# Simulating galaxy populations within clusters



(Image: M. Markevitch)

Brian O'Shea Michigan State University

With: Brian Crosby, Mark Voit (MSU)

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#### MACS 1206 (Image c/o CLASH collaboration)

### Cluster red sequence (Abell 2390)



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### Who cares about the galaxies?

- Source of energy, magnetic fields, metals, AGN jets
- Clusters are an extreme environment for galaxy formation + evolution: useful as an edge case!
- Some questions one can ask about cluster galaxies:
  - Why does the red sequence evolve?
  - Why do all BCGs have basically the same stellar mass?
  - Can we explain radial dependence of galaxy colors?
  - Why do more massive clusters have (proportionally) fewer stars?

# Simulating MW-like field galaxies has become "easy"

- Key ingredients:
  - good enough mass resolution ( $M_{dm} \sim 10^6$   $M_{\odot}$ ) and spatial resolution ( $\Delta x \sim 100$  pc)
  - metal-dependent radiative cooling
  - sensible star formation + feedback prescriptions
  - AGN feedback\*

## Simulating MW-like field galaxies has become "easy"

- Examples:
  - OWLS, EAGLE (Schaye et al. Gadget)
  - FIRE (Hopkins et al. Gadget)
  - Illustris (Vogelsberger et al. AREPO)
  - No cool name #1 (Agertz et al. RAMSES)
  - No cool name #2 (Hummels & Bryan Enzo)
  - No cool name #3 (O'Shea+, in prep. Enzo)

# Simulating cluster galaxies is still very hard

- Clusters are much bigger! For 10<sup>15</sup> M⊙
  cluster at z=0 (R<sub>vir</sub> ~ 2 Mpc), need:
  - O(10<sup>9</sup>) dm particles
  - $2R_{vir}/\Delta x \sim 4x10^6$  spatial dynamic range
  - Plus all of the same physics! (And maybe more: cosmic rays, MHD, ...)

## Simulating cluster galaxies is still very hard





Observations

Simulations: Star formation + feedback Non-radiative





## Fundamental problem: We currently can't both resolve the galaxies' ISM and also finish our simulations in a graduate student lifetime

### **Proposed solution #1:** Wait for Moore's Law to bail us out!

Projected Performance Development



#### (Hey, it worked for N-body simulations...)



Image: Mike Warren (LANL)

**Proposed solution #2:** try something (somewhat) new - "galaxy particles" instead of "star particles" in hydrodynamic simulations

- Move abstraction up a level: stars  $\rightarrow$  galaxies
- Use semi-analytic models for galaxy internal behavior and interaction with ICM (c.f. Galform - Bower et al., Galacticus - Benson et al.)



Arieli et al. 2010



### Arieli et al. 2010

Hopkins & Beacom (2006)

Galaxy particles

Standard star formation + feedback

#### Test simulation (low resolution)



## Upsides

- Needs less resolution: less costly or larger calculations! (More clusters for your CPU-hour)
- Greater control over internal galaxy behavior, galaxy/galaxy, galaxy/IGM interactions
- Can trace galaxy histories within clusters and resimulate just the galaxies (within limits) - useful for exploring model parameter space for galaxy color variations, etc.

## Downsides(?)

- Higher-level abstraction than the standard "star particle" method (i.e., more prescription-based)
- Some things cannot be studied with this method: intracluster light, galaxy morphology, galaxy 'tails' (i.e. Roediger et al.)

### Some observations to target

- Red sequence appears at z ~ 1.5: star formation also dies down here.
- Cluster galaxy star formation turns off "inside-out" from z~ 1.5-1
- velocity bias depends on galaxy color, projected distance from cluster center
- BCG stellar age and metallicity distributions
- ICM metallicity distribution and evolution

## Summary

- Cluster galaxies deserve our attention too!
- While simulations of field galaxies produce reasonable results, cluster galaxies are still challenging.
- "Galaxy particles" offer a possible new avenue for modeling clusters within galaxies
- Stay tuned!