



Numerical Galaxy Formation & Cosmology

Lecture 5: Halo Finders & Semi-analytic Models

Benjamin Moster

Ewald Puchwein

Outline of the lecture course

- Lecture 1: Motivation & Initial conditions
- Lecture 2: Gravity algorithms & parallelization
- Lecture 3: Hydro schemes
- Lecture 4: SPH, Radiative cooling & heating, Subresolution physics
- **Lecture 5: Halo and subhalo finders & Semi-analytic models**
- Lecture 6: Getting started with Gadget
- Lecture 7: Example galaxy collision
- Lecture 8: Example cosmological box

Outline of this lecture

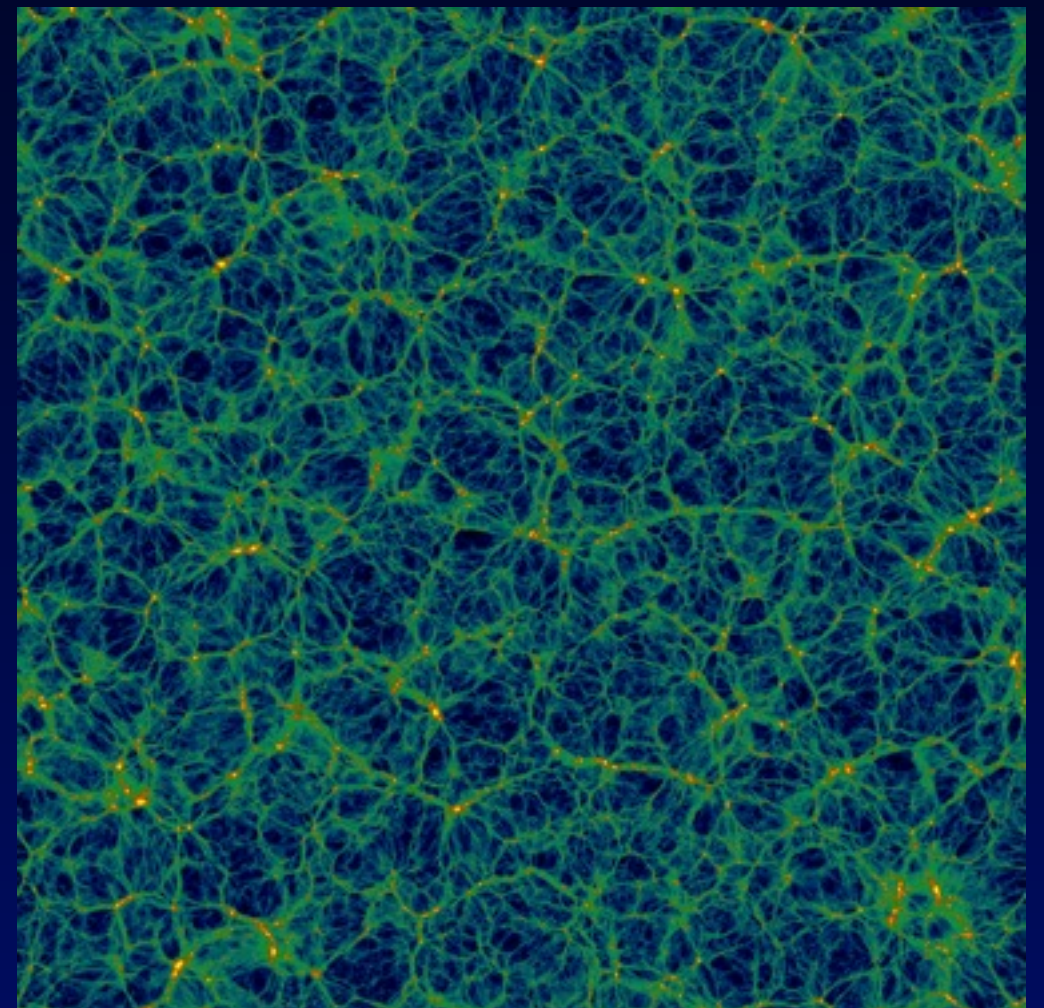
- Halo and subhalo finders
 - ▶ Friends-of-Friends (FOF)
 - ▶ Density peak finders
 - ▶ Unbinding particles
 - ▶ Examples: BDM, AHF, Subfind, Rockstar
- Semi-analytic models
 - ▶ Radiative Cooling
 - ▶ Star formation & feedback
 - ▶ Mergers & morphology
- Empirical galaxy formation models (abundance matching)

Outline of this lecture

- Halo and subhalo finders
 - ▶ Friends-of-Friends (FOF)
 - ▶ Density peak finders
 - ▶ Unbinding particles
 - ▶ Examples: BDM, AHF, Subfind, Rockstar
- Semi-analytic models
 - ▶ Radiative Cooling
 - ▶ Star formation & feedback
 - ▶ Mergers & morphology
- Empirical galaxy formation models (abundance matching)

Cosmological Simulations

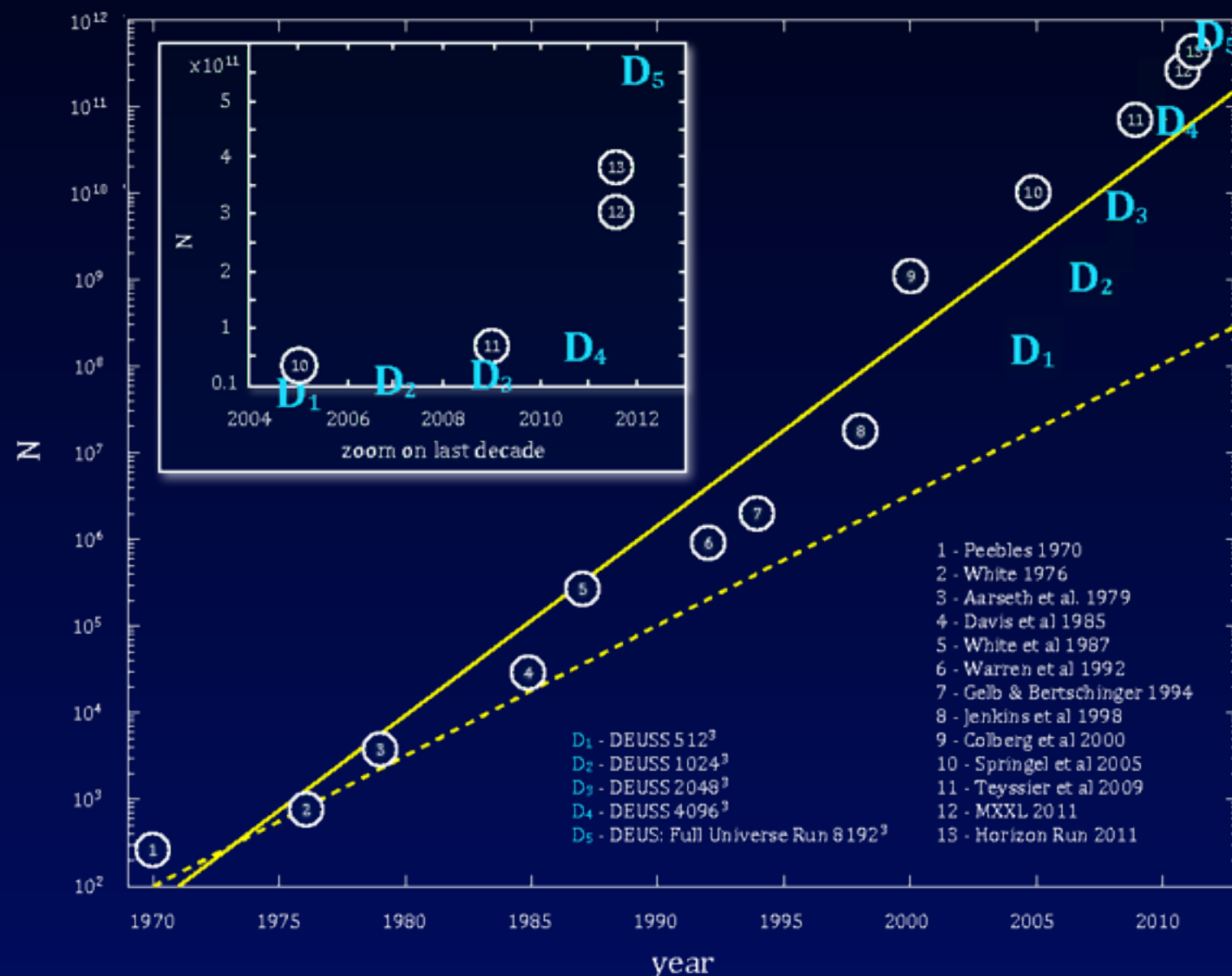
- Up to now: Initial conditions and codes to evolve simulation
(Gravity: N-body, Hydro: SPH, AMR, Moving Mesh)
- In the end: Information on particles (and/or cells), NOT haloes/galaxies!
- Need to analyse particle information somehow to get meaningful information about haloes/galaxies
- 1st step: Halo finder → Identifies bound objects in particle data
- Then: analyse particles of given halo (total mass, profile, etc).



Halo Finders for larger simulations

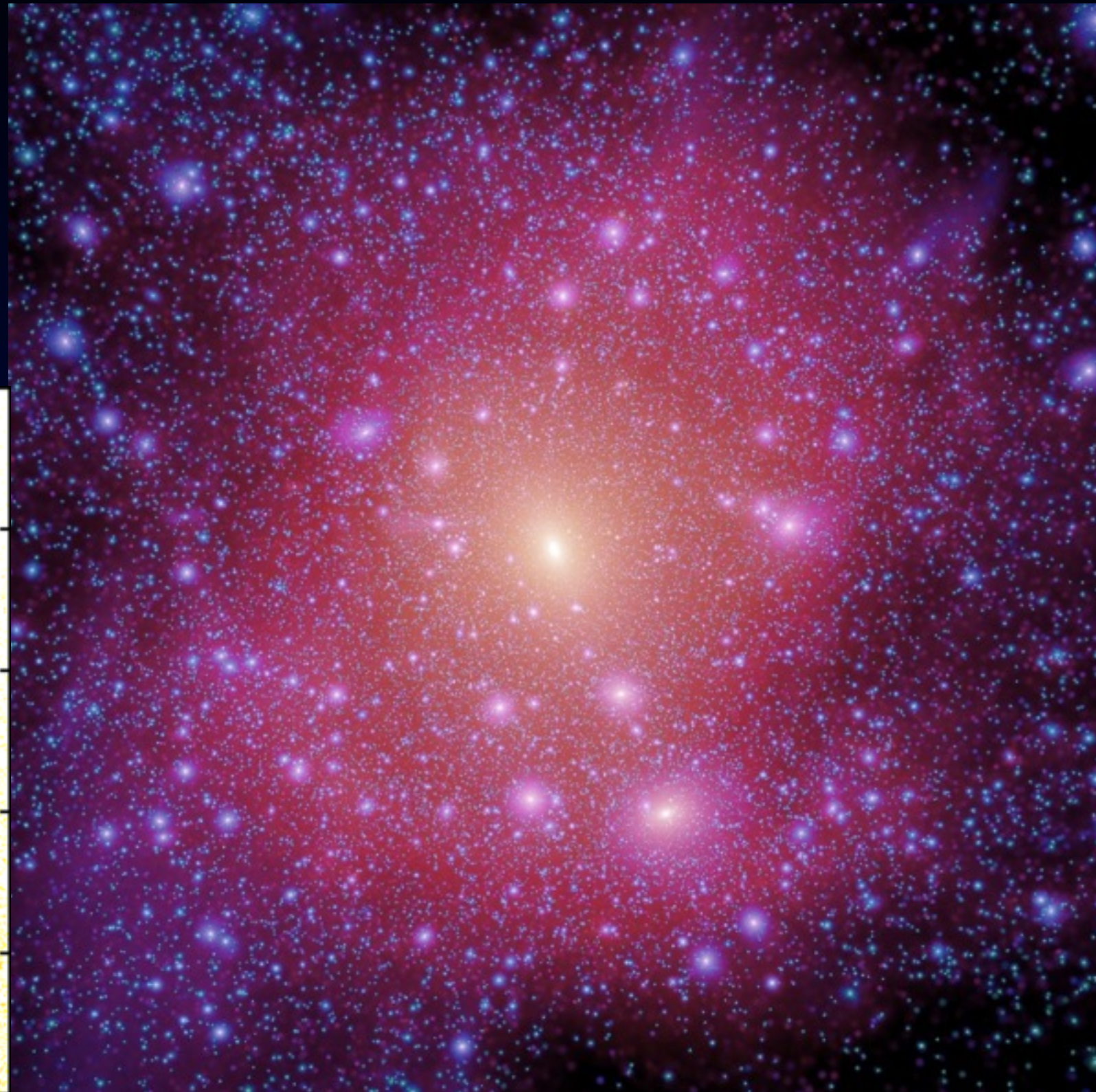
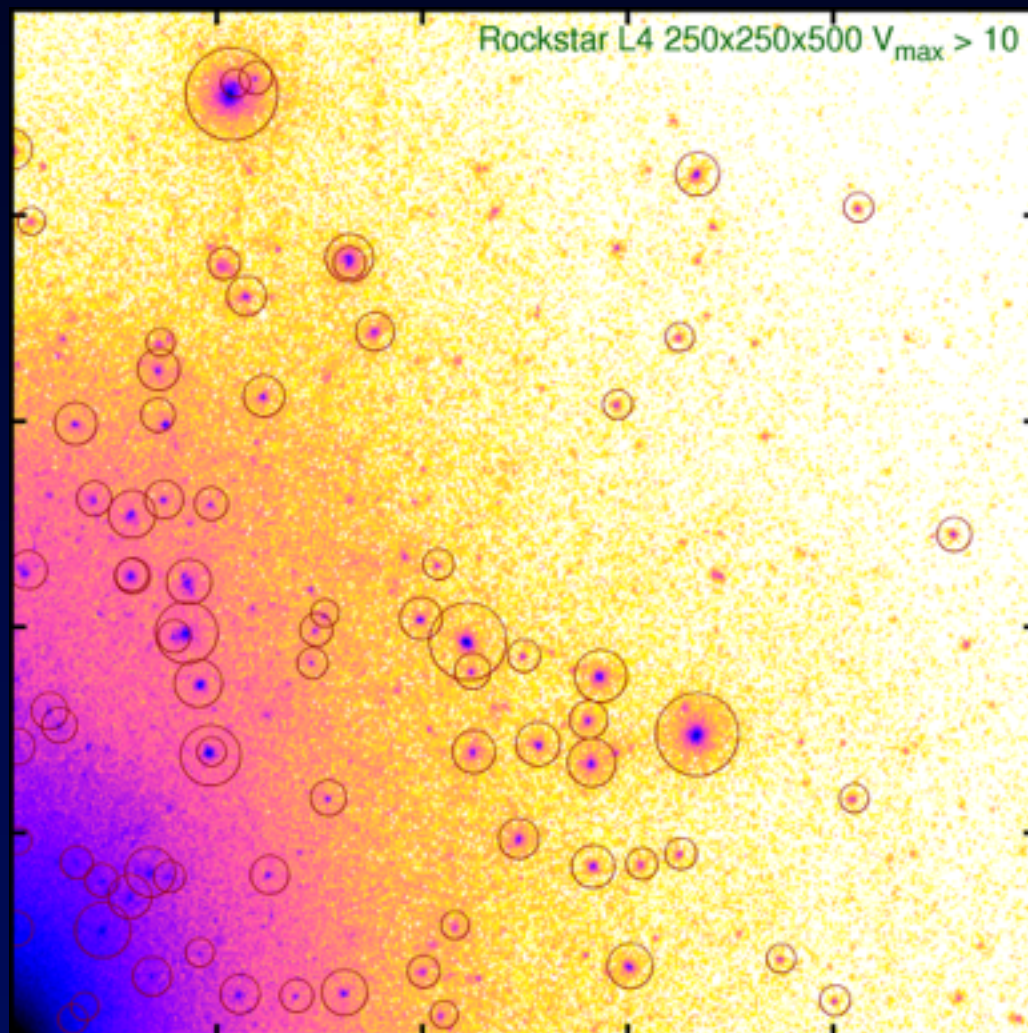
- Larger simulations (Moore's law) require better halo finders
- More and better algorithms have been developed (listing most important ones):

- ▶ 1985: FOF
- ▶ 1991: DENMAX
- ▶ 1995: adaptive FOF
- ▶ 1997: BDM
- ▶ 1988: HOP
- ▶ 1999: hierarchical FOF
- ▶ 2001: SKID
- ▶ 2001: SUBFIND
- ▶ 2006: 6DFOF
- ▶ 2009: AHF
- ▶ 2010: ROCKSTAR



Hierarchical Structure Formation

- In CDM: Structures form hierarchically: identify haloes, subhaloes, subsubhaloes, ...



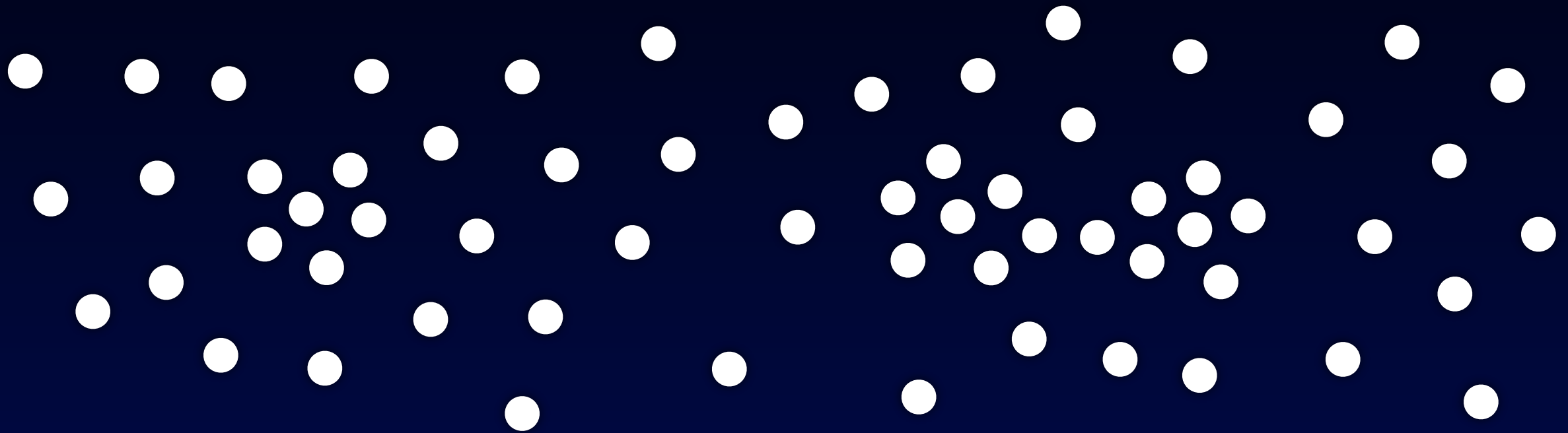
Different Methods

- Can search for haloes using different particle information:
 - ▶ Positions (configuration space): 3D
 - ▶ Positions & velocities (configuration & velocity space): 3D+3D
 - ▶ Positions & velocities (phase space): 6D
 - ▶ Positions, velocities & time (phase space & time domain): 7D
- Easiest methods use just position:
 - ▶ Friends-of-Friends (FOF)
 - ▶ Density-Peak-Finder
- More advanced methods also use the velocity information to ‘unbind’ particles: adaptive/hierarchical FOF, BDM, SUBFIND, AHF, ...

Friends-of-Friends

- Uses only particle positions to group spatially close particles:

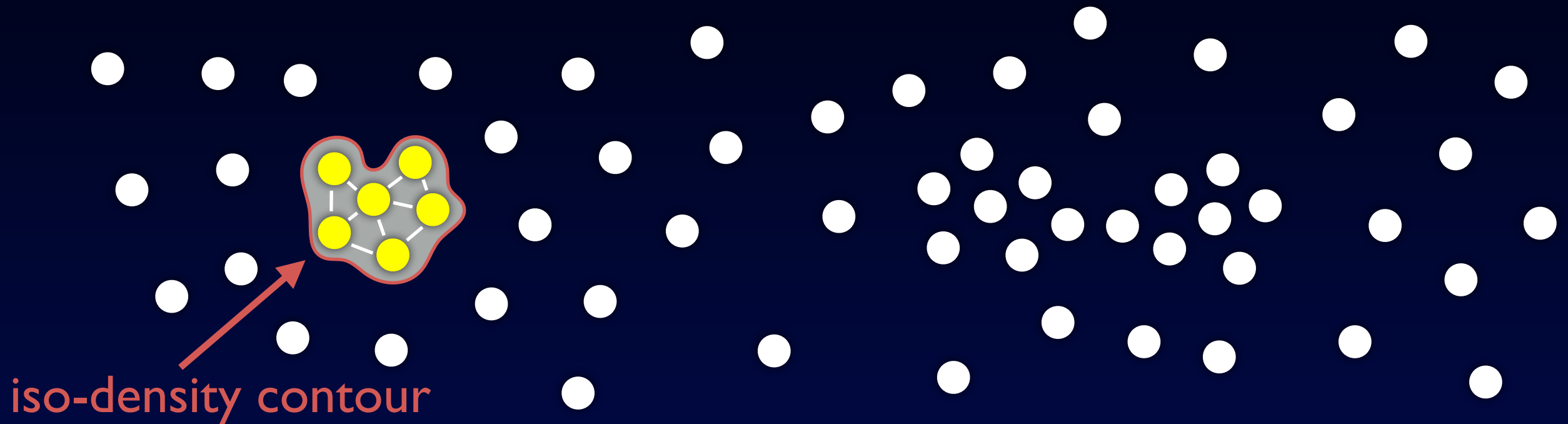
$$|\vec{x}_i - \vec{x}_j| \leq b \Delta x = b B / \sqrt[3]{N}, \quad B = \text{Boxsize}, N = \# \text{ of particles}, b \approx 0.2$$



Friends-of-Friends

- Uses only particle positions to group spatially close particles:

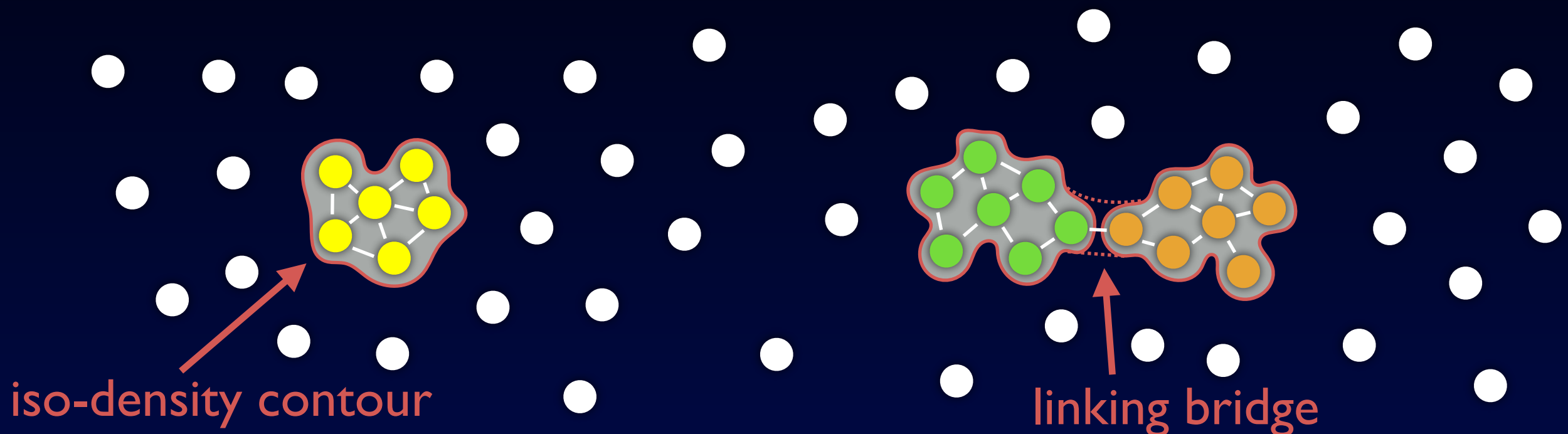
$$|\vec{x}_i - \vec{x}_j| \leq b \Delta x = b B / \sqrt[3]{N}, \quad B = \text{Boxsize}, N = \# \text{ of particles}, b \approx 0.2$$



Friends-of-Friends

- Uses only particle positions to group spatially close particles:

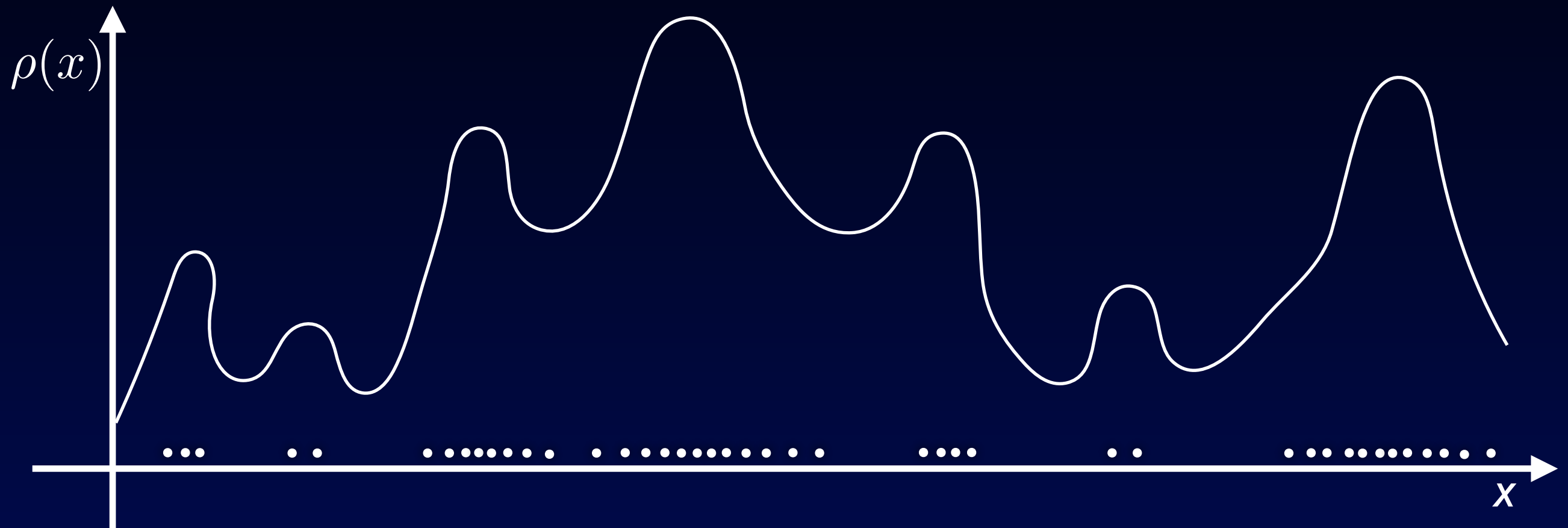
$$|\vec{x}_i - \vec{x}_j| \leq b \Delta x = b B / \sqrt[3]{N}, \quad B = \text{Boxsize}, N = \# \text{ of particles}, b \approx 0.2$$



- Advantages: fast, arbitrary halo shapes
- Disadvantages: no subhaloes, danger of linking bridges

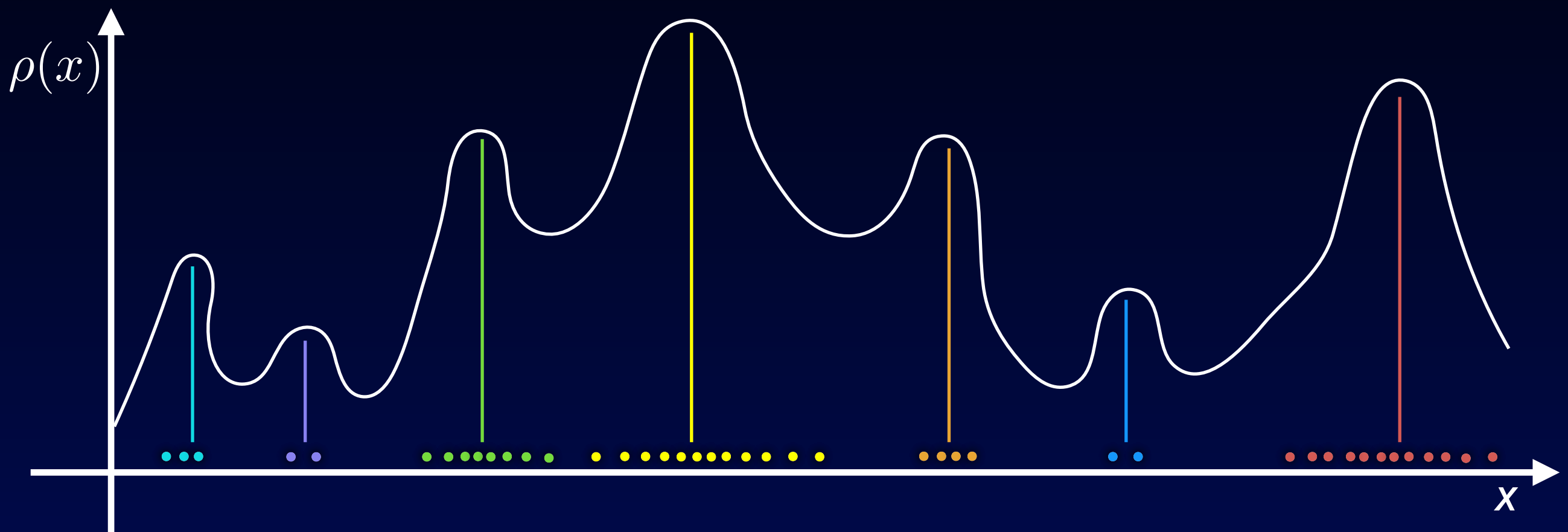
Density Peak Finders

- Smooth density field and locate peaks



Density Peak Finders

- Smooth density field and locate peaks
- Collect particles around peaks



- Advantages: haloes clearly separated, can identify subhaloes
- Disadvantages: usually spherical shapes, need to smooth density field

Unbinding particles from haloes

- Use velocity information to remove unbound particles from haloes

- From $\Delta\phi = 4\pi G\rho$ and spherical symmetry: $\frac{d\phi}{dr} = \frac{GM(<r)}{r^2}$
 $\rightarrow \phi(r) = G \int_0^r \frac{M(<r')}{r'^2} dr' + \phi(0)$ and $\phi(0)$ from $\phi(\infty) = 0$

- Order particles with respect to distance (from centre):

$$\begin{aligned} \int_0^r \frac{M(<r')}{r'^2} dr' &= \int_0^{r_1} \frac{M(<r)}{r^2} dr + \int_{r_1}^{r_2} \frac{M(<r)}{r^2} dr + \dots + \int_{r_{N-1}}^{r_N} \frac{M(<r)}{r^2} dr \\ &= \frac{m_1}{r_1^2} r_1 + \frac{m_1 + m_2}{r_2^2} |r_2 - r_1| + \dots + \frac{\sum_i m_i}{r_N^2} |r_N - r_{N-1}| \end{aligned}$$

- Remove particles with $v_i > v_{\text{esc}}(r_i) = \sqrt{2|\phi(r_i)|}$
- Repeat iteratively until no more particles are removed

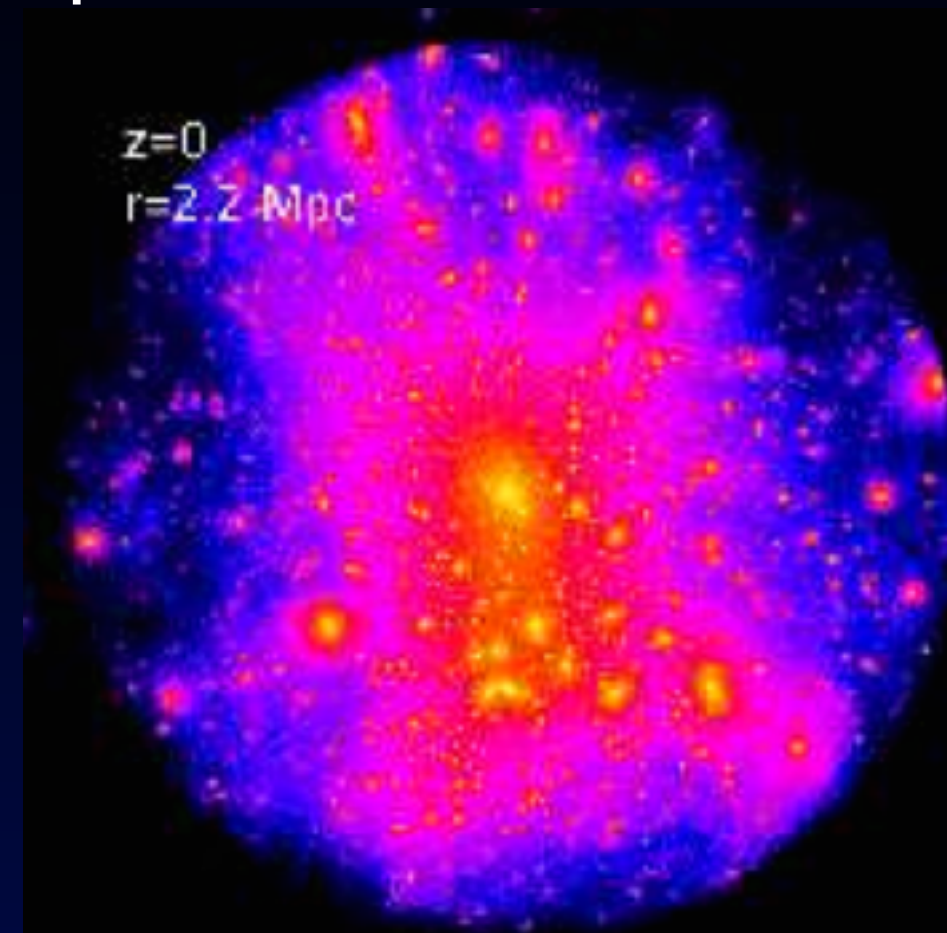
Phase Space Halo Finders

- Use the complete 6D phase space data to link particles

- 6DFOF: extend standard FOF linking:

$$\frac{(\vec{x}_i - \vec{x}_j)^2}{(b \Delta x)^2} + \frac{(\vec{v}_i - \vec{v}_j)^2}{(b_v \Delta v)^2} < 1$$

- For $b_v \rightarrow \infty$ we recover standard FOF
- Unbinding often not done (as most particles in 6D-linked structures are bound)
- Halo finders can be extended in time-domain
If halo is lost between N snapshots, add halo with interpolated properties



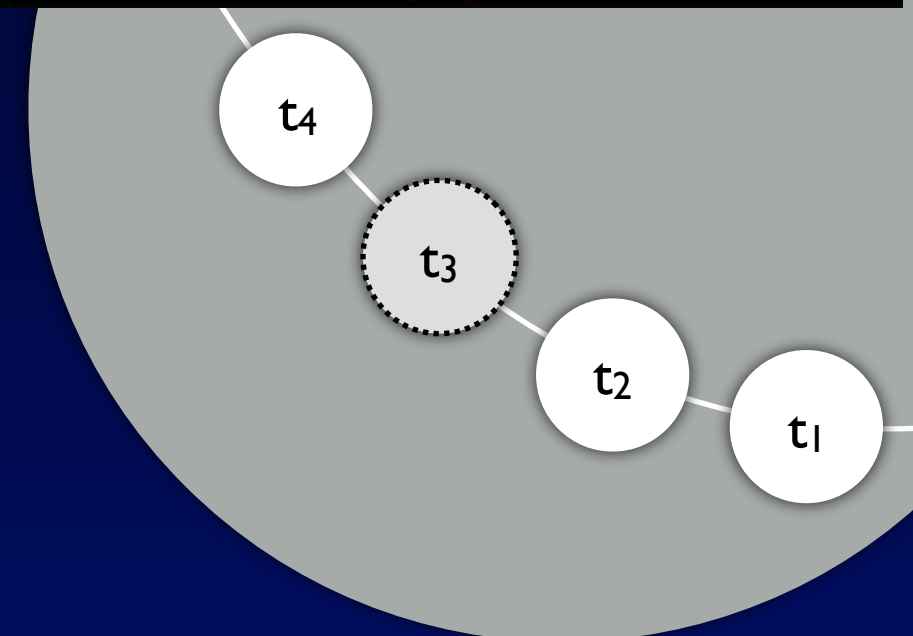
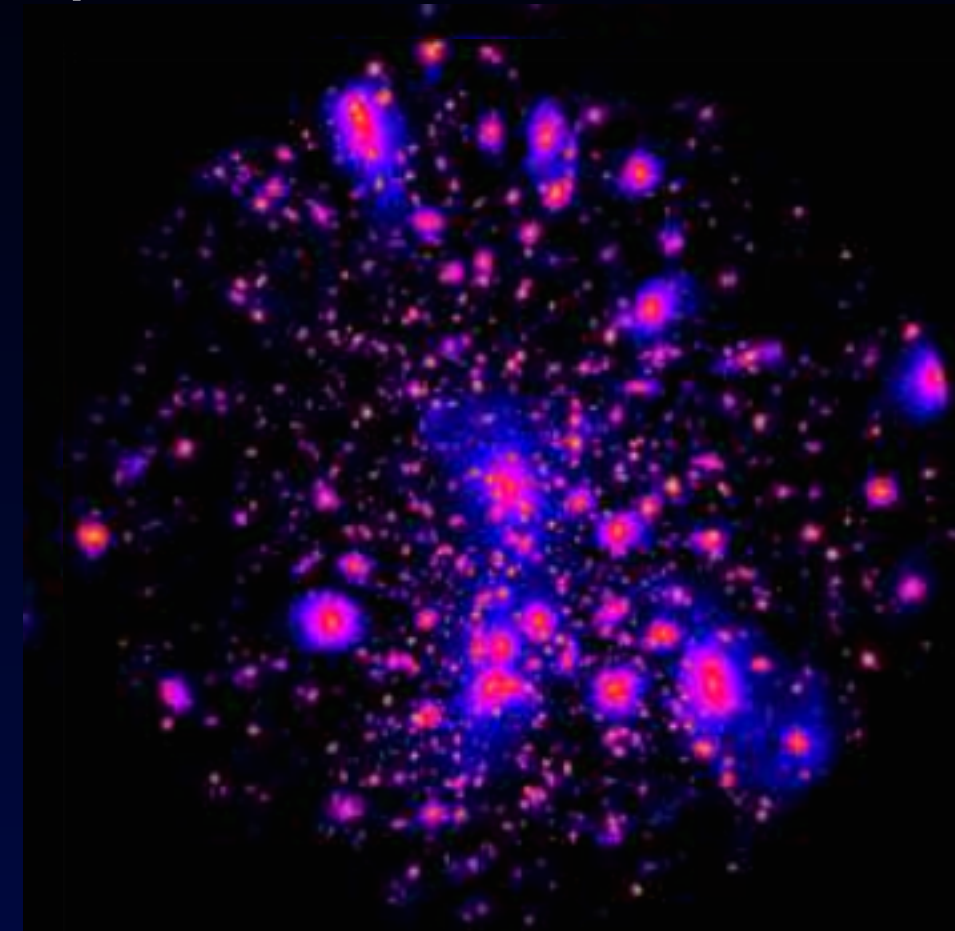
Phase Space Halo Finders

- Use the complete 6D phase space data to link particles

- 6DFOF: extend standard FOF linking:

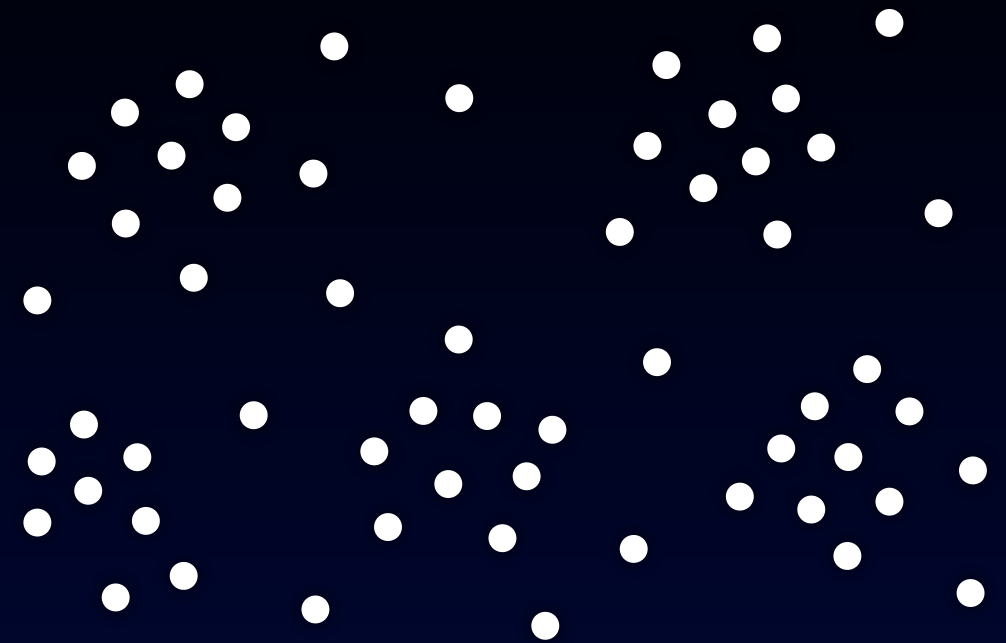
$$\frac{(\vec{x}_i - \vec{x}_j)^2}{(b \Delta x)^2} + \frac{(\vec{v}_i - \vec{v}_j)^2}{(b_v \Delta v)^2} < 1$$

- For $b_v \rightarrow \infty$ we recover standard FOF
- Unbinding often not done (as most particles in 6D-linked structures are bound)
- Halo finders can be extended in time-domain
If halo is lost between N snapshots, add halo with interpolated properties



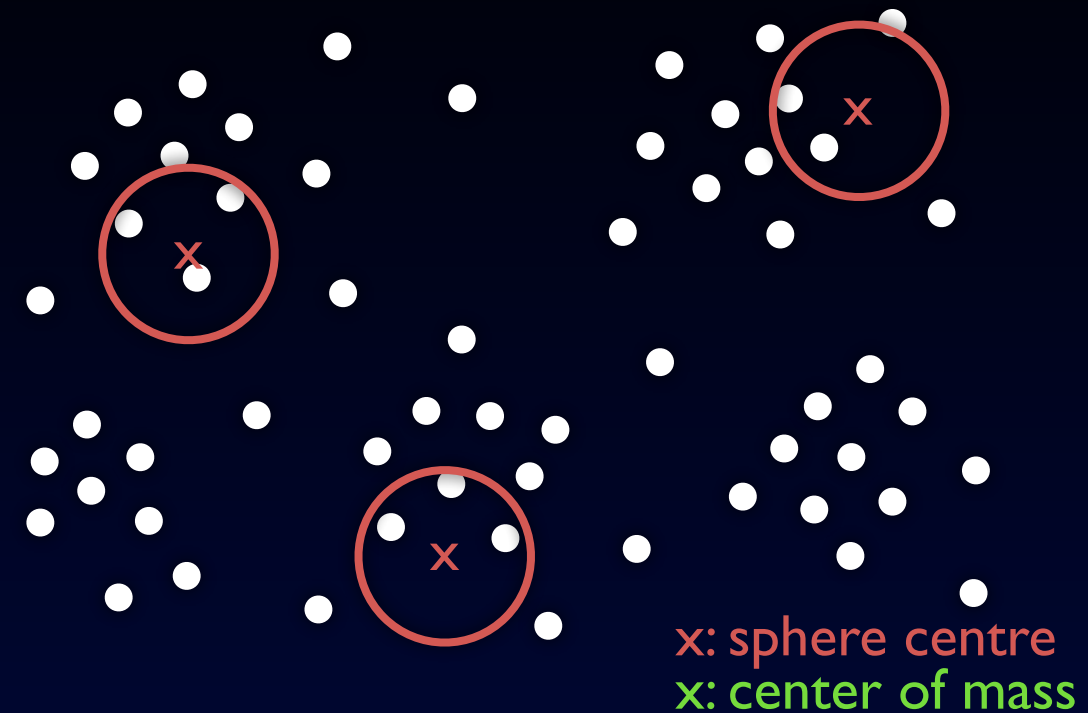
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



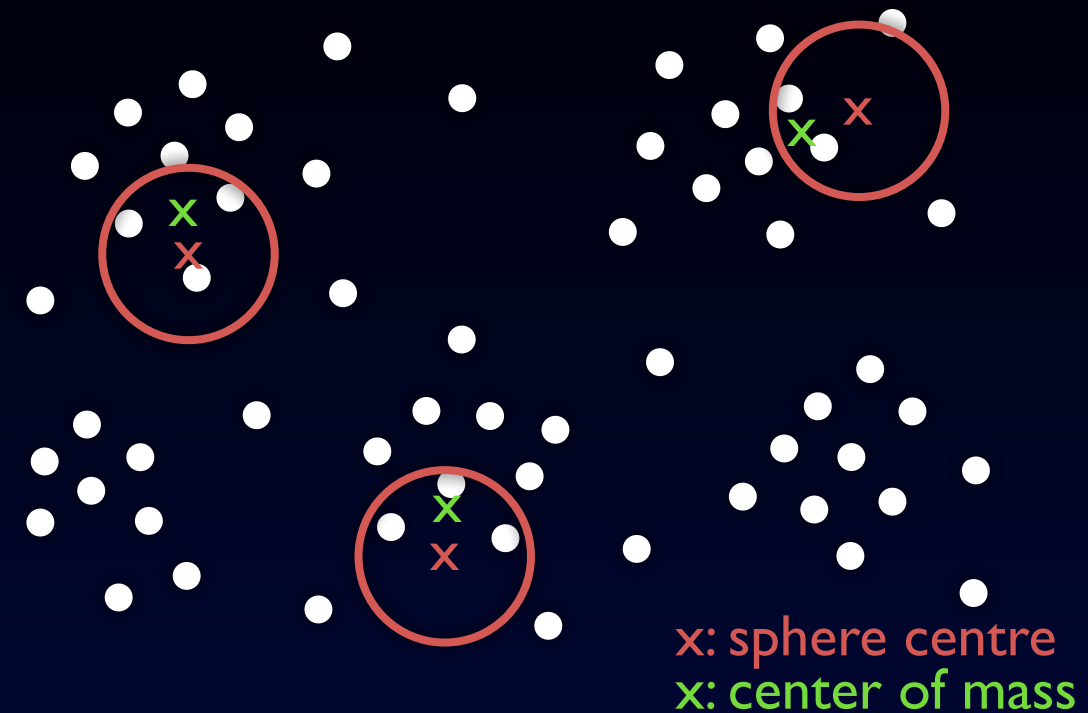
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



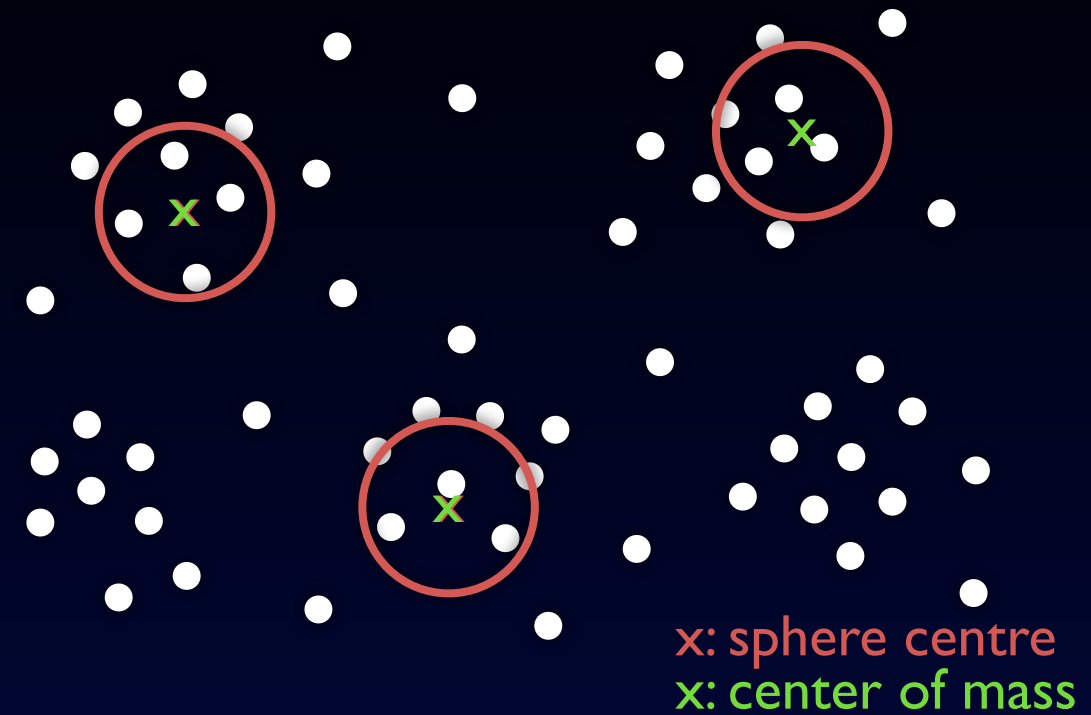
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



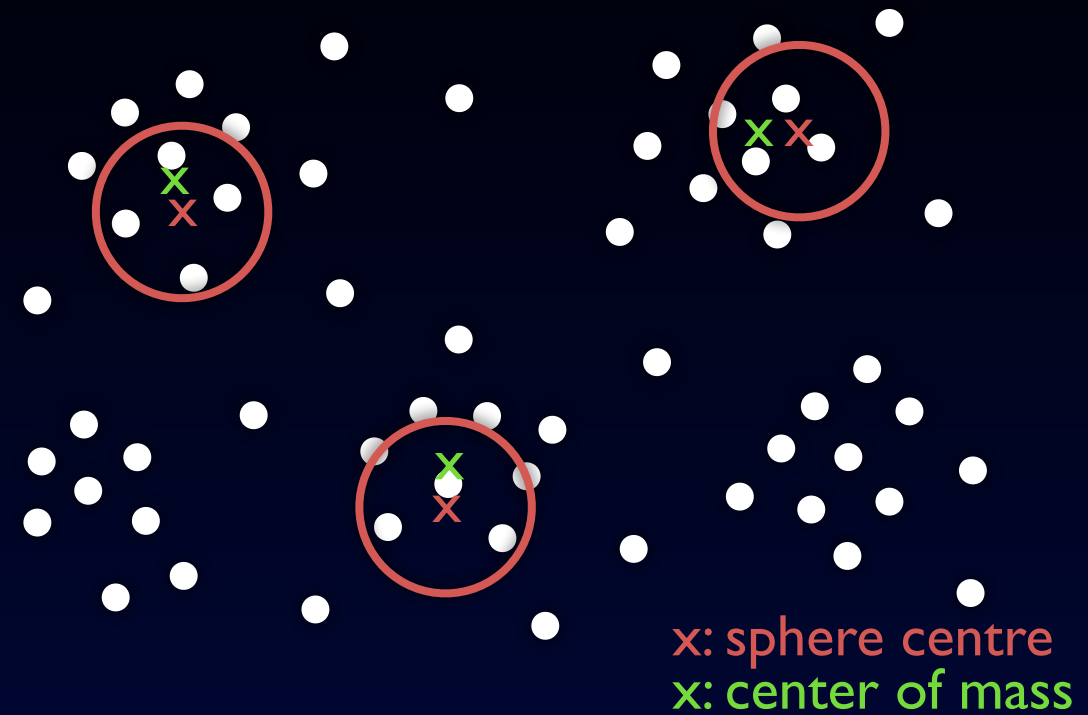
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



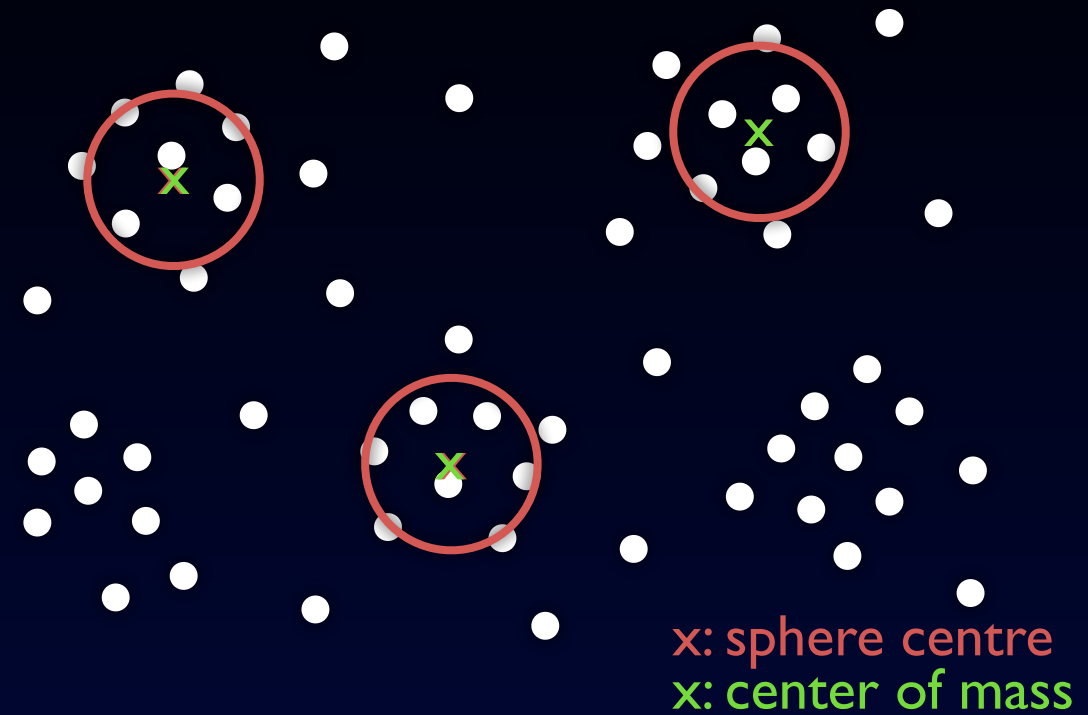
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



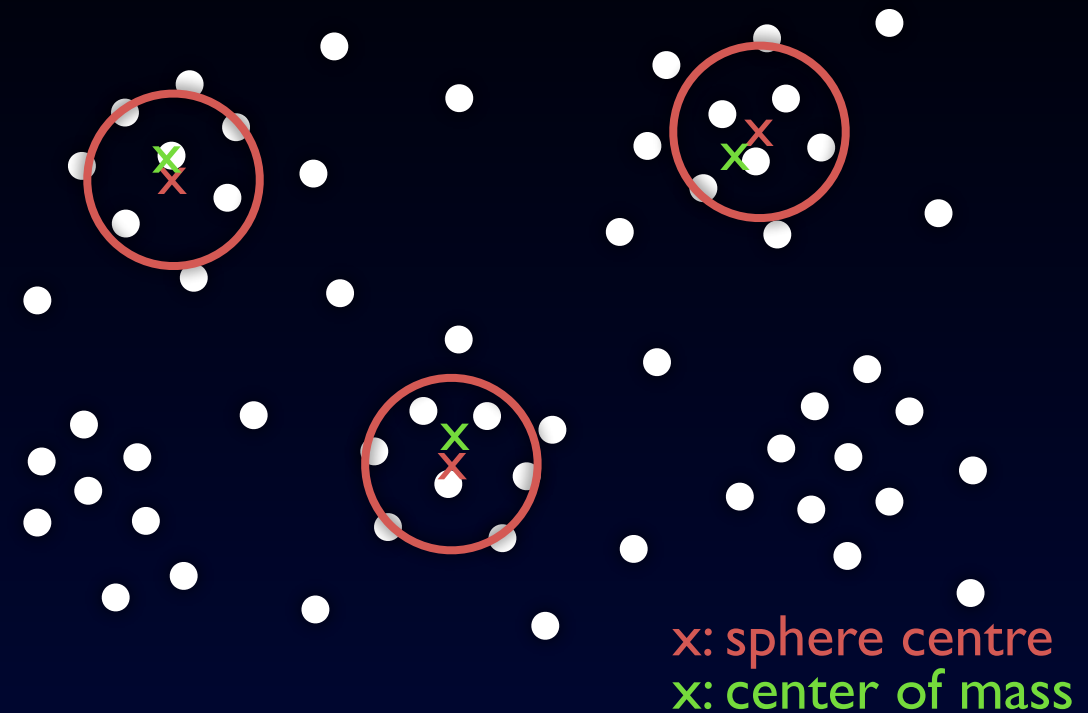
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



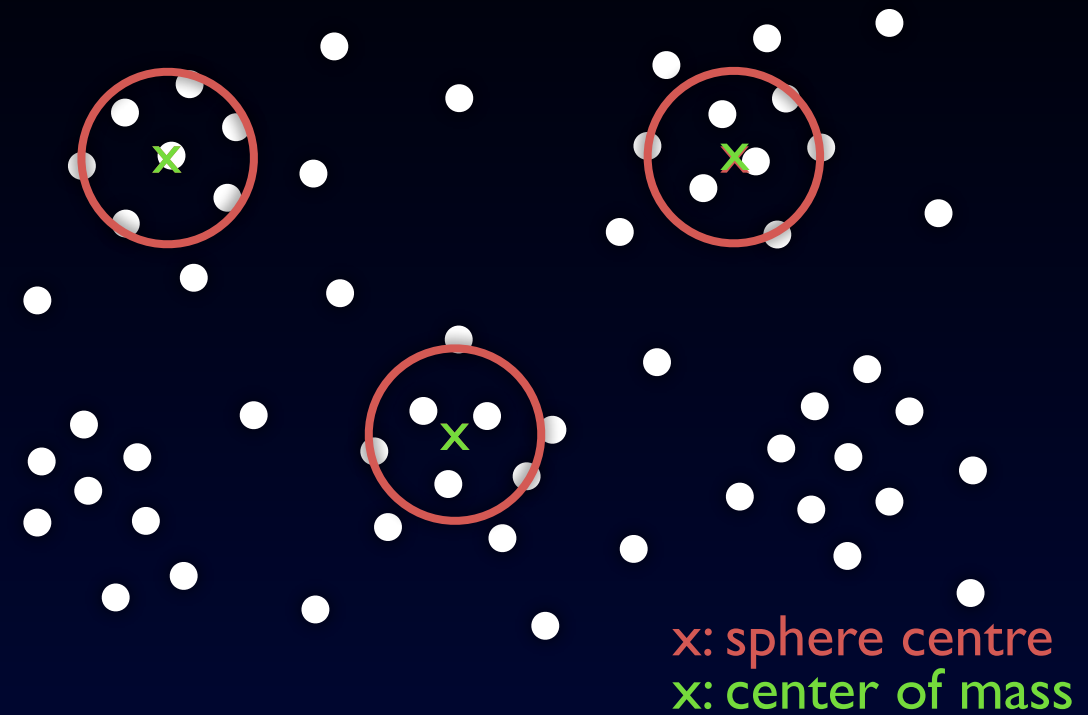
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



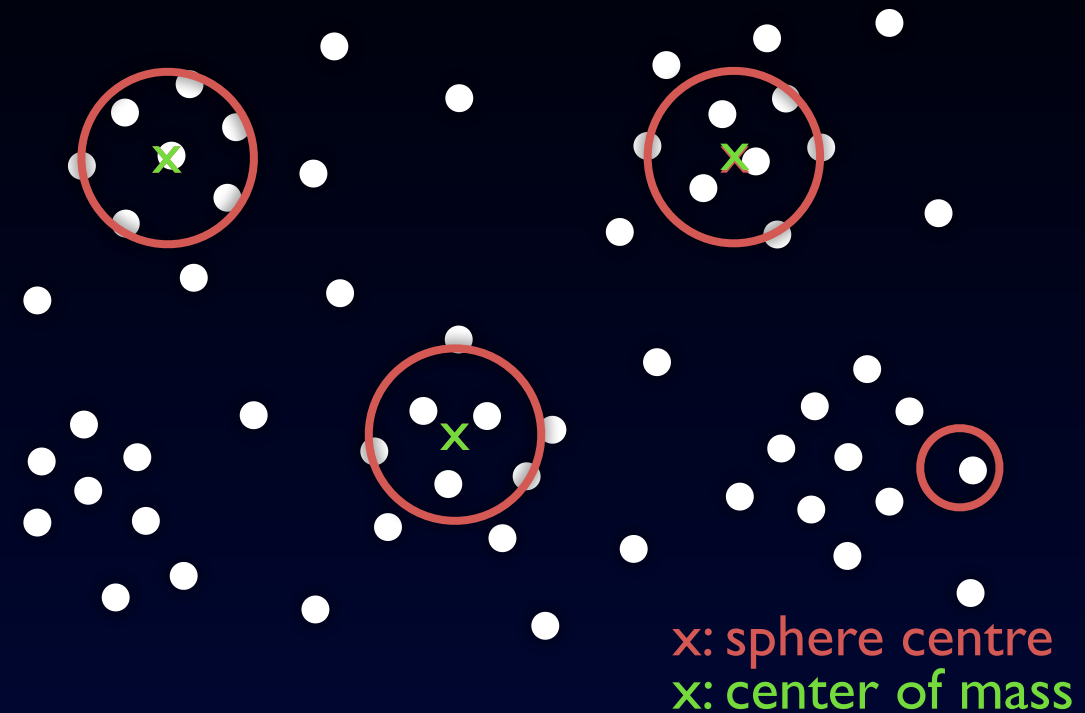
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass



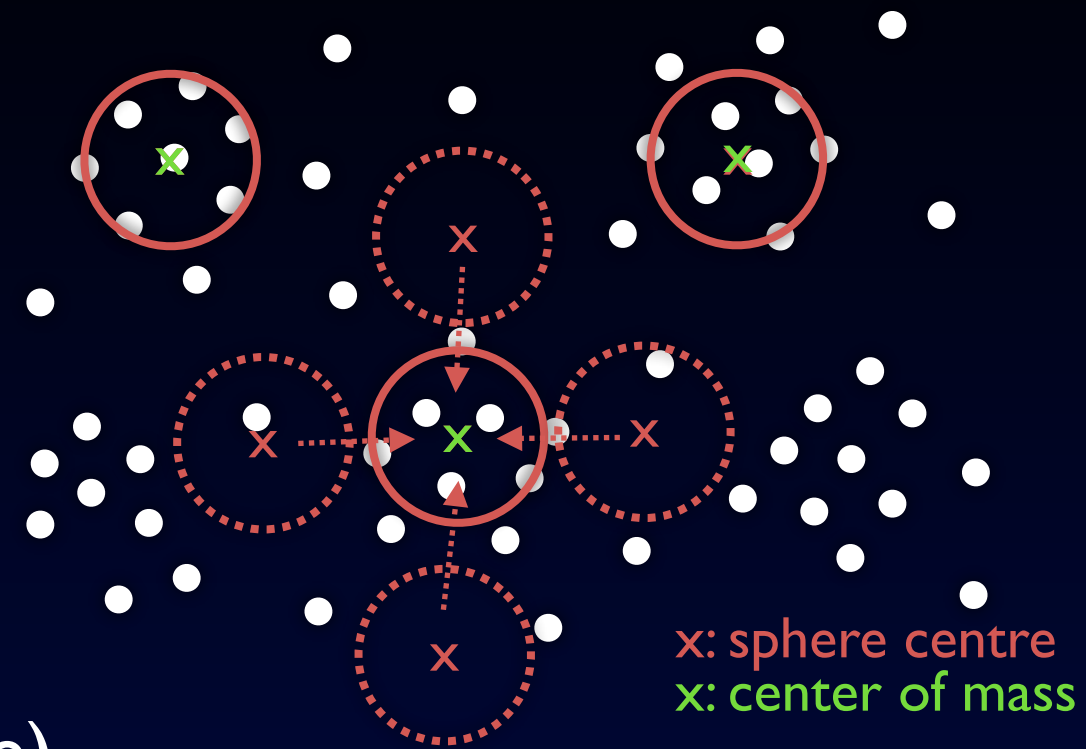
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass
- Problems: sphere radius (smoothing scale)
 - too big $\rightarrow$ too much smoothing, too small $\rightarrow$ spheres get stuck
 - Too many spheres $\rightarrow$ duplicates (can be removed)
 - To few spheres $\rightarrow$ missing haloes
- Use spherical overdensity criterion to compute R_{200} : $\rho(R_{200}) = 200\rho_c$
Compute $M_{200} = \frac{4\pi}{3} R_{200}^3 200\rho_c$ and unbind particles iteratively



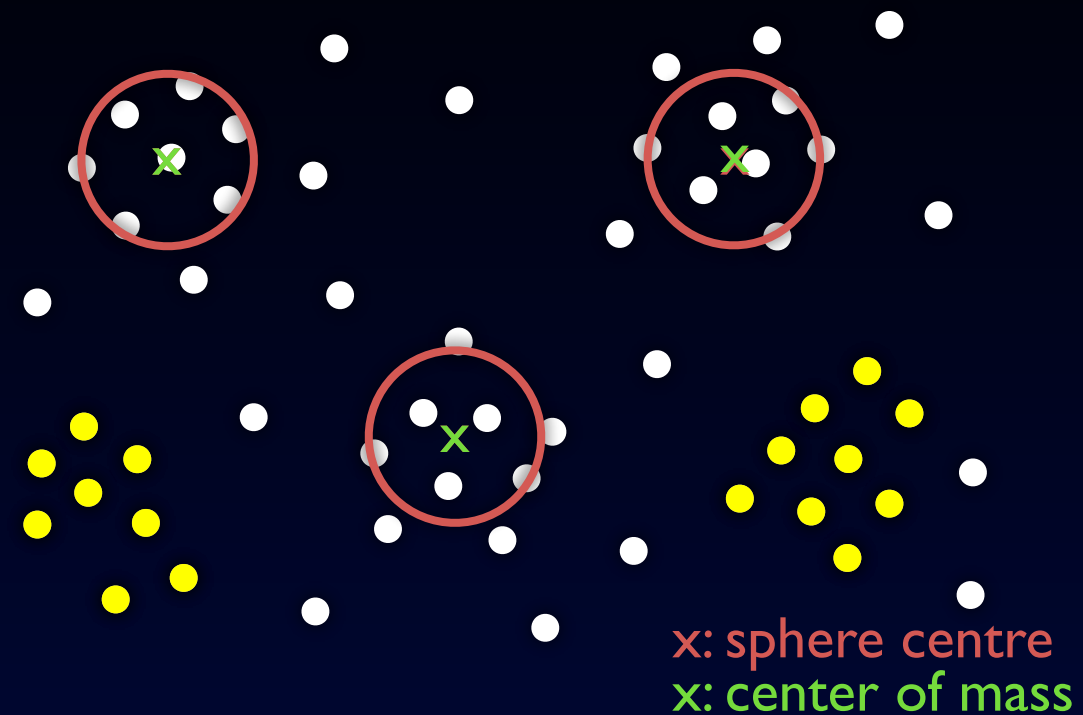
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass
- Problems: sphere radius (smoothing scale)
 - too big $\rightarrow$ too much smoothing, too small $\rightarrow$ spheres get stuck
 - Too many spheres $\rightarrow$ duplicates (can be removed)
 - To few spheres $\rightarrow$ missing haloes
- Use spherical overdensity criterion to compute R_{200} : $\rho(R_{200}) = 200\rho_c$
Compute $M_{200} = \frac{4\pi}{3} R_{200}^3 200\rho_c$ and unbind particles iteratively



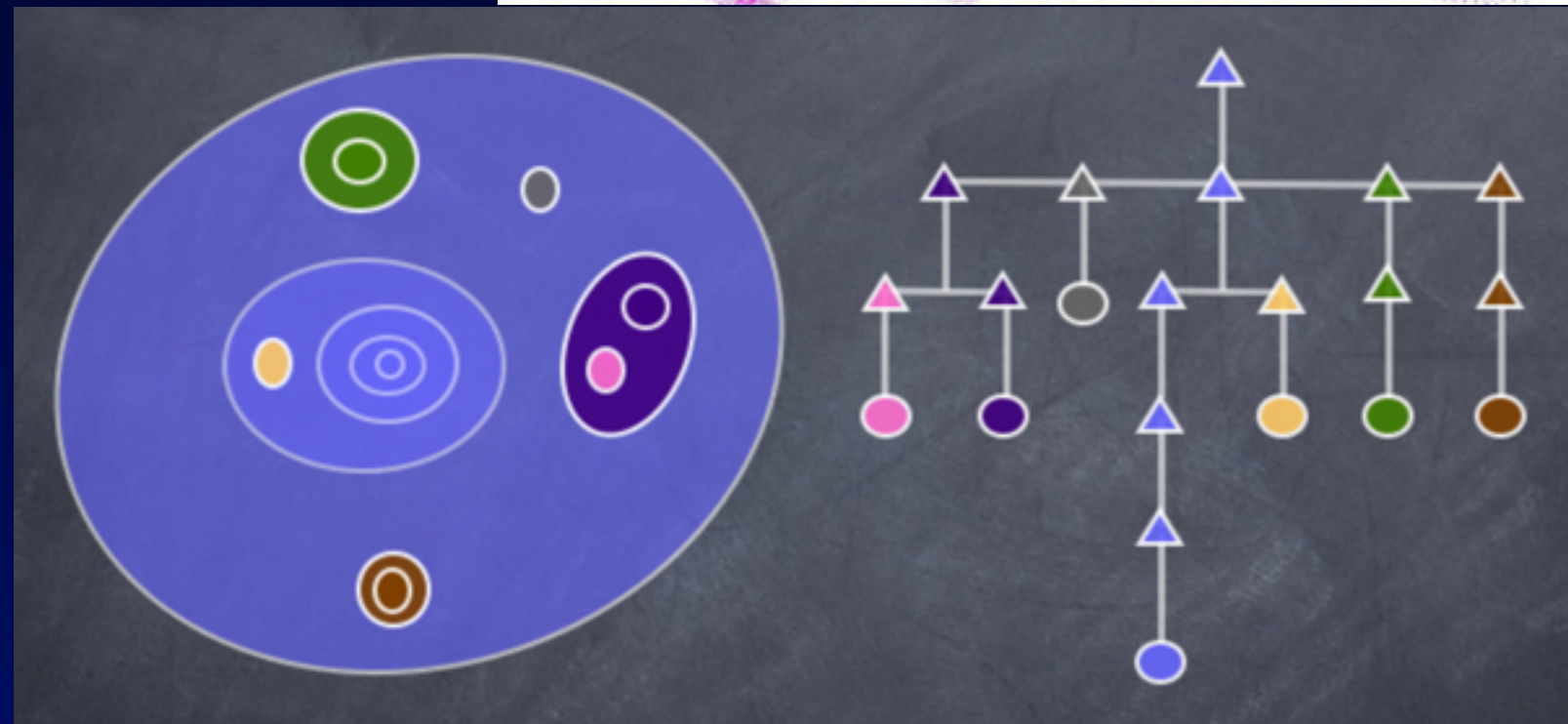
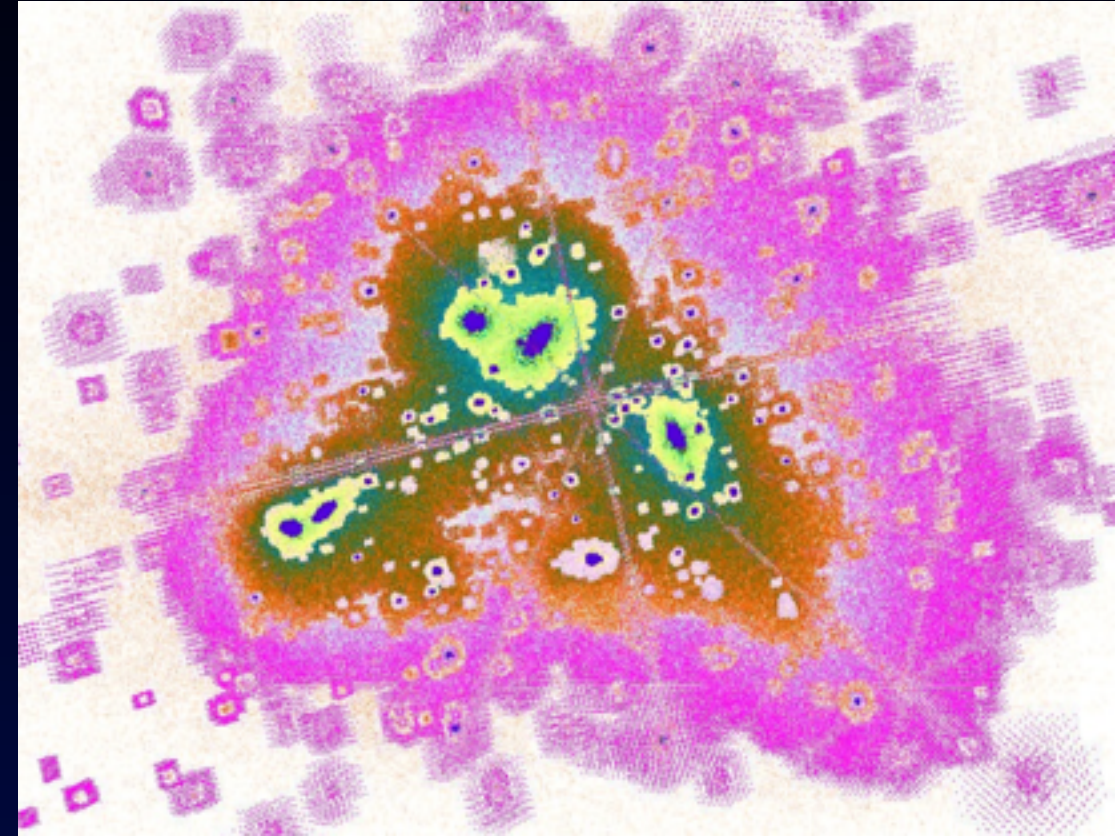
Bound Density Maxima (BDM)

- BDM first identifies peaks (potential halo centres) via sphere jittering
- Randomly place N spheres and iteratively move to center of mass
- Problems: sphere radius (smoothing scale)
 - too big $\rightarrow$ too much smoothing, too small $\rightarrow$ spheres get stuck
 - Too many spheres $\rightarrow$ duplicates (can be removed)
 - To few spheres $\rightarrow$ missing haloes
- Use spherical overdensity criterion to compute R_{200} : $\rho(R_{200}) = 200\rho_c$
Compute $M_{200} = \frac{4\pi}{3} R_{200}^3 200\rho_c$ and unbind particles iteratively



AMIGA HALO FINDER (AHF)

- Uses adaptive mesh to locate possible halo centres
- Refinement levels define isodensity contours
- The AMR hierarchy is organized into a tree structure
- Identify Halo, sub-halo, sub-sub-halo, etc
- Unbind particles from haloes and compute properties

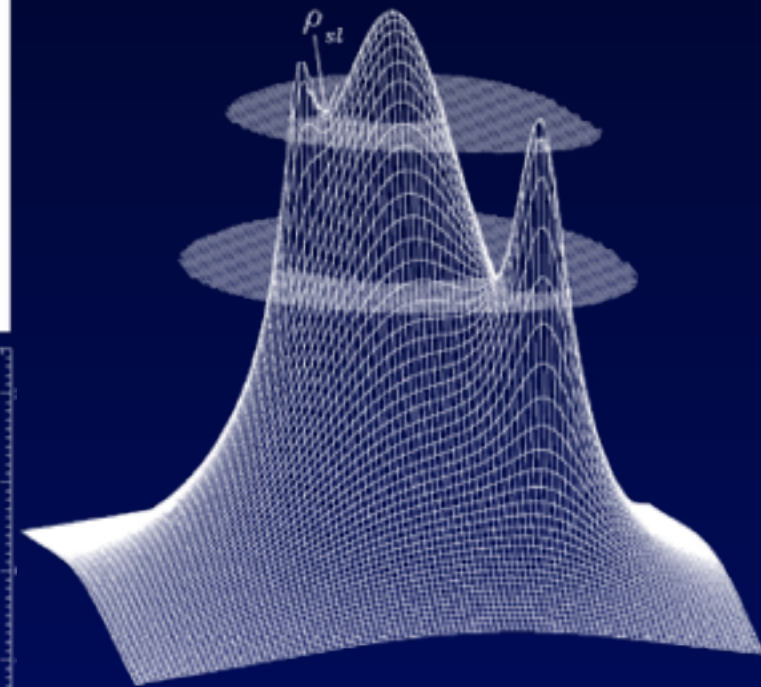
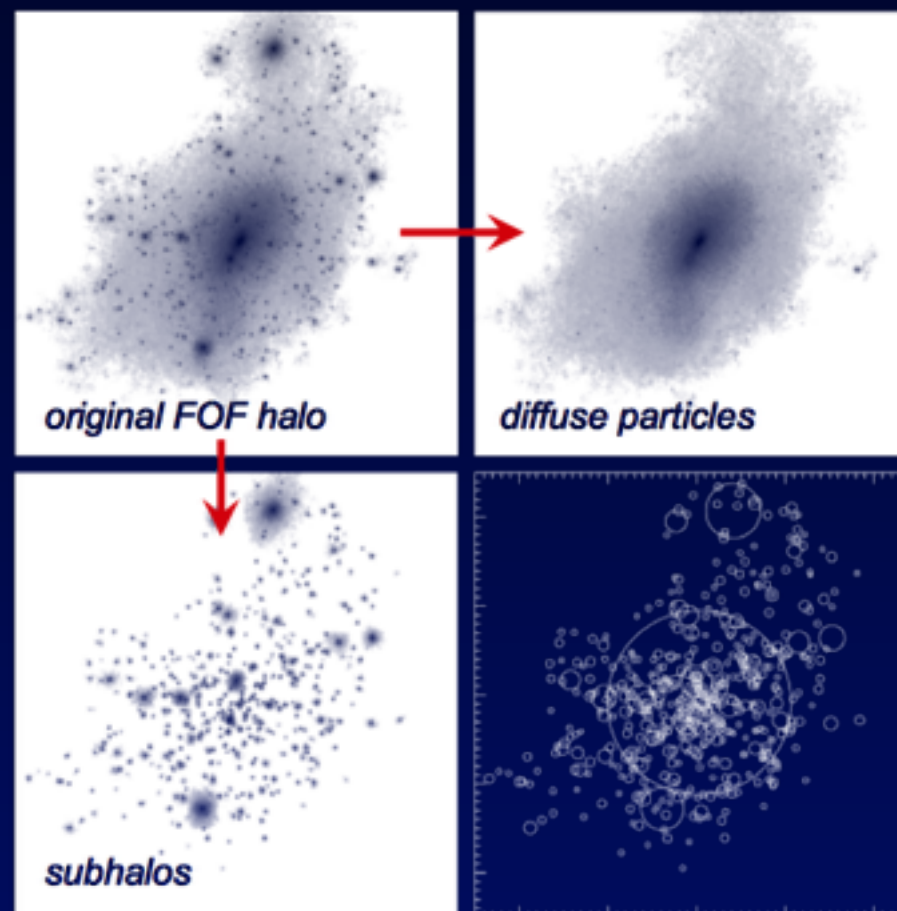


SUBFIND (integrated into Gadget)

- First step is to define parent haloes with 3D FOF
- Local (smoothed) density is computed for particles with SPH kernel
- Identify saddle points: locations where neighboring densities are larger
- Compute isodensity contours around saddle points

- Subhaloes = regions enclosed by isodensity surfaces

- Remove unbound particles



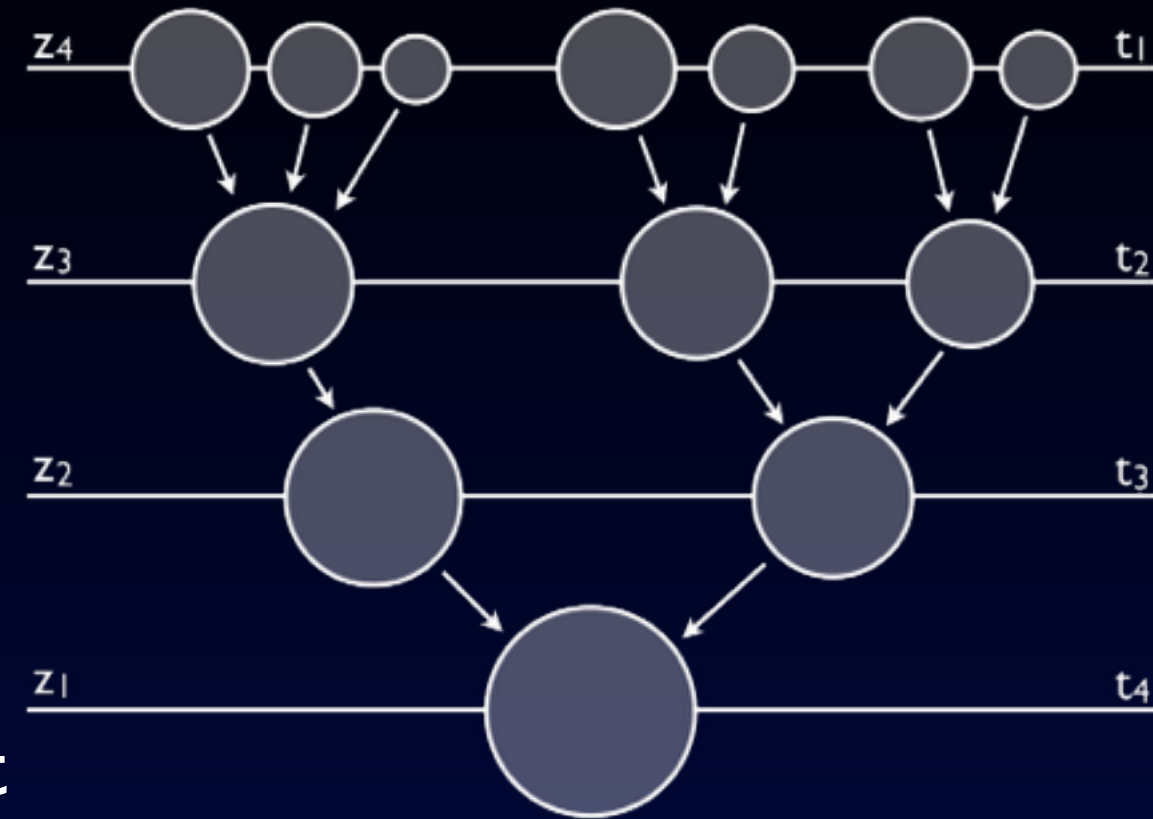
ROCKSTAR

- Selects particle groups with 3D FOF and large $b = 0.28$
- For each group: divide positions and velocity by dispersion:
- Choose phase-space linking length adaptively to link 70% of group's particles in sub-groups
- Repeat in each sub-group and define sub-subgroups until minimum number of particles is reached (10).
- Place seed haloes at lowest substructure level and assign particles according to their phase-space proximity
- Remove unbound particles and compute halo properties



Merger trees from N-body simulations

- Link haloes through time
- Identify descendants in later snapshots
(Or progenitors in earlier snapshots)
- In hierarchical structure formation:
several progenitors but one descendant
- When subhaloes merge their particles move to the ‘main’ halo
- Use particle IDs: for given halo, identify all haloes in later snapshot that contain its particles (possibly weigh by binding energy)
- Descendant is the halo with most matching particles (or highest weight)

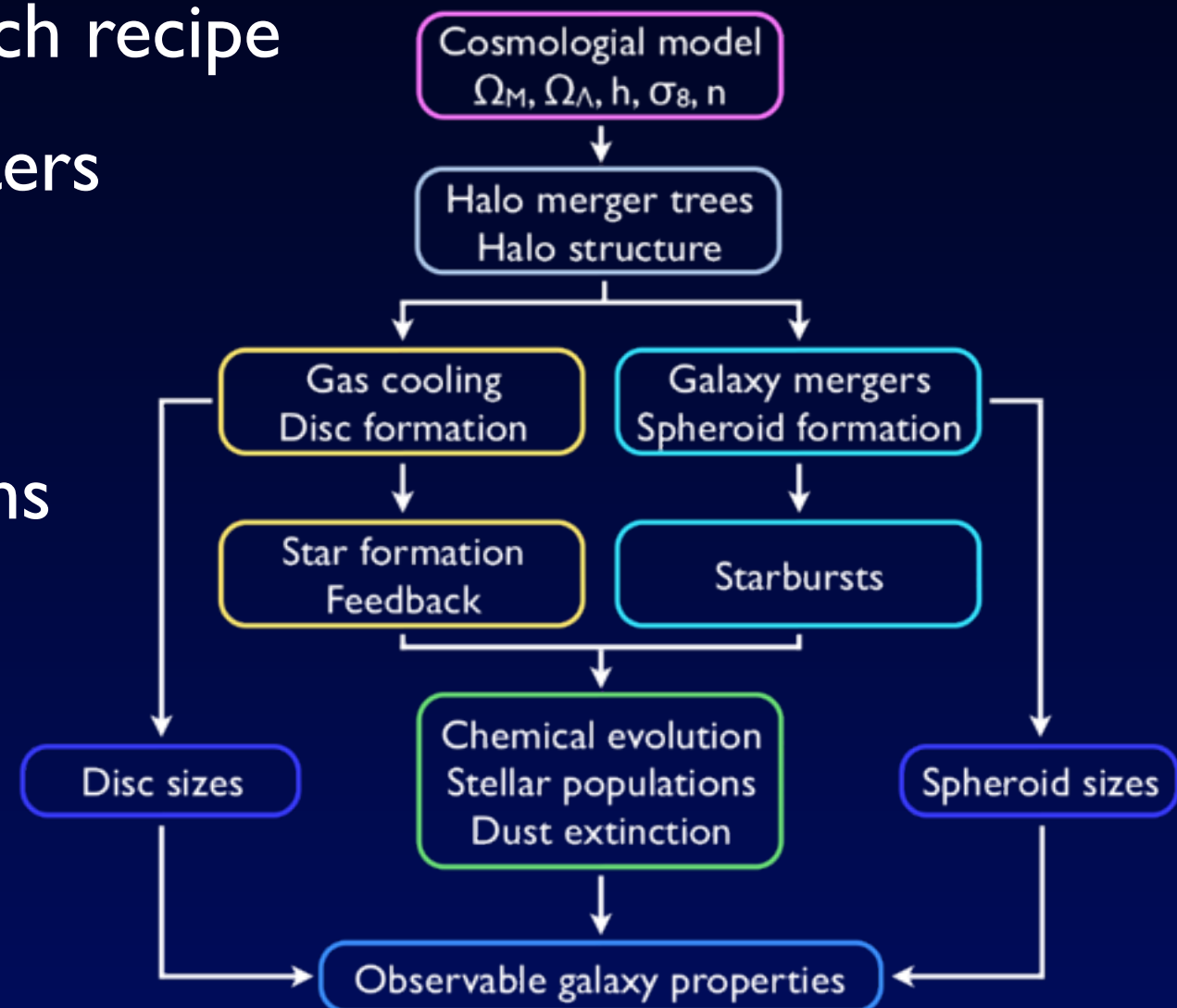


Outline of this lecture

- Halo and subhalo finders
 - ▶ Friends-of-Friends (FOF)
 - ▶ Density peak finders
 - ▶ Unbinding particles
 - ▶ Examples: BDM, AHF, Subfind, Rockstar
- Semi-analytic models
 - ▶ Radiative Cooling
 - ▶ Star formation & feedback
 - ▶ Mergers & morphology
- Empirical galaxy formation models (abundance matching)

Semi-analytic models

- Semi-analytic models populate dark matter halo merger trees with galaxies using simple, physically motivated recipes for baryonic physics
- As physics behind galaxy formation is not very well understood (c.f. sub-grid models in simulations), each recipe contains a number of free parameters
- Recipes are either motivated by observations or detailed simulations
- Free parameters are ‘tuned’ such that observed statistical galaxy properties are reproduced



Gas cooling

- Gas is initially distributed as dark matter
- Falls into dark matter haloes and shock heats

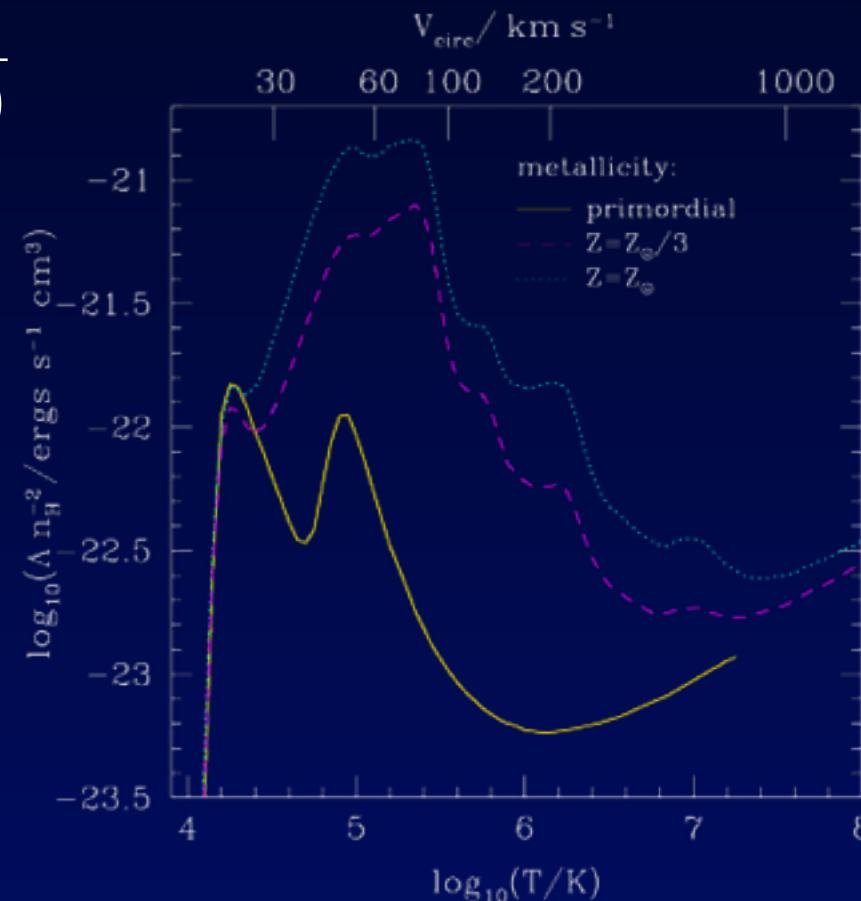
Virial temperature: $T_{\text{vir}} = \mu m_p V_{\text{vir}}^2 / 2k = 35.9 [V_{\text{vir}} / (\text{km s}^{-1})]^2 K$

- Gas cools from hot gaseous halo, loses pressure support falls to centre and forms disc

$$t_c = \frac{(3/2)n_g kT}{n_g^2 \Lambda(T_{\text{vir}}, Z_g)} = \frac{3\mu m_p kT}{2\rho_g \Lambda(T_{\text{vir}}, Z_g)}$$

- For given $\rho(r)$ compute cooling radius r_c

- After a time $t = t_c$ all gas in r_c had time to cool



Star formation

- No theory of star formation that gives SFR as function of ISM
- More pragmatic approach based on dimensional argument: $\dot{m}_* \propto \frac{m_c}{\tau}$
- All stars form in exponential disc with scale length $r_d = \frac{\lambda}{\sqrt{2}} \frac{j_d}{j_h} R_{200}$
- Gas disc is also in exponential profile with $r_g = \chi r_d$ and $\chi \approx 1.5$
- Star formation rate given by Kennicutt-Schmidt-Relation: $\dot{\Sigma}_* = A_K \Sigma_g^N$
$$\dot{m}_* = \int_0^{r_c} \dot{\Sigma}_* 2\pi r dr = \int_0^{r_c} A_K \Sigma_g^N 2\pi r dr$$
- Fraction of short-lived stars β leads to modified SFR: $\dot{m}'_* = (1 - \beta) \dot{m}_*$
- In timestep dt the mass $dm = \dot{m}'_* dt$ is formed

Supernova feedback

- Cold gas is ejected from the central disc by SN-driven winds
- Rate of reheating by winds: $\dot{m}_{\text{rh}} = \epsilon_0^{\text{SN}} \left(\frac{V_d}{200 \text{ km s}^{-1}} \right)^{\alpha_{\text{rh}}} \dot{m}_*$
with $\epsilon_0^{\text{SN}} \approx 1.3$ and $\alpha_{\text{rh}} \approx 2$
- Heated gas either trapped in halo, or ejected into diffuse IGM
- Fraction of ejected gas is $f_e(V_{\text{vir}}) = [1 + (V_{\text{vir}}/V_e)^{\alpha_e}]^{-1}$
with $\alpha_e \approx 6$ and $V_e \approx 100 - 150 \text{ km s}^{-1}$
- Ejected gas can recollapse into halo at later times and become available for cooling: $\dot{m}_{\text{re}} = \chi_{\text{re}}(m_e/t_{\text{dyn}})$
with $\chi_{\text{re}} \approx 0.1$

AGN feedback

- Every top-level halo contains a seed black hole (usually $M_{\text{seed}} = 100M_{\odot}$)
- BHs grow during galaxy mergers: $\Delta m_{\text{BH}} = \frac{f_{\text{BH}} (m_s/m_c) m_{cg}}{1 + (280 \text{ km s}^{-1} / V_{\text{vir}})^2}$
- Quasar mode: energy released during rapid BH growth drives wind.

Outflow rate: $p_{\text{rad}} = p_{\text{wind}}$ or $\epsilon_w \eta_r \dot{m}_{\text{acc}} c = \dot{m}_{\text{out}} V_e$

yields $\dot{m}_{\text{out}} = \epsilon_w \eta_r (c/V_e) \dot{m}_{\text{acc}}$

- Radio mode: hot gas accretes onto BH and releases energy to hot halo

Accretion rate: $\dot{m}_{\text{radio}} = \kappa_r \left(\frac{kT}{\Lambda(T, Z)} \right) \left(\frac{m_{\text{BH}}}{10^8 M_{\odot}} \right)$

Energy that suppresses cooling: $L_{\text{BH}} = \eta_r \dot{m}_{\text{radio}} c^2$

Modified cooling rate: $\dot{m}'_{\text{cool}} = \dot{m}_{\text{cool}} - 4L_{\text{BH}}/3V_{\text{vir}}^2$

Cooling never allowed to fall below 0

Starbursts during mergers

- Main haloes host central galaxies, subhaloes host satellite galaxies
- Stars can be either in the disc, or in a spherical bulge component
- When satellites merge with central: merger triggered starburst
Fraction of cold gas turned into stars: $e_{\text{sb}} = e_0 \mu^{\gamma_{\text{sb}}}$ μ : mass ratio
- Slope γ_{sb} depends on bulge-to-total ratio B/T
(more massive bulges suppress starburst efficiency)
- Normalisation e_{sb} depends on halo mass and gas fraction
- Stars created in a starburst are added to the bulge

Morphological transformations

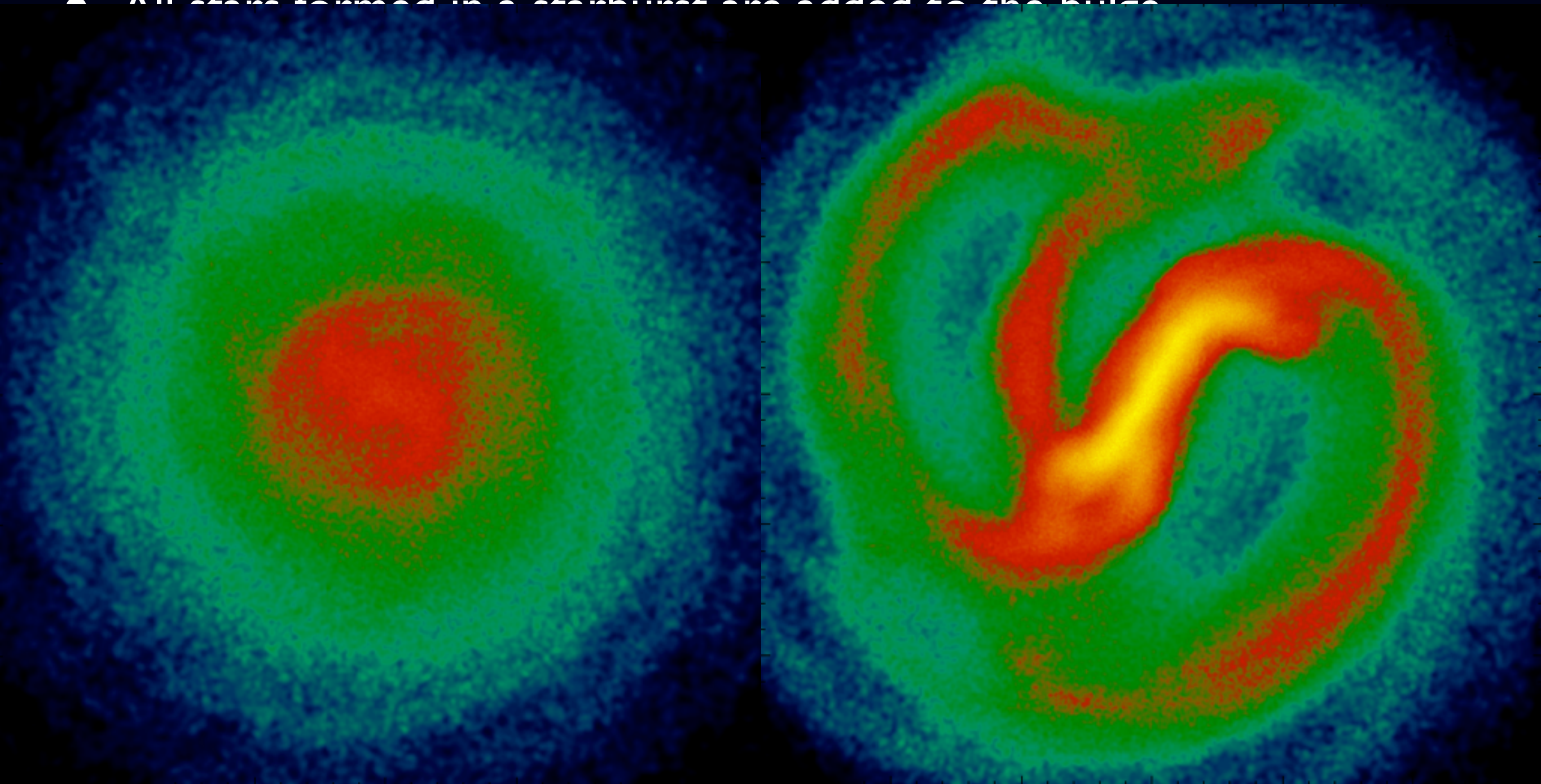
- All stars formed from the cold gas disc are added to the stellar disc
- All stars formed in a starburst are added to the bulge
- In a galaxy merger: a fraction of the disc is moved to the bulge:
Major merger: all stars are moved to the bulge
Minor merger: Stars from satellite are added to the bulge

Fraction of central stars added to bulge: $f(\mu)$

- Secular evolution: if stellar disc becomes too massive for its size, a disc instability develops (bar forms and gets destroyed → bulge)
If $\epsilon = \frac{v_{\max}}{\sqrt{GM_{\text{disc}}/R_{\text{disc}}}}$ a fraction of disc stars are moved to the bulge
(either total stellar disc, or just the ‘unstable mass’)

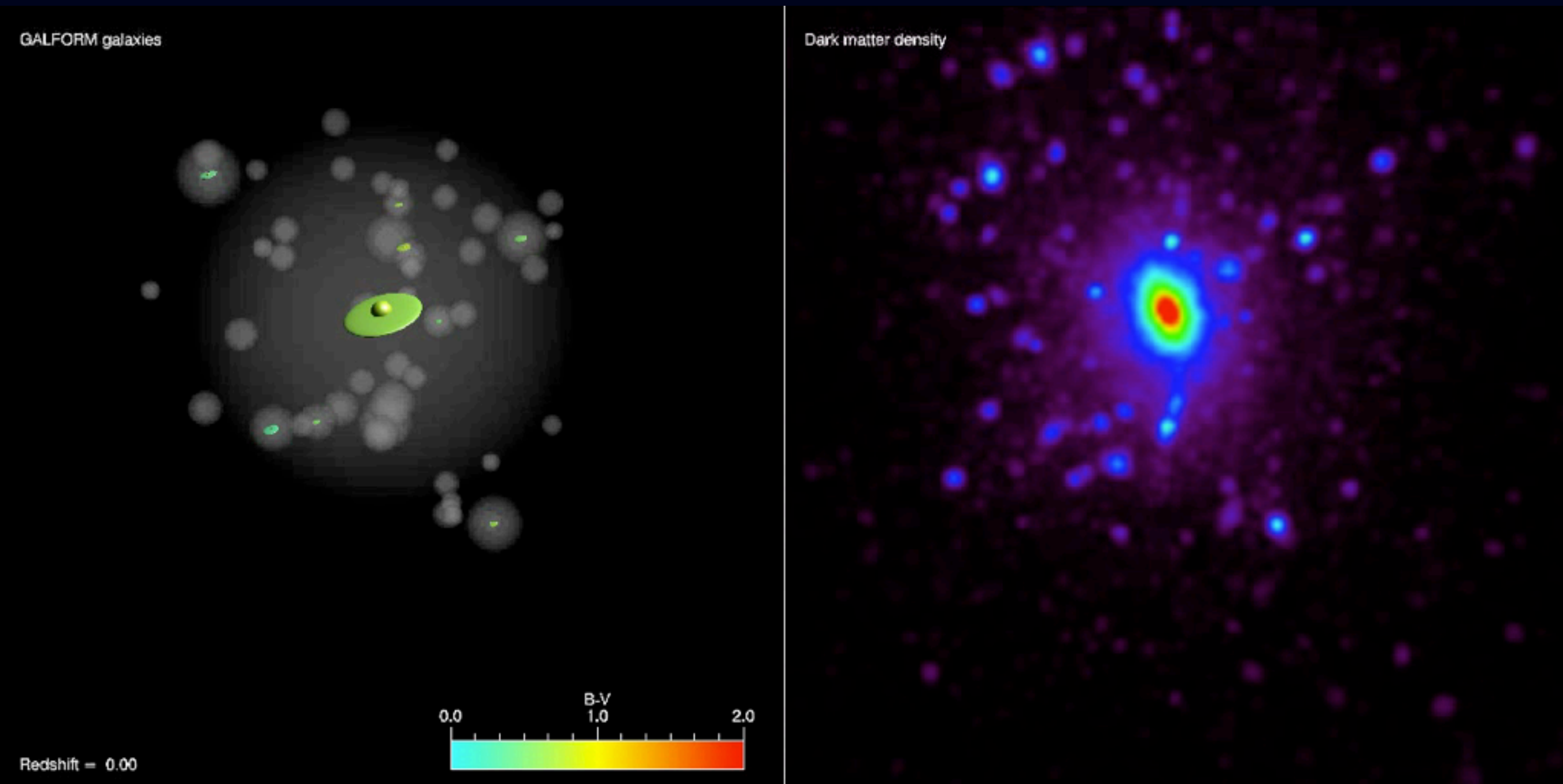
Morphological transformations

- All stars formed from the cold gas disc are added to the stellar disc
- All stars formed in a starburst are added to the bulge



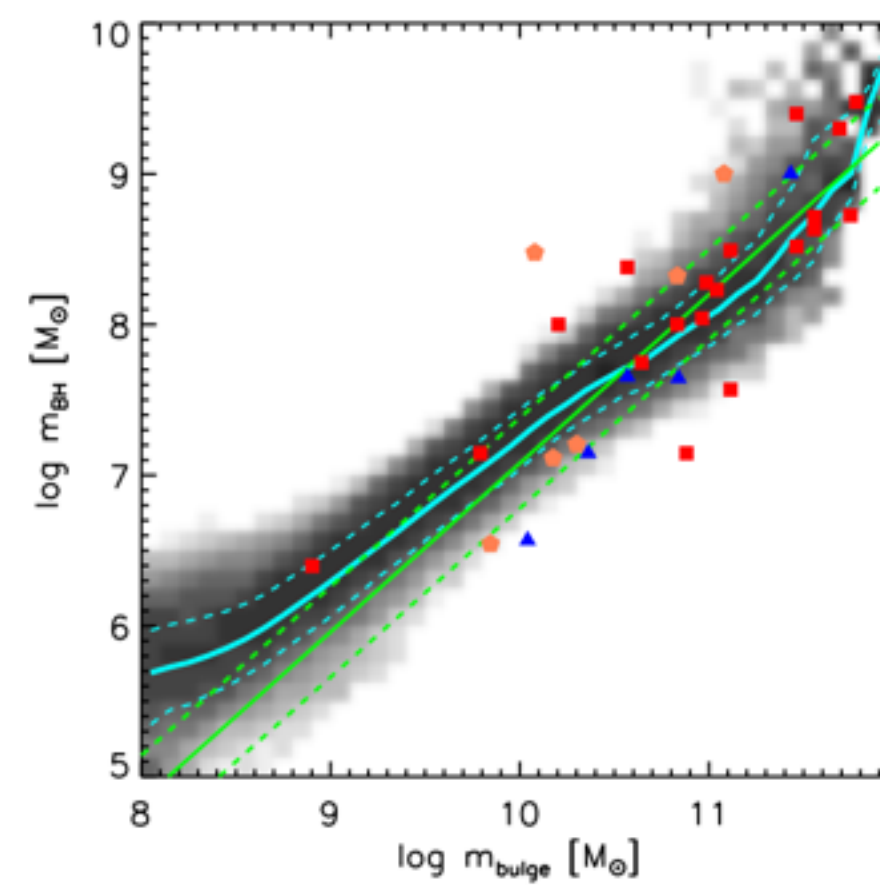
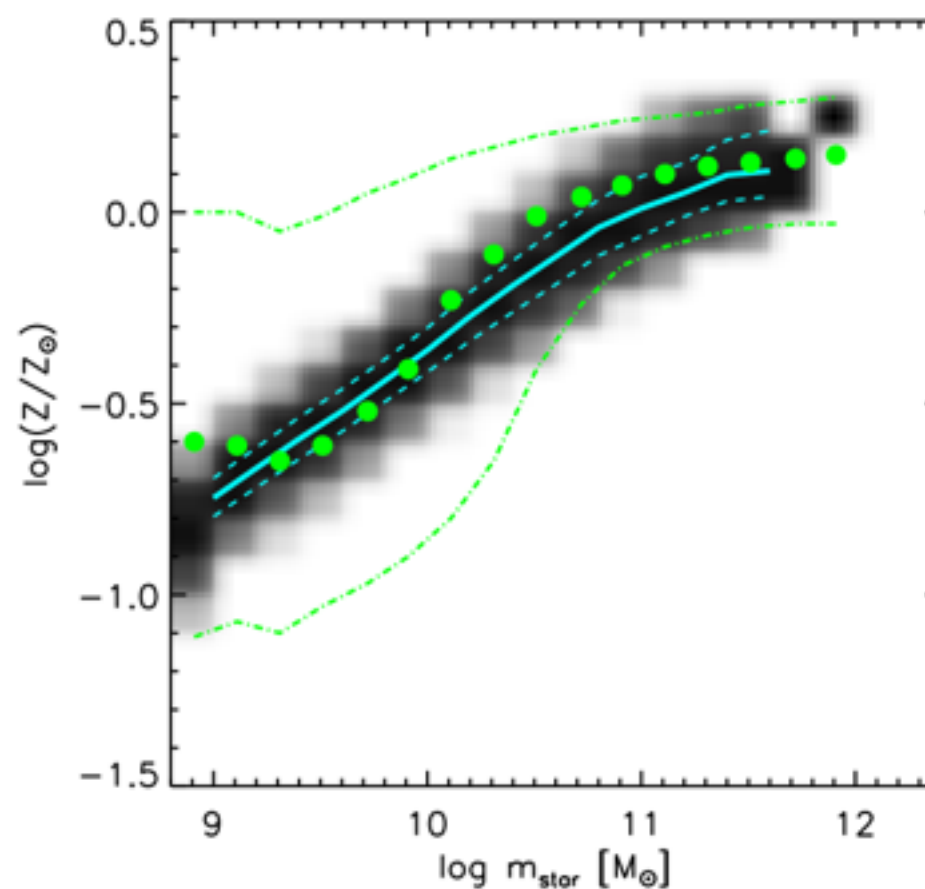
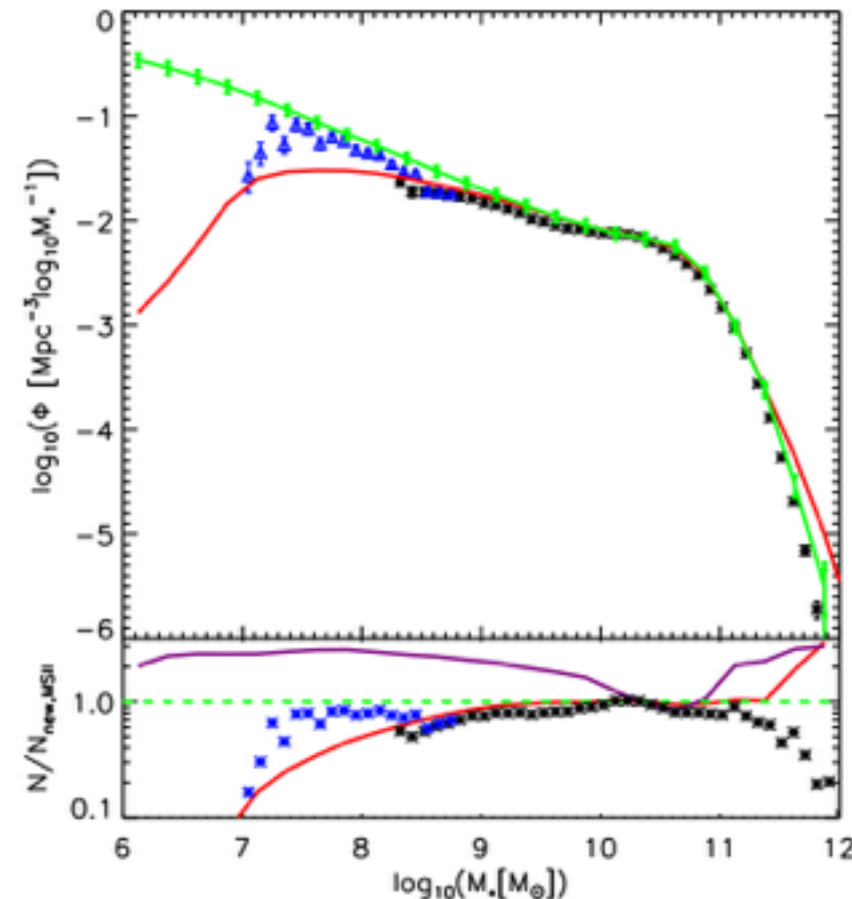
Semi-analytic models in action

- The gaseous & stellar structure are not modelled in detail
But: profiles & positions of galaxies are given and can be visualised:



Global properties

- Semi-analytic models are able to reproduce a large number of observed statistical galaxy properties
- Advantage: flexibility, fast, large number of systems, statistics
- Disadvantage: little spatial information, simplified approximations, many free parameters



Outline of this lecture

- Halo and subhalo finders
 - ▶ Friends-of-Friends (FOF)
 - ▶ Density peak finders
 - ▶ Unbinding particles
 - ▶ Examples: BDM, AHF, Subfind, Rockstar
- Semi-analytic models
 - ▶ Radiative Cooling
 - ▶ Star formation & feedback
 - ▶ Mergers & morphology
- Empirical galaxy formation models (abundance matching)

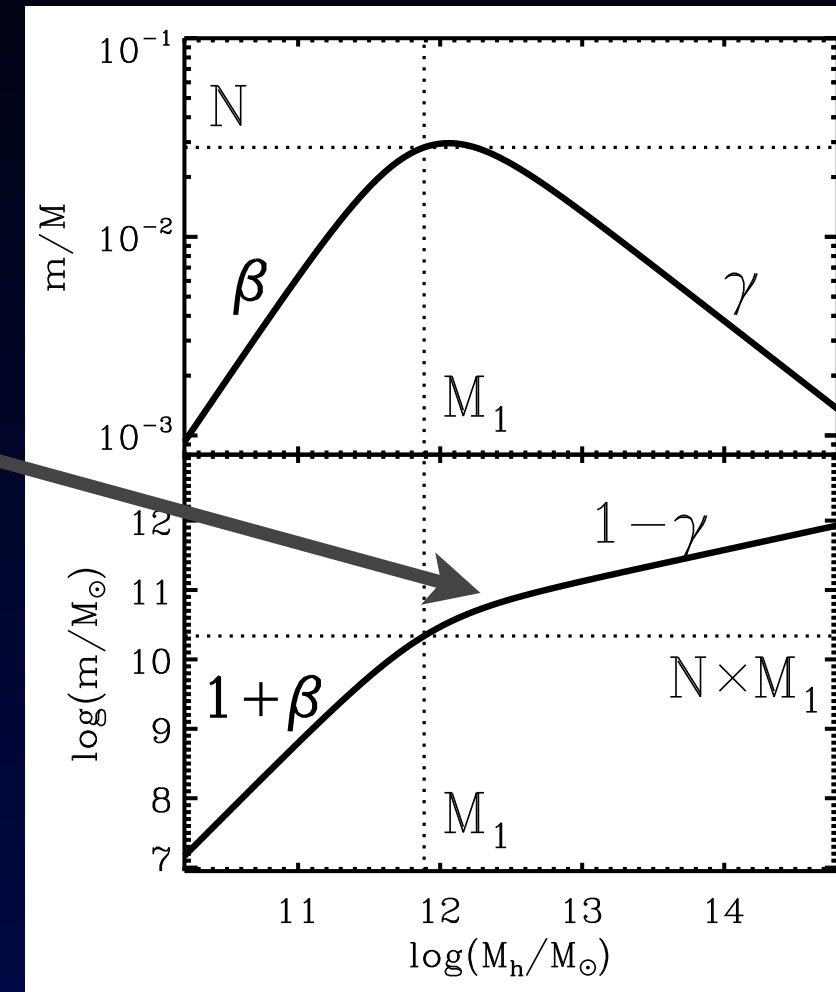
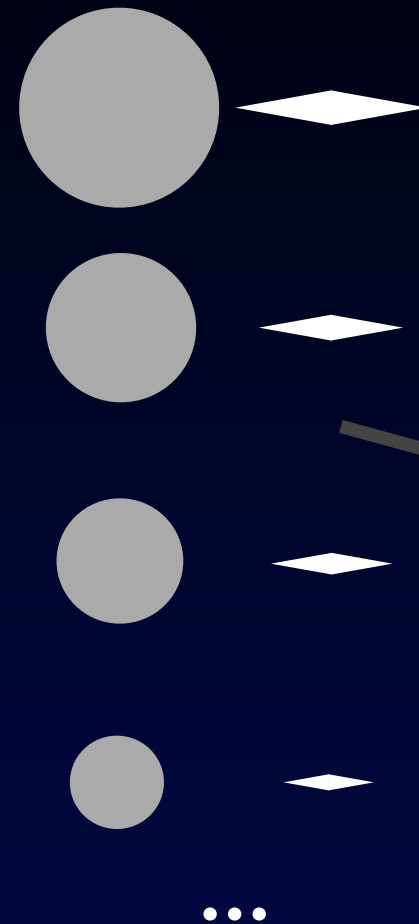
Subhalo abundance matching

- In CDM paradigm: galaxies form in dark matter haloes
- Galaxy properties (luminosity, stellar mass) are coupled to depth of potential well and depend on halo mass
- Don't model baryonic physics $\rightarrow$ link m^* and M_{halo} statistically
Subhalo abundance matching: extract positions and masses of haloes and subhaloes from N-body simulations
- Link galaxies and haloes using simple assumption:
Most massive galaxies live in most massive haloes
- Connection can be done in 2 ways:
 - a) assuming a non-parametric monotonic relation
 - b) assuming parameterized functions

Abundance matching & parameterized linking

- Produce galaxy catalogue from observed SMF in same volume as halo catalogue
- Match galaxies-haloes by mass
- Optional: Use fitting-function to get $m_*(M_h)$

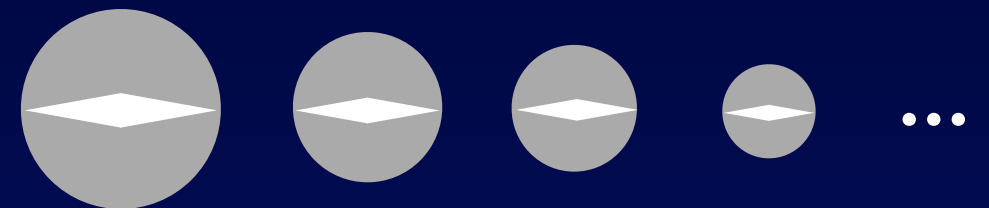
$$m_*(M_h) = 2 R M_h \left[\left(\frac{M_h}{M_1} \right)^{-\beta} + \left(\frac{M_h}{M_1} \right)^{\gamma} \right]$$



Abundance matching & parameterized linking

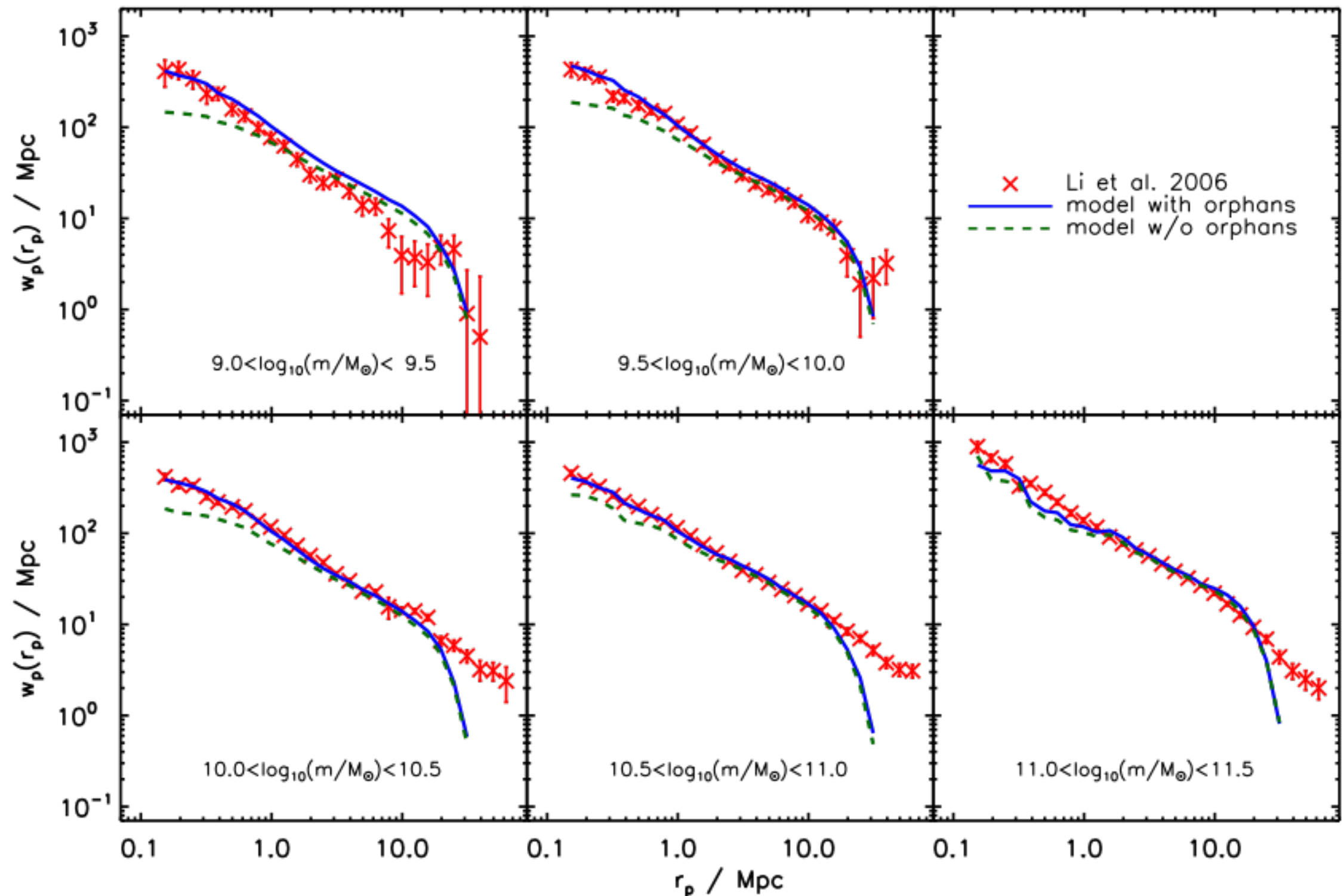
- Produce galaxy catalogue from observed SMF in same volume as halo catalogue
 - Match galaxies-haloes by mass
 - Optional: Use fitting-function to get $m_*(M_h)$
- Assume function for $m_*(M_h)$
 - Populate haloes with galaxies
 - Compute model SMF
 - Fit parameters to observed SMF

$$m_*(M_h) = 2 R M_h \left[\left(\frac{M_h}{M_1} \right)^{-\beta} + \left(\frac{M_h}{M_1} \right)^{\gamma} \right]$$

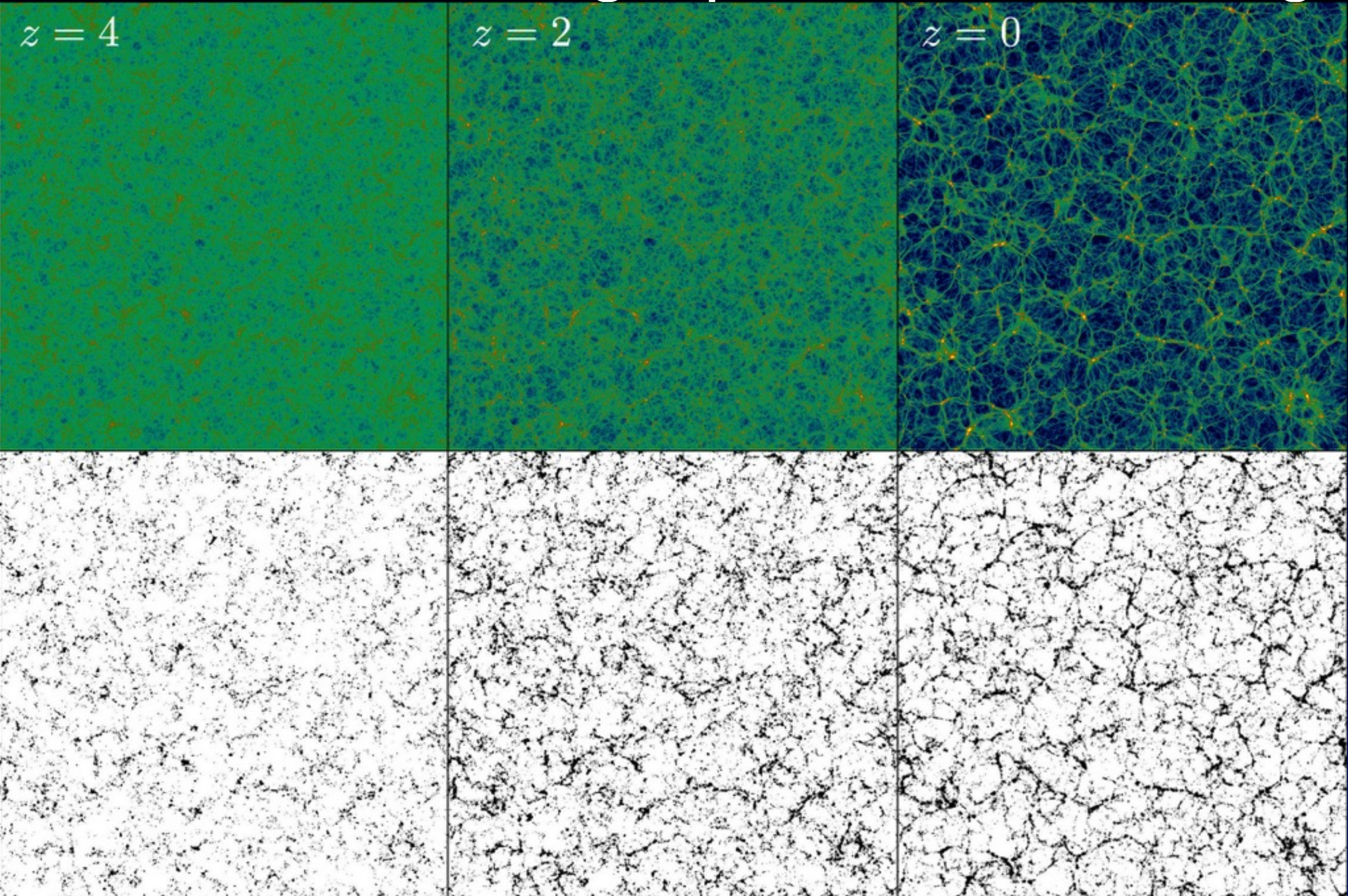


- Derive $m_*(M_h)$ individually for a set of redshifts

Abundance matching & parameterized linking



Abundance matching & parameterized linking



Final notes

- Text Books:
 - ▶ Cosmology: Galaxy Formation and Evolution (Mo, vdBosch, White)
- Reviews:
 - ▶ White (1993): astro-ph/9410043
 - ▶ Baugh (2006): astro-ph/0610031
- Papers:
 - ▶ Knebe et al. (2011), MNRAS, 415, 2293
 - ▶ Guo et al. (2011), MNRAS, 435, 897
- Gadget and N-GenIC website:
<http://www.mpa-garching.mpg.de/gadget/>

Up next

- Lecture 1: Motivation & Initial conditions
- Lecture 2: Gravity algorithms & parallelization
- Lecture 3: Hydro schemes
- Lecture 4: Radiative cooling, photo heating & Subresolution physics
- Lecture 5: Halo and subhalo finders & Semi-analytic models
- Lecture 6: Getting started with Gadget
- Lecture 7: Example galaxy collision
- Lecture 8: Example cosmological box