

2D Mass Mapping

OU-LE3 Weak Lensing - Lausanne 2015

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Introduction

Main issues in Weak-Lensing mass-mapping:

- Missing data (mask and limited number densities)
- Shape noise
- Reduced shear

⇒ Most approaches avoid these issues by **smoothing**

Our goal

Write the mass-mapping as a single optimization problem with a **multi-scale sparsity prior** addressing all these issues.

Optimization problem

$$\min_{\kappa} \frac{1}{2} \| (1 - \kappa)g - \mathbf{P}\kappa \|_2^2 + \lambda \| \Phi^t \kappa \|_1$$

- g : reduced shear
- λ : regularization parameter
- \mathbf{P} : lensing operator
- Φ : wavelet dictionary

A few remarks:

Recovers the convergence from the reduced shear

- \mathbf{P} can be defined with and without binning the shear
- Sparse regularization of noise and missing data
- We use isotropic wavelets for Φ
 \implies Adapted to the recovery of cluster signal

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Proximal minimization algorithm

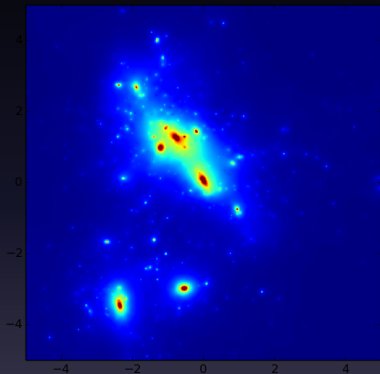
Primal-dual splitting:

$$\begin{cases} \kappa^{(n+1)} &= \kappa^{(n)} + \tau (\nabla F(\kappa^{(n)}) + \Phi \alpha^{(n)}) \\ \alpha^{(n+1)} &= (\text{Id} - \text{ST}_\lambda) (\alpha^{(n+1)} + \Phi^t (2\kappa^{(n+1)} - \kappa^{(n)})) \end{cases}$$

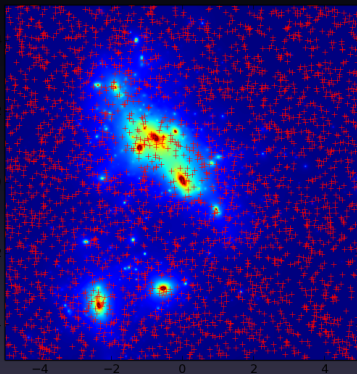
adapted from Vu (2013)

- Fast and flexible algorithm
- Sparsity constraint λ estimated locally by noise simulations
 \implies Accounts for **survey geometry, varying noise levels**
- Same algorithm used for all the problems presented here

Handling missing data:

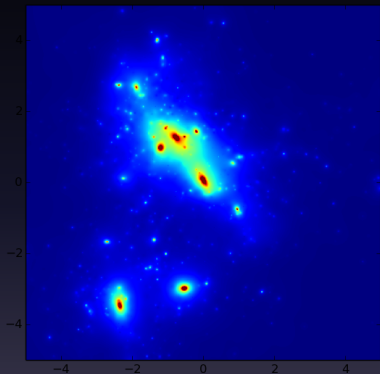


(a) Input

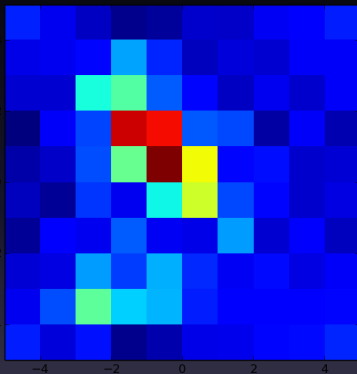


(b) Galaxy catalogue with 30
gal/arcmin²

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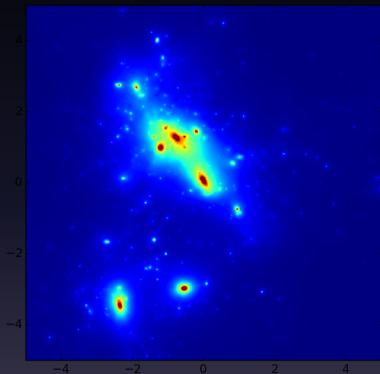


(a) Input

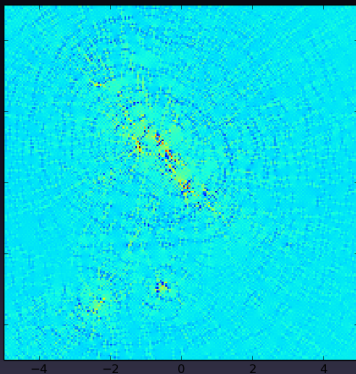


(b) Kaiser-Squires with 1' bins

Handling missing data:

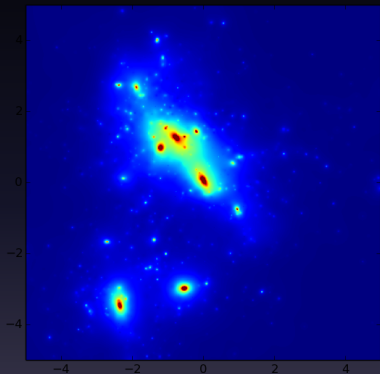


(a) Input

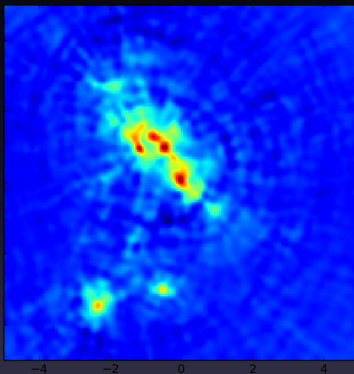


(b) Kaiser-Squires with 0.05'
bins

Handling missing data:

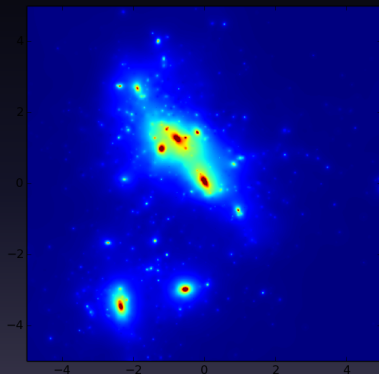


(a) Input



(b) Kaiser-Squires with 0.05' bins + 0.1' smoothing

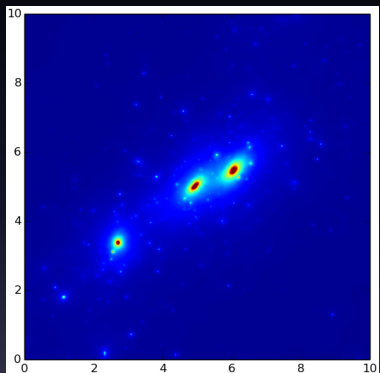
Handling missing data:



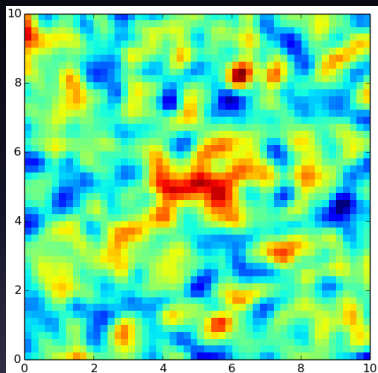
(a) Input

(b) Glimpse 2D

Handling shape noise:

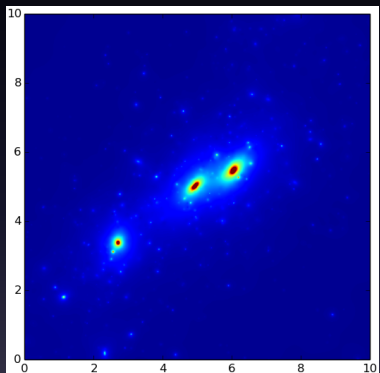


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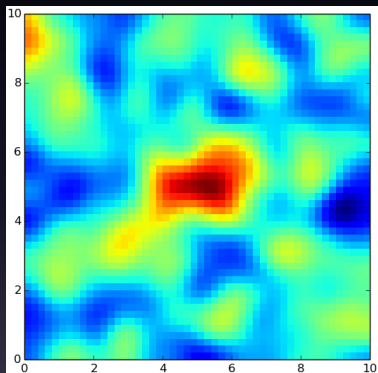


(b) Kaiser-Squires + 0.5'
smoothing

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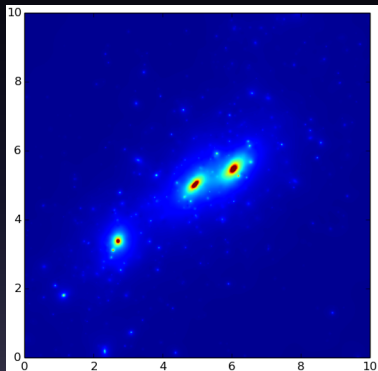


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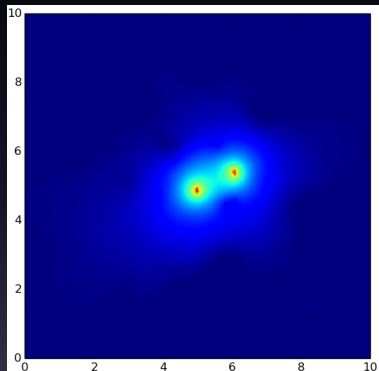


(b) Kaiser-Squires + 1.0'
smoothing

Handling shape noise:



(a) Input



(b) Glimpse 2D

- So far, we have only considered mapping from shear alone.
- The framework can be expanded to include additional information, in particular **redshifts**.

⇒ Allows **cluster density mapping**¹ (assuming knowledge of lens and sources redshifts)

¹Lanusse F., Starck J.-L., Leonard A., and Pires S. (2015), *High Resolution Weak Lensing Mass Mapping combining Shear and Flexion*, in prep.

Our method is particularly well suited as it doesn't need to bin the data.

Why avoid binning the shear catalogue ?

Individual redshifts have two benefits:

- Directly **map the surface mass density** of the lens
- Mitigate the **mass-sheet degeneracy** when κ becomes significant (Bradac et al. 2004)

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$$\min_{\kappa_\infty} \frac{1}{2} \left\| (1 - Z\kappa_\infty)g - ZP\kappa_\infty \right\|_2^2 + \lambda \left\| \Phi^T \kappa_\infty \right\|_1$$

with $Z = \Sigma_{critic}^\infty / \Sigma_{critic}(z_i)$ and $\Sigma_{lens} = \kappa_\infty \Sigma_{critic}^\infty$

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Simulation set:

- Density maps from Bolshoi simulations (Kyplín et al. 2011)
- Virial masses [$10^{14} h^{-1} M_{\odot}$]: 10.9 - 3.02 - 2.70
- Cluster redshift: $z_{clus} = 0.30$
- Field size: $10 \times 10 \text{ arcmin}^2 \sim 2 \times 2 h^{-2} \text{Mpc}^2$

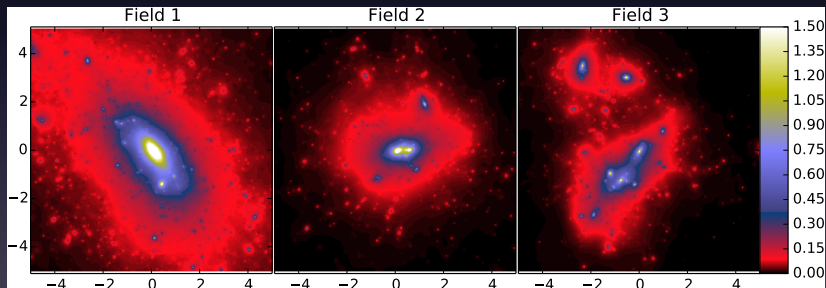
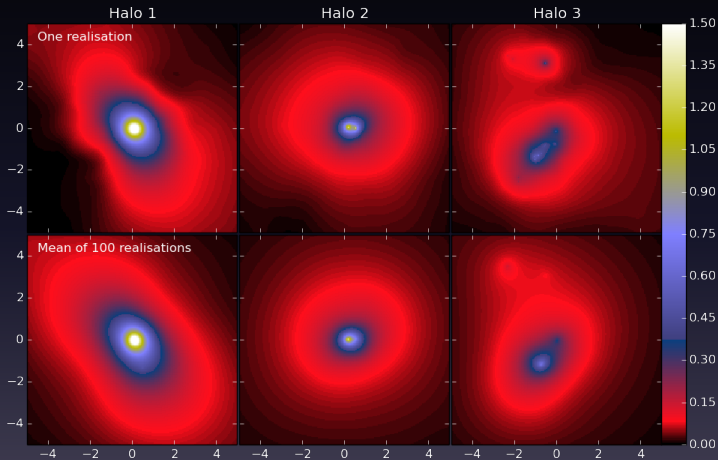


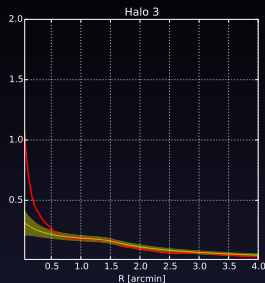
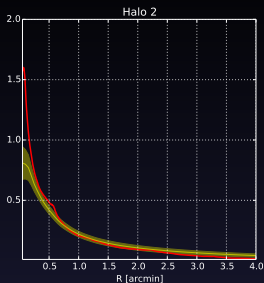
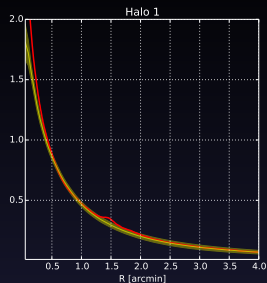
Figure : Convergence maps for sources at $z \rightarrow \infty$

Simulated deep space-based galaxy catalogue (HST/ACS):

- Uniform angular distribution with $n_{gal} = 80 \text{ gal/arcmin}^2$
- Redshift distribution $z_{med} = 1.75$
- Strongly lensed sources ($|g| > 1$) excluded
- Gaussian photo-z errors $\sigma_z = 0.05(1 + z)$
- Gaussian shape noise $\sigma_\epsilon = 0.30$

⇒ We generate 100 independent noise and galaxy distribution realisations





Field	Input M_{ap} $10^{14} h^{-1} M_{\odot}$	Measured M_{ap} $10^{14} h^{-1} M_{\odot}$
1	4.08	3.91 ± 0.18
2	1.88	1.90 ± 0.20
3	1.59	1.60 ± 0.18

Table : Aperture mass in the central $2'$ of each field.

- Shear is noise dominated on small scales
⇒ **Substructure is lost** when mapping from shear alone.
- Small-scale substructure can be recovered from strong lensing when available.
- Gravitational **Flexion** is useful in the intermediate regime.

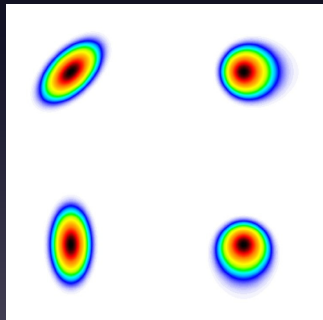


Figure : Shear (left) and first flexion (right) (Bartelmann 2010)

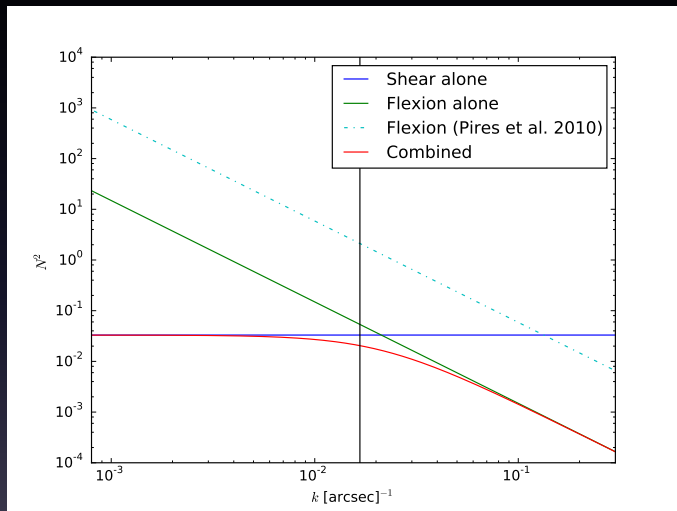


Figure : Noise power spectra for convergence estimator from shear and flexion

- Recent forward fitting method developed by Cain et al. (2011) and flexion mapping paper on substructure recovery Cain et al. (2015).
- We can integrate flexion in our reconstruction framework
 \implies Jointly fit shear and flexion

$$\min_{\kappa} \frac{1}{2} \left\| (1 - \kappa) \begin{bmatrix} g \\ F \end{bmatrix} - \begin{bmatrix} \mathbf{P} \\ \mathbf{Q} \end{bmatrix} \kappa \right\|_2^2 + \lambda \left\| \Phi^t \kappa \right\|_1$$

Adding flexion to our simulation set:

- Flexion noise $\sigma_F = 0.029 \text{ arcsec}^{-1}$
 \implies Reported by Cain et al. (2011) for Abell 1689
- Simulate **reduced flexion**, strongly flexed galaxies excluded ($|F| > 1.0 \text{ arcsec}^{-1}$)

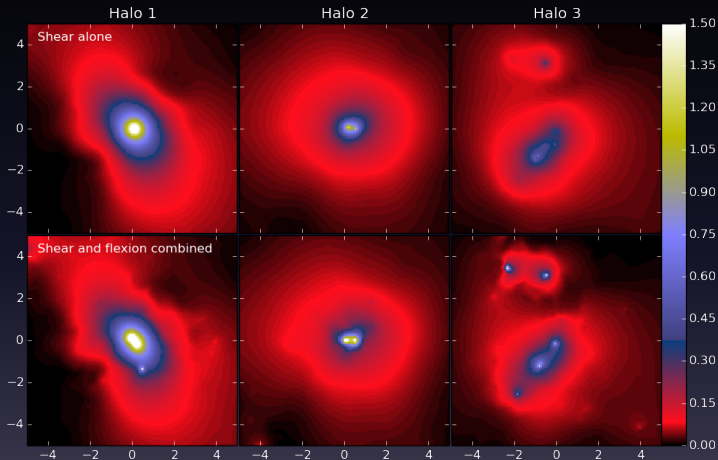


Figure : Reconstruction from one realisation

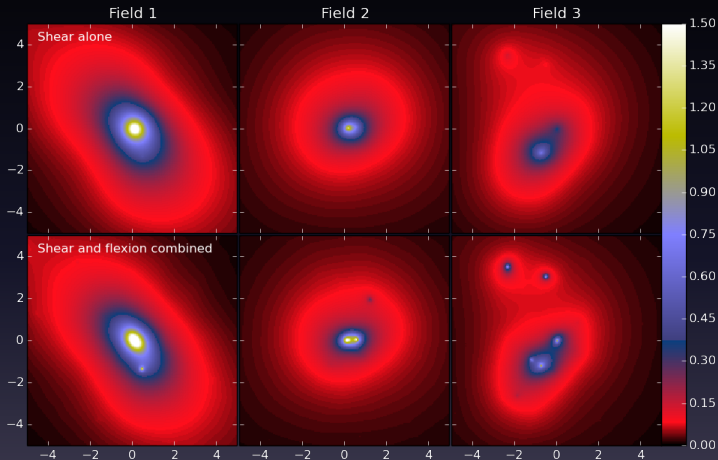
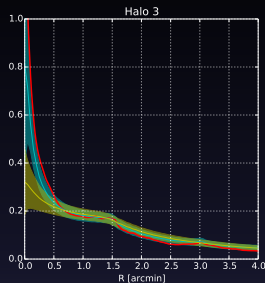
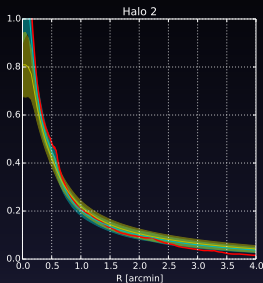
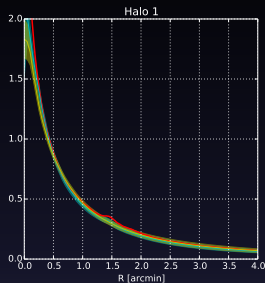


Figure : Mean of 100 reconstructions



Benefits of adding flexion:

- Improvement on the recovered profiles below 0.5 arcmin
- Recovery of small-scale substructure at the 10 arcsec scale

Conclusion:

- New method to recover mass maps accounting for
 - Reduced shear
 - Missing data
 - Shape noise
- Particularly efficient to recover small scale information (useful to detect and map galaxy clusters)
- Can be extended by including individual redshifts and flexion for high resolution cluster density mapping
- Can be trivially extended to 3D mapping (work in progress)