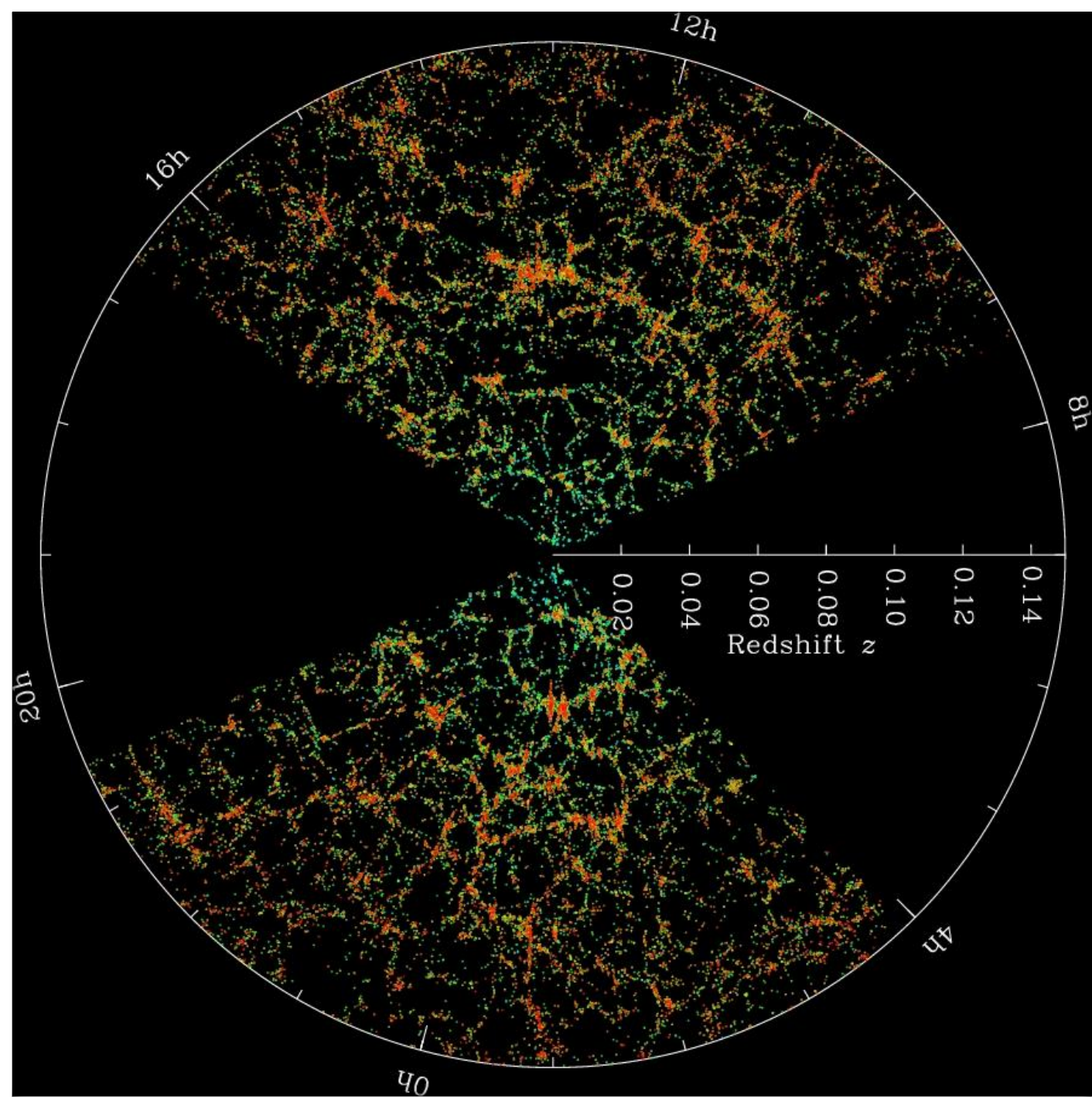


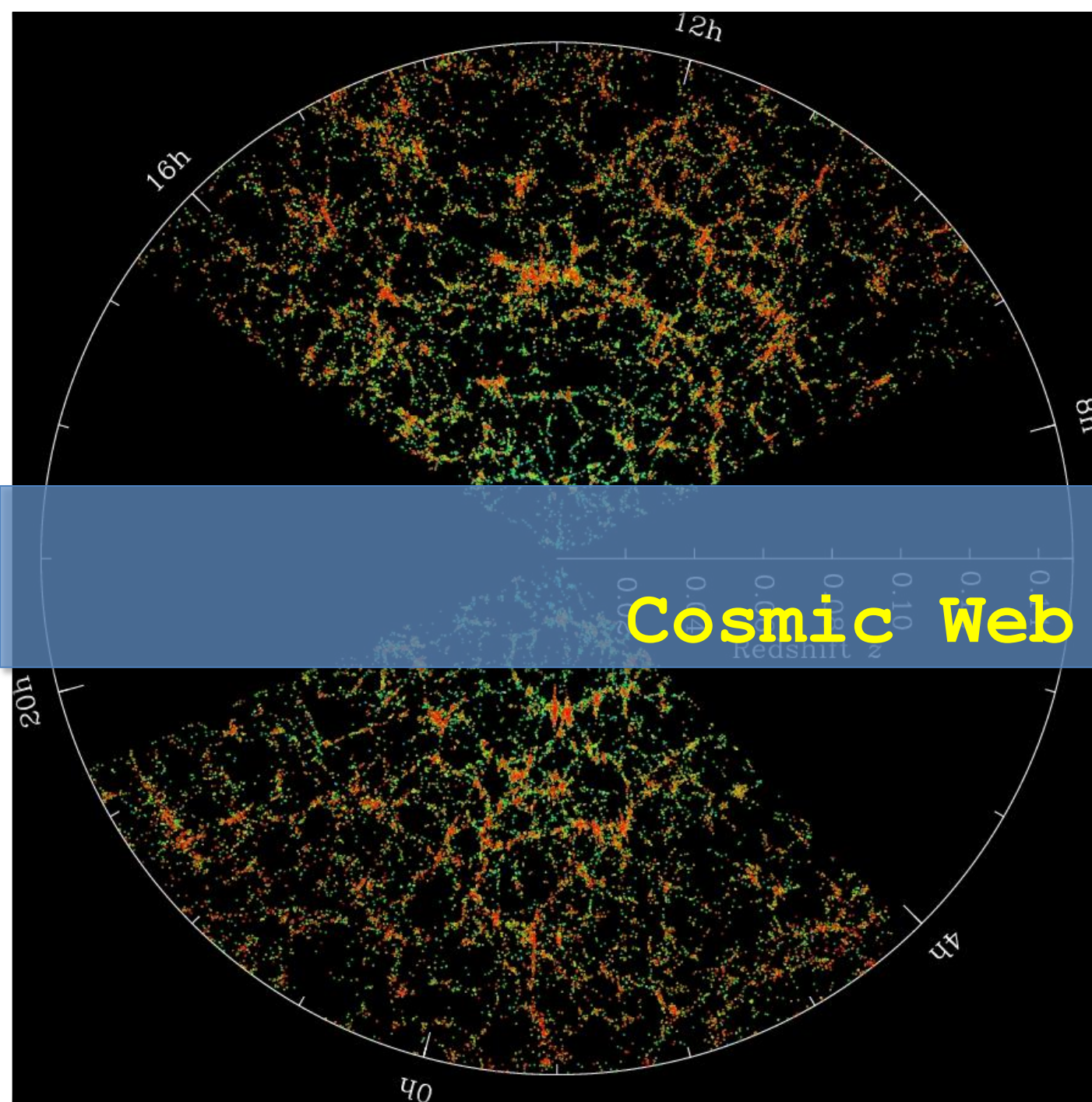
**QUANTIFYING THE COSMIC WEB  
USING SHAPEFINDER  
DIAGONISTIC**

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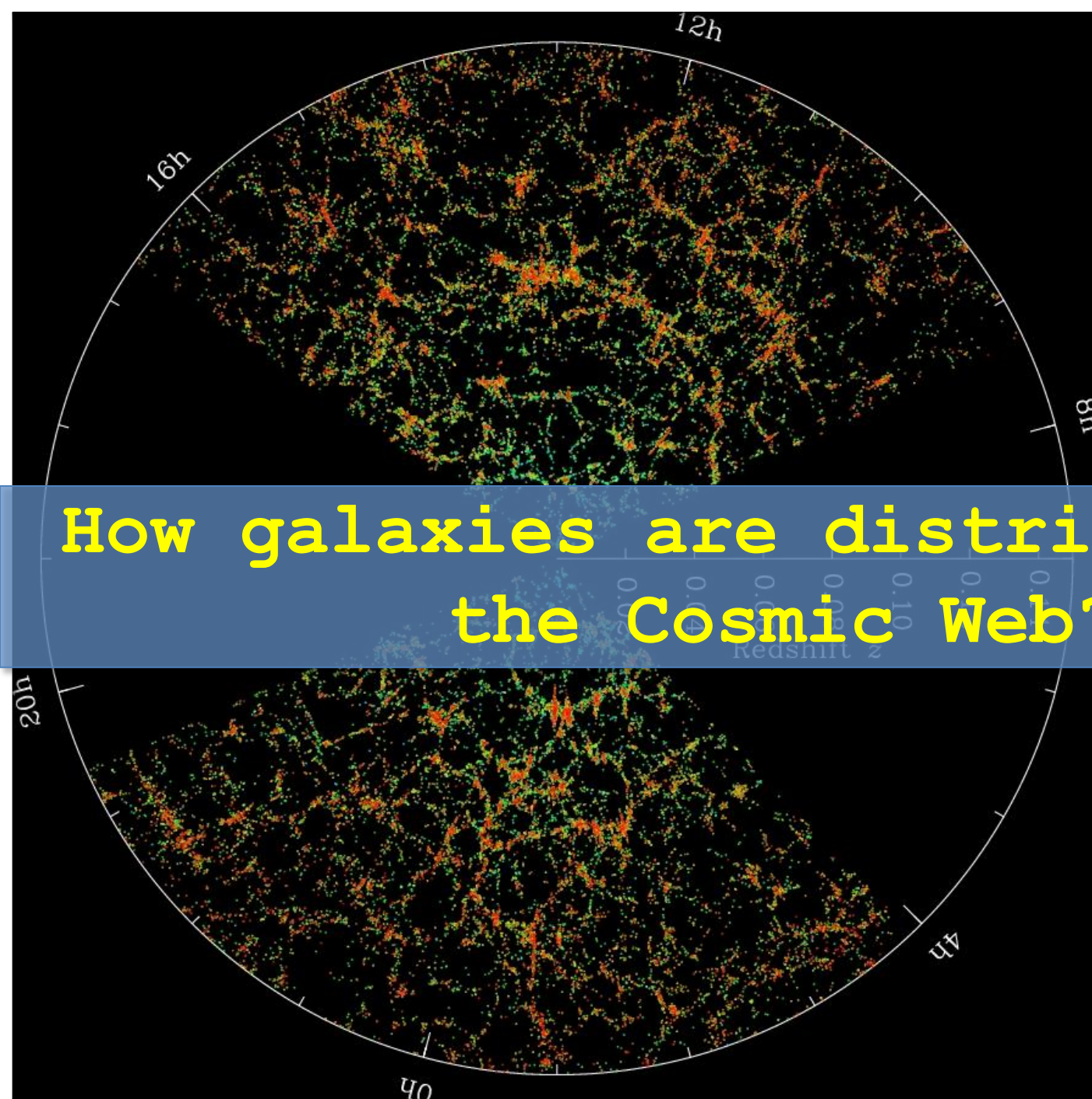


*Credit: M. Blanton and the Sloan Digital Sky Survey.*



## Cosmic Web

*Credit: M. Blanton and the Sloan Digital Sky Survey.*



How galaxies are distributed in the Cosmic Web?

*Credit: M. Blanton and the Sloan Digital Sky Survey.*

# Shapefinder diagnostic

In 3D the four Minkowski Functionals are:

1. Volume ( $V$ )
2. Surface Area ( $S$ )
3. Integrated Mean Curvature ( $C$ )
4. Euler Characteristics ( $\chi$ ) or Genus ( $G$ )

$$C = \int \int \frac{\kappa_1 + \kappa_2}{2} dS,$$

Shape parameters having dimension of Length

$$\mathcal{T} = \frac{3V}{S}, \quad \mathcal{B} = \frac{S}{C}, \quad \mathcal{L} = \frac{C}{4\pi G}.$$

Dimensionless Shapefinders – Filamentarity ( $\mathcal{F}$ ) and Planarity ( $\mathcal{P}$ )

$$\mathcal{P} = \frac{\mathcal{B} - \mathcal{T}}{\mathcal{B} + \mathcal{T}}, \quad \mathcal{F} = \frac{\mathcal{L} - \mathcal{B}}{\mathcal{L} + \mathcal{B}}$$

Solid Sphere ( $R$ ):  $V = \frac{4}{3}\pi R^3$ ,  $S = 4\pi R^2$ ,  $C = 4\pi R$ ,  $\chi = 2$   
 $\Rightarrow \mathcal{L} = \mathcal{B} = \mathcal{T} = R$ ,  $\mathcal{F} = \mathcal{P} = 0$

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SURFace GENerator (SURFGEN)

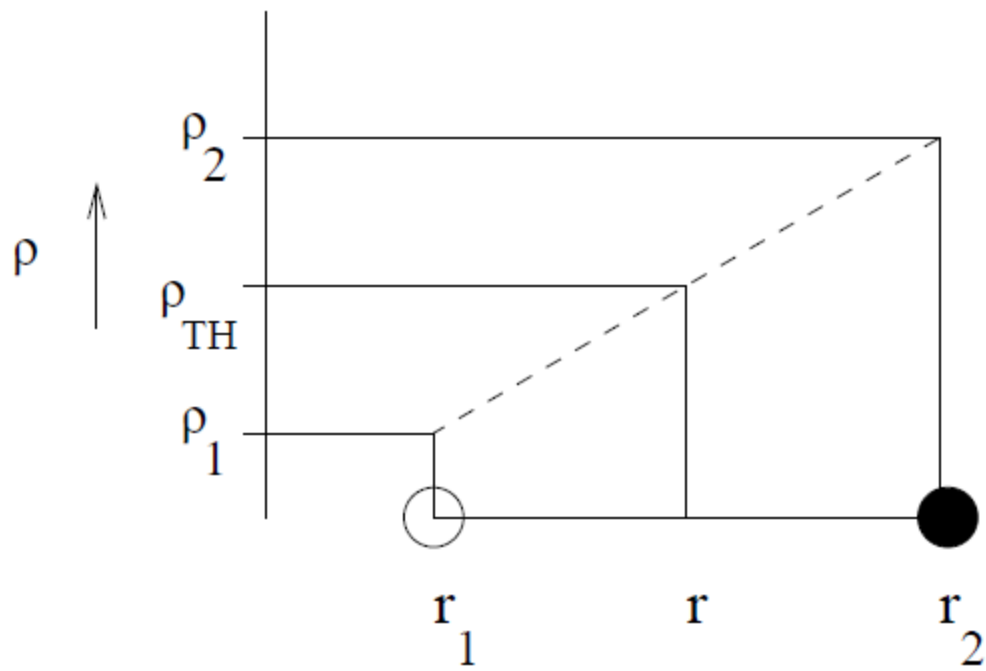


# SURFGEN

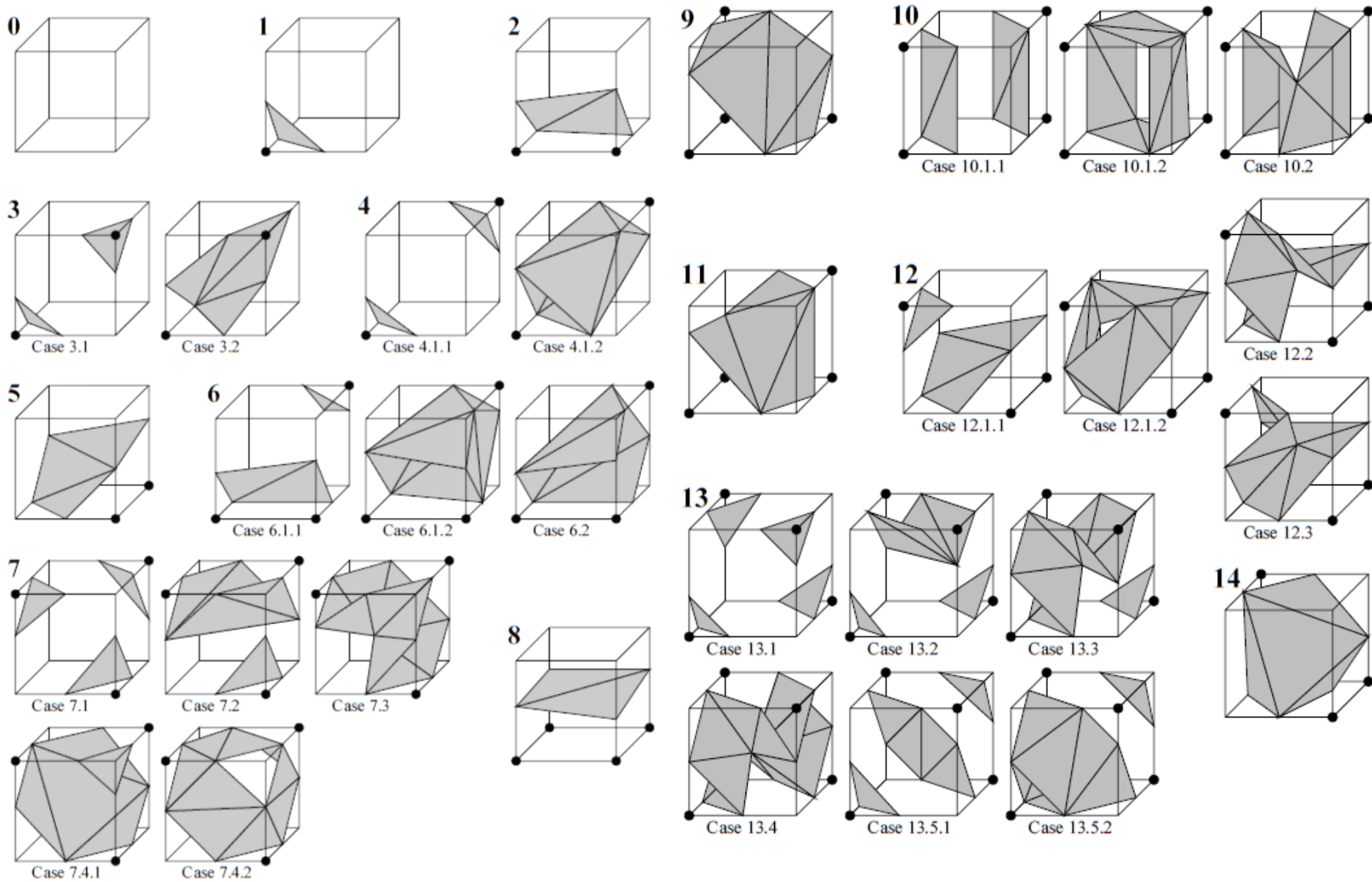
- Written in C language.
- Generate surface whose physical origin is quite varied and different.
- Input : density field defined on a rectangular grid .
- Using **Marching cube 33** algorithm it generates the isodensity surface.

# Marching cube

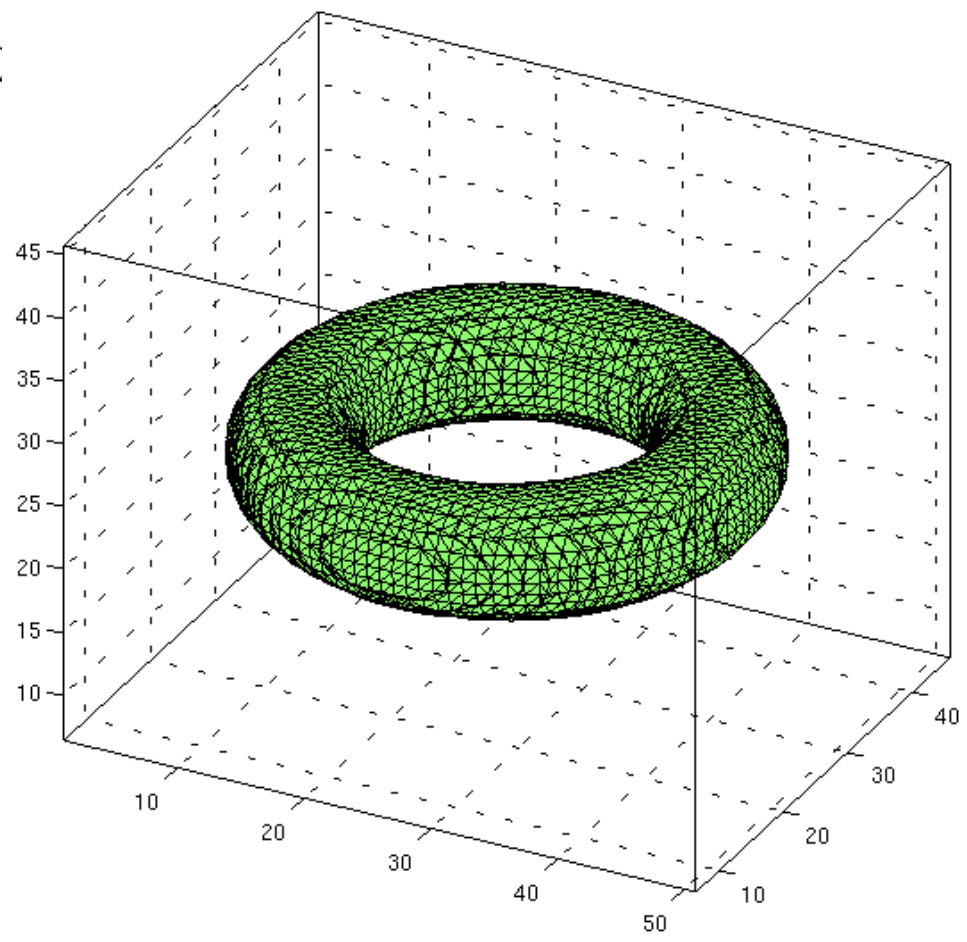
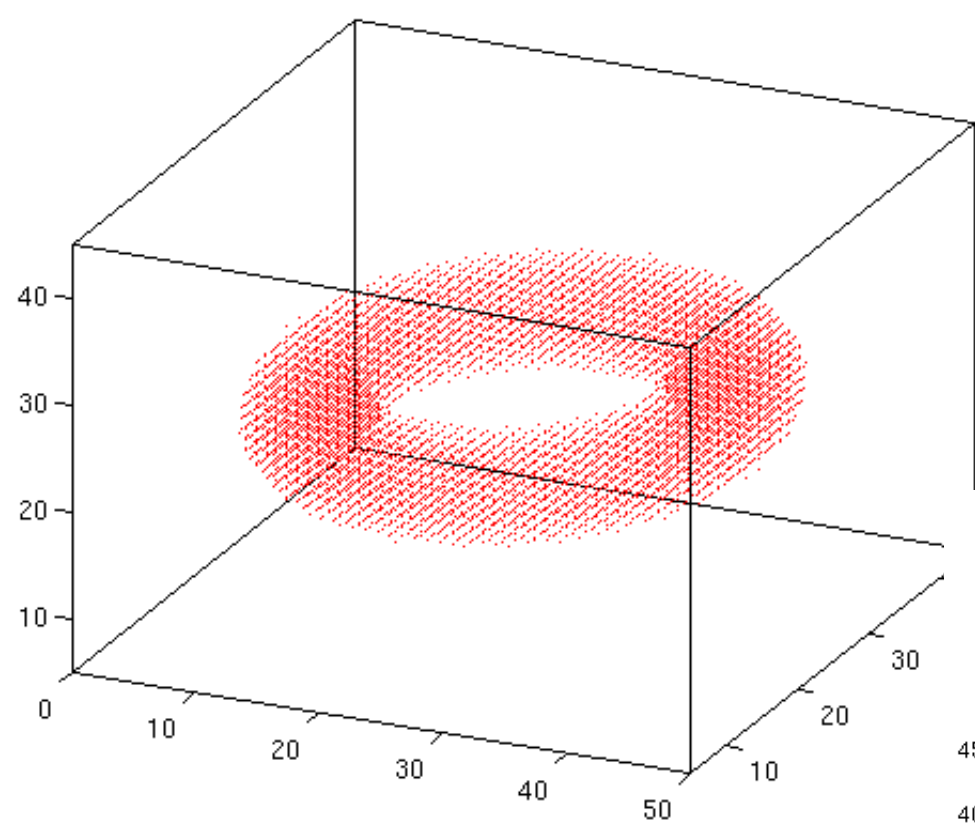
- Generate triangulated surface from a 3D density field defined on a rectangular grid.
- It determines the polygon(s) needed to represent the part of the isosurface ( $\rho = \rho_{th}$ ) that passes through this cube. The individual polygons are then fused into the desired surface.



$$r = r_2 - \frac{\rho(r_2) - \rho_{\text{TH}}}{\rho(r_2) - \rho(r_1)} \times (r_2 - r_1),$$



**Marching cube - 33 lookup table**



# Minkowski Functionals

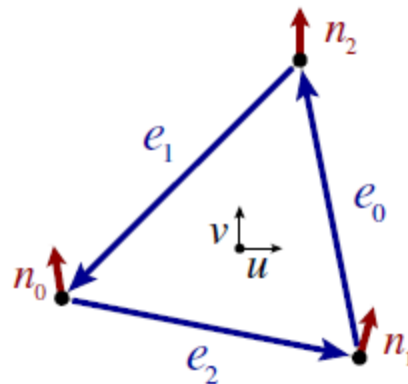
$$S = \sum_{i=1}^{N_T} S_i,$$

$$V = \sum_{i=1}^{N_T} V_i, \quad V_i = \frac{1}{3} S_i \{n_j P^j\}_i,$$

$$\chi = N_T - N_E + N_V$$

Integrated Mean Curvature is calculated using per-vertex method describe in Rusinkiewicz (2004).

II : Weingarten matrix



$$\text{II} \begin{pmatrix} e_0 \cdot u \\ e_0 \cdot v \end{pmatrix} = \begin{pmatrix} (n_2 - n_1) \cdot u \\ (n_2 - n_1) \cdot v \end{pmatrix}$$

$$\text{II} \begin{pmatrix} e_1 \cdot u \\ e_1 \cdot v \end{pmatrix} = \begin{pmatrix} (n_0 - n_2) \cdot u \\ (n_0 - n_2) \cdot v \end{pmatrix}$$

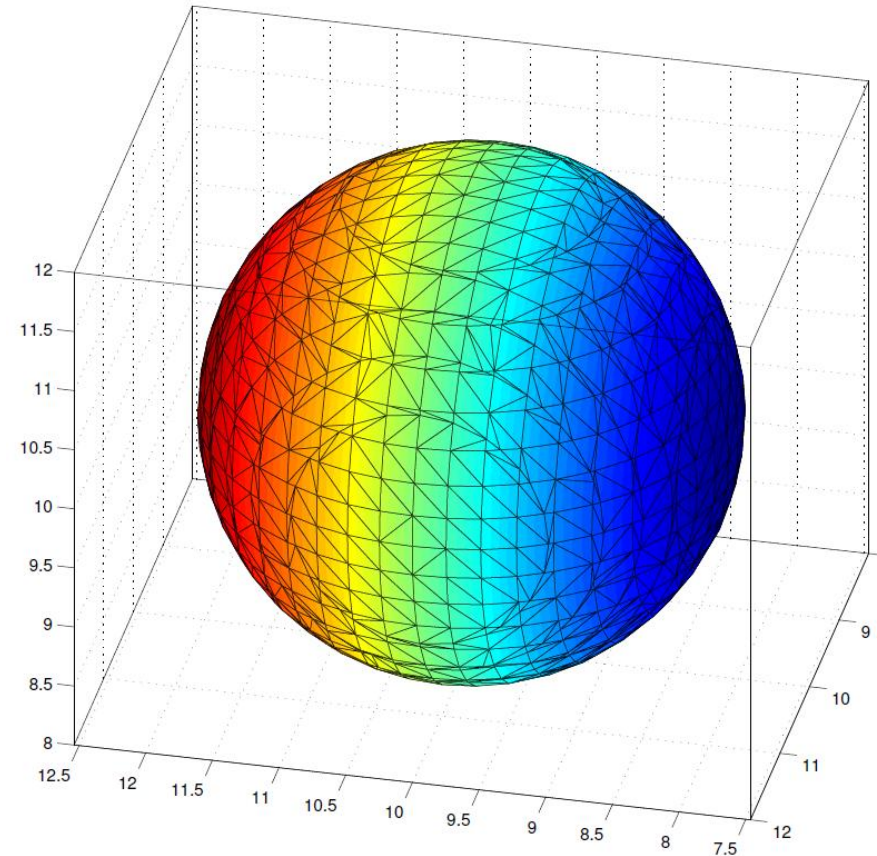
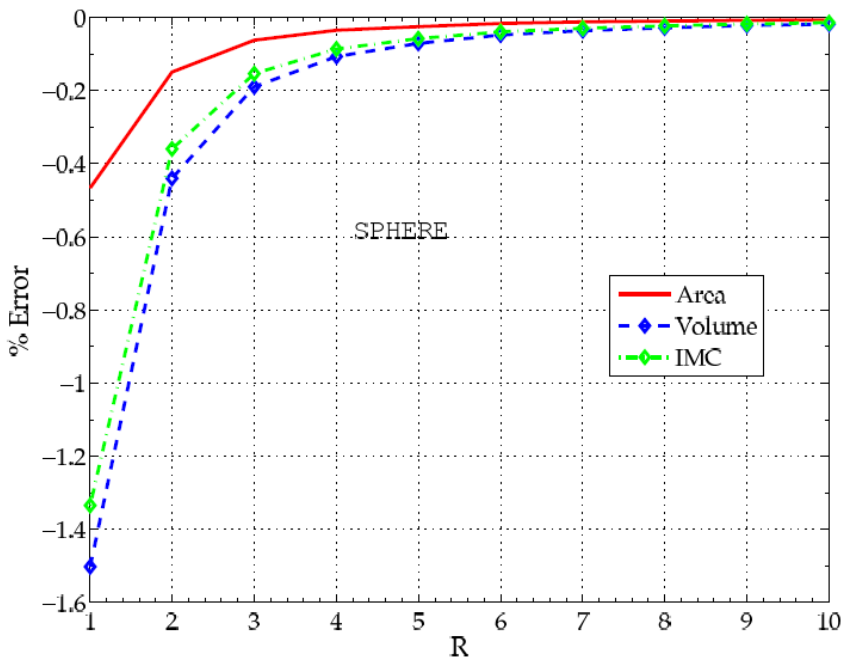
$$\text{II} \begin{pmatrix} e_2 \cdot u \\ e_2 \cdot v \end{pmatrix} = \begin{pmatrix} (n_1 - n_0) \cdot u \\ (n_1 - n_0) \cdot v \end{pmatrix}$$

# Tests with sphere

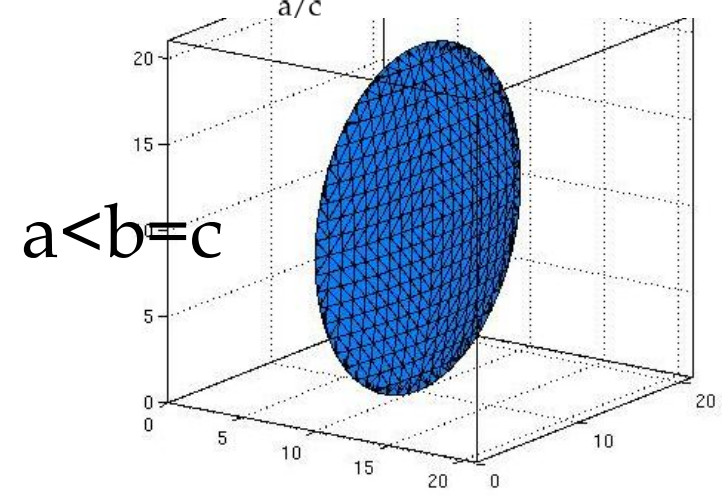
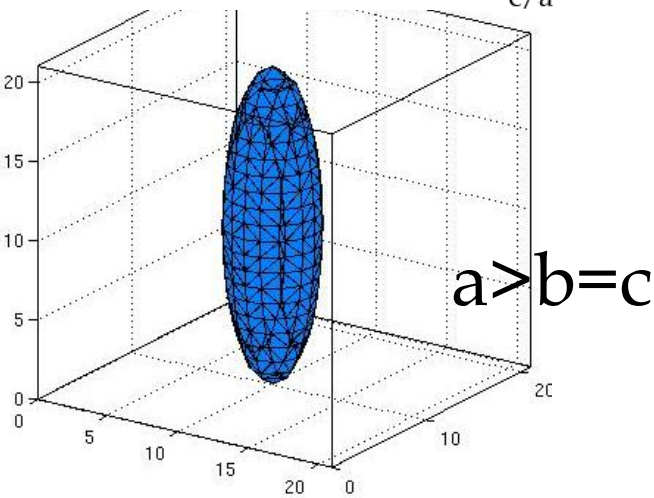
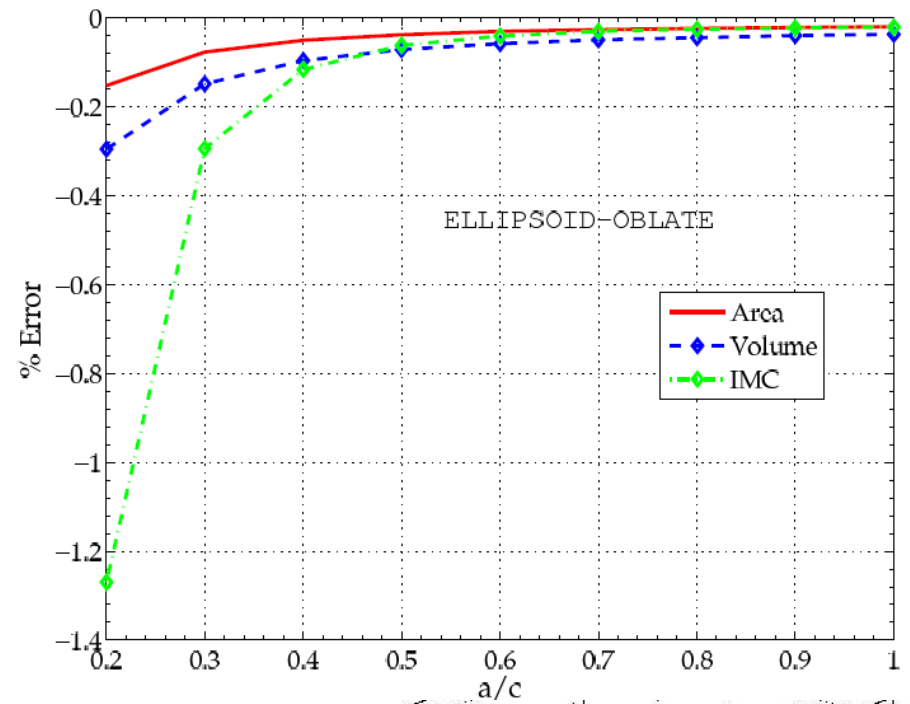
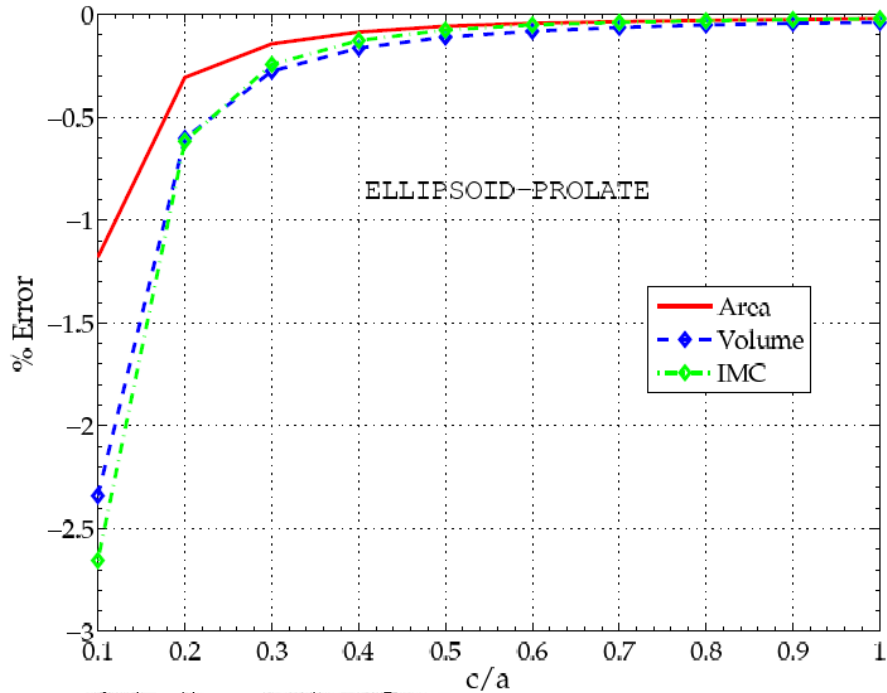
$$\rho(i, j, k) = \begin{cases} \frac{\rho_0}{R} & (i, j, k) \neq (i_0, j_0, k_0) \\ \rho_0 & (i, j, k) = (i_0, j_0, k_0) \end{cases}$$

$$R = \sqrt{(i - i_0)^2 + (j - j_0)^2 + (k - k_0)^2}$$

$$R = \frac{\rho_0}{\rho_{th}}$$

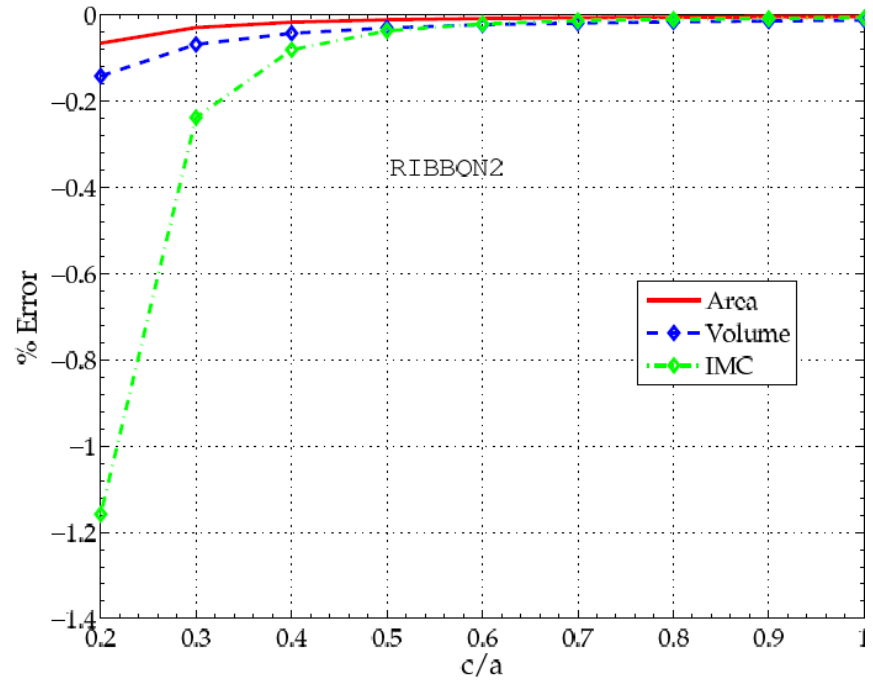
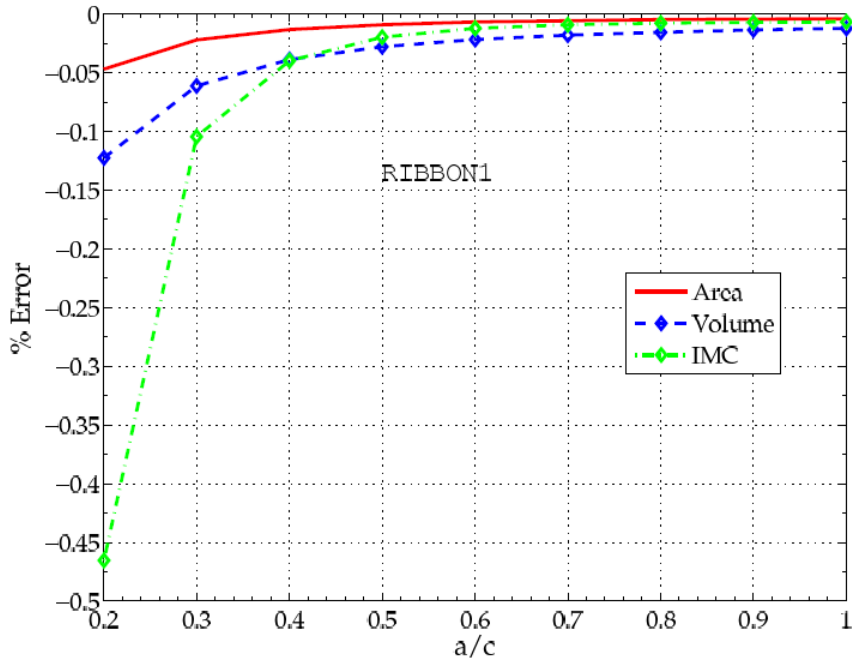


# Test Ellipsoid



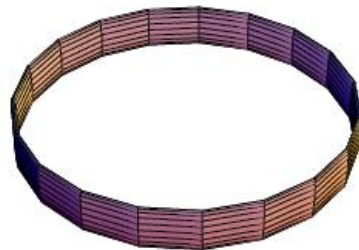


# Test Continued ...



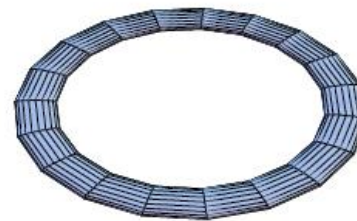
Ribbon1

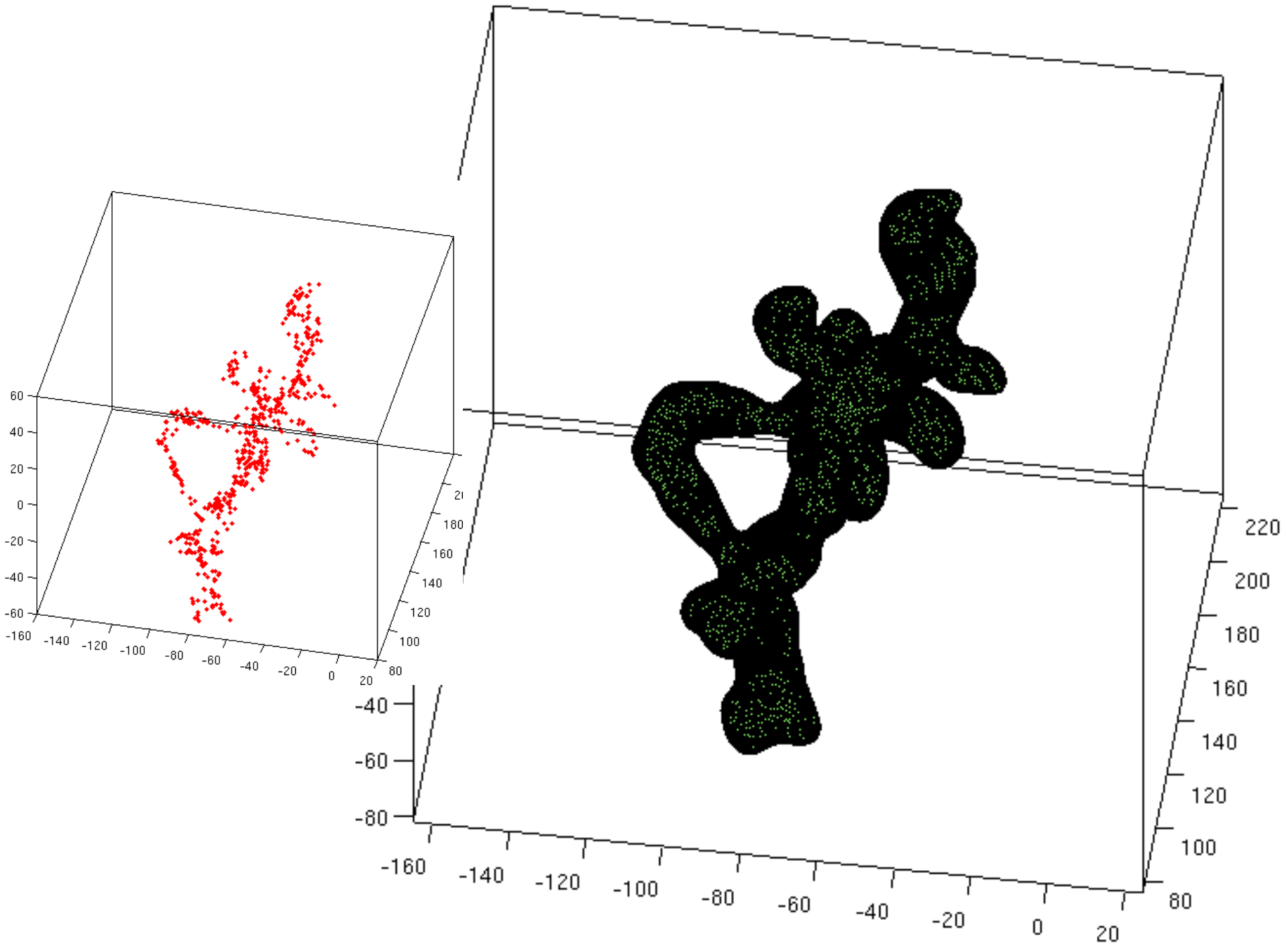
$b \gg a > c$



Ribbon2

$b \gg c > a$



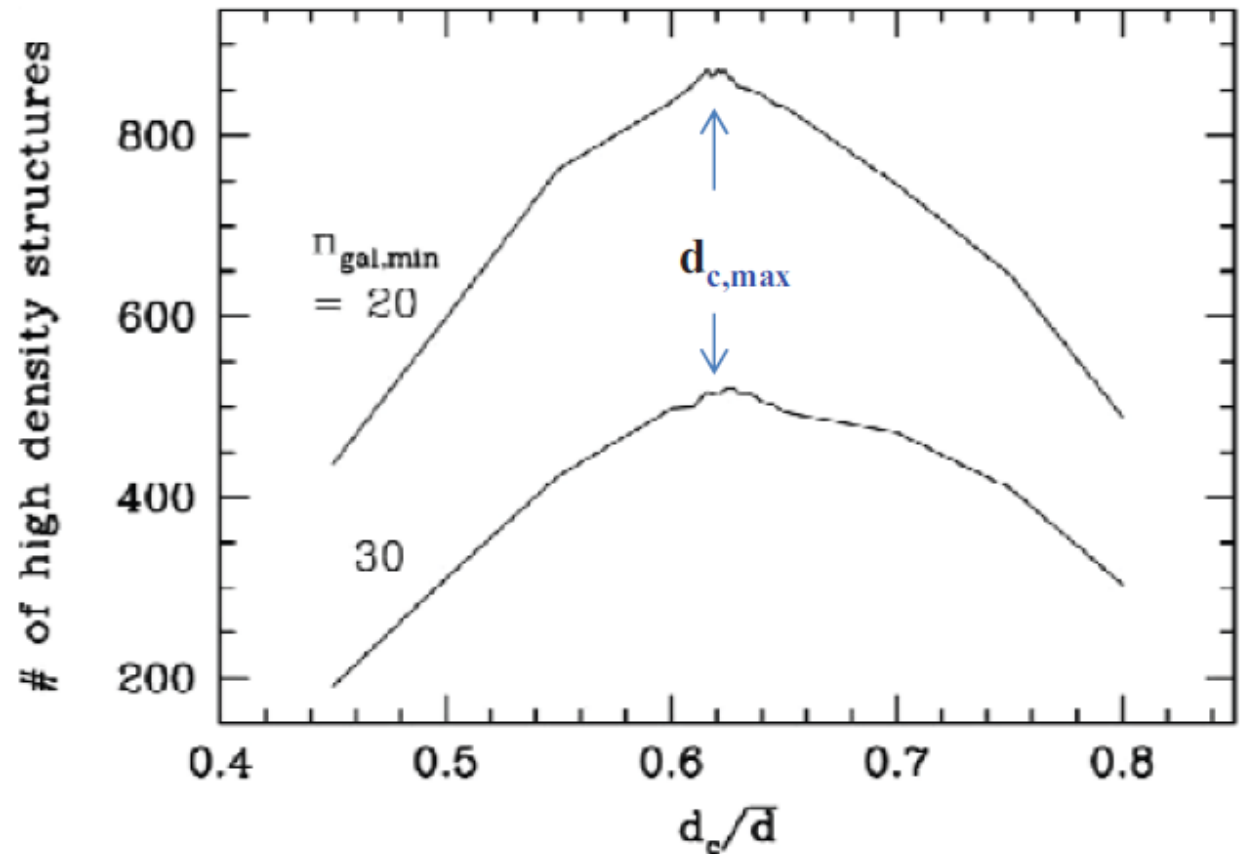


# Applications

- Volume Limited subsample of SDSS Main galaxy sample.
  - $N=116877$  galaxies
  - $M_r < -21.6$
  - Mean separation  $\bar{d}=9 h^{-1}$  Mpc
- 200 mock catalog extracted from Horizon Run simulation having the same geometry and number density of the SDSS sample.

- Identified structure using Friend-of-Friend algorithm of linking length  $d_c$ .

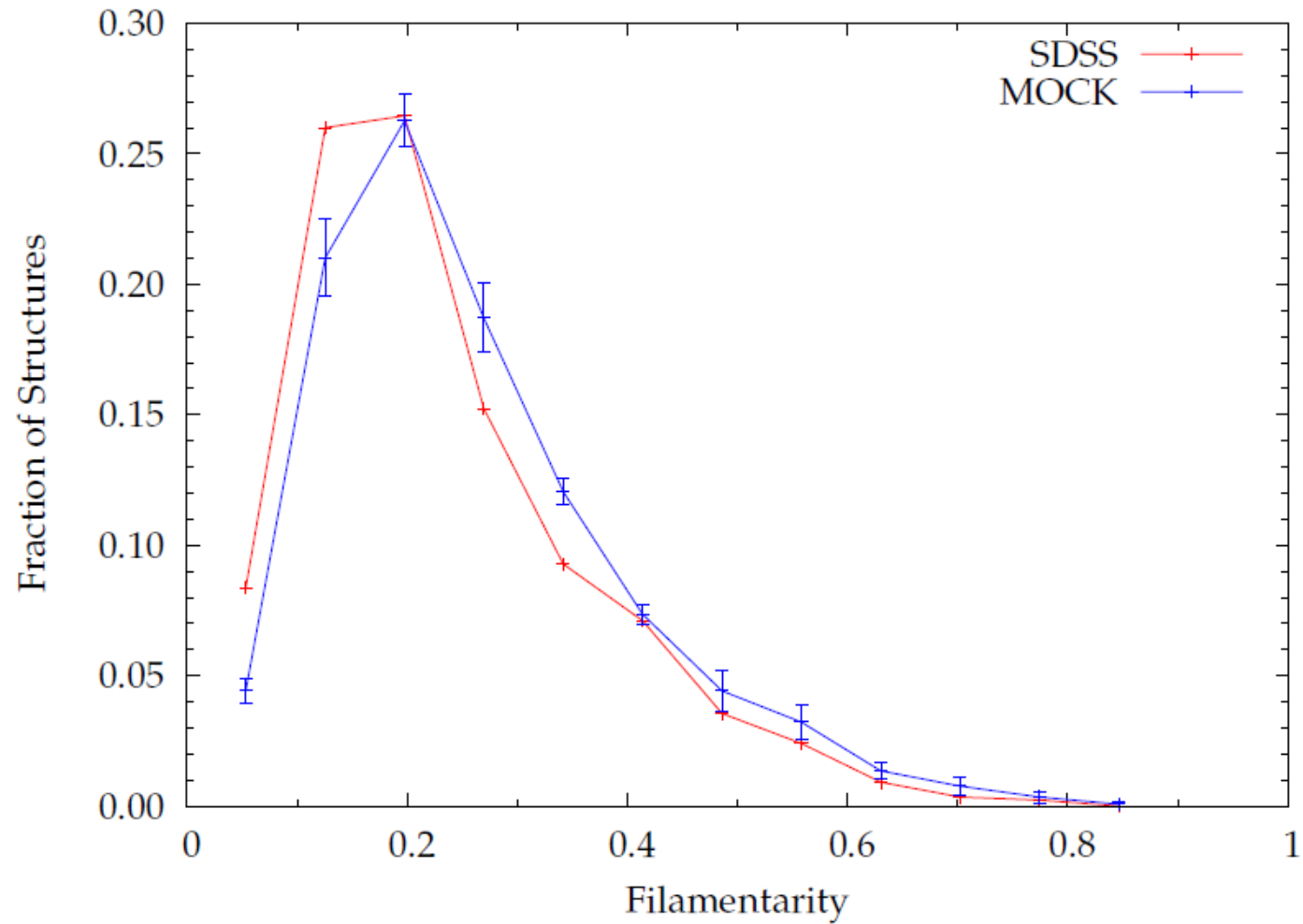
$$d_c = 5.6 h^{-1} \text{ Mpc}$$



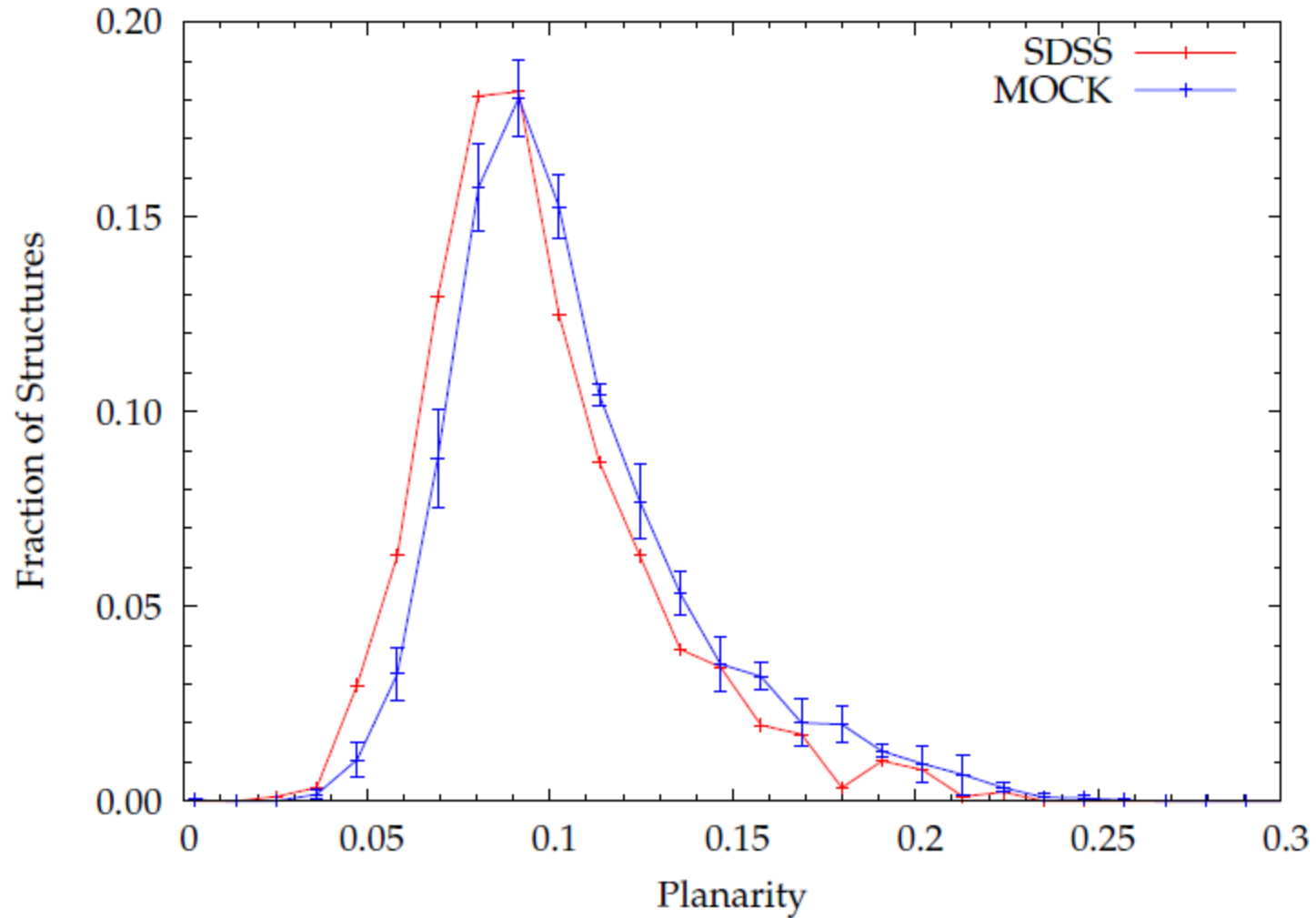
Each and every structures identified using FoF algorithm:

- is converted to density field using CIC algorithm of grid size  $1 h^{-1}\text{Mpc}$
- smoothed it with Gaussian Kernel of smoothing length  $d_c/3 = 1.9 h^{-1}\text{Mpc}$
- For applying shapefinder, we consider  $\rho_{th} = (9/5.6)^3 \bar{\rho} = 4.15 \bar{\rho}$

# Results



# Results



# Conclusions

- Minkowski Functionals and shapefinders are one of the robust methods to identify individual structural elements in the Cosmic Web.
- SURFGEN produces the Minkowski Functionals and Shapefinders thus giving complete information about the shape and topology of the structures.
- Applying SURFGEN to SDSS DR7 we find the dominance of ribbon like structures.
- The difference in results of SDSS and Simulation is currently not known and requires further analysis.



Thank you