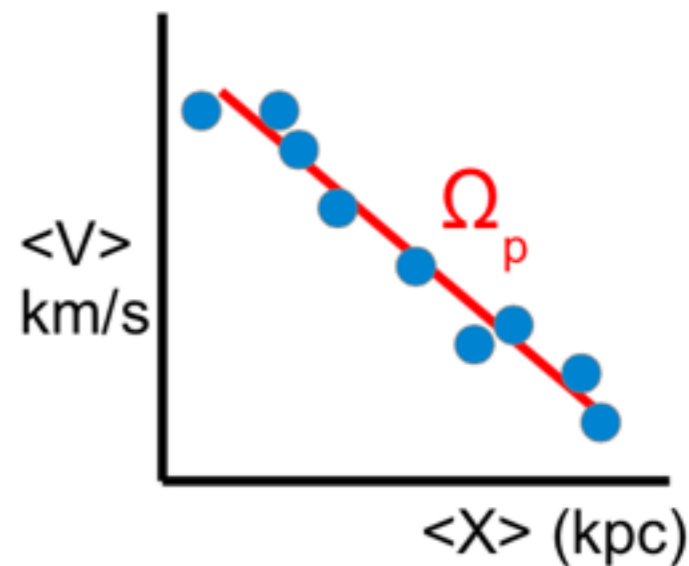
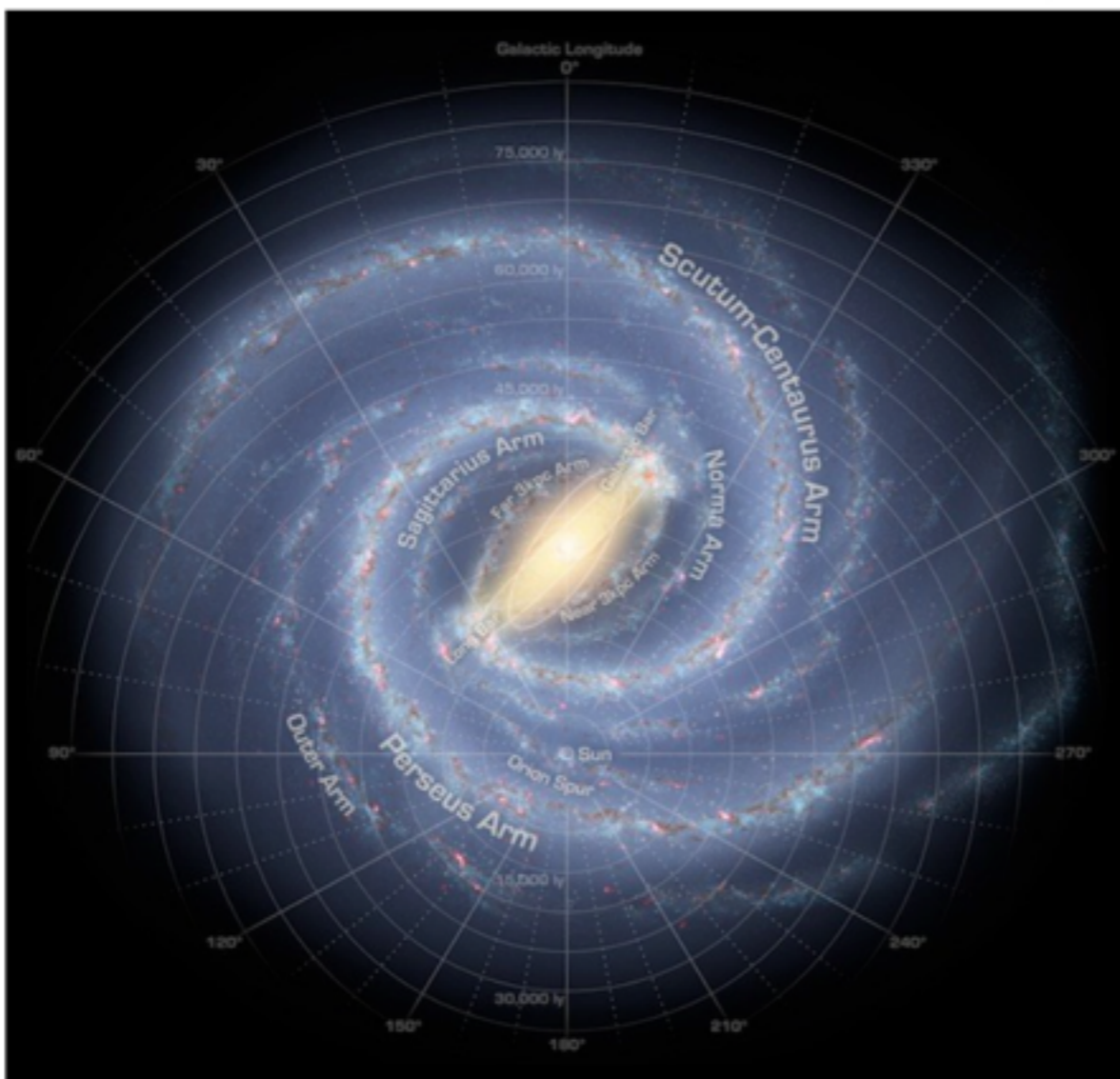


Density waves pattern speeds



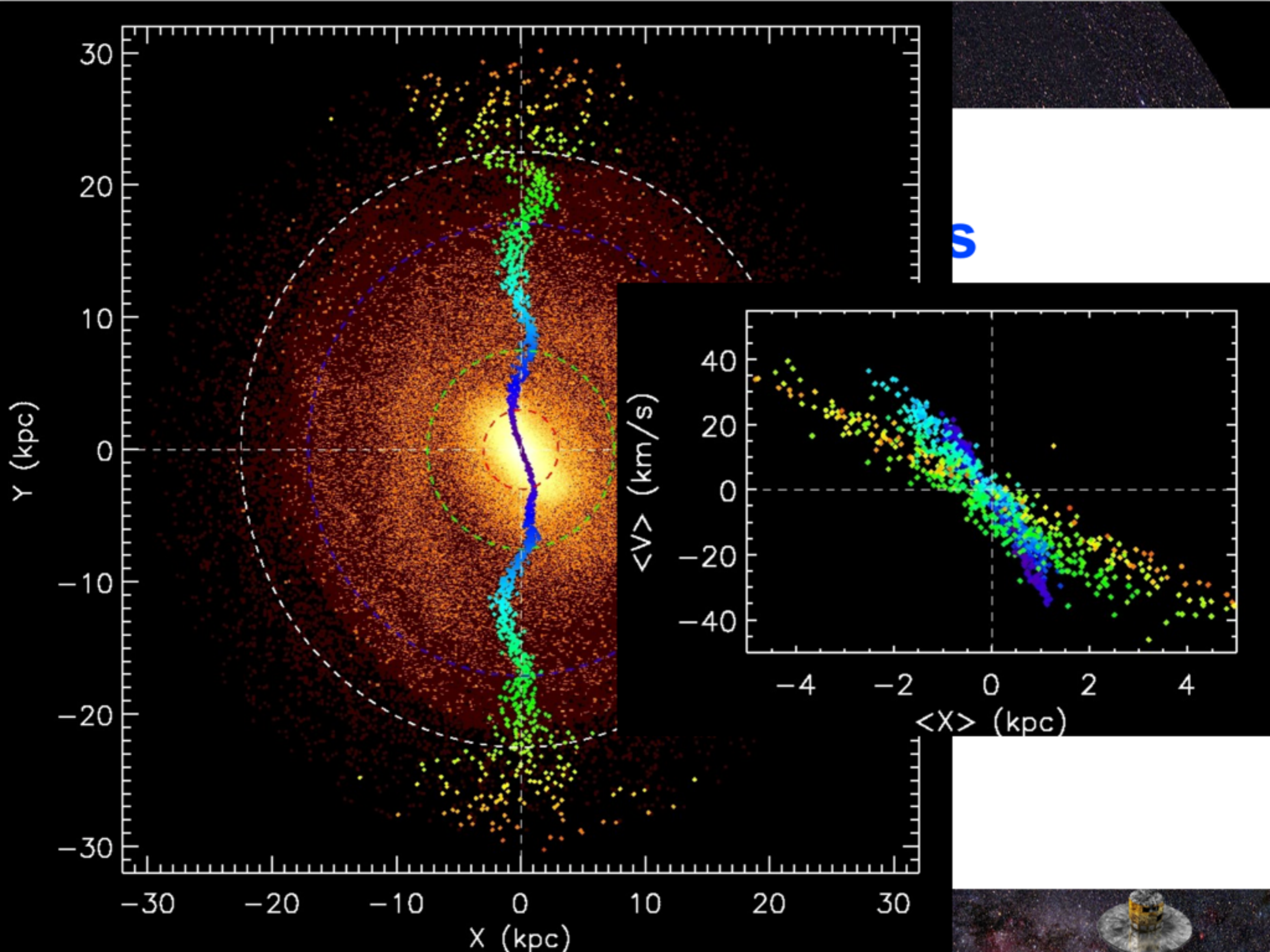
Tremaine-Weinberg method (Tremaine & Weinberg 1984)

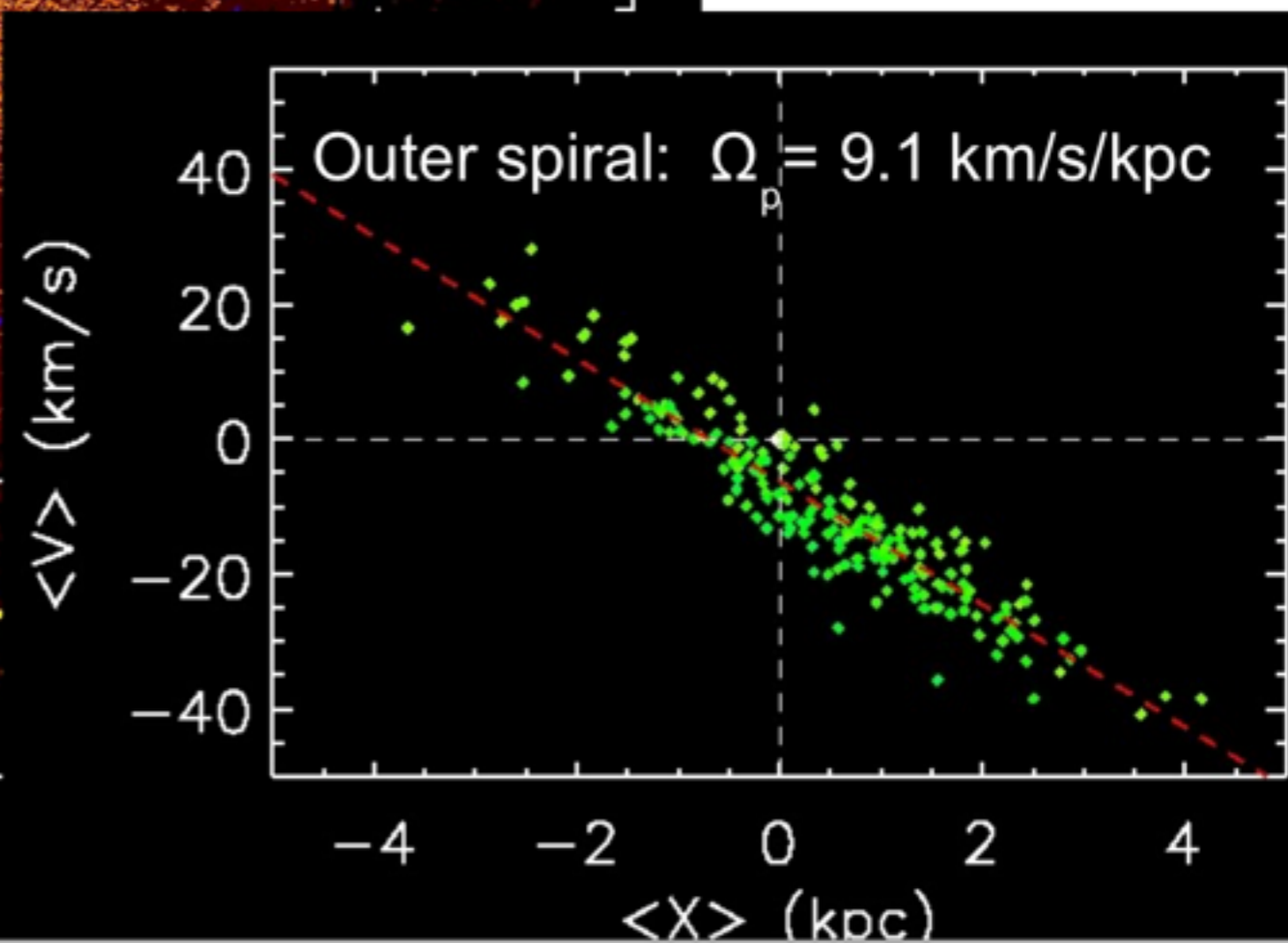
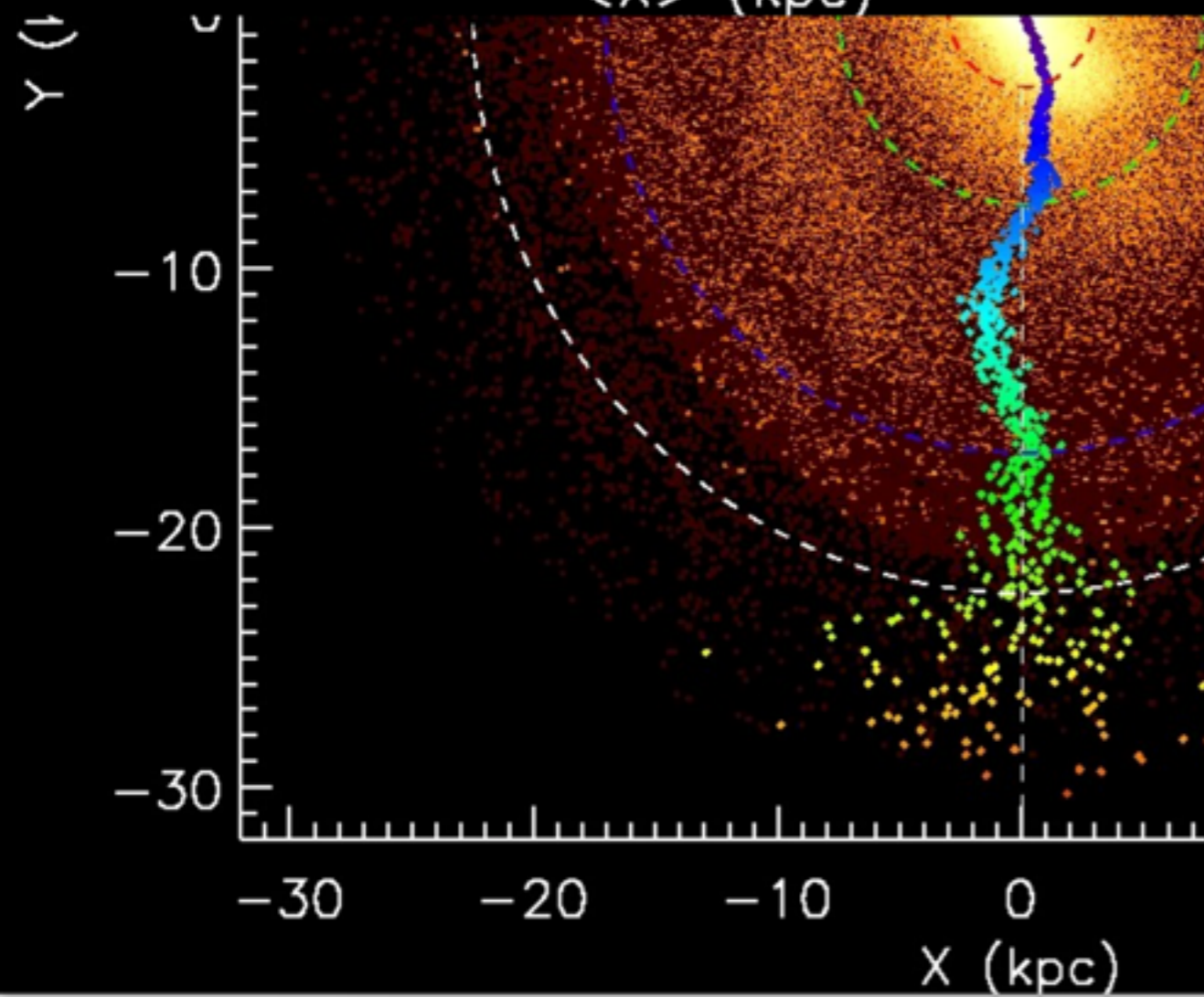
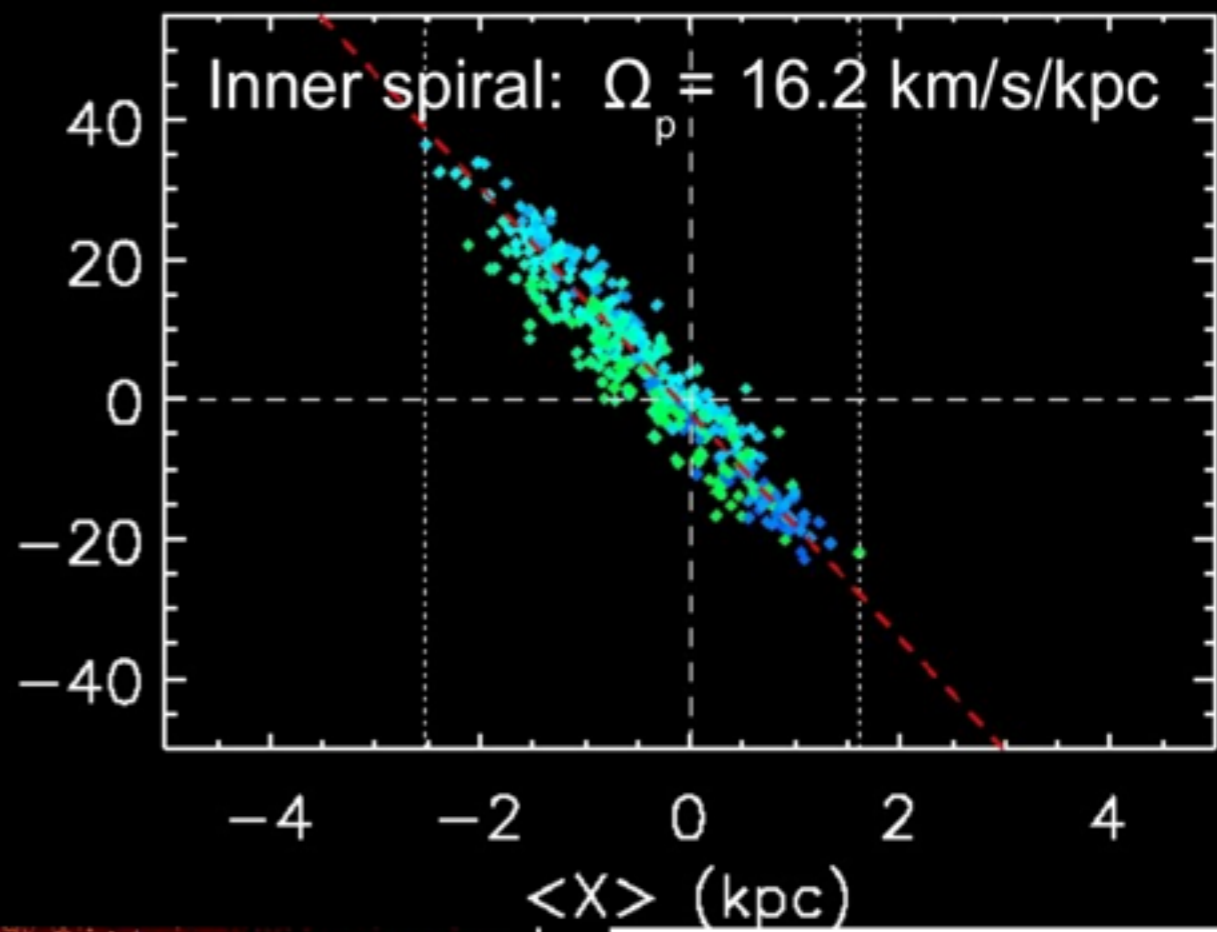
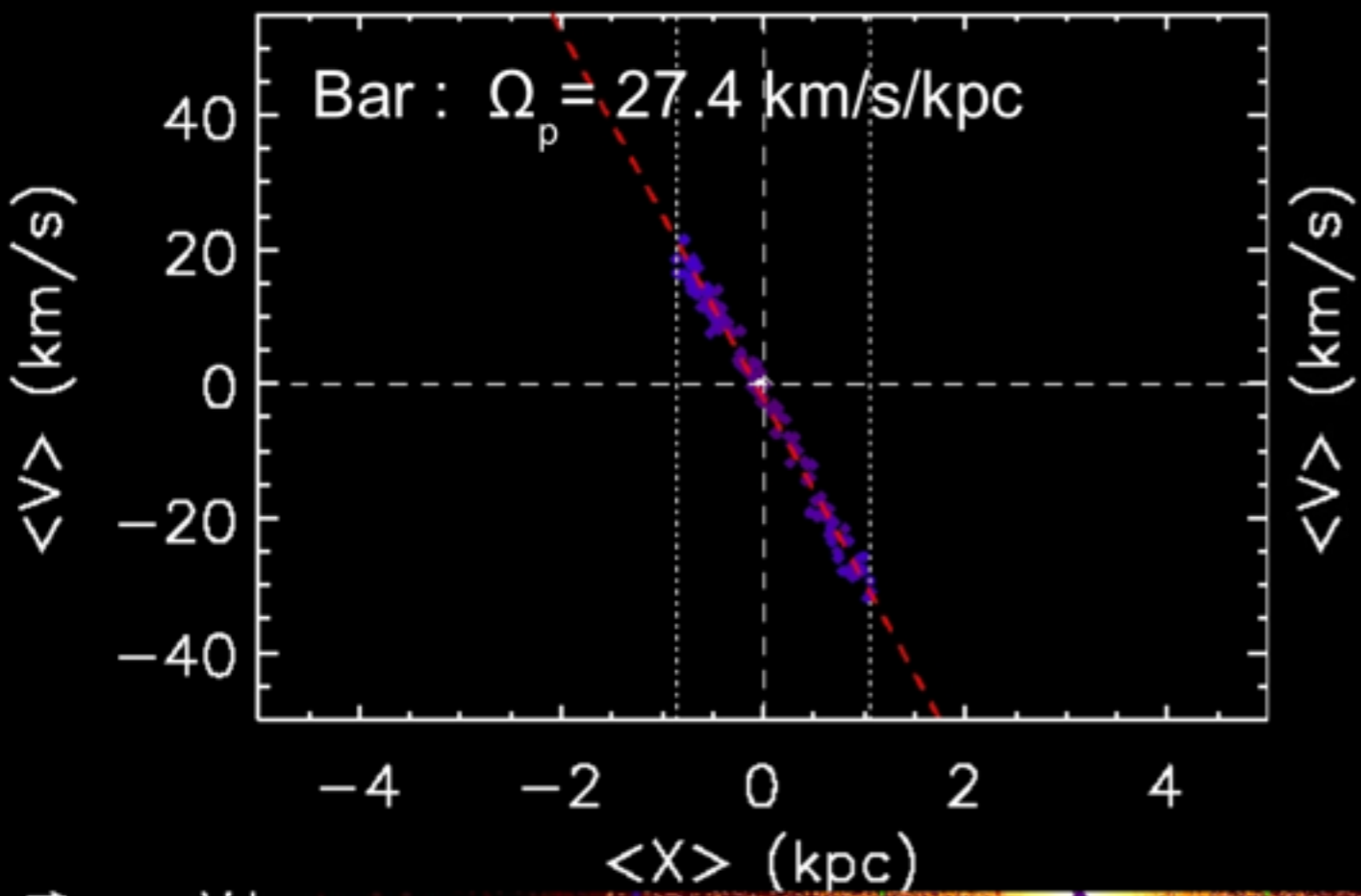
$$\Omega_p \int_{-\infty}^{\infty} \Sigma(x, y, t) x dx = \int_{-\infty}^{\infty} \Sigma(x, y, t) v_y(x, y, t) dx$$

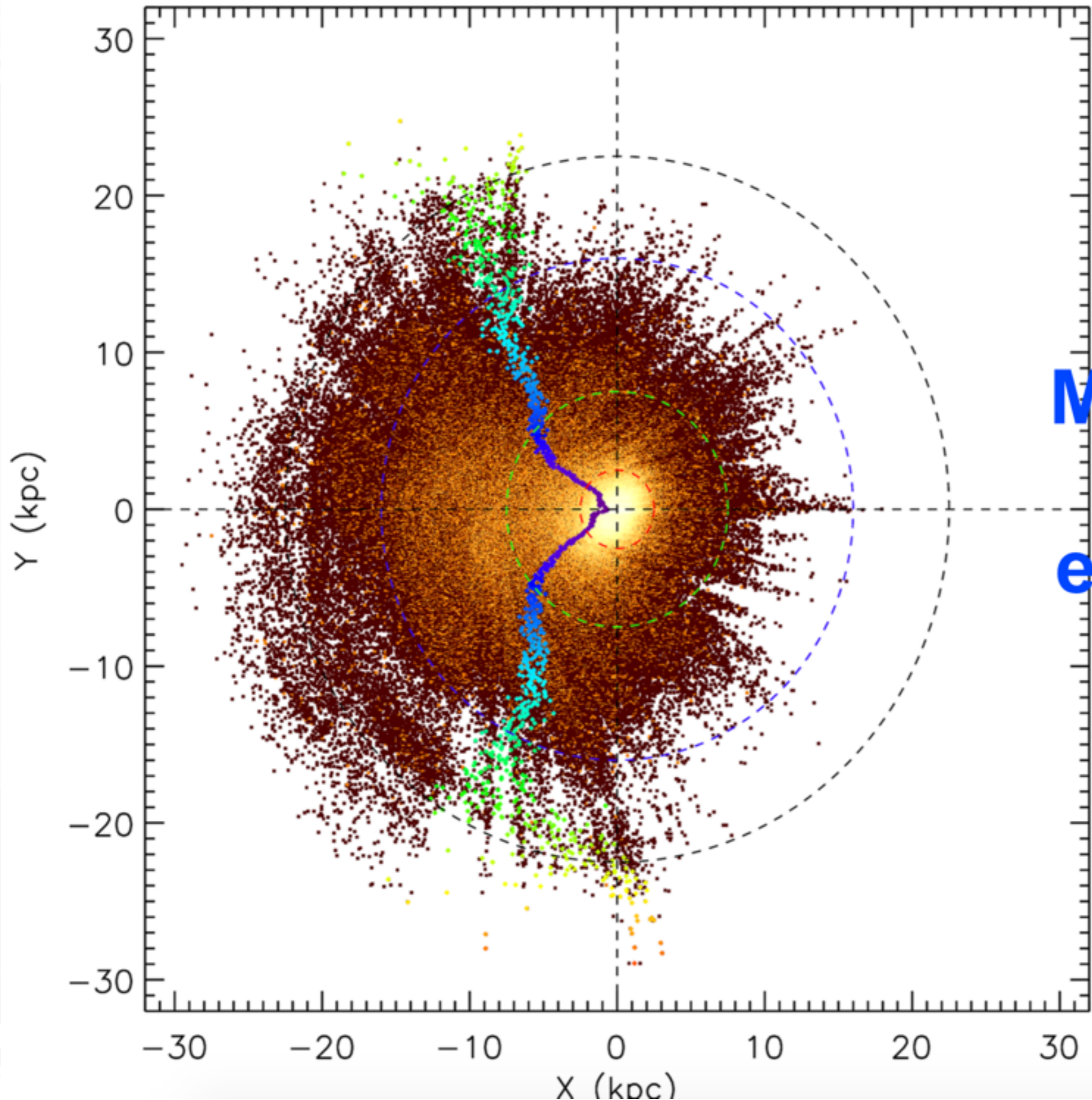


Gaia Challenge
SF2A, 2014







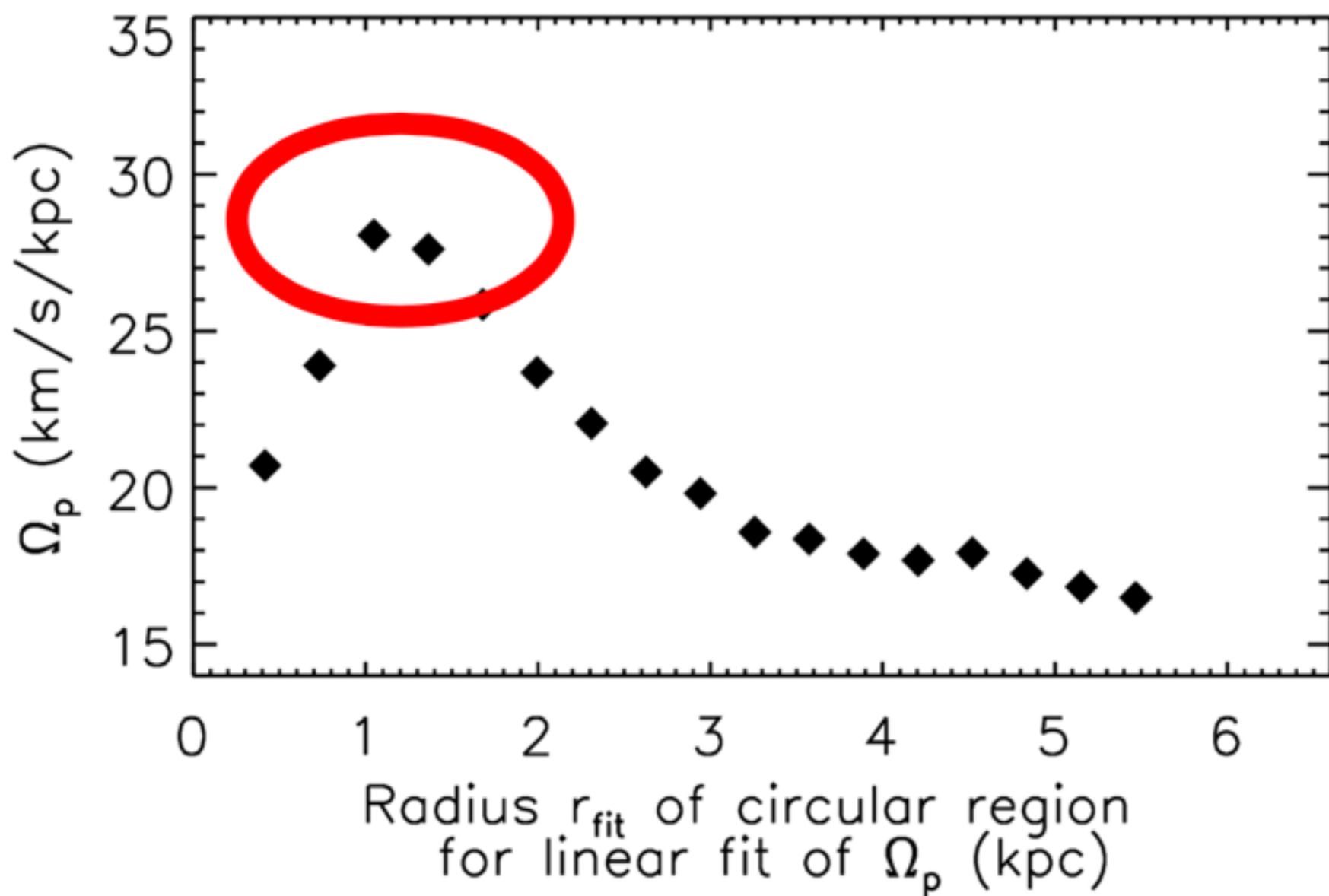


**Mock data
with
extinction**

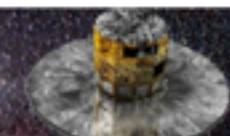


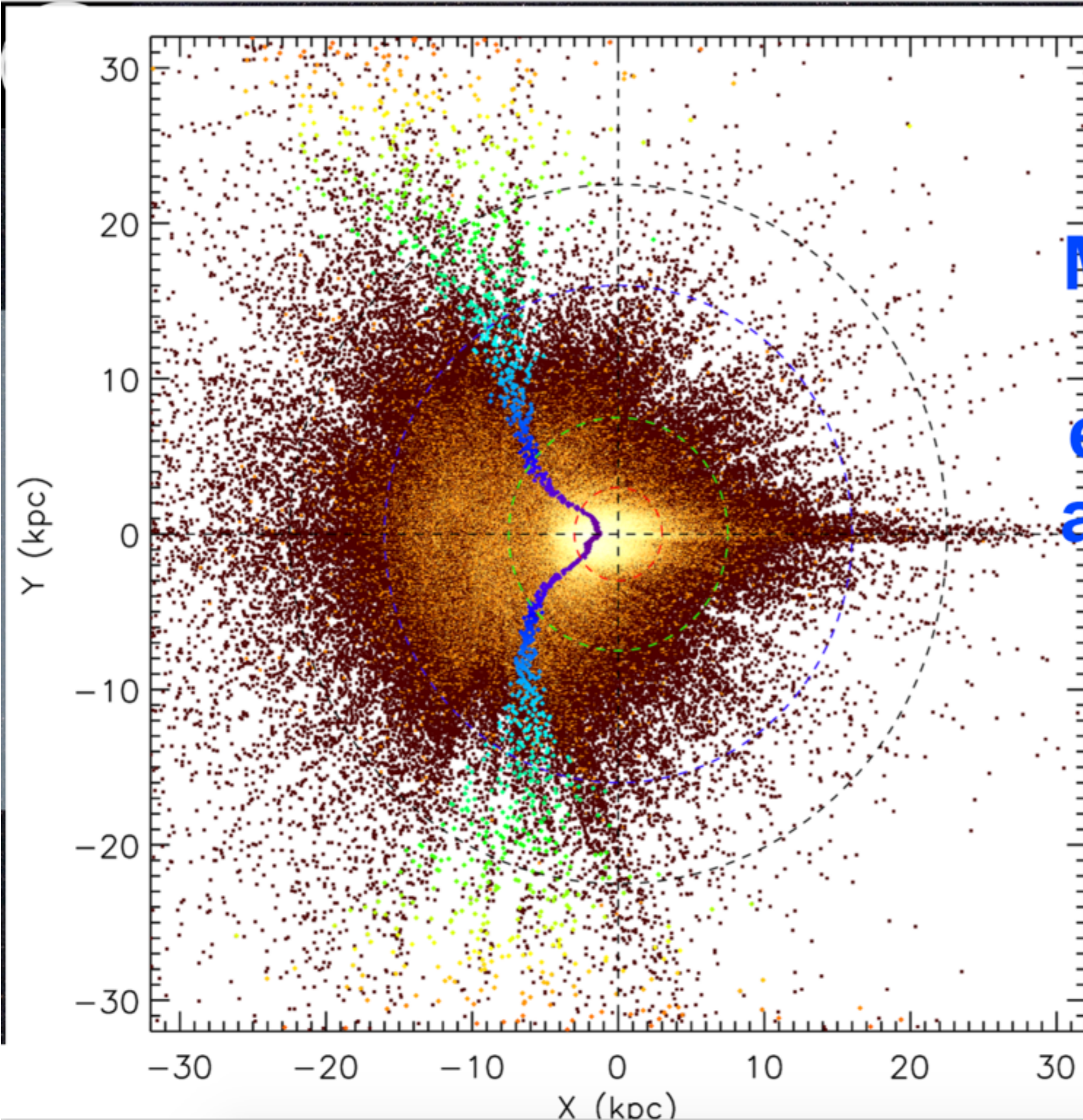


Angular speed maximum in the bar ~ 28 km/s/kpc



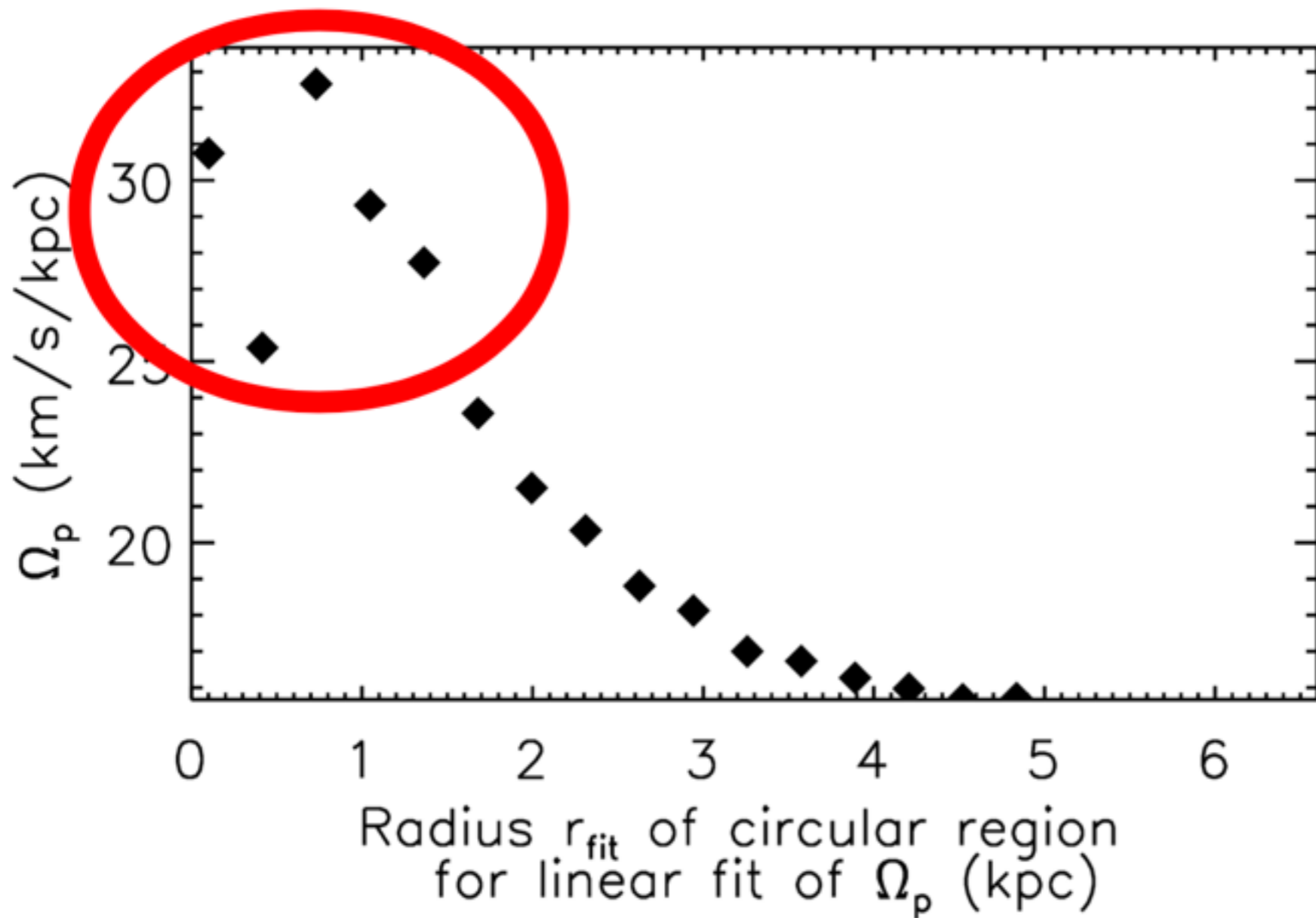
**Mock data
with
extinction**





**Mock data
with
extinction
and errors**





Mock data with extinction and errors

Angular speed
more scattered in
the bar region

Still consistent
with input value



Smoothed Particle Local Tremaine-Weinberg method

smoothed physical value at \mathbf{x}

$$\langle f(\mathbf{x}) \rangle = \int f(\mathbf{x}') W(\mathbf{x} - \mathbf{x}', h) d\mathbf{x}'$$

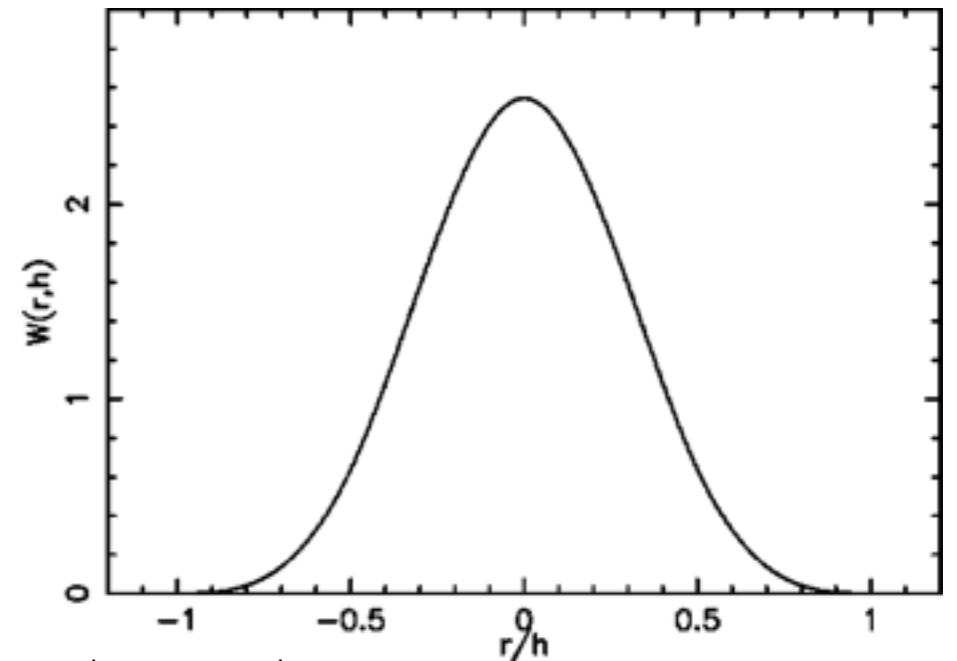
$W(r, h)$: smoothing kernel,
 h : smoothing length

spline kernel $r = |\mathbf{x} - \mathbf{x}'|$,

$$W(r, h) = \frac{8}{\pi h^3} \begin{cases} 1 - 6(r/h)^2 + 6(r/h)^3 & \text{if } 0 \leq r/h \leq 1/2, \\ 2[1 - (r/h)]^3 & \text{if } 1/2 \leq r/h \leq 1, \\ 0 & \text{otherwise.} \end{cases}$$

derivatives

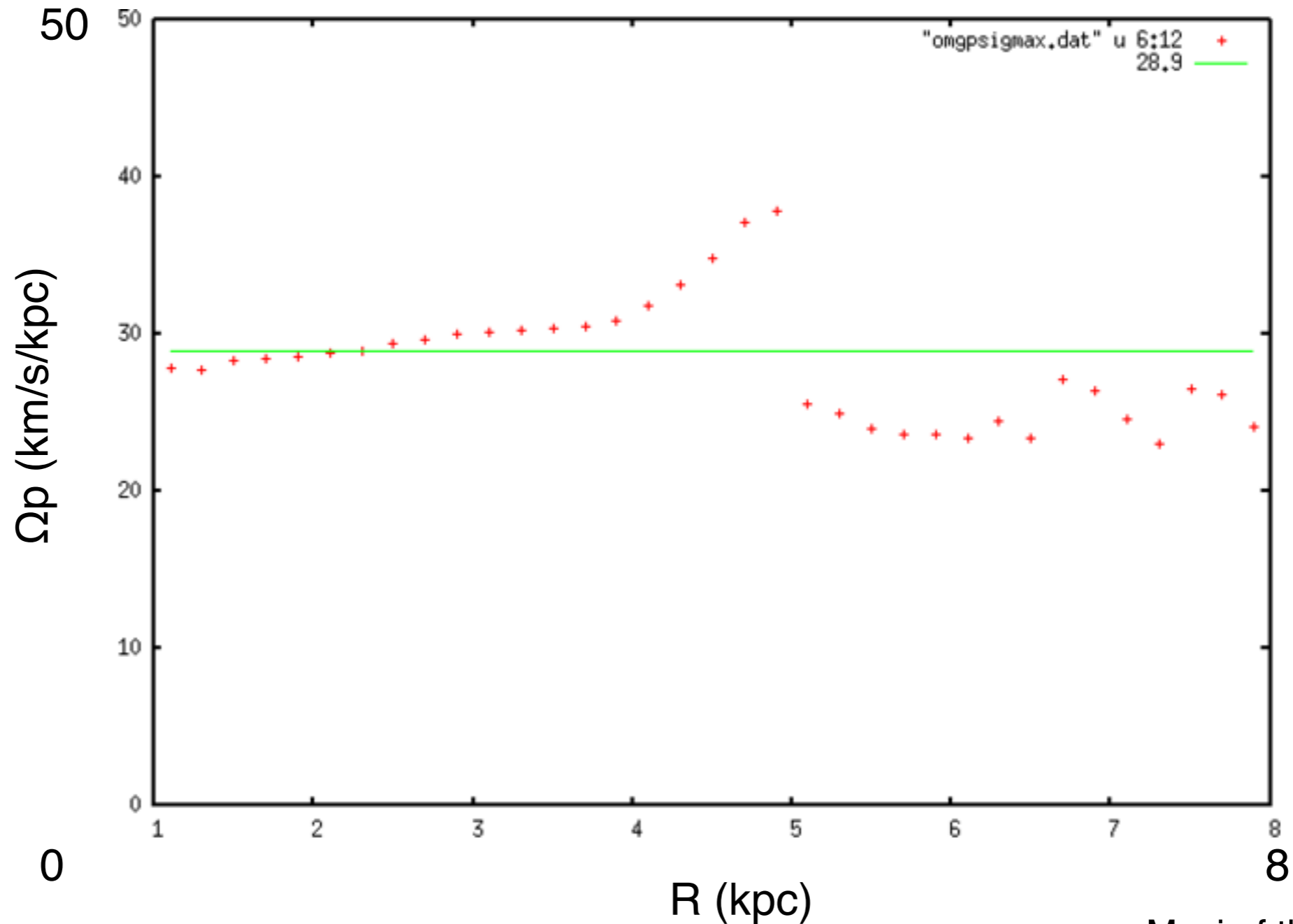
$$\langle \nabla f(\mathbf{x}) \rangle = \sum_j \frac{m_j}{\rho_j} f(\mathbf{x}_j) \nabla_i W(\mathbf{x} - \mathbf{x}_j, h)$$



$$\frac{\partial}{\partial x} [\Sigma(x, y, t) v_x(x, y, t)] + \frac{\partial}{\partial y} [\Sigma(x, y, t) v_y(x, y, t)] = \Omega_p \left(y \frac{\partial \Sigma}{\partial x} - x \frac{\partial \Sigma}{\partial y} \right)$$

Smoothed Particle

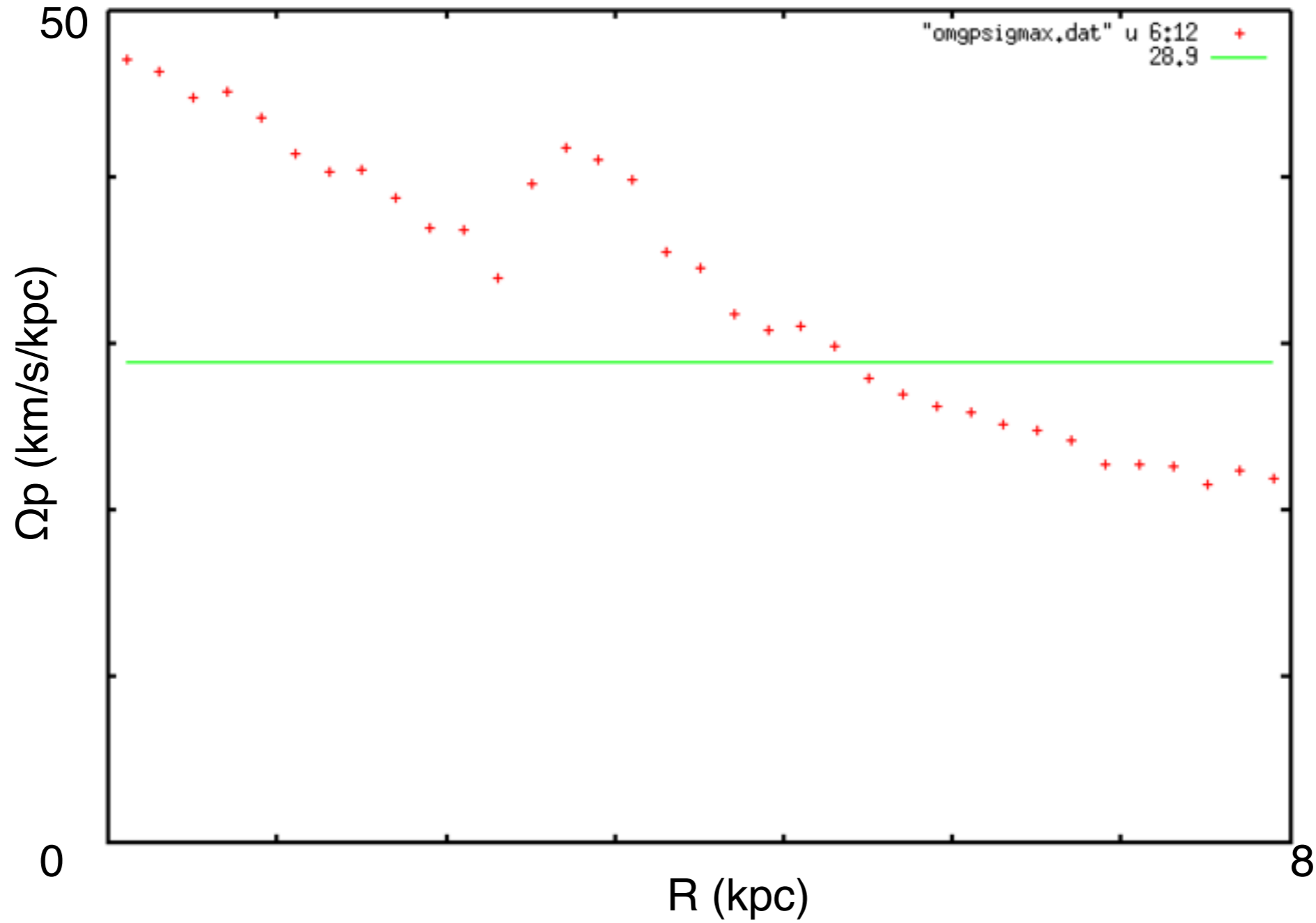
Local Tremaine-Weinberg method: all data



Maxi of this value

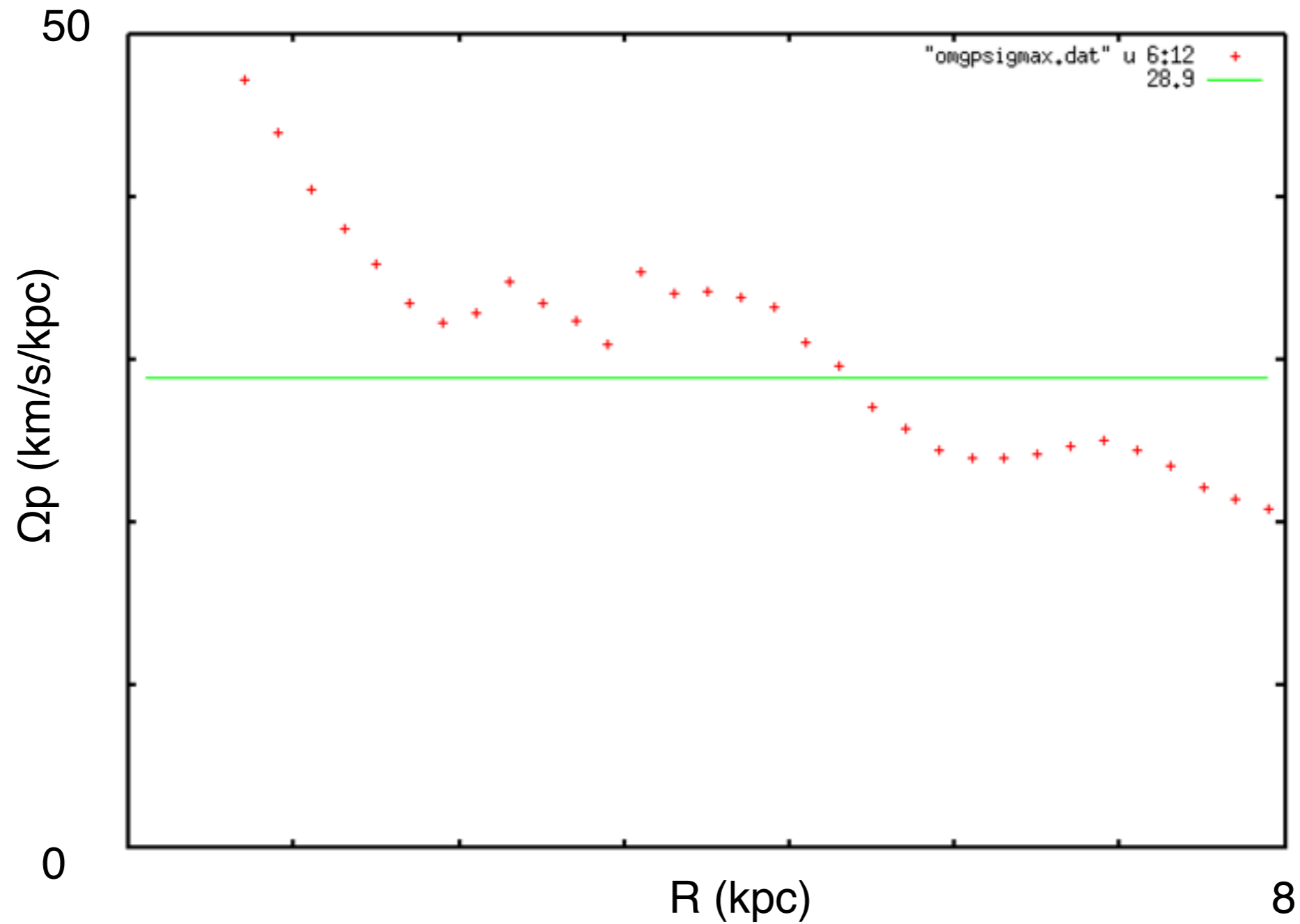
$$\frac{\partial}{\partial x} [\Sigma(x, y, t) v_x(x, y, t)] + \frac{\partial}{\partial y} [\Sigma(x, y, t) v_y(x, y, t)] = \Omega_p \left(y \frac{\partial \Sigma}{\partial x} - x \frac{\partial \Sigma}{\partial y} \right)$$

Smoothed Particle Local Tremaine-Weinberg method: $0.5 < |z| < 1$ kpc with extinction selection



Smoothed Particle

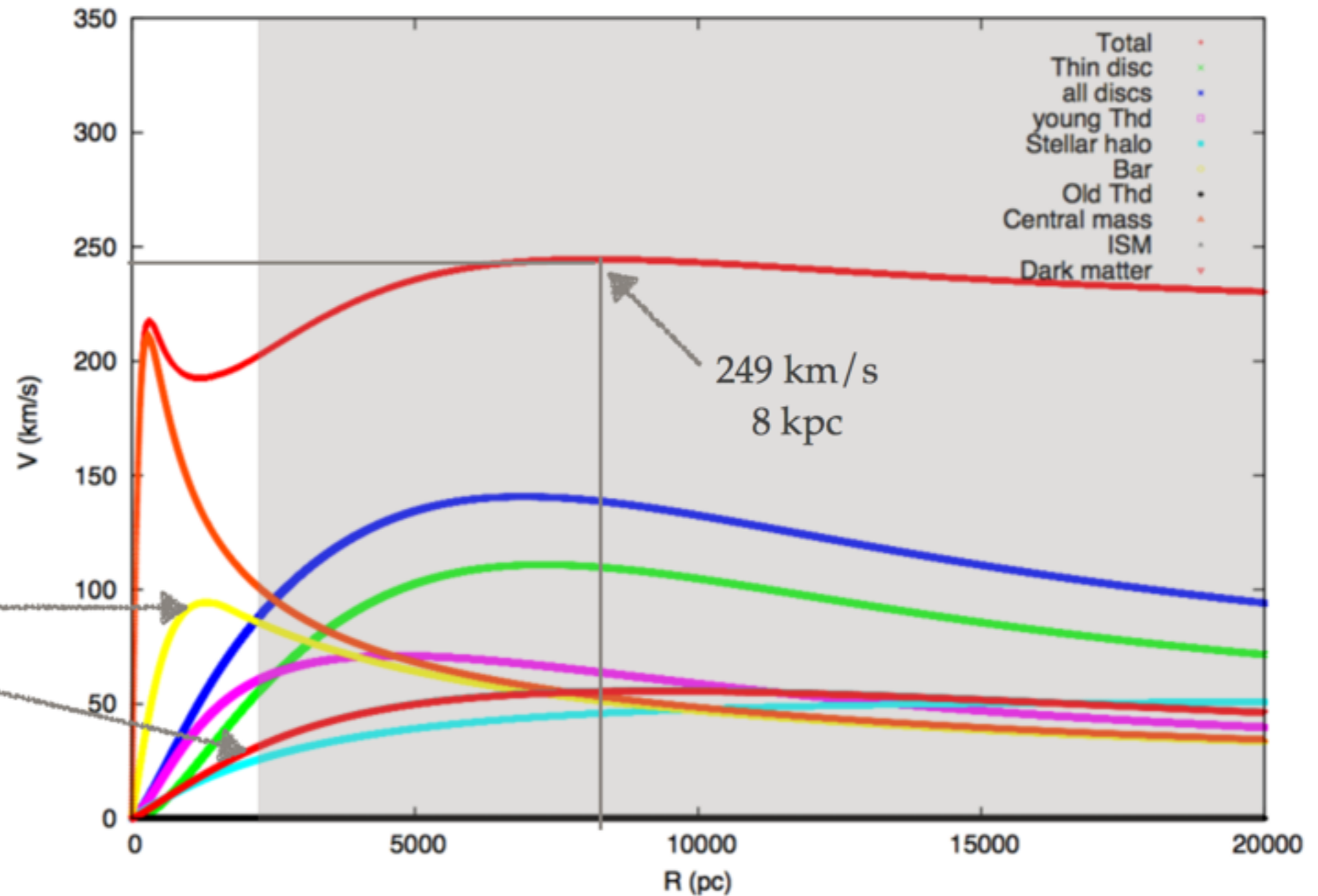
Local Tremaine-Weinberg method: $0.5 < |z| < 1$ kpc
with extinction selection with error



New dynamical update - BGM2015

Pichardo method.
Pichardo et al. (2004)

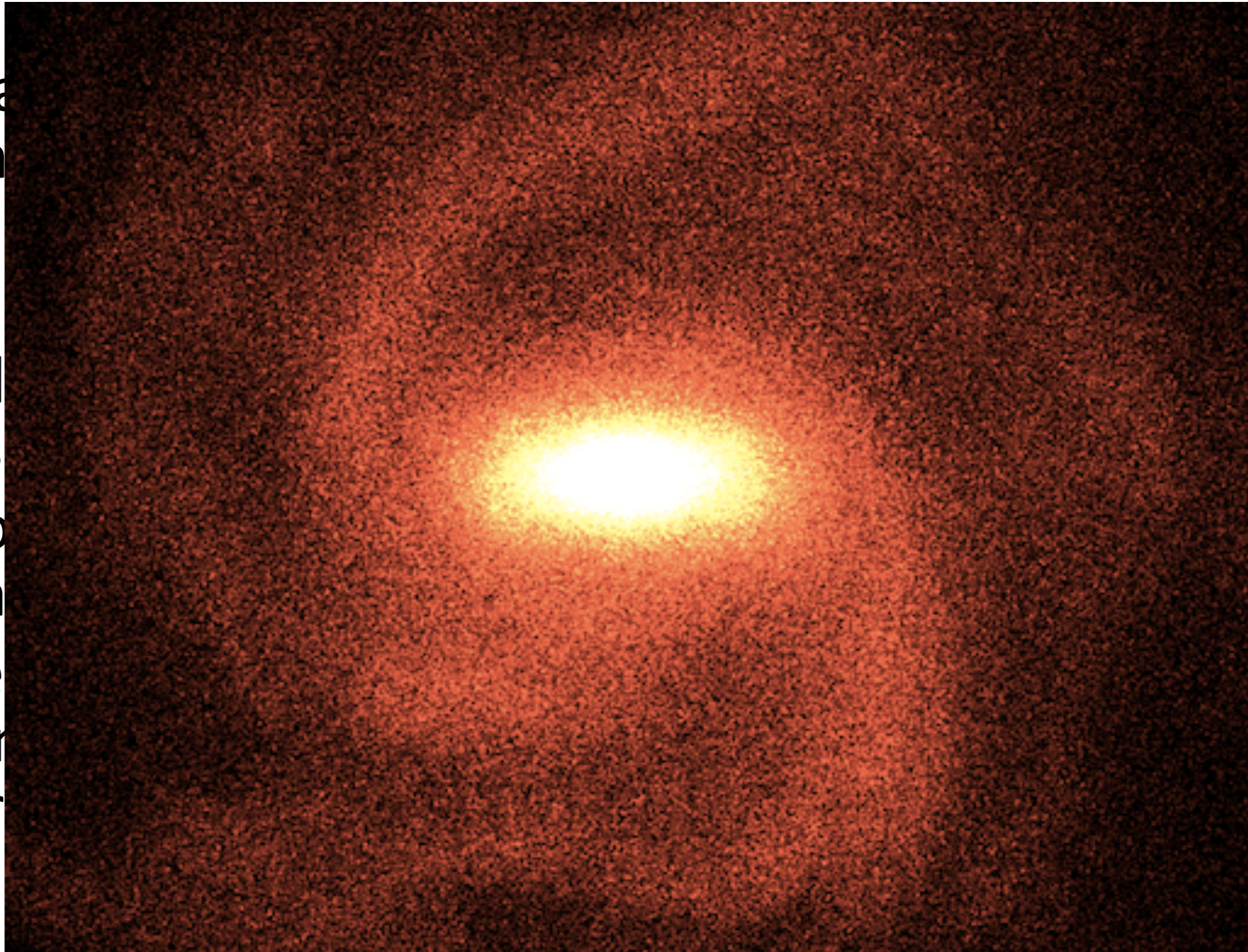
- [1] Triaxial bar
- [2] Stellar halo



BGM model: Fernández-Trincado et al. (2015, in prep.)

Challenge: Motion of particles from a reconstructed potential

- Goal: simulate
- Collision
- Input: isolated
- Too slow
- Measure using particles



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Preliminary results

