

Clustering effects on GWs Dark Sirens determination of H_0

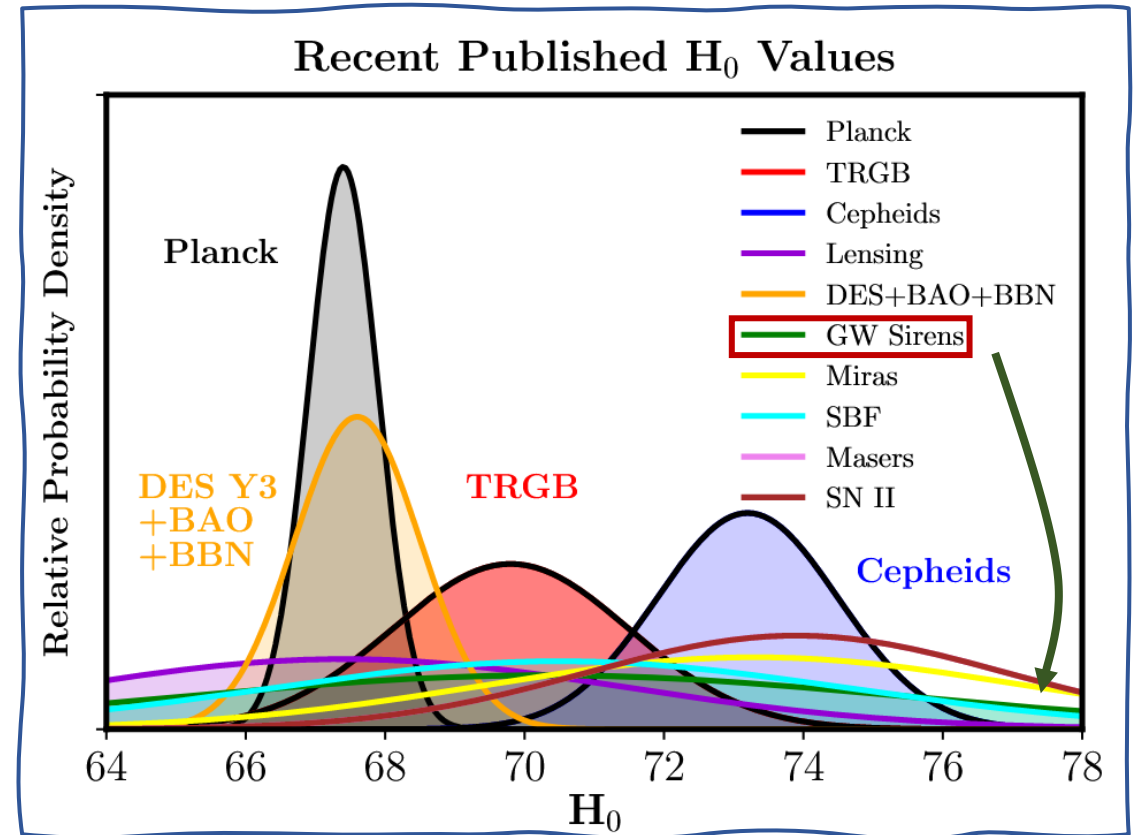
Marios Kalomenopoulos – Cosmo Tensions (Corfu) – 2022

Work with: S. Khochfar, R. McGibbon (University of Edinburgh), R. Barbieri, J. Gair
(Max Planck – AEI Potsdam)

Hubble Trouble?

- There seems to be a discrepancy between different methods of determining H_0 . Systematics? Or New physics?

- GWs can provide an independent probe to the Hubble constant and help resolve the current tension.



Wendy L. Freedman 2021

GWs and H_0

H_0 from GWs

$$v = H_0 d$$

- **Distance** \rightarrow from GW signal
- **Velocity** \rightarrow from redshift

Ho from GWs

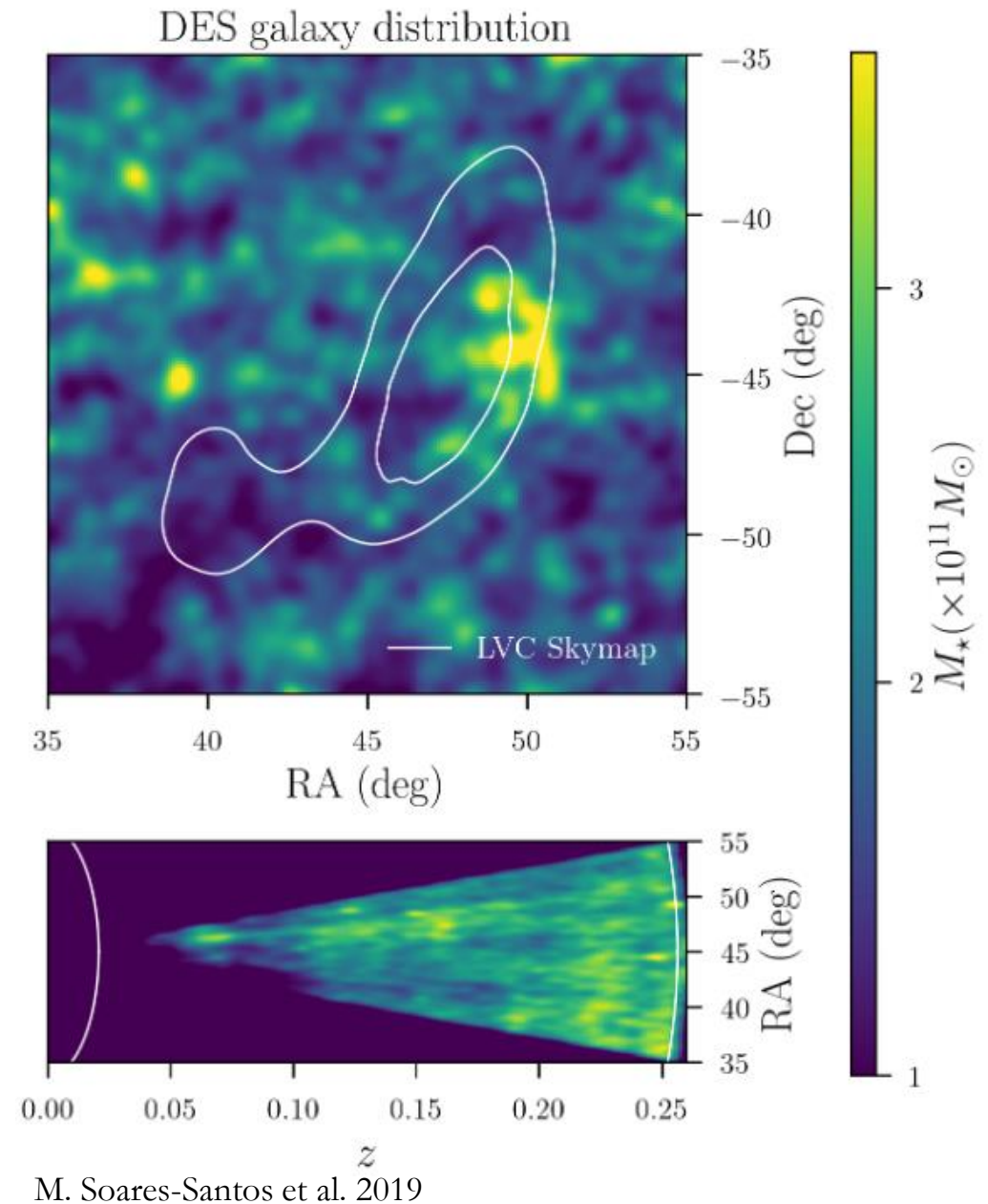
- **Distance** → from GW signal ✓
- **Redshift**
 - 1) A direct **EM counterpart**
 - 2) A collection of **galaxies in GW localisation volume**
 - 3) Knowledge of **source-frame mass distribution**
 - 4) For NS: **measure of tidal deformability & EoS**

Dark Sirens (and the Hubble tension)

What is a Dark Siren?

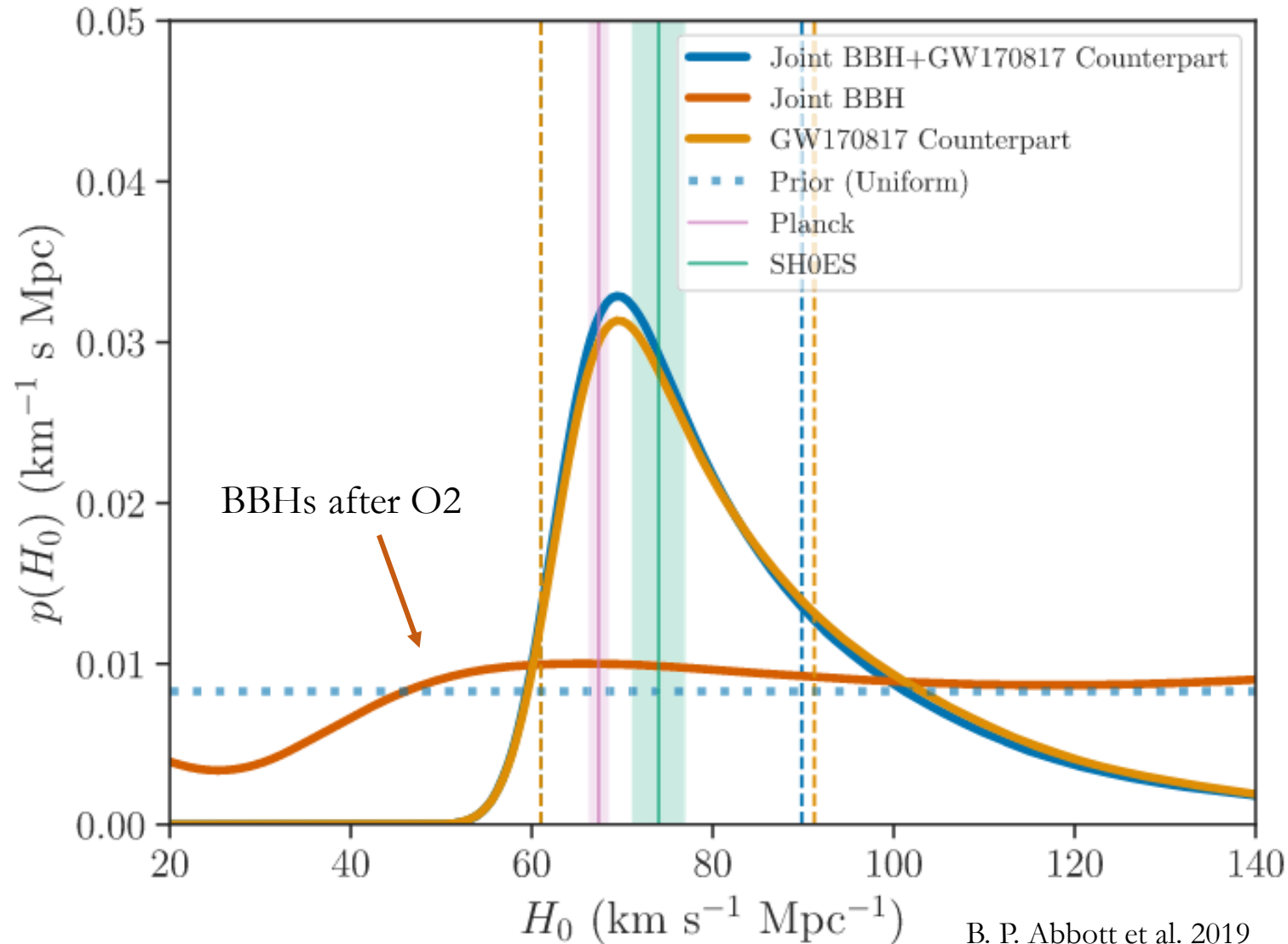
- A GW merger provides a direct absolute measurement of luminosity distance.
- ~~For redshift information, we need an EM counterpart*~~.
- ~~Direct way to connect luminosity distance with redshift.~~

Schutz 1986; Holz & Hughes 2005



M. Soares-Santos et al. 2019

A gravitational-wave standard siren measurement of the Hubble constant (without a counterpart)



B. P. Abbott et al. 2019

Very active research area:

Chen et al. 2017

Nair et al. 2018

Gray et al. 2019

Bera et al. 2020

Palmese et al. 2021

Finke et al. 2021

Muttoni et al. 2021

Chen et al. 2022

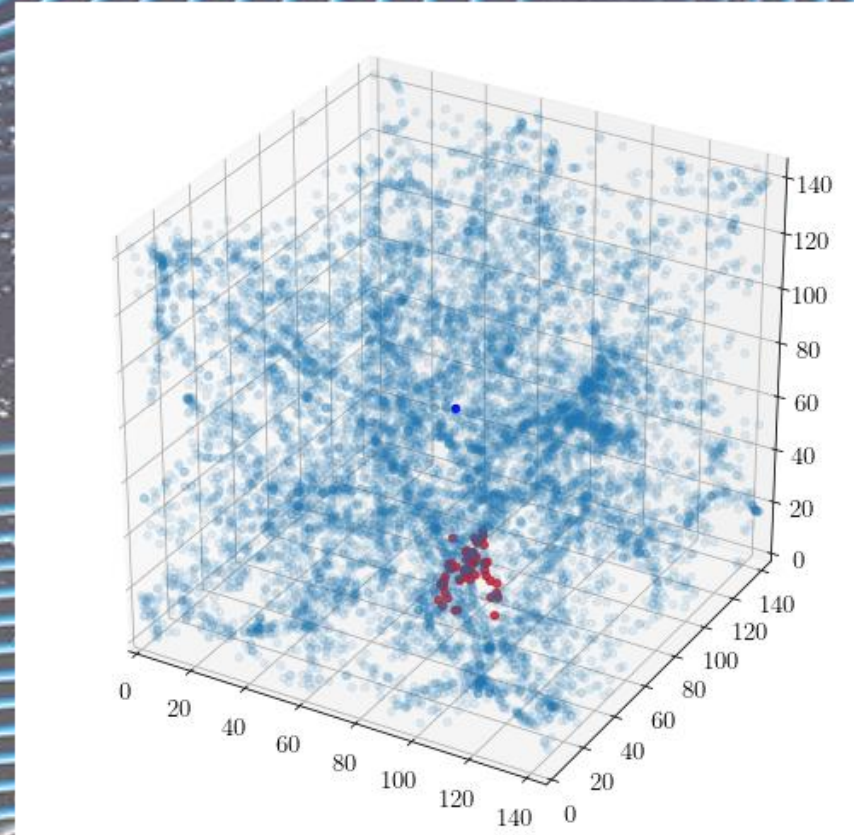
...

Dark Sirens in Simulations*

In 5 steps:

1) We observe a GW, with no counterpart. In the simulations, we model the GW 3D sky region as a cone.

2) We find all haloes in the cone and calculate their distances to the observer. Observer at the centre of the box. Centres of cones at random halo positions in the box.



*Most of the boxes here are for visualisation purposes only. For the analysis we use the haloes from a $(1.6 \text{ Gpc}/h)^3$ box, with 2048^3 particles resolution from the LEGACY suite.

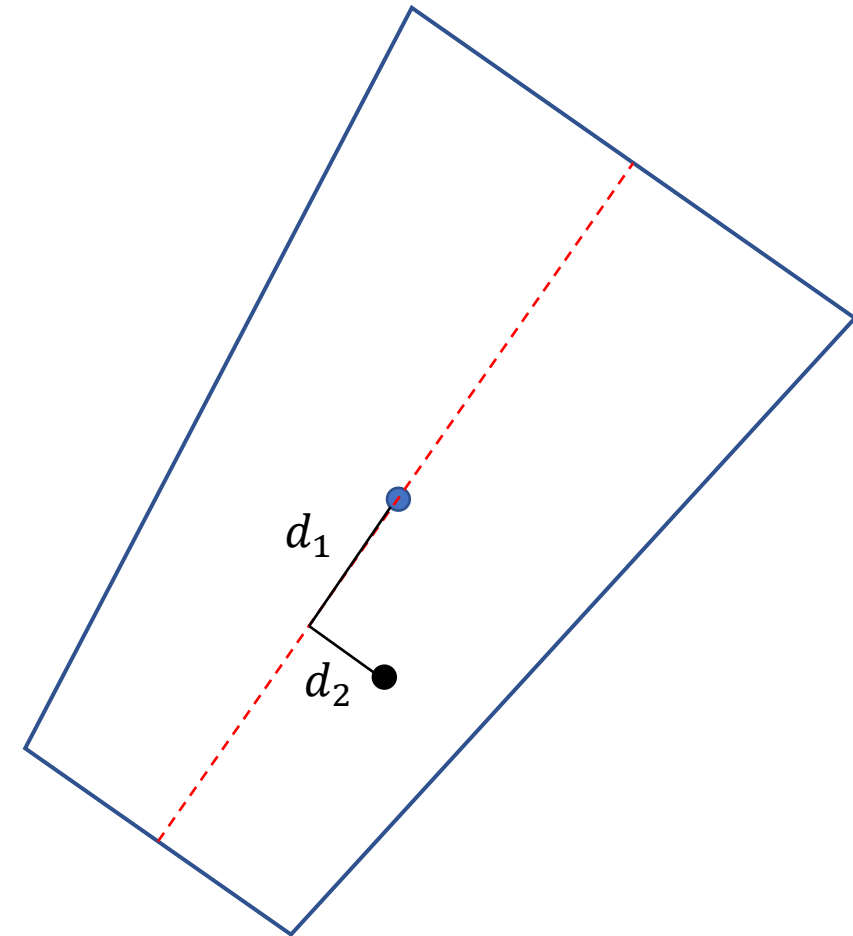
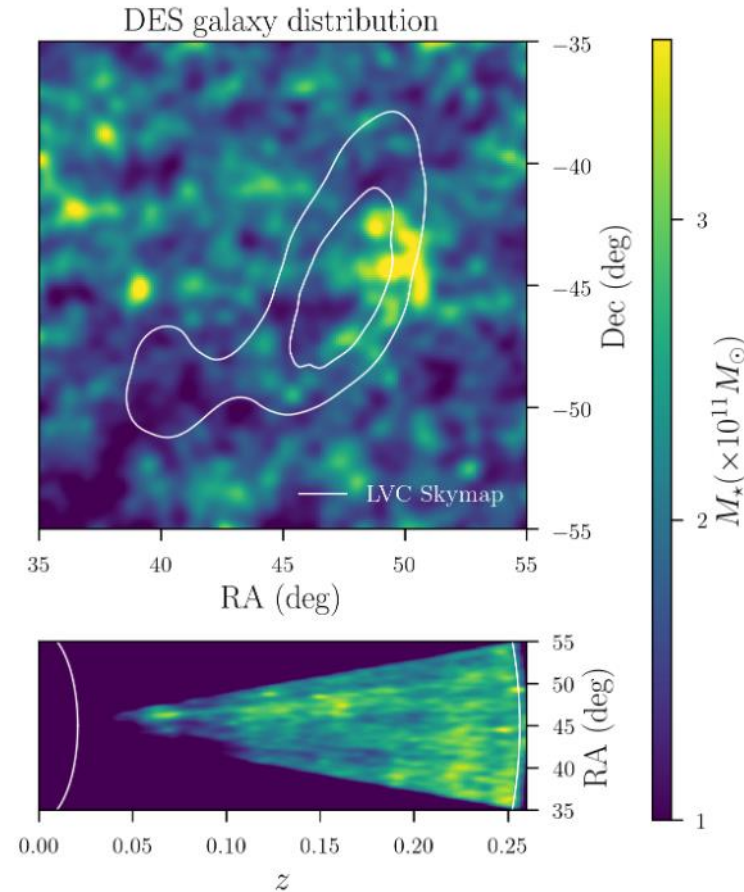
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M. Soares-Santos et al. 2019

Dark Sirens in Simulations

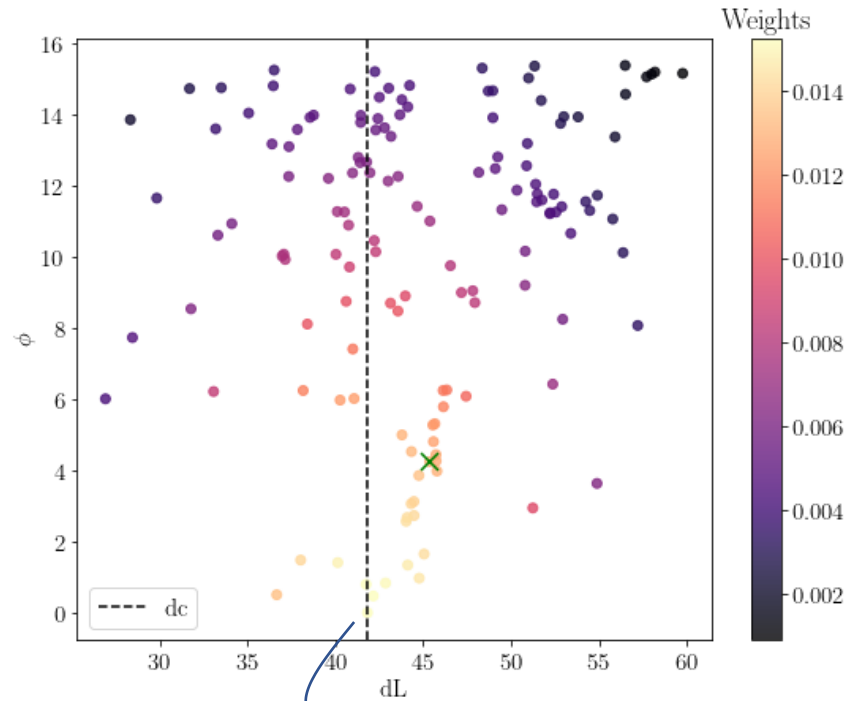
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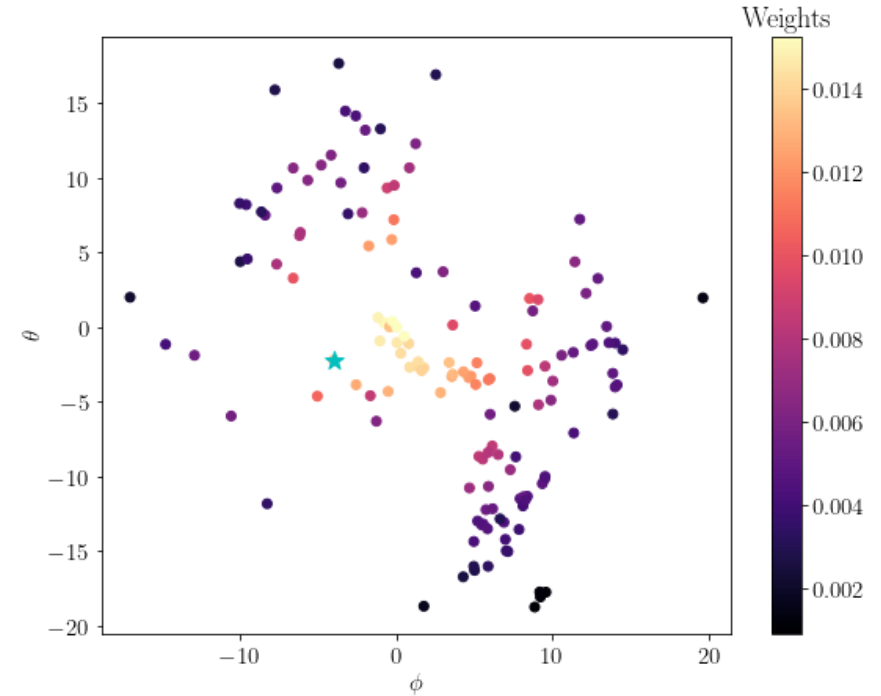
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4) **Randomly** choose one distance as the “true” GW distance (GW source).



Distance between observer and centre of the cone

2D projected distribution of galaxies in the cone

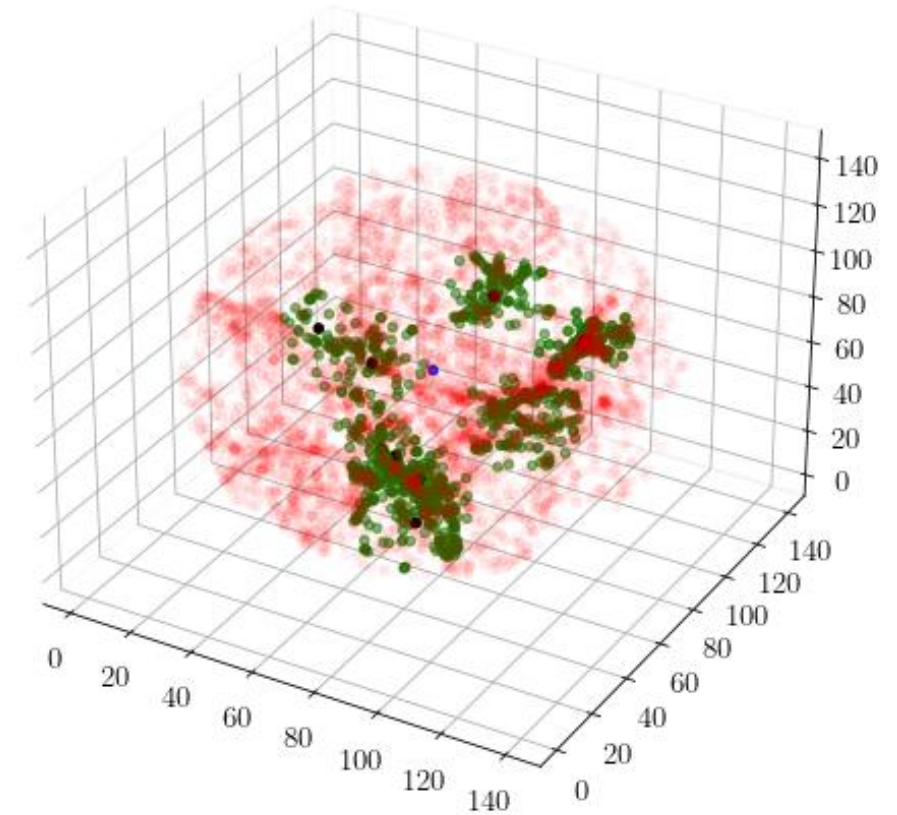
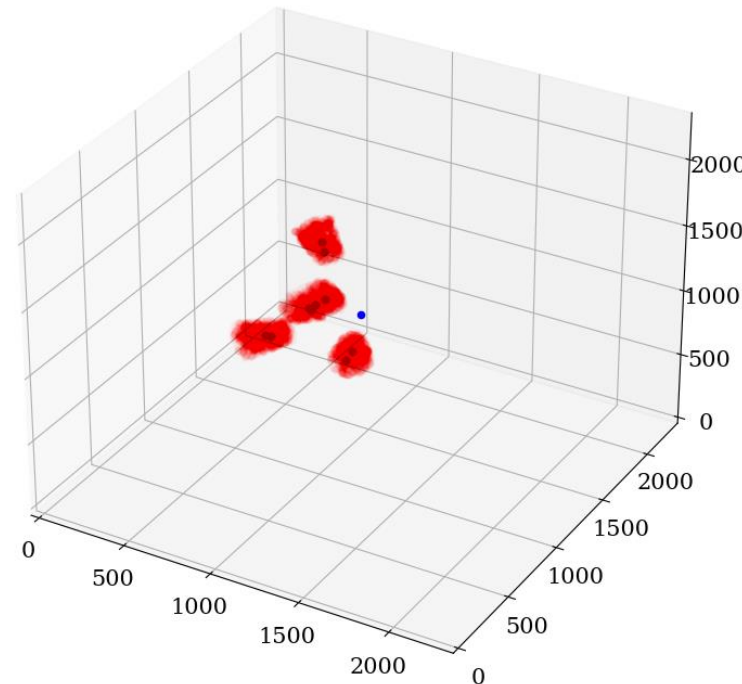


Weights depend on **angular position**, **distance from the centre** of the cone & **selection effects** due to the cone geometry (larger at higher distances)

Dark Sirens in Simulations

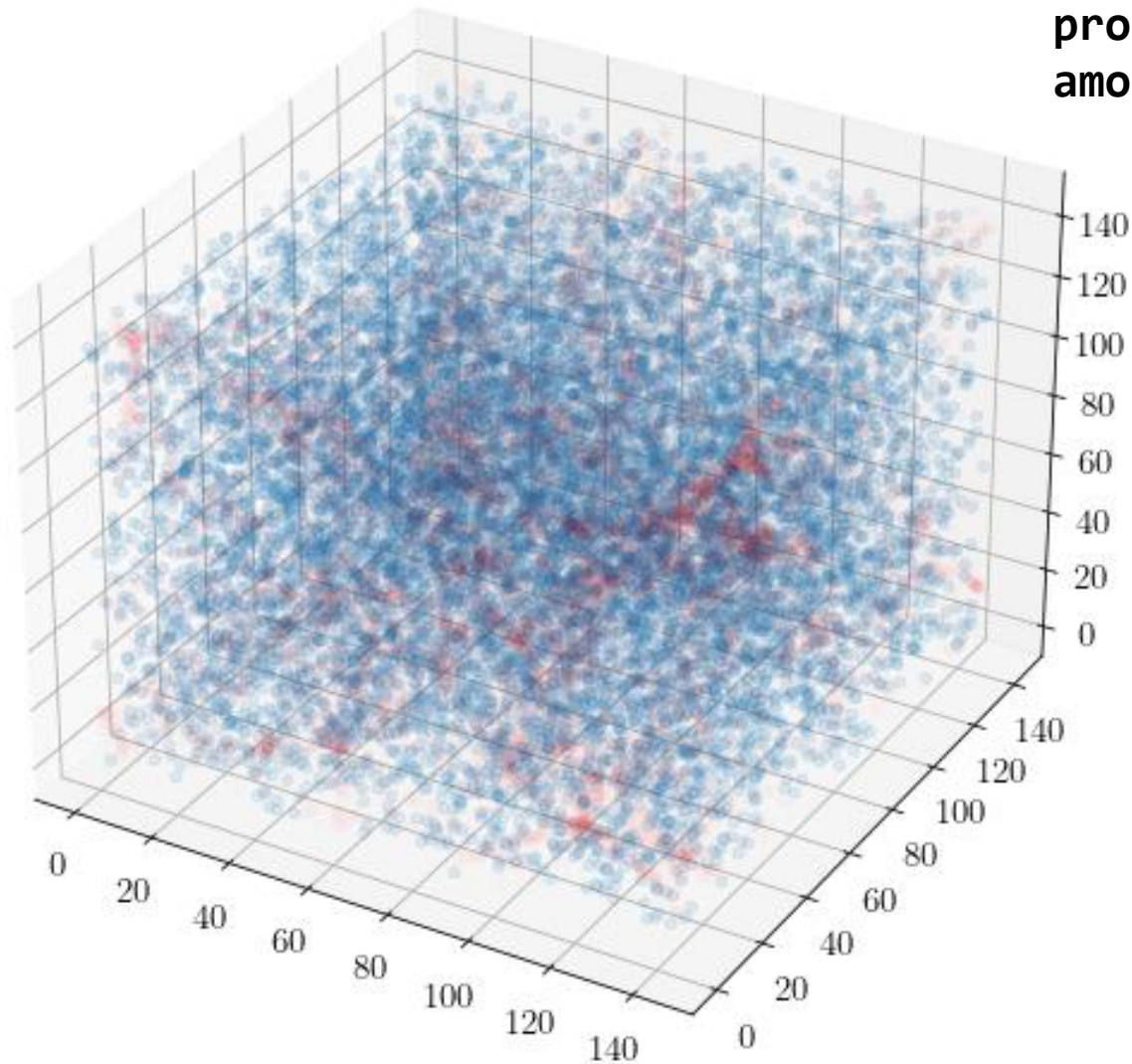
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- 5) **Power of the method lies in the statistics:** Repeat for many cones and “add” together!



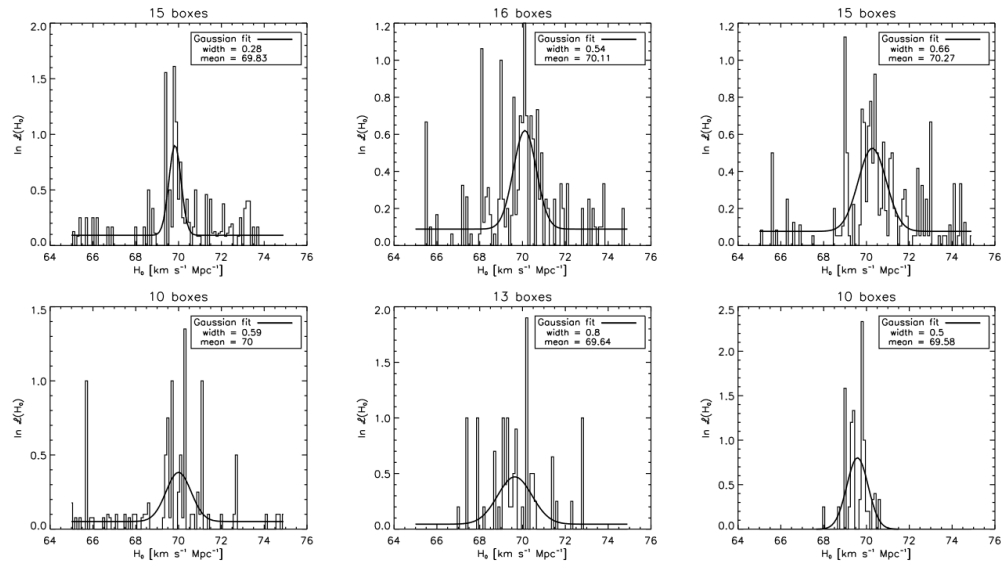
Base model – uniform box

Expect, that due to clustering, there is higher probability the “true” distance to be shared among many haloes.

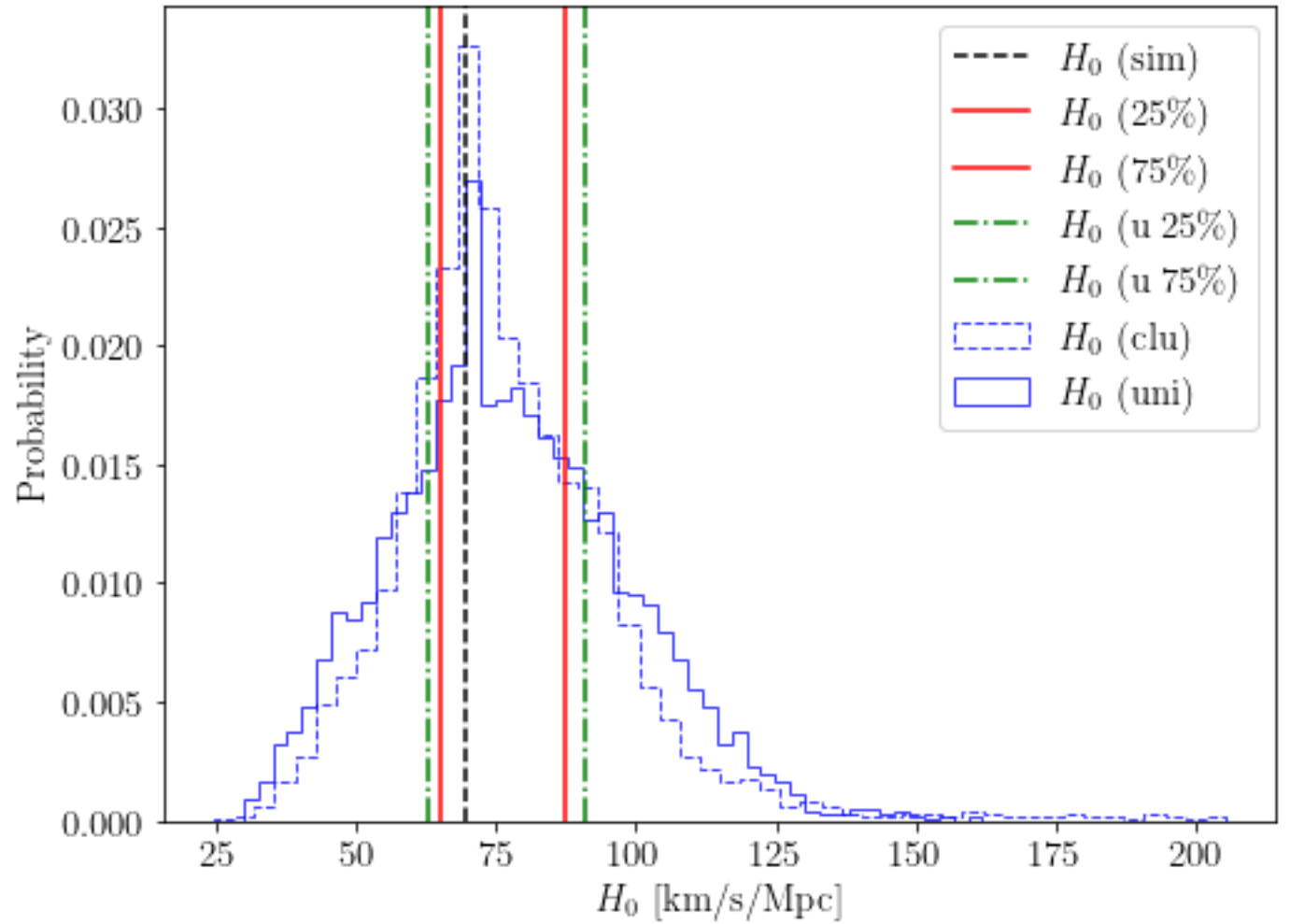


Coordinates **uniform** (blue)
and **clustered** (red).

Ho Stacking



MacLeod & Hogan 2008



Dark Sirens in Simulations

In 5 + 1 steps:

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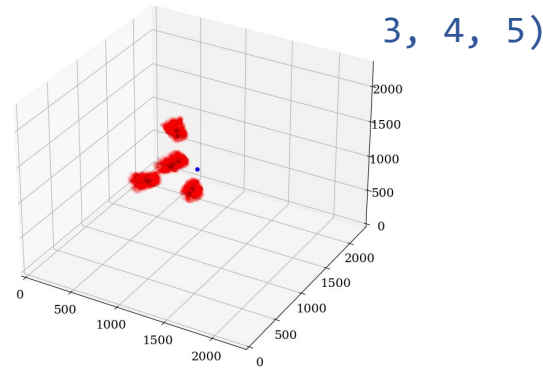
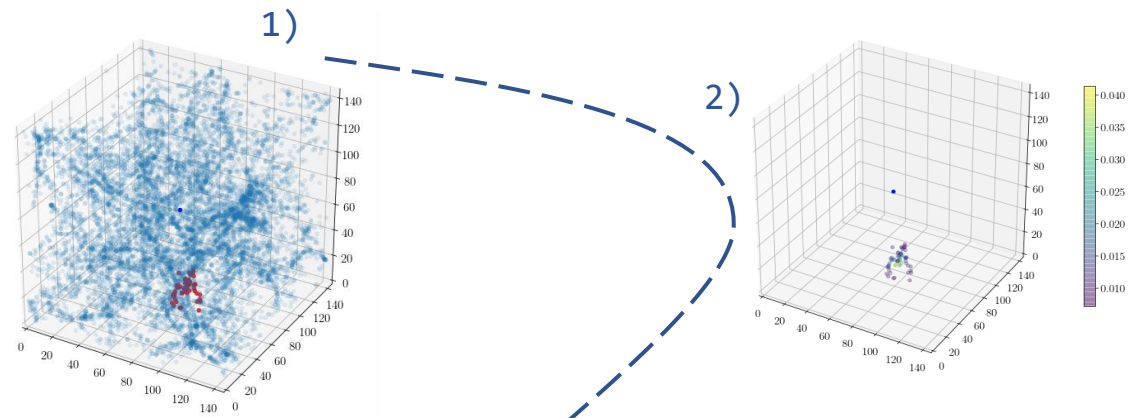
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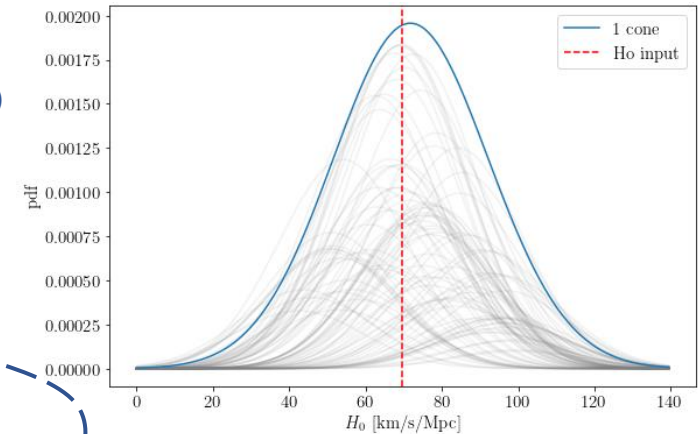
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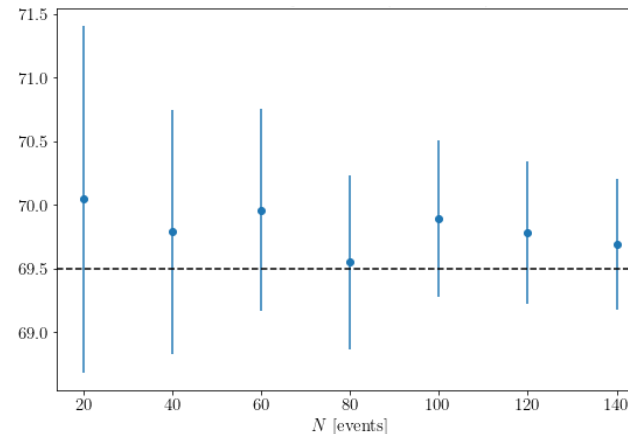


6a)



Results from single observations (grey lines: effects of single galaxies in the region), combine to give a single posterior (blue, solid line)

6b)



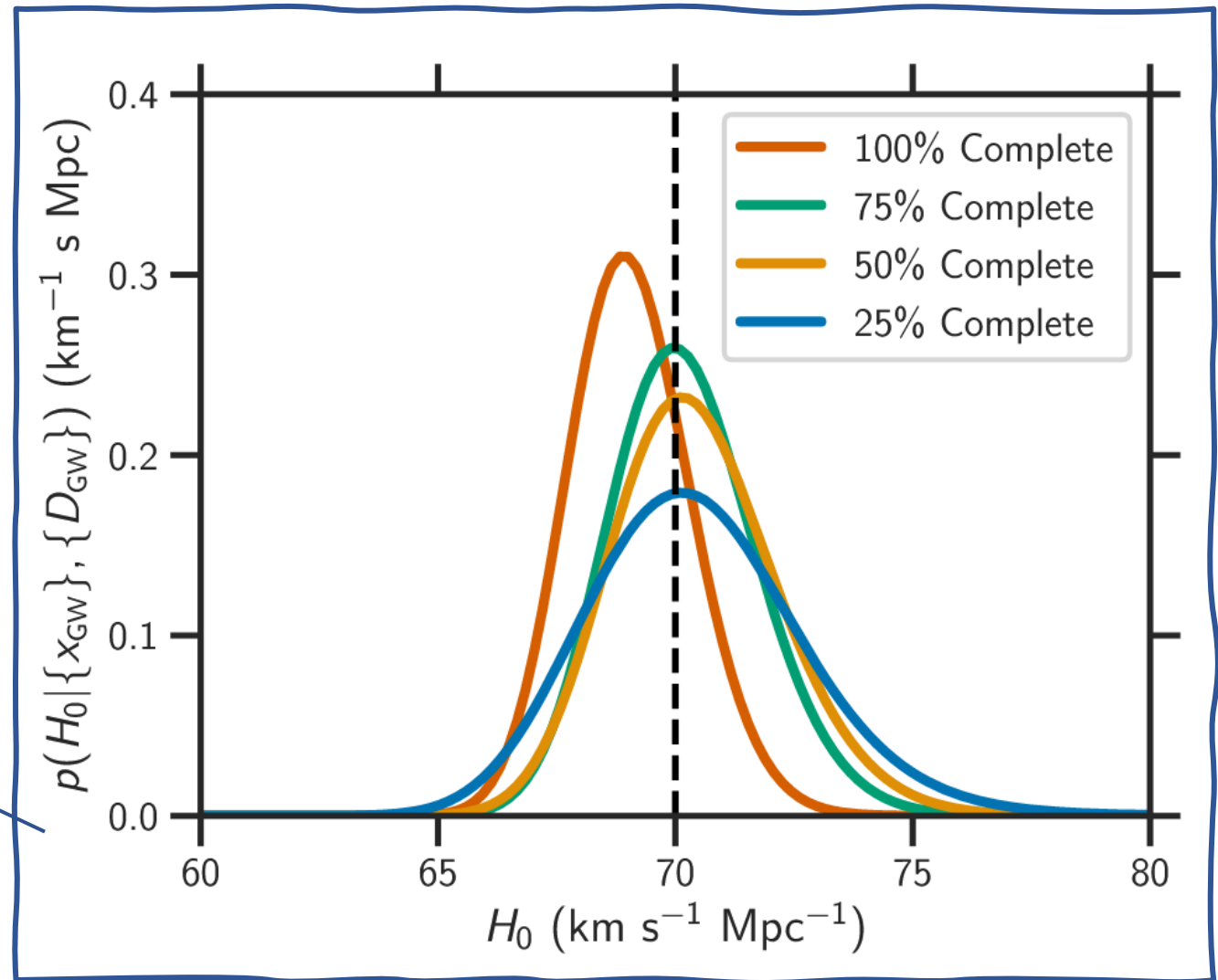
Results converging with number of observations (cones) as $1/\sqrt{N}$

Dark Sirens in Simulations

Completeness Issues:

- Surveys can't resolve all galaxies.
- Cuts based on luminosities.
- “Complete” the catalogues, by randomly putting galaxies in.

Checking completeness, but not from a realistic galaxy configuration.



Gray et al. 2020

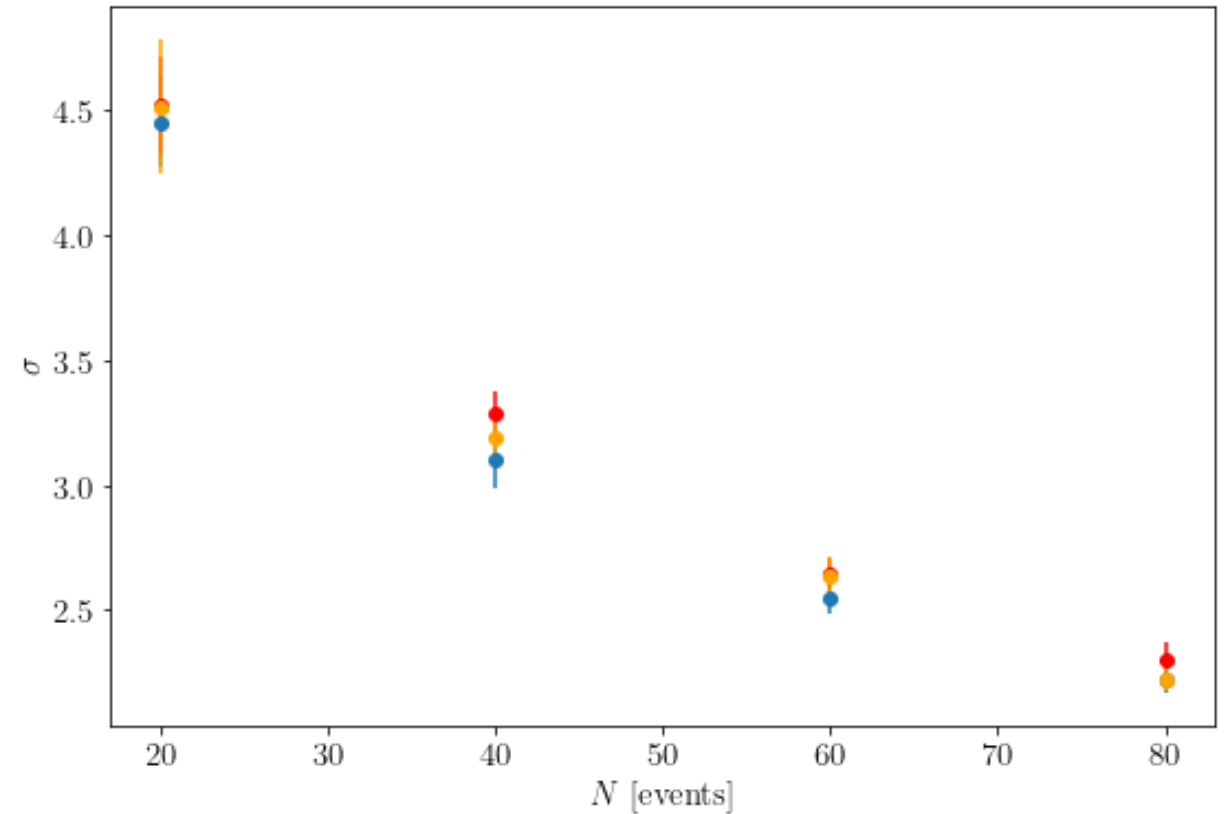
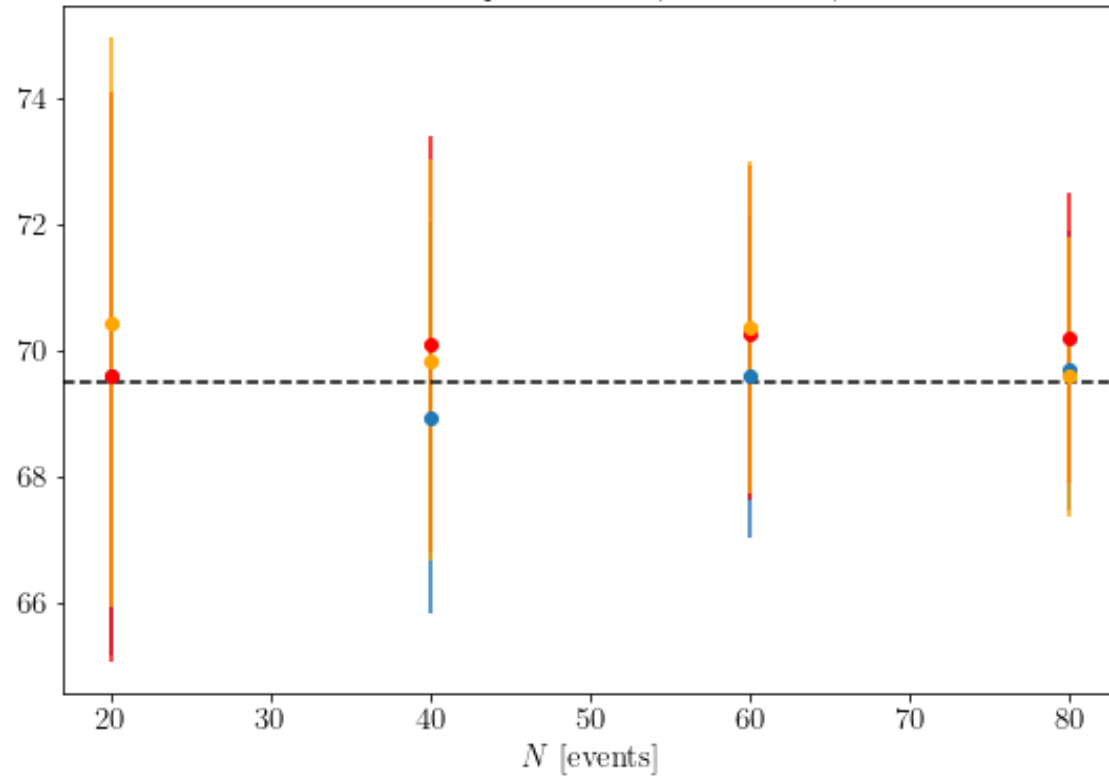
Dark Sirens in Simulations

Completeness Issues: **work in progress**

A more realistic approach, will take into account **clustering**. This increases the possibility of identifying the true host, hence we expect to **improve convergence**.

Uniform
Complete (clustered)
85% (clustered)

Gaussian pdf for H_0 (mean value)



Dark Sirens in Simulations (Summary)

- Dark Sirens can provide a robust method of calculating H_0 .
- Clustering reduces scatter in H_0 posterior \rightarrow faster convergence with number of events (about a 2% improvement versus a uniform catalogue).
- Clustering introduces less scattering in incomplete catalogues.

What we want to check next:

- Include extra physical weights on galaxies
- Introduce back galaxies, based on clustering information, rather than randomly (led by R. Barbieri).

Thank you!

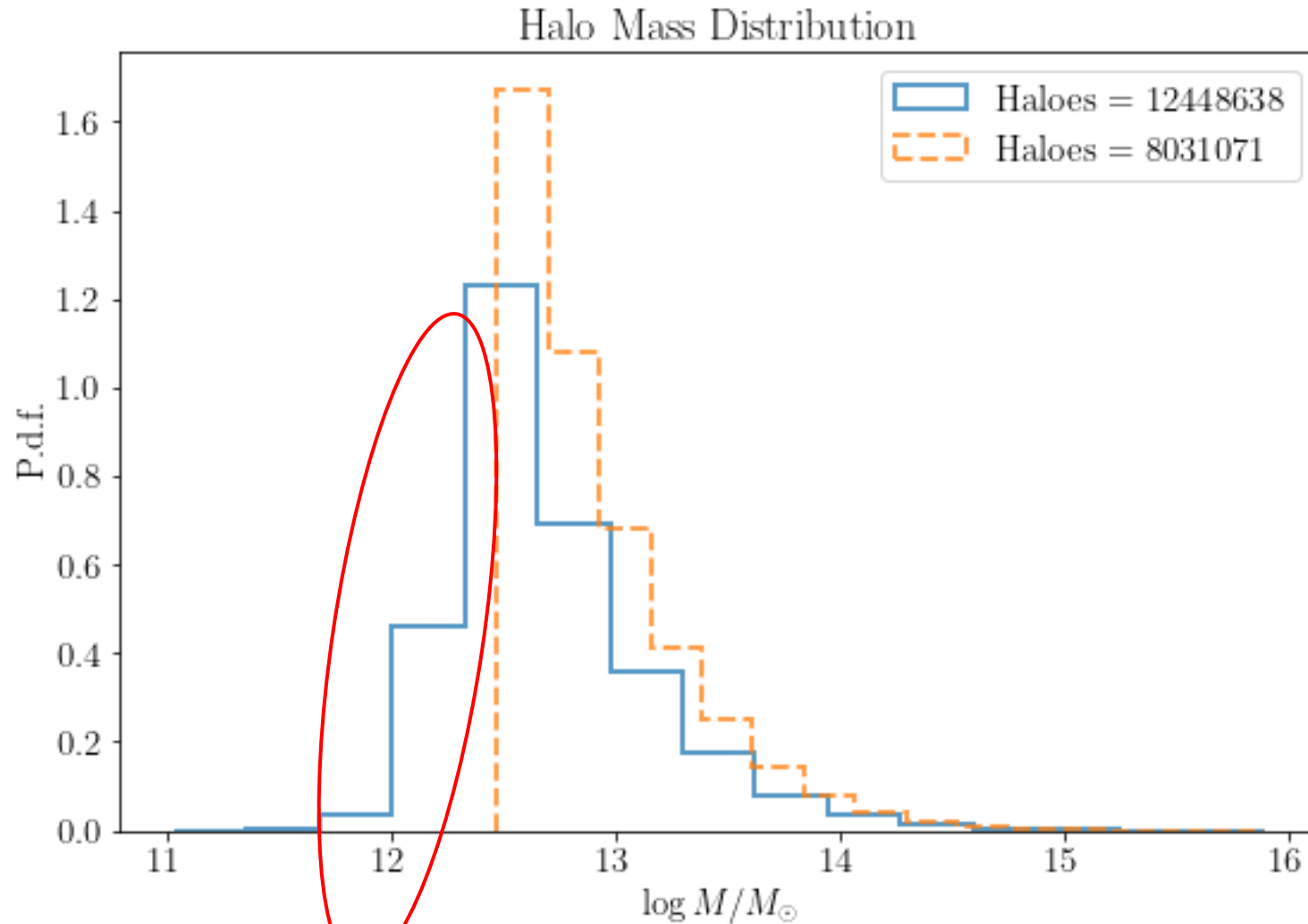
For questions/feedback, feel free to contact me at: mariok@roe.ac.uk

The background of the slide is an abstract, digital-style pattern. It consists of numerous thin, wavy lines that create a sense of depth and movement. The color palette is primarily cool, featuring various shades of blue, from deep navy to light sky blue, and bright cyan. Interspersed among these are thin, shimmering lines of white and pale yellow, which catch the light and add a sense of luminosity. The overall effect is that of a dynamic, flowing field of energy or data.

Bonus Slides

Dark Sirens (Simulation Technicalities)

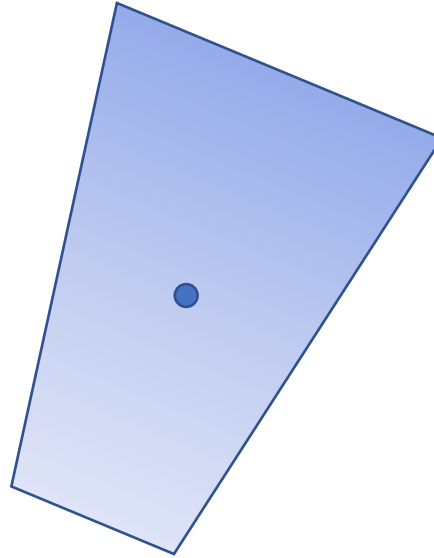
Mass threshold



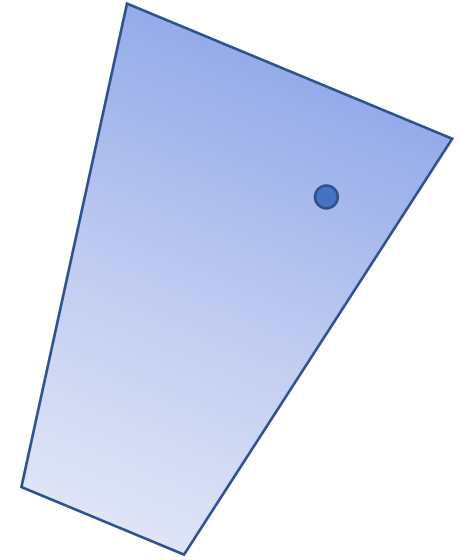
These low-mass objects correspond to artificial haloes due to resolution limitations. We ignore them in our analysis.

Cone Biases

- **GW** source selection
- Cone centre selection
- Periodic Boundary conditions



A: Centre

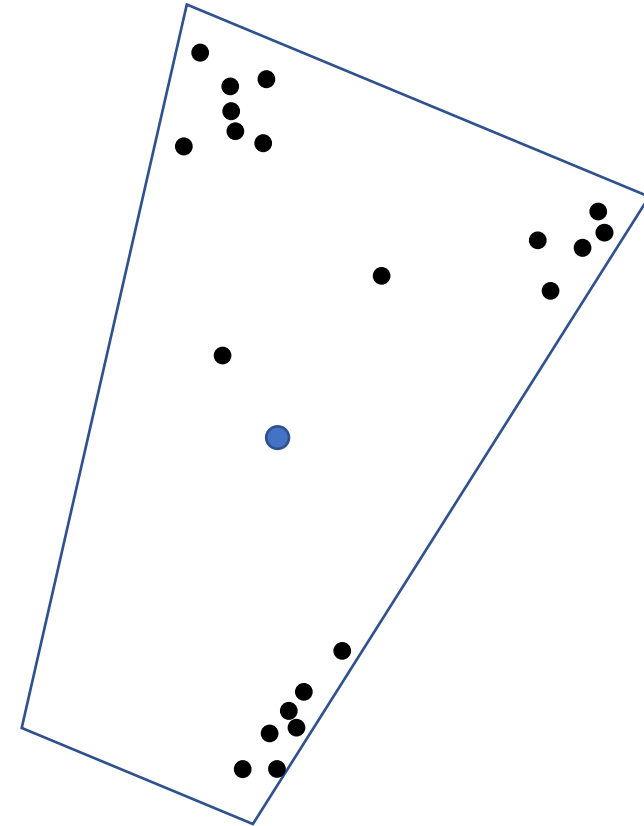


B: Random

Cone Biases

- GW source selection
- **Cone centre selection**
- Periodic Boundary conditions

Possible artificial configurations

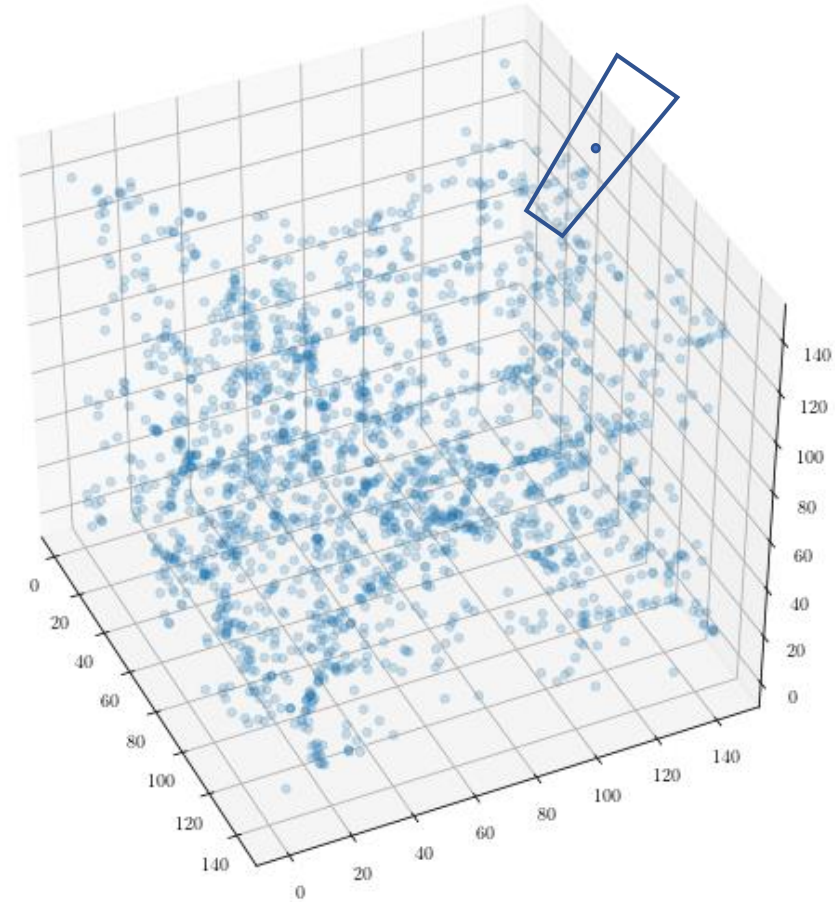


Centre in random coordinates (instead of halo)
– not that important in terms of statistics.

Cone Biases

- GW source selection
- Cone centre selection
- **Periodic Boundary conditions**

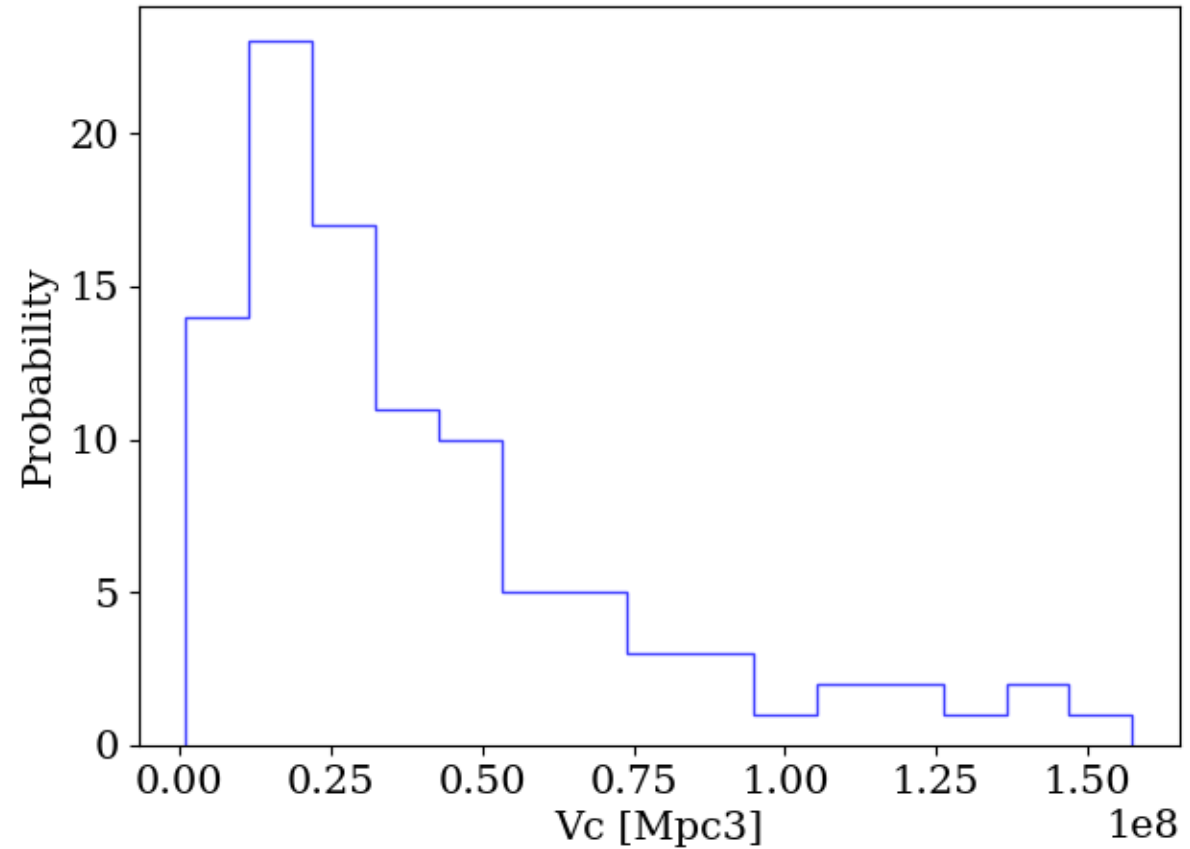
Missing galaxies (bias towards lower H_0)



Cone Biases

- Volume effects

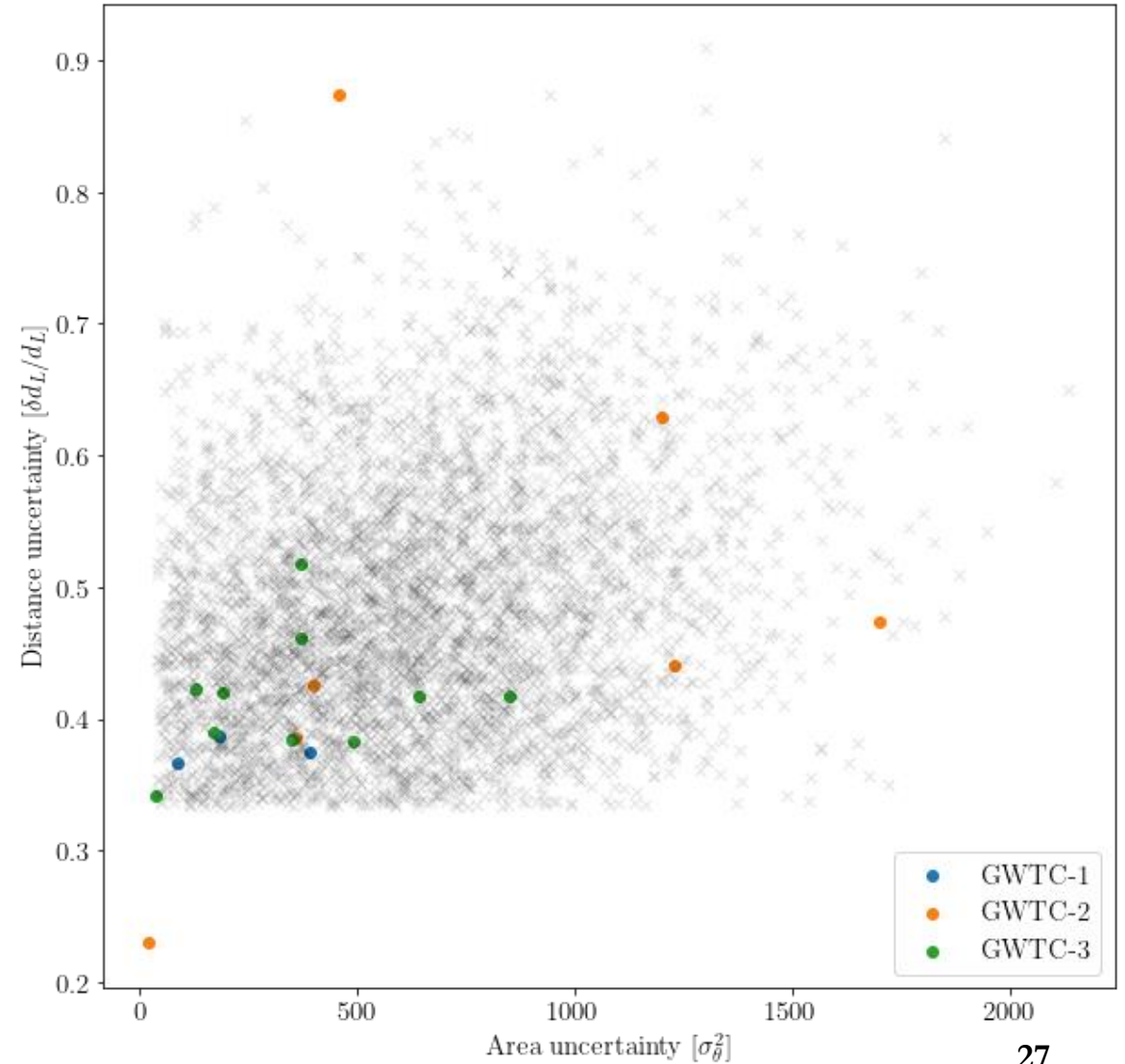
The volumes of our cones, in the fiducial case are consistent with observations, but we have about an order of magnitude fewer haloes inside our cones (than observations).



Dark Sirens (and the Hubble tension)

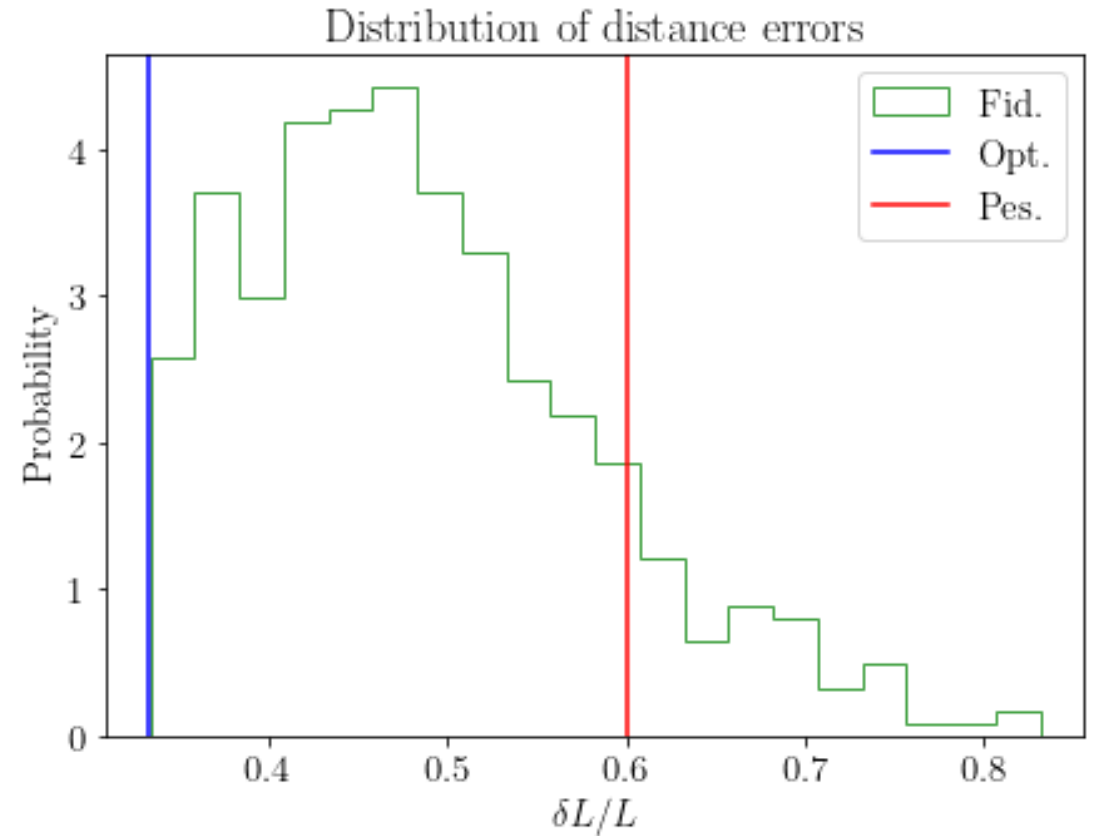
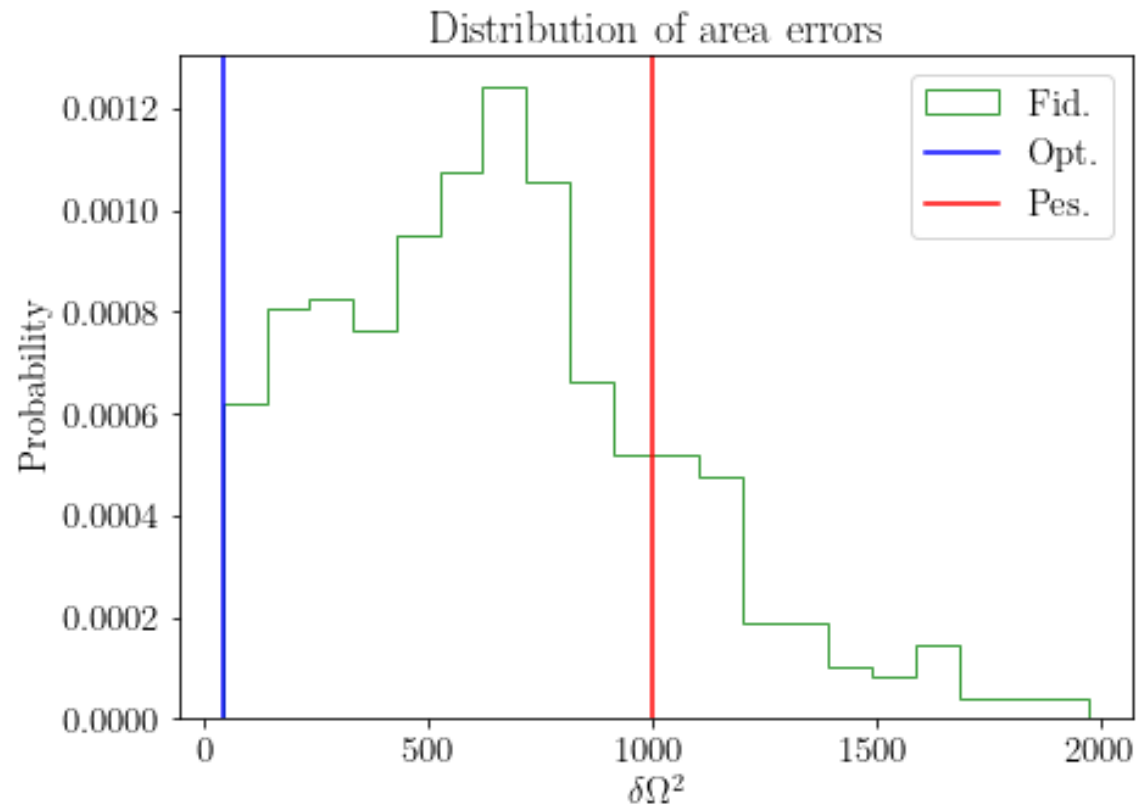
Error Distribution

When selecting the cone sizes, we draw the distance & sky localisation errors from a distribution that mimics well localised events from the first three observing runs.



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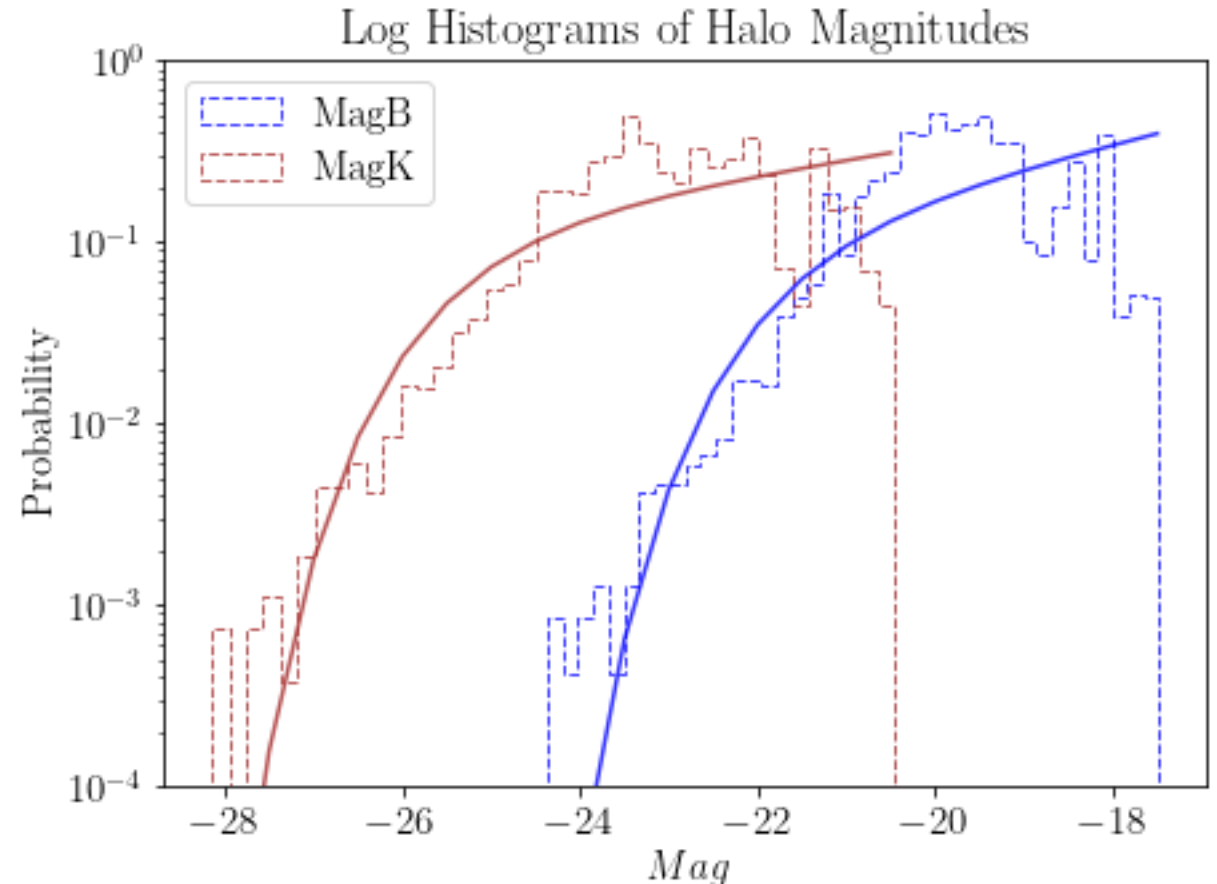


Magnitudes & Masses of the galaxies

We give physical properties to our haloes, by using a ML approach, trained on IllustrisTNG data. The latter provide eight bands: U, B, V, K, g, r, i, z. Magnitudes based on the summed-up luminosities of all the stellar particles of the group.

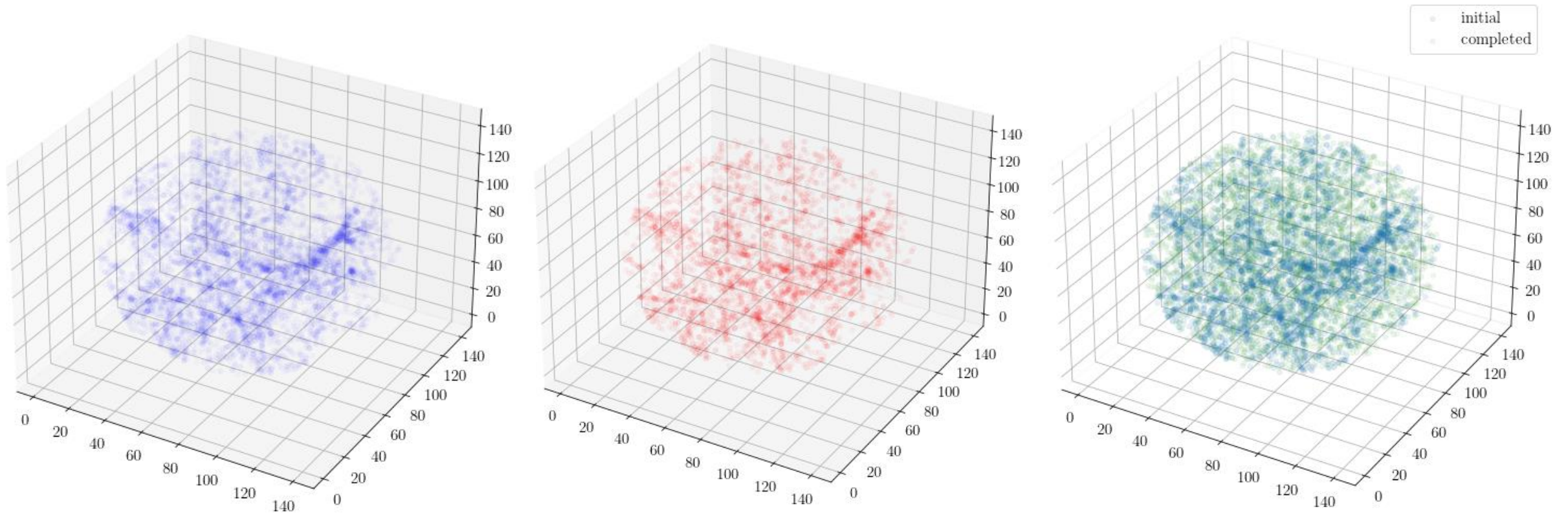
By using *SubhaloSpin*, *SubhaloVmax*, *SubhaloVelDisp*, and *SubhaloMass*, as our probes, we provide B & K magnitudes & SFRs for our DM haloes (see McGibbon & Khochfar 2021 for details). Galaxies masses are calculated using the Stellar-to-Halo mass relation from Girelli et al. 2020).

Right: Sanity check that our ML magnitudes follow a Schechter magnitude function.



Completeness fractions

Observational limitations would lead to galaxies missing from the surveys. We need to take these into account when calculating the H_0 posterior. We do this by uniformly completing the surveys, before analysing them.



Original Sphere

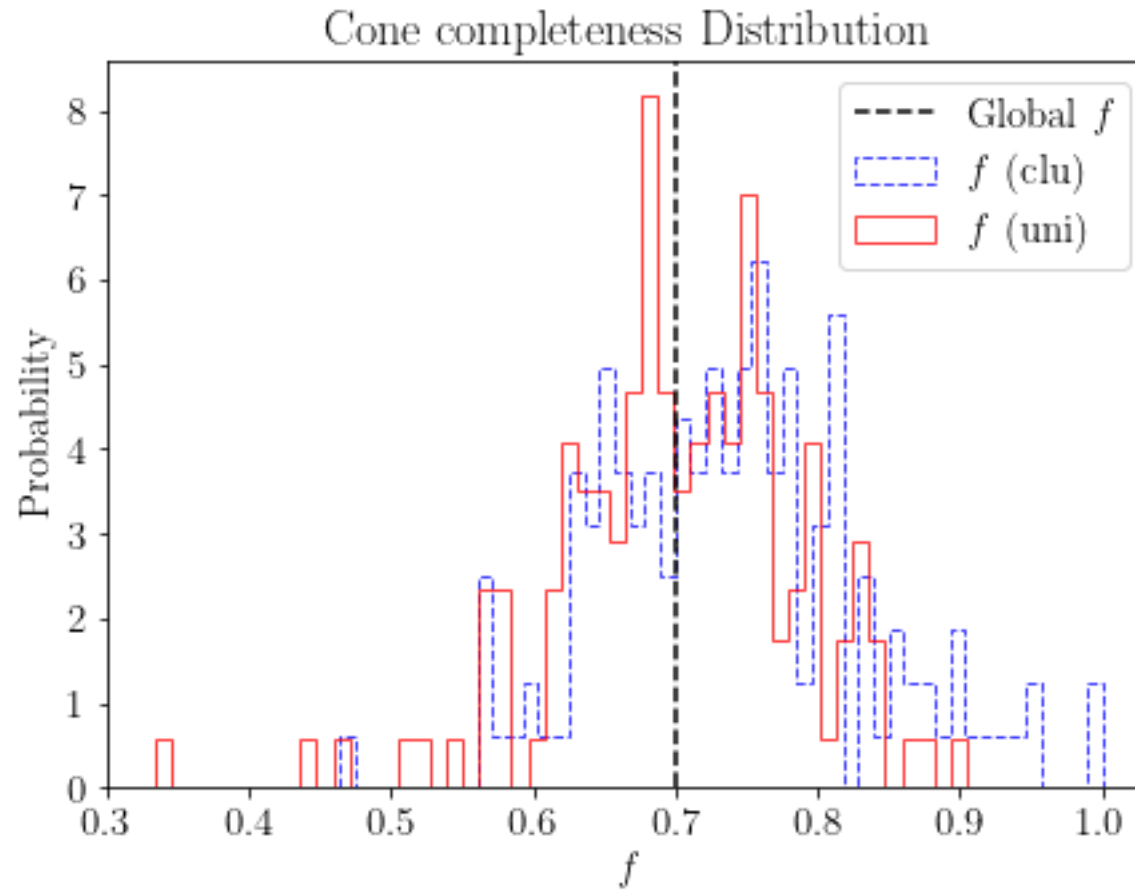
Sphere after cut

Sphere after completion

Example, where 50% of the galaxies are thrown away, based on a mass threshold.

Completeness fractions

When completing the survey, we make sure that the missing galaxies in each cone follow the global completeness fraction.



Dark Sirens in Simulations

