## ETHZürich Cosmology Research Group

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**PyCosmo** 

# Generation of 21 cm Emission Maps based on a Halo Model Approach

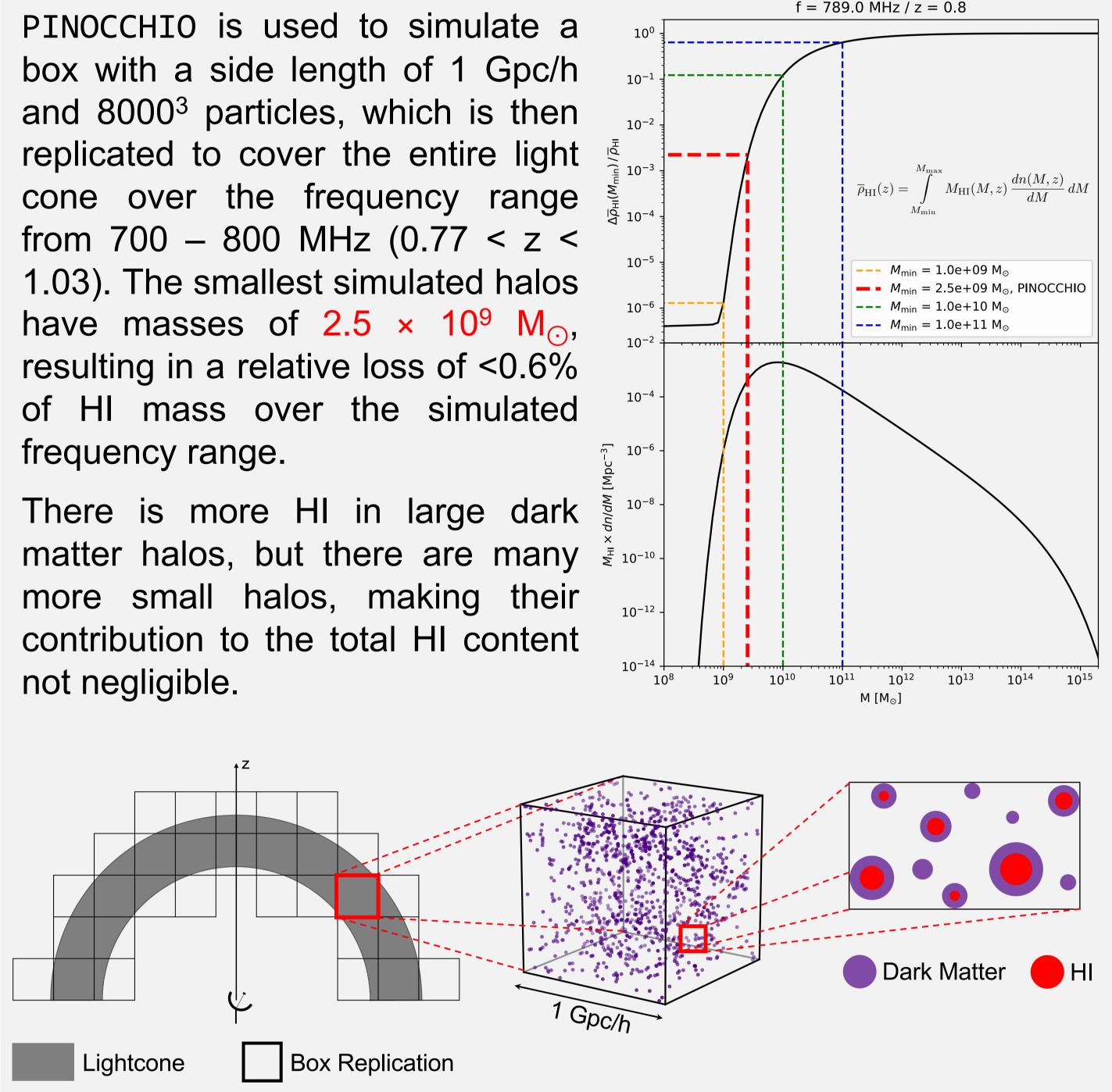
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## 1 Overview

The nature of 21 cm intensity mapping demands large-volume simulations with a high halo mass resolution. Employing the approximate but fast PINOCCHIO [1] code, we generate the past light cone of dark matter halos in the frequency range from 700 – 800 MHz, which lies well in the observed frequencies of HIRAX [2]. Subsequently, the halos are populated with neutral hydrogen (HI) according to an HI-Halo mass relation [3]. From that maps with a specific width in the radial direction can be generated. To validate the quality of the maps, they are compared to predictions of a dark matter- and HI-halo model that we implemented in PyCosmo [4], a Python-based framework for theoretical cosmological predictions.

## **2 PINOCCHIO Simulation**

PINOCCHIO is used to simulate a box with a side length of 1 Gpc/h and 8000<sup>3</sup> particles, which is then replicated to cover the entire light cone over the frequency range from 700 - 800 MHz (0.77 < z < 1.03). The smallest simulated halos have masses of 2.5  $\times$  10<sup>9</sup> M<sub> $\odot$ </sub>, resulting in a relative loss of <0.6% of HI mass over the simulated frequency range.



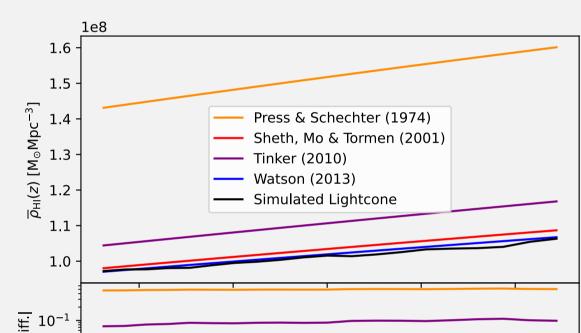
## 4 Statistical Comparison with PyCosmo

Since the simulations are based on the distribution of dark matter halos, a flexible dark matter- and HI-halo model has been implemented to PyCosmo. The halo model assumes that all matter in the universe resides in halos and allows to predict statistical properties of the simulations.

PyCosmo offers four options for the dark matter halo mass function, which can be compared to results of the simulated mass function and HI mass density:

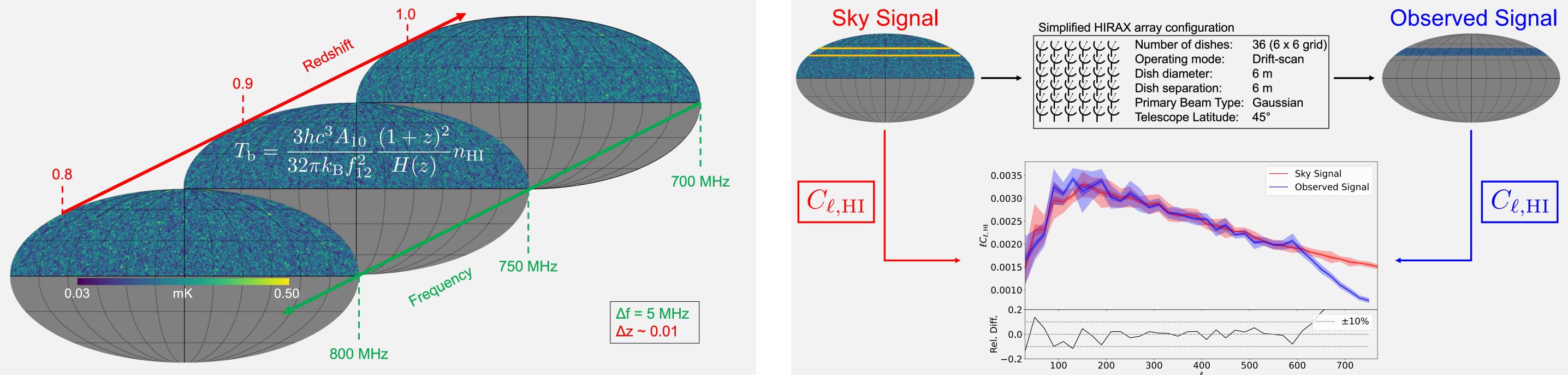
#### Mass Function f = 789.0 MHz / z = 0.8ყ 10<sup>-13</sup> ົ⊡ ≥\_10<sup>−16</sup> Press & Schechter (1974) √ 10<sup>-19</sup> Sheth, Mo & Tormen (2001 Tinker (2010) Watson (2013) Simulated Snapshot

### HI Mass Density



## 3 HI Brightness Temperature Maps

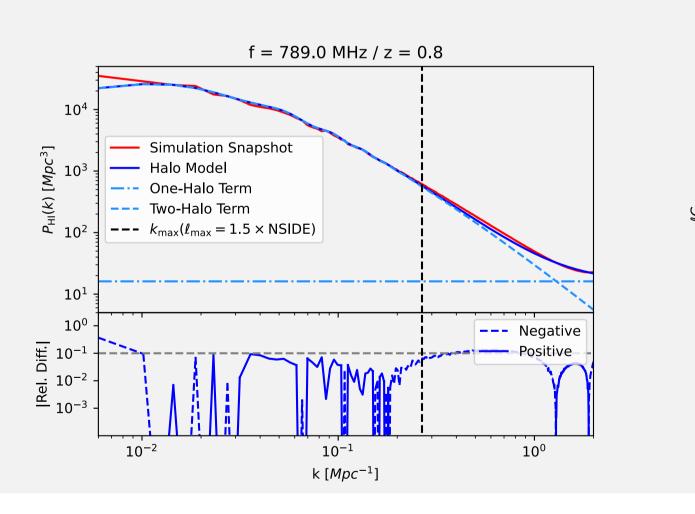
To resolve the structure along the line of sight, the light cone is sliced into 20 maps with a width of 5 MHz. The HI mass of each halo is converted into the HI brightness temperature [5], as this is the actual observed signal. The signal is then averaged within voxels according to the 3D positions of the halos. HEALPix [6] is used for pixelation, with NSIDE set to 512.

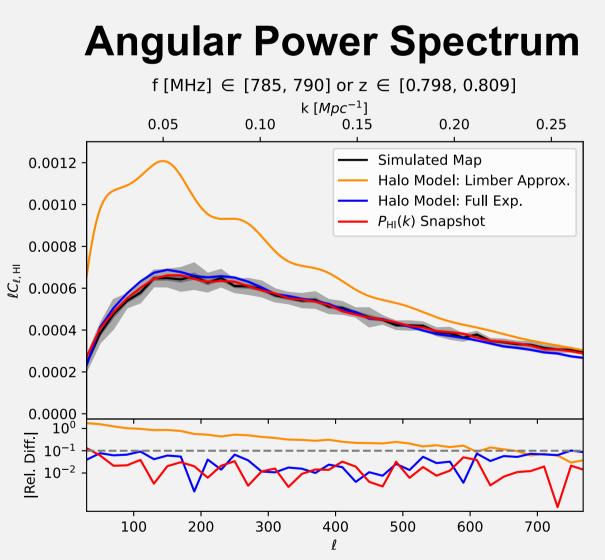




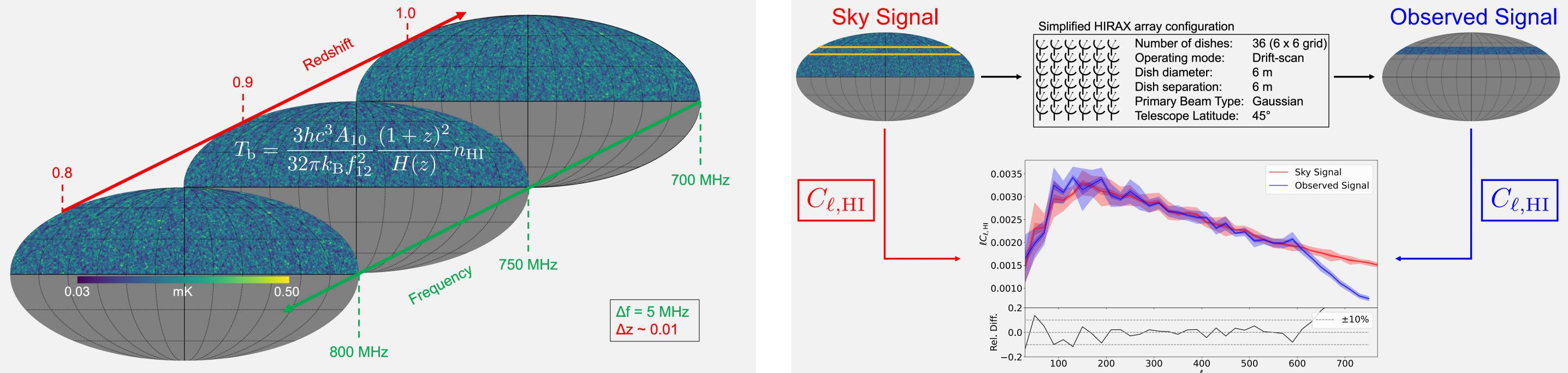
The best agreement to simulation for the mass function and HI mass density is found for the mass function by Watson et al. [7]. Therefore, the clustering properties in terms of the following 3D power spectrum and angular power spectrum are calculated using that one:

**3D Power Spectrum** 





5 Application of the Maps to HIRAX





#### References

[1] P. Monaco et al. (2013), *MNRAS*, **433** 2389 – 2402

[2] D. Crichton et al. (2022), Journal of Astronomical Telescopes, Instruments, and Systems, 8(1) 011019

[3] H. Padmanabhan et al. (2017), MNRAS, 469 2323 – 2334

[4] A. Refregier et al. (2018), Astronomy and Computing, **25** 38 – 43

[5] P. Bull et al. (2015), Astrophs. J., 803 21 [6] K. M. Gorski et al. (2005), *Astrophys. J.*, **622** 759 [7] W. A. Watson et al. (2013), *MNRAS*, **433** 1230 – 1245

