# Mapping Dark Matter

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2015/9/20 Why does the Universe accelerate? @ Kavli IPMU

#### Accelerating Universe

- dark energy suppresses the growth of density fluctuations
- time evolution of dark matter dist. tells us how the Universe is accelerating



growth rate of density fluctuations



simulated by glafic

### Lensing effect on galaxies



#### no lensing

#### lens potential at the center



#### Mass reconstruction

• both K and Y are second derivatives of  $\varphi$ , so their relation is simple in Fourier space

$$\tilde{\kappa}(\boldsymbol{\ell}) = e^{-2i\psi}\tilde{\gamma}(\boldsymbol{\ell})$$

 suggests that κ and γ are related to each other by convolution in real space (γ is non-local)

$$\kappa(\boldsymbol{\theta}) = \int d\boldsymbol{\theta}' D^*(\boldsymbol{\theta} - \boldsymbol{\theta}') \gamma(\boldsymbol{\theta}')$$

• need filtering to suppress shot noise

### HSC survey

- ~20% of observations completed (talk by Satoshi Miyazaki)
- analysis ongoing....

 mass map for ~25 deg<sup>2</sup> HSC wide patch

#### E-mode and B-mode

#### Mass selected cluster sample

- from mass map we can select massive clusters of galaxies (using purely gravitational effect)
- this is totally different from traditional cluster finding using member galaxies, X-ray, SZ
- HSC survey will be the first survey to provide a significant number of mass-selected clusters (e.g., Miyazaki, Oguri, et al. 2015, ApJ, 807, 22)

#### HSC mass reconstruction to-do's

- HSC data look great and preliminary analysis has shown promising results!
- more tests on shape measurements
  - try multiple methods, various systematics tests (star-galaxy cross-correlation, ...), quantify the accuracy with image simulations (w/ HSC WL working group)
- check effects of source galaxy clustering
- mock catalogs from all-sky ray-tracing sims (w/ F. Irie, N. Katayama, T. Hamana, et al.)

#### 3D mass reconstruction

- weak lensing probe projected mass distribution  $\kappa \propto \int d\chi W(\chi) \rho$
- source galaxies at different redshifts probe different lens redshift range
  - → 3D mass reconstruction possible



#### 3D mass reconstruction method

• essentially it is a linear inversion problem

$$\kappa(\boldsymbol{\theta}, z_{s,i}) = \sum_{j} R(z_{s,i}, z_{l,j}) \rho(\boldsymbol{\theta}, z_{l,j}) \quad \Longrightarrow \quad \rho(\boldsymbol{\theta}, z_{l,j}) = \sum_{i} \left[ R^{-1} \right]_{ij} \kappa(\boldsymbol{\theta}, z_{s,i})$$

• 3D mass reconstruction is very noisy, thus needs efficient filtering using e.g., Wiener filter (e.g., Hu & Keeton 2003)

#### Test example





- 3D reconstruction w/ transverse Wiener filter (e.g., Simon et al. 2009)
- recover position and redshift of input halo
- smearing in radial direction

# HSC (very preliminary)

## Challenges in 3D mass map

accurate photo-z's

(talk by Masayuki Tanaka)

- increase galaxy number density → CMOS??
  (talk by Satoshi Miyazaki)
- improve algorithm radial filter? deconvolution? priors from galaxy distribution??

## Summary

- weak gravitational lensing enables direct mapping of dark matter distribution
- HSC survey data look great and preliminary results are promising
- need more work for careful systematic checks and improving algorithms

#### Importance of deep imaging



 high source number density is crucial for efficient survey of mass-selected clusters