

Halo abundances and shear in void models.

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In collaboration with:
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Cosmological models.

Friedmann-Robertson-Walker (FRW)

$$ds^2 = -dt^2 + a^2(t) \left[\frac{dr^2}{1 - k r^2} + r^2 d\Omega^2 \right], \quad a = \frac{1}{1+z}$$

$$H^2 \equiv \left(\frac{\dot{a}}{a} \right)^2 = H_0^2 [\Omega_M a^{-3} + \Omega_k a^{-2} + \Omega_\Lambda a^{-3(1+w)}]$$

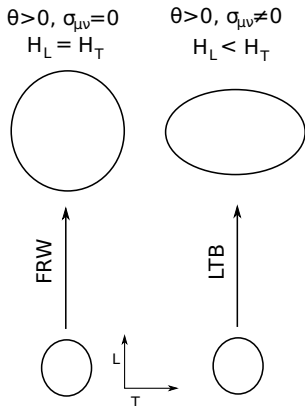
Lemaître-Tolman-Bondi (LTB)

$$ds^2 = -dt^2 + \frac{(A'(t, r))^2}{1 - k(r)} dr^2 + A^2(t, r) d\Omega^2, \quad H_T \equiv \frac{\dot{A}}{A}, \quad H_L \equiv \frac{\dot{A}'}{A'}$$

$$H_T^2(t, r) = H_0^2(r) \left[\Omega_M(r) \left(\frac{A_0(r)}{A(t, r)} \right)^3 + (1 - \Omega_M(r)) \left(\frac{A_0(r)}{A(t, r)} \right)^2 \right]$$



Shear



- Comoving geodesics have non-vanishing shear.
- Expansion + deformation
- Crucial for perturbations

Perturbation theory.

Perturbation theory in LTB models is complicated¹.

- No background homogeneity $\Rightarrow$ No $SO(3)$ splitting.
- Scalar and tensor modes coupled through the background shear.

$$\ddot{\Psi} + 4 H_T \dot{\Psi} - \frac{2 k(r)}{A^2} \Psi \propto \sigma^{\mu\nu} \tau_{\mu\nu}^{\text{pert}} + (\dots)$$

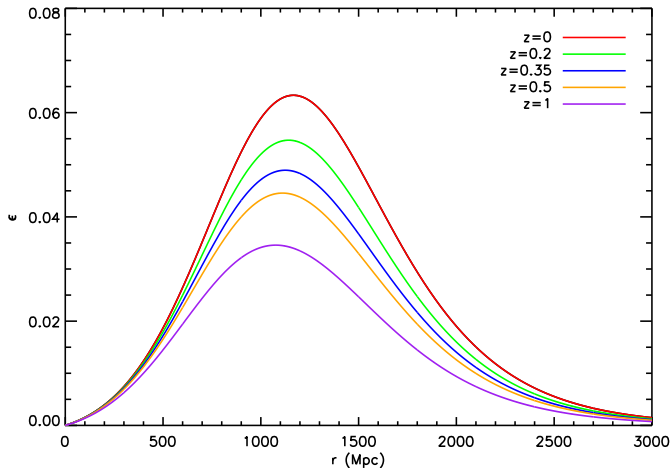
- Background shear can be characterised by a normalized shear-to-expansion ratio:

$$\epsilon \equiv \sqrt{\frac{2}{3} \frac{\sigma_{\mu\nu} \sigma^{\mu\nu}}{\theta^2}} = \frac{H_T - H_L}{2 H_T + H_L}$$

¹arXiv:0903.5040, 1206.1602 and Sean's talk!



Perturbation theory



Perturbation theory.

But...

- 0-shear approximation: FRW perturbation theory at each r .

$$\delta_0(t, r) \propto D(\Omega_M(r), A(t, r)/A_0(r))$$

- Small shear effects could be encoded in a first-order correction

$$\delta_\alpha(t, r) \propto D(\Omega_M(r), A(t, r)/A_0(r)) [1 + \alpha \epsilon(t, r)]$$

Where, in principle

$$\alpha = \alpha(t, r, \Omega, \dots)$$



Mass function

- $n(M) dM$: number density of halos of mass $M \in (M, M + dM)$.
- Press & Schechter theory: abundance of non-linear structures is determined by spherical collapse + linear perturbation theory + gaussian δ .
- Bottomline: the mass function is a **universal** function of the variance of the linear density contrast: $\sigma(M, z)$.

$$n(M, z) = \frac{\rho_M}{M} g(\sigma) \left| \frac{d \ln \sigma}{dM} \right|,$$

- Different parametrisations of the mass function can be found in the literature.



Mass function

Recipe for the mass function in LTB growing-mode voids:

- 1 Calculate $\sigma(M)$ outside the void.
- 2 Rescale it by a factor

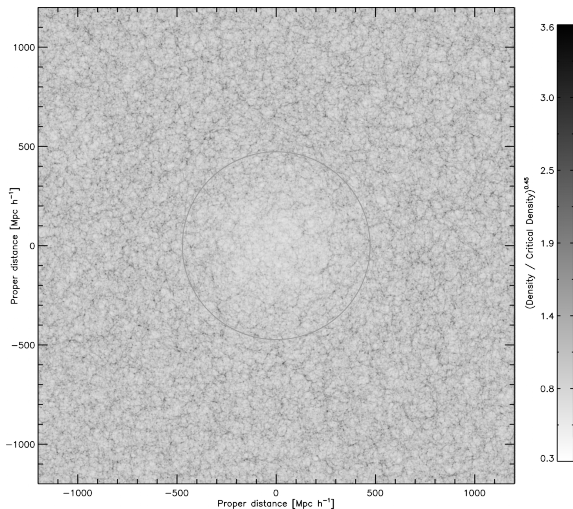
$$g(t, r) = \frac{\delta(t, r)}{\delta(t, r = \infty)}$$

- 3 Use your favourite mass function parametrisation with this rescaled variance.
- 4 We will show results in terms of

$$n(> M, < r, z) \equiv \frac{3}{4\pi r^3} \int_0^r r'^2 dr' \int_M^\infty dM' n(M', r', z).$$



Method.



Method

In N-body simulations of FRW universes perturbations are generated by displacing the particles from their ideal comoving positions before the first timestep by using the Zel'Dovich approximation

$$\mathbf{q} = \mathbf{q}_i - i \sum_{\mathbf{k}} \frac{\delta_{\mathbf{k}}(t)}{k^2} \mathbf{k} e^{i\mathbf{k} \cdot \mathbf{q}}.$$

In our case we must also account for the displacement due to the background void. To do this:

- 1 Calculate standard transfer function for perturbations in the flat EdS background and use existing software to calculate the initial gravitational potential $\phi_{\mathbf{k}}^i$.
- 2 Add to this the potential due to the void from the exact LTB solution $\phi_{\mathbf{k}}^V$.
- 3 Use existing software to calculate particle displacements with the total potential.



Simulations performed.

Name	z_{start}	Ω_{in}	$\Delta r/r_0$	#particles	Comments
$\mathcal{H}$	24	0.25	0.3	960 ³	High res sim
$\mathcal{V}$	49	0.25	0.3	512 ³	Void alone
S24	24	0.25	0.3	512 ³	Void + matter
S49	49	0.25	0.3	512 ³	Void + matter
S99	99	0.25	0.3	512 ³	Void + matter
S Ω 125	49	0.125	0.3	512 ³	Void + matter
S Ω 063	49	0.0625	0.3	512 ³	Void + matter
S Ω 021	199	0.0208	0.3	512 ³	Void + matter
S Δ 01	49	0.125	0.1	512 ³	Void + matter
S Δ 05	49	0.125	0.5	512 ³	Void + matter
$\mathcal{L}$	49	0.25	0.3	768 ³	$L=3600 \text{ Mpc } h^{-1}$

In all cases $r_0 = 1100 \text{ Mpc}$ and $H_0 = 64 \text{ km s}^{-1}, \text{ Mpc}^{-1}$.
Mass resolution is $m_p = 4.3 \times 10^{12} M_\odot h^{-1} (\mathcal{H})$



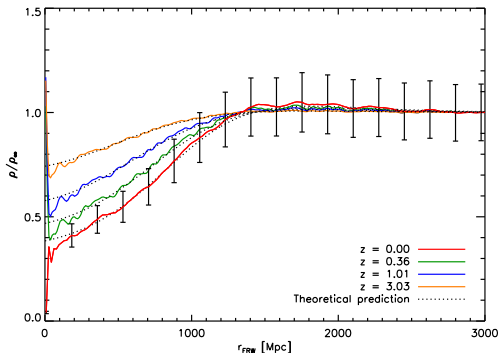
Background evolution.

We checked that the simulations reproduce the background evolution correctly by comparing data and theoretical predictions for: density profile and expansion rates.



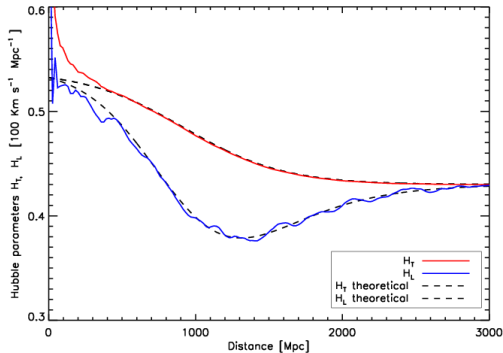
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The halo catalog

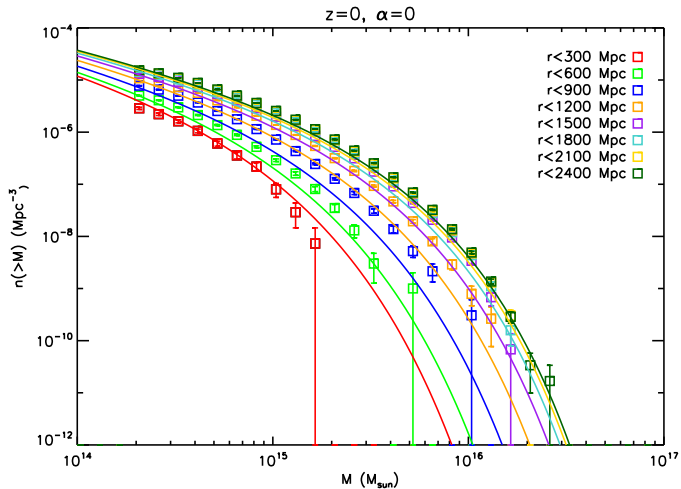
The halos were extracted using AHF (Knollmann & Knebe, 2009, ApJS, 182, 608).

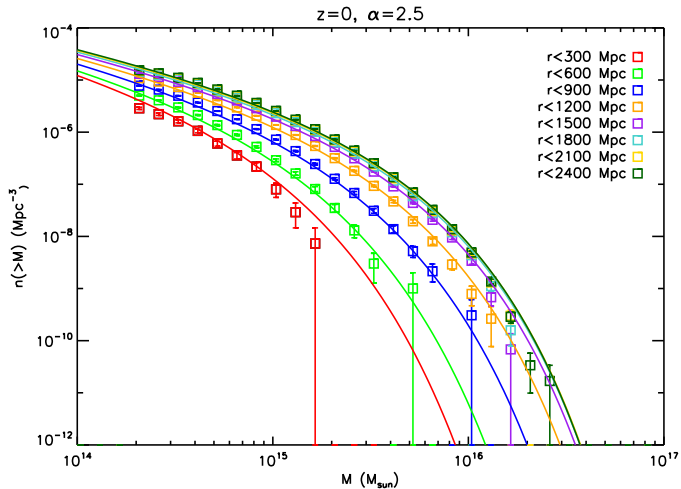
- 1 Create adaptively smoothed density field from the particle content.
- 2 Locate possible halos as local overdensities.
- 3 Extract gravitationally bound particles by iteratively solving Poisson's equation.
- 4 Determine halo extent and mass through

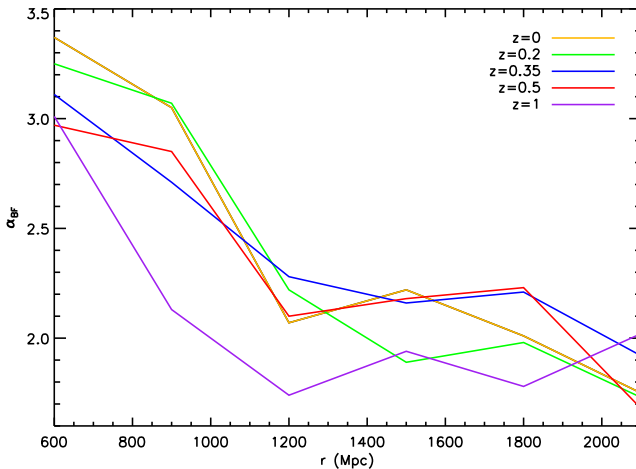
$$M(r_{\text{vir}}) = \frac{4\pi}{3} r_{\text{vir}}^3 \rho_c \Delta$$

(Δ is a fudge factor. We use $\Delta = 200$).









Conclusions.

- The theoretical description of the halo mass function can be extended to LTB universes by adding a parameter that accounts for the effect of the background shear on the growth of perturbations.
- The value of this parameter depends mildly on t and r , with $\alpha \sim 2$. Its dependence on the void model is still under study.
- If α turned out to be cosmology-independent, halo abundances might be used to constrain the background cosmic shear.
- If applicable to $\mathcal{O}(10 \text{ Mpc})$ -sized voids, this treatment could be used in the modelling of environmental effects.



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THANKS FOR YOUR ATTENTION!

