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South Pole Telescope Cluster F2F 6/25/18

Base Simulations - HACC





Q-Continuum Heitmann et al. 2014

Lightoncone Construction to Ray Tracing





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Example Halo Properties:

z = 0.503 mass = 2.703×10¹⁴ M∘ h⁻¹

Ray Tracing:

Source plane at z = 128 lens planes from $0 \le z \le 1$ SPH particle smoothing

To do:

- → Perhaps revise density estimation approach
- → Replace single source plane with many planes, weighted by N(z) (DES, LSST,...)



Base simulations:

Lightcone products:

AlphaQuadrant: 256 (h⁻¹Mpc)³ 1024³ particles 1.1×10⁹ h⁻¹M_ompp WMAP-7

OuterRim:

3000 (h⁻¹Mpc)³ 10240³ particles 1.8×10⁹ h⁻¹M _© mpp WMAP-7 AlphaQuadrant: 1% particles to z=1 Full particles to z=1 Halos to z=1 (~30k >10¹⁴)

OuterRim: Particles to z=3 (sampling TBD) Halos to z=2 Smaller simulation data more computationally affordable; will allow for convergence studies on ray-tracing strategy:

- → LOS structure sampling
- → Pixelization for surface density/lensing maps
- → Cutout sizes
- → Redshift resolution

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Smaller simulation data more computationally affordable; will allow for convergence studies on ray-tracing strategy:

- → LOS structure sampling?
- → Pixelization for surface density/lensing maps?
- → Cutout sizes?
- → Redshift resolution (lens planes)?

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OuterRim: 3000 (h ⁻¹ Mpc) ³ 10240 ³ particles 1.8×10 ⁹ h ⁻¹ M _☉ mpp WMAP-7	OuterRim: Particles to z=3 (sampling TBL Halos to z=2	 → Cutout sizes? → Redshift resolution (lens planes)? → Use conclusions for larger-scale runs (larger lightcone volume and more unique halos)