Halo interactions in the

Horizon run 4 simulation

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The rates and types of halo interactions

In a hierarchical Λ CDM Universe, galaxies evolve via secular evolution (formation of bars, bulges, spiral structure, ...), interactions with their neighbours (major and minor mergers, flybys, ...) and smooth gas accretion

- Major merger have a dramatic impact (morphology transformation, significant mass increase) (Toomre & Toomre 1972)
- Minor mergers also matter: more frequent (Bournaud et al 2007)
- How about flybys? Not much studied (notable exception: Sinha & Holley-Bockelmann 2012)
- Role of the environment: field, groups and cluster

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Main questions

- What kind of interaction has the most significant impact?
- How does it change with redshift?
- With other properties (mass ratio, impact parameter, environment)?

Horizon Run 4

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- N-body simulation using GOTPM, WMAP5 cosmology
- 8000 CPU cores, 50 days at KISTI.
- $L = 3.15 h^{-1}$ Gpc, $N = 6300^3 (\bar{d} = 0.5 h^{-1}$ Mpc)
- 2LPT, *z*_{ini} = 100, 2000 timesteps
- 70 outputs, lightcone up to z = 1.39

Applications: Galaxy interactions, clustering, semi-analytic models, lensing, ...

- Haloes detected with OPFOF, and subhaloes with PSB
- Minimum subhalo mass (20 particles): $1.8 imes 10^{11} \, h^{-1} M_{\odot}$
- Use of a target and neighbour catalogue
- Hereafter, "haloes" refer to PSB subhaloes

Interaction rate: background density



Background density: smoothed over 20 neighbours:

$$\rho_{20} = \sum_{i=1}^{20} M_i W(r_i, h),$$

Top: PDF of the density of interacting targets Bottom: fraction of targets that are interacting Γ increases with δ

The number of interactions peaks at $\delta\simeq 20$

Interaction rate: $\Gamma(n, \delta | z)$

7-parameters fit at fixed redshift



3 density bins

$$\begin{split} \log \Gamma(n, \, \delta \, | \, z) &= \\ & (\alpha \arctan(\beta \log n + \gamma) + \varepsilon) \end{split} \tag{1} \\ & (\zeta \log(1 + \delta))^2 + \eta \log(1 + \delta) + \kappa), \end{split}$$

Time-evolution of the parameters:



PDF of interactions: distance and mass ratio

z = 2.0



- Two branches in the p q plane
 - ▶ q ≤ 1: target is a host, or equal mass interaction
 - ▶ *q* > 1: target is the satellite, loosing mass through tidal stripping



z = 1.0



z = 0.0

Summary

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- We study the interaction rate in the HR4 simulation as a function of target mass, environment, distance to the nearest neighbour, and redshift
 - Large box: environment study and good statistics
 - \sim High resolution: haloes more masive than 2 imes 10 11 $h^{-1}M_{\odot}$
- We provide a new fit $f(n, \delta | z)$
- Two branches in the p q plane: probe different stages of interactions

Perspective

- Alignment (spin, shape) with the LSS as a function of the environment
- Use of a merger tree to distinguish merger and flybys
- Use of an improved galaxy-subhalo assignment scheme for the catalogue
- Inclusion of hydrodynamics: morphological transformation, star formation, ...

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Method

Interactions

We define interactions pairs of targets and neighbours such as

- the target halo lies within the virial radius of its (closest) neighbour
- the neighbour satisfies: $M_{\rm N} > fM_{\rm T}$ (f = 0.4)

Notes:

- At the moment, we don't consider multiple interactions: only the closest neighbour is considered
- An interaction may counted twice if the neighbour is also in the Target catalogue, and if the target is the closest neighbour of the neighbour satisfying the mass condition

Catalogue

Catalogues

- Two catalogues of target and neighbour haloes defined by a mass cut
- Catalogue of target haloes (T): $M > M_0 = 5 imes 10^{11} \ h^{-1} M_{\odot}$
- Catalogue of neighbour haloes (N): $M > fM_0 = 2 \times 10^{11} h^{-1} M_{\odot}$; f = 0.4 sets the minimum mass ratio
- Both catalogues are complete (more massive than the mass resolution)