## The Origami Dynamics of the Dark-Matter Sheet and Improved Cosmological Constraints from Understanding It

## $\downarrow$ Fig. from Padmanabhan et al. (2012)



Matter flows around with ~10 Mpc displacement from its initial comoving location.

Around overdensities, BAO shells contract and get denser; around underdensities, BAO shells expand and get less dense.

The usual mass-weighted correlation function  $\xi_{\delta}(r)$  weights overdensities more than underdensities. Because gravity pulls overdense BAO shells toward their overdense centers, on average the BAO peak is shifted a bit inward.



Try initial-density weighting instead of mass weighting. For example, boost the weight of underdense regions with a "Gaussianizing" logarithm,  $\delta \rightarrow A \equiv \log(1+\delta)$ .

This largely removes the BAO shift, making the location of the peak of  $\xi_A(r)$  more faithful to its initial location.



McCullagh, Neyrinck & Szalay (2013)

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Falck, Neyrinck & Szalay, 2012, ApJ, 754, 126, arXiv:1201.2353 Kaehler, Hahn & Abel, 2012, arXiv: 1208.3206 Hamilton et al., 1991, 374, L1 McCullagh, Neyrinck & Szalay, ApJL, 763, L14, arXiv: 1211.3130 Neyrinck 2012, MNRAS, 427, 94, arXiv: 1202.3364 Neyrinck 2013, MNRAS, 428, 141, arXiv: 1204.1326 Padmanabhan et al., 2012, MNRAS, 427, 2132 Peacock & Dodds, 1994, MNRAS, 280, L19

In position-velocit phase space, the initia dark-matter sheet folds up like origami to build structures.



1 Fig. from Kaehler, Hahn & Abel (2012)





Download this poster/crease pattern, and other, simpler ones: http://skysrv.pha.jhu.edu/ ~neyrinck/origalaxies.html







 $k_i [h/{
m Mpc}]$ 

3D (6D)

1D pos (2D pos-vel)

 $\sim$ 

Position

2D(4D)

t = 1

t=3

## The "crease pattern of the universe"



Haloes, filaments, walls and voids ca be identified by the number of orthogona axes along which their particles cross com pared to the initia conditions (Falck Neyrinck & Szalay 2012

Like 2D flat paper origami, the graph o 3D dark-matte streams (polygons) bordered by dark matter caustics

(folds), is colorable with only 2 colors, without duplicating a color across a boundary (Neyrinck 2012).



2D flat origami is 2-colorable: "up" and "down" colors

counted, too, so power moves both up and down in scale. This can be investigated by putting spikes at different wavenumber k in the initial conditions, and seeing



At left is shown the linearpower-propagation matrix  $G_{ii}$  estimated from simulations:

 $P_i^{\text{nonlinear}} \equiv \Sigma G_{ij} P_i$ 

Indeed, the spread of power is smaller and more symmetric in the Gaussianized field. (Neyrinck, in prep)

Sim. details: 512 Mpc/h boxsize, 512<sup>3</sup> particles, ALPT realizations (Kitaura & Hess 2013, see also Neyrinck 2013)