

Simulating Roman Star Catalogs

Robyn Sanderson

@astrorobyn



Dept of Physics & Astronomy
University of Pennsylvania

Center for Computational Astrophysics
Flatiron Institute



Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model, gravity, gas physics, star formation, stellar feedback, ...)

Stellar Populations

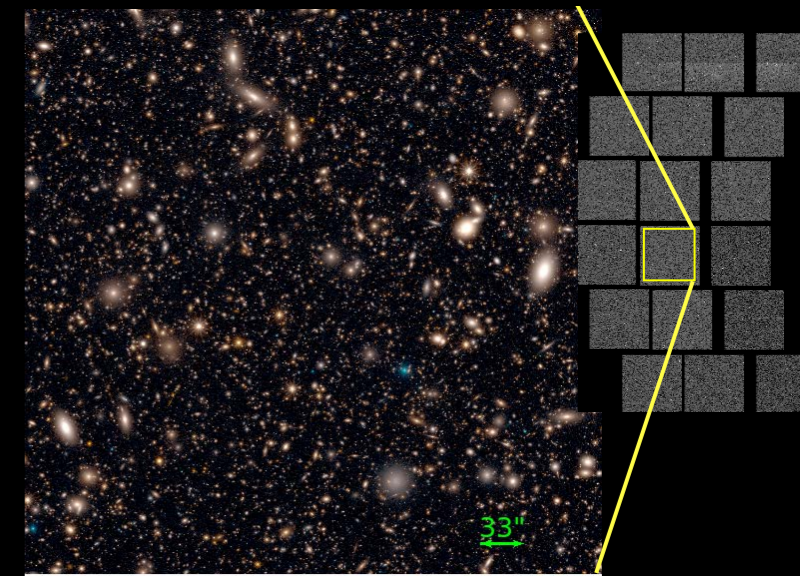
(stellar structure, stellar evolution, convection models, isochrone mapping, IMF, ...)

Density estimation

(kernel dimension, smoothing scales, ages, accretion history, ...)

Synthetic Survey

one particle =
one "observed" star



Mock Catalog

one particle =
one synthetic
star

Survey description

(Magnitude/color limits, extinction/reddening, selection function, error model, instrument model, ...)

One particle =
many "stars"
...with same age,
chemical elements

50 kpc

Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model,
gravity, gas physics,
star formation, stellar
feedback, ...)



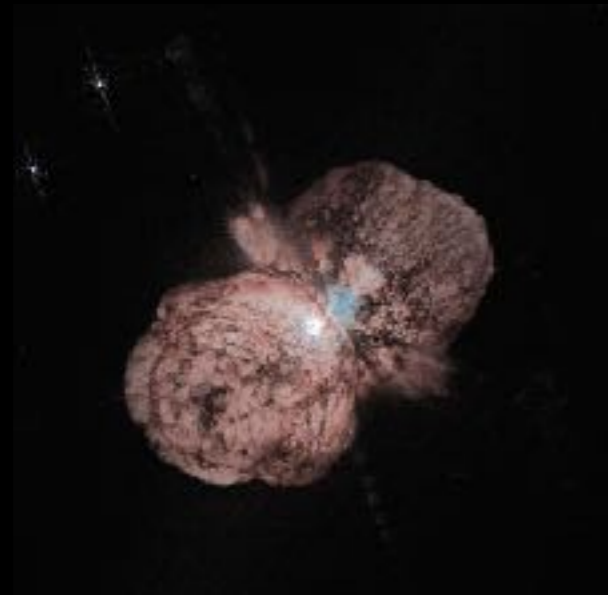
One particle =
many “stars”
...with same age,
chemical elements

Starting point: a simulated galaxy

- **Cosmological-baryonic, “zoomed” simulation from the FIRE-2/Latte Suite**
 - Pros: **cosmological**, includes baryonic processes, high resolution achievable -> opportunity to put more physics “on the grid” rather than subgrid. Current resolutions are sufficient to follow **single-age, single-abundance stellar pops**.
 - Cons: expensive -> **limited sample size, little control** over ICs or resulting galaxy (but we can dig out analogs to stuff), extremely **nonlinear** and stochastic -> identifying real effects and trends requires careful experimentation.

$z=0.00$





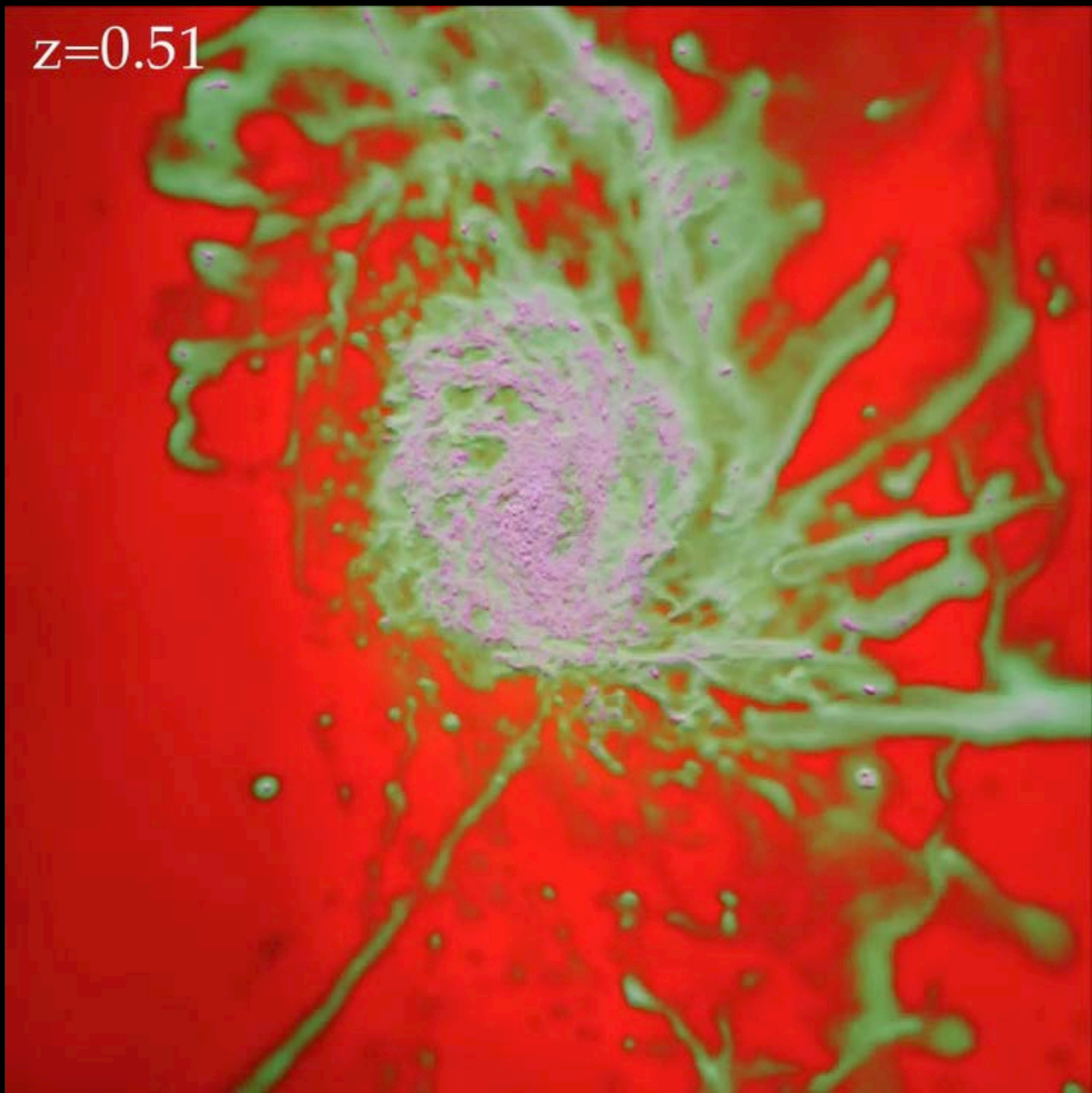
**Cold gas dense
enough to form stars
(Jeans unstable)**

**“Warm” ionized
gas ($\sim 10^4$ K)**

Hot gas (10^6 K)



$z=0.51$



Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model, gravity, gas physics, star formation, stellar feedback, ...)

Stellar Populations

(stellar structure, stellar evolution, convection models, isochrone mapping, IMF, ...)

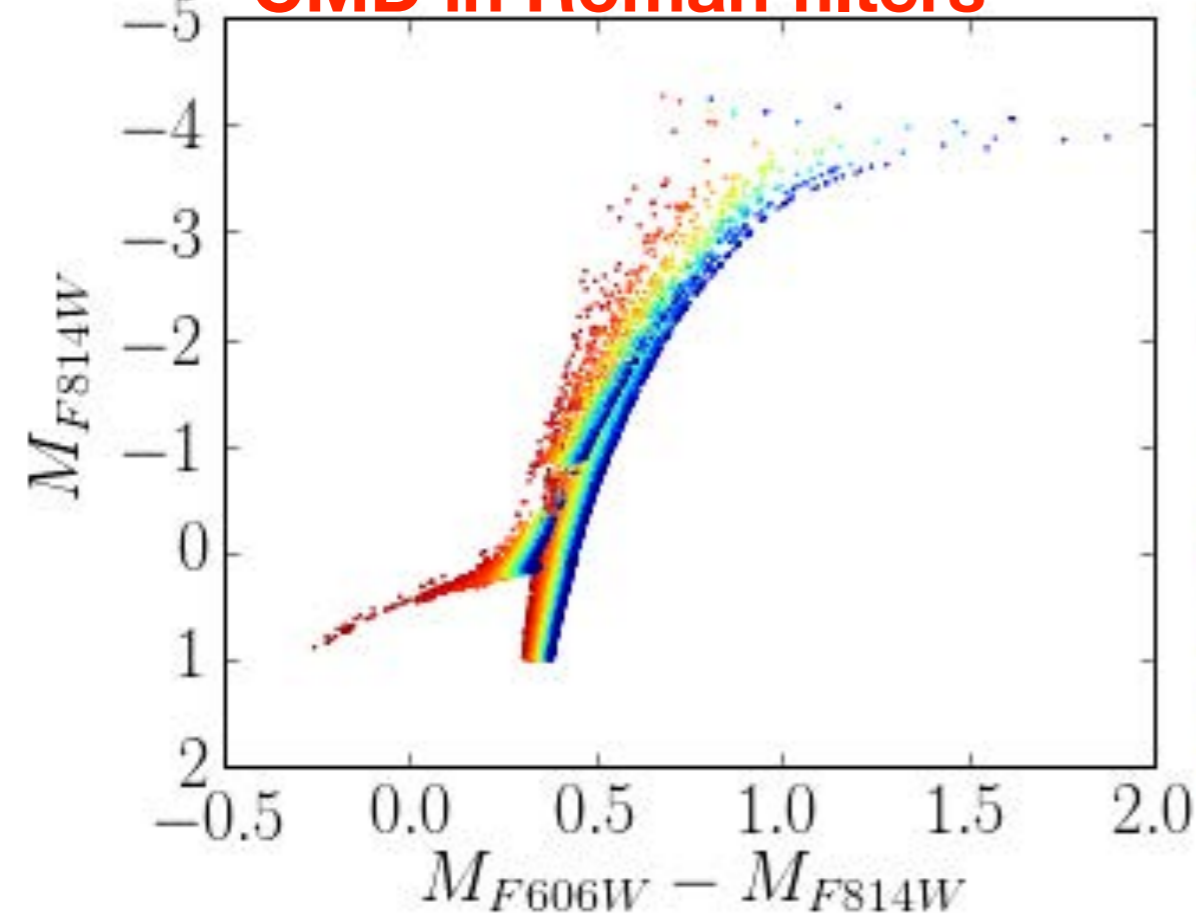
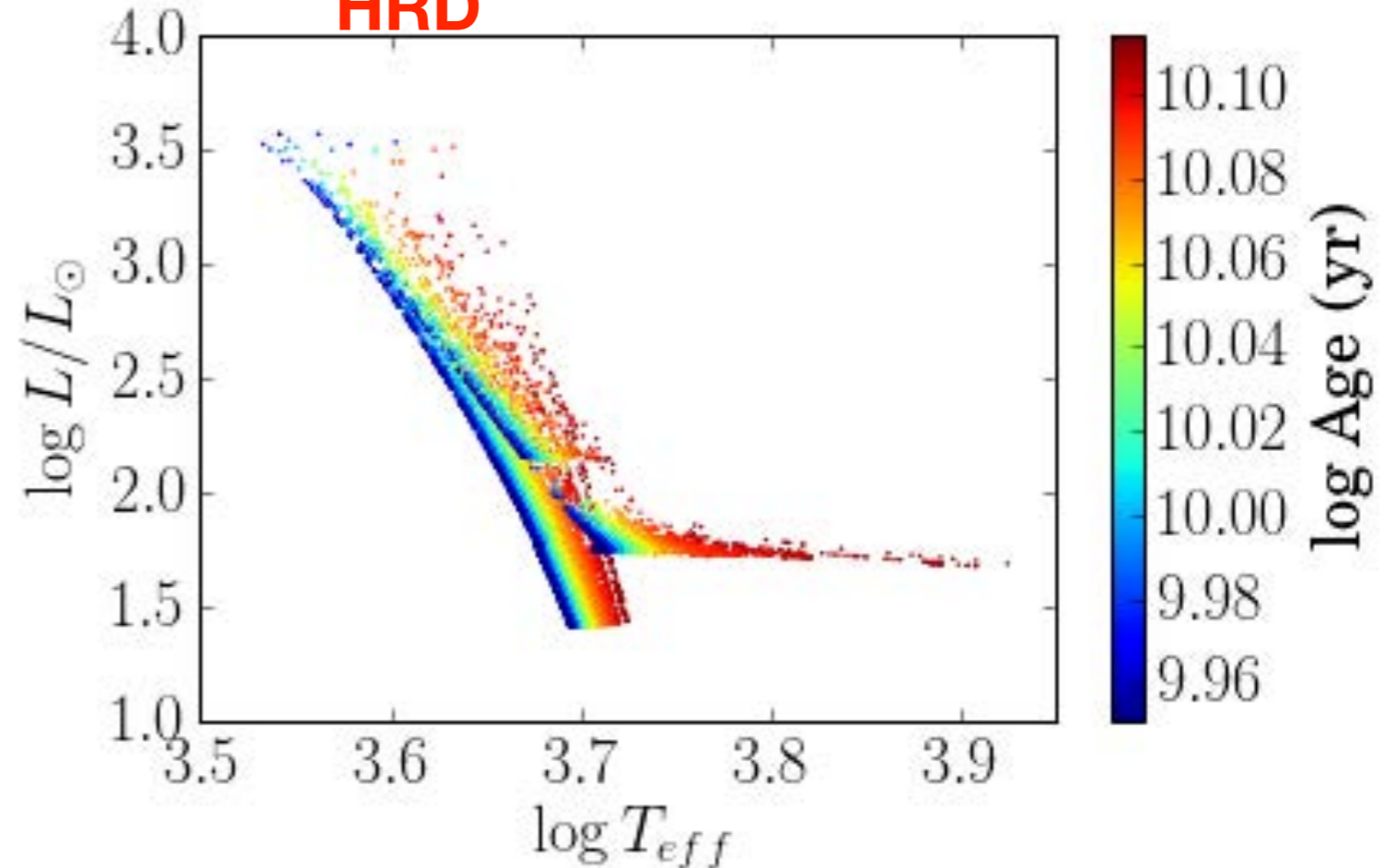


One particle =
many “stars”
...with same age,
chemical elements

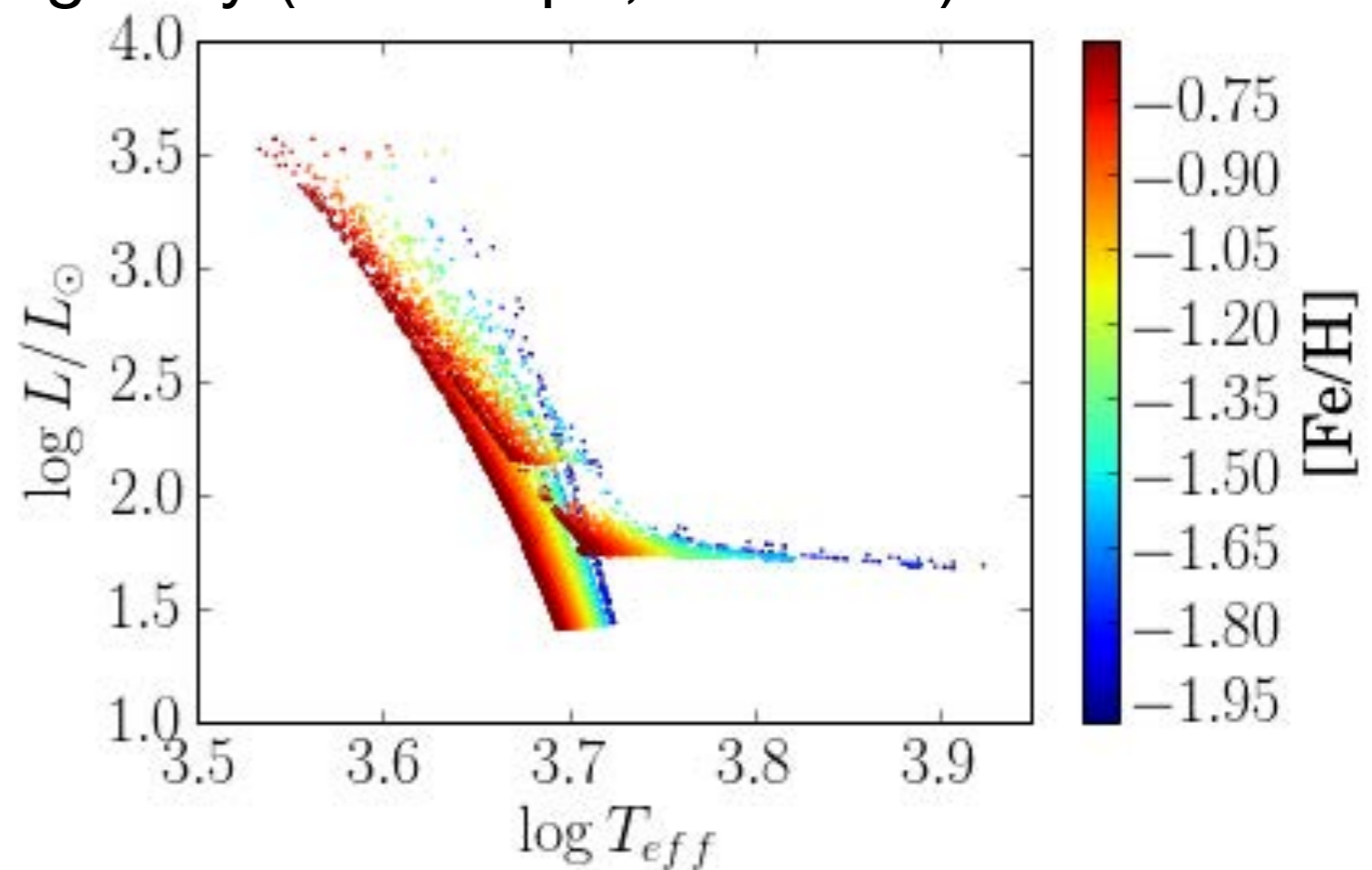
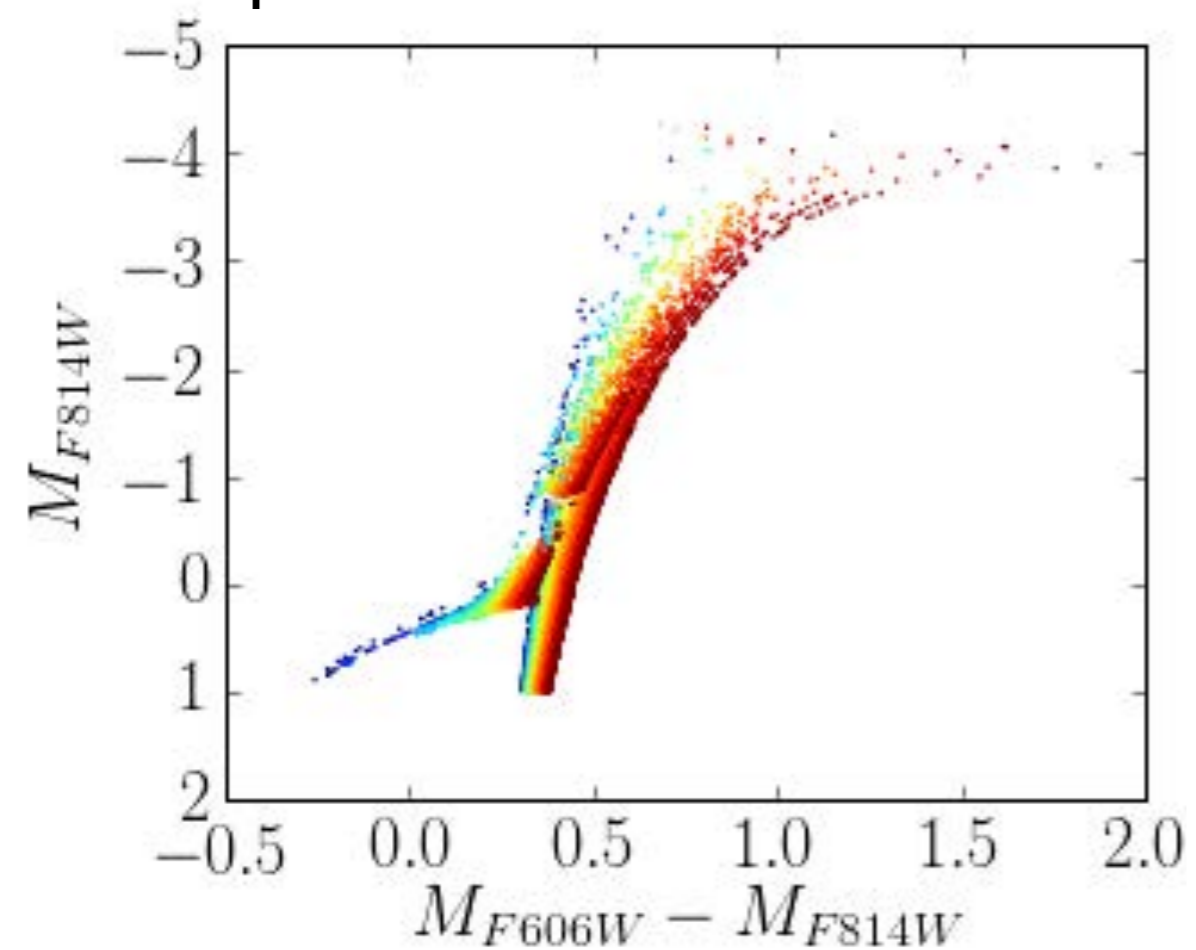
Each star particle has a:

- mass -> normalization of Kroupa IMF
- age -> age of stellar pop
- $[Fe/H]$ -> metallicity of stellar pop

Age and metallicity are mapped to the nearest isochrone in the model grid (see Léo Girardi’s talk!)

CMD in Roman filters**HRD**

Example for one simulated dwarf galaxy (at 10 Mpc, DM = **30**)



Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model, gravity, gas physics, star formation, stellar feedback, ...)

Stellar Populations

(stellar structure, stellar evolution, convection models, isochrone mapping, IMF, ...)

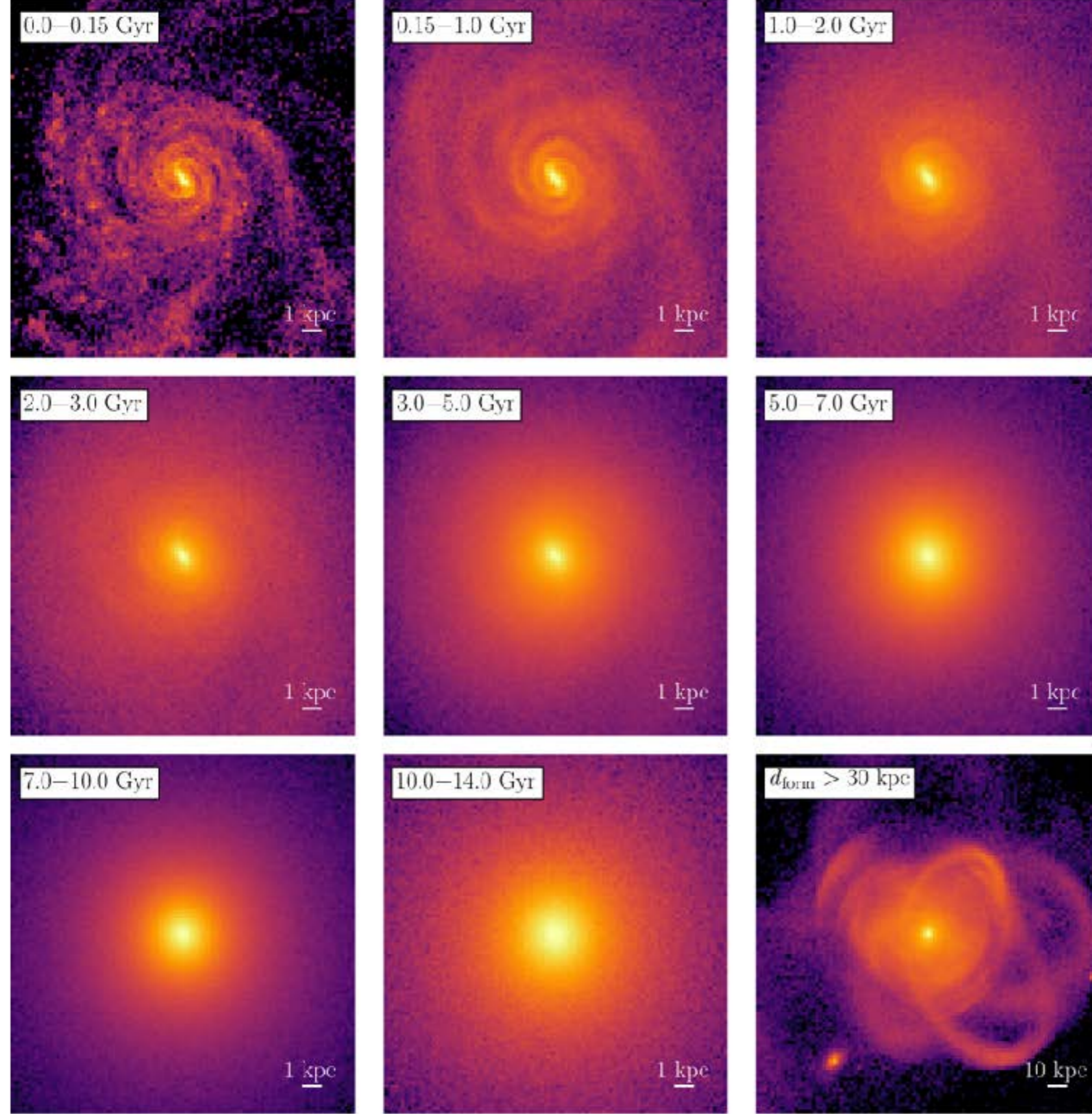
Density estimation

(kernel dimension, smoothing scales, ages, accretion history, ...)



One particle =
many “stars”
...with same age,
chemical elements





Slicing by age
and formation
distance
boosts
resolution of
fine features
in the disk
and halo

Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model, gravity, gas physics, star formation, stellar feedback, ...)

Stellar Populations

(stellar structure, stellar evolution, convection models, isochrone mapping, IMF, ...)

Density estimation

(kernel dimension, smoothing scales, ages, accretion history, ...)

Mock Catalog

one particle =
 one synthetic
 star

Sky positions,
 absolute magnitudes,
 stellar parameters are
 written to a master list

Min absolute mag is
 set by sensitivity of
 Roman's camera and
 desired distances

One particle =
 many "stars"
 ...with same age,
 chemical elements

50 kpc

Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model, gravity, gas physics, star formation, stellar feedback, ...)

Stellar Populations

(stellar structure, stellar evolution, convection models, isochrone mapping, IMF, ...)

Density estimation

(kernel dimension, smoothing scales, ages, accretion history, ...)

We can get away with skipping this step for Roman!!

Mock Catalog

one particle = one synthetic star

Survey description

(Magnitude/color limits, **extinction/reddening**, selection function, error model, instrument model, ...)

One particle = many "stars" ...with same age, chemical elements

50 kpc

Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model, gravity, gas physics, star formation, stellar feedback, ...)

Stellar Populations

(stellar structure, stellar evolution, convection models, isochrone mapping, IMF, ...)

Density estimation

(kernel dimension, smoothing scales, ages, accretion history, ...)

Mock Catalog

one particle =
 one synthetic
 star

Survey description

(Magnitude/color limits, extinction/reddening, selection function, error model, instrument model, ...)

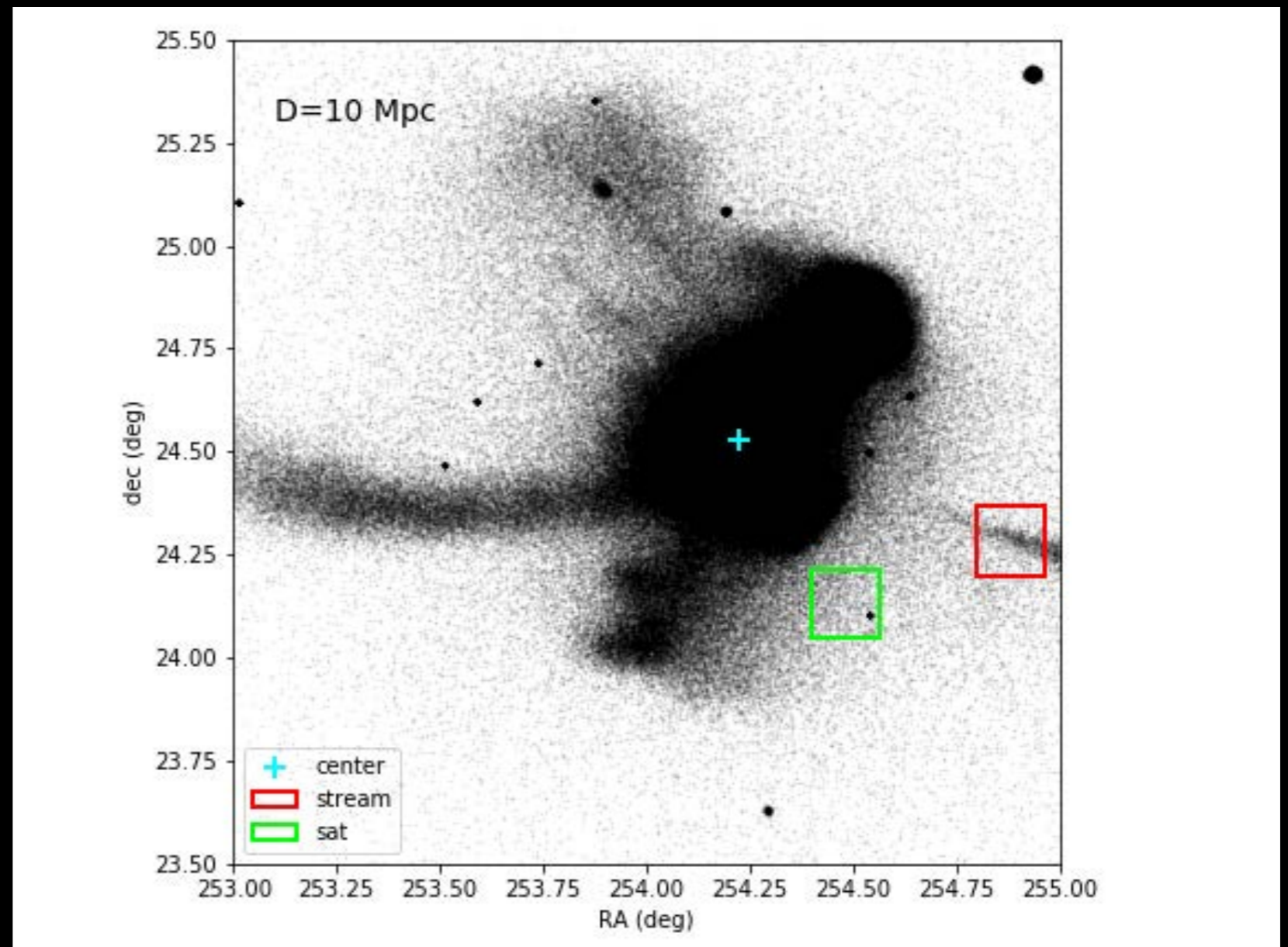
One particle =
 many "stars"
 ...with same age,
 chemical elements

50 kpc

Describing the survey

The simulation is placed at the desired heliocentric **distance**.
Sky positions and **apparent magnitudes** are calculated.
 Then a **target field** is selected (size of one CCD chip)
 and a list of stars constructed for that field.

Now the star list is ready
 to be passed to the
 simulated image pipeline!



Making synthetic Roman star fields

Galaxy Simulation

(cosmology, DM model, gravity, gas physics, star formation, stellar feedback, ...)

Stellar Populations

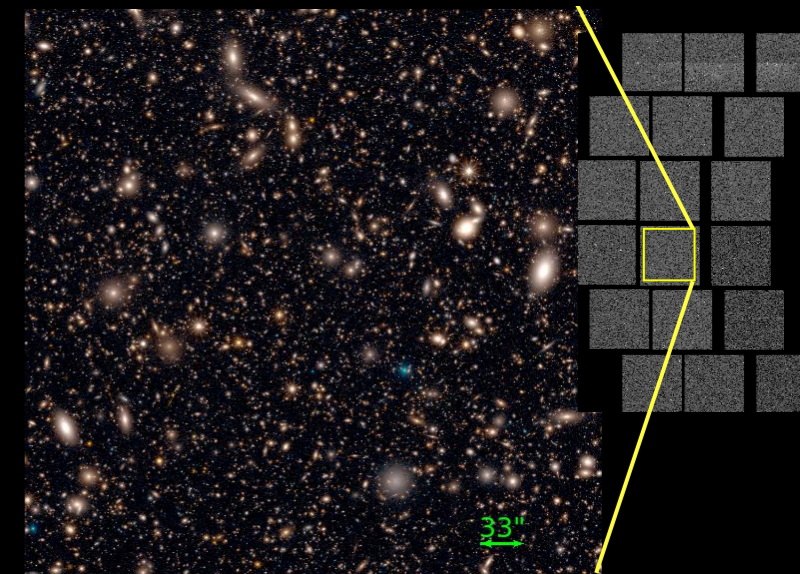
(stellar structure, stellar evolution, convection models, isochrone mapping, IMF, ...)

Density estimation

(kernel dimension, smoothing scales, ages, accretion history, ...)

Synthetic Survey

one particle =
one "observed" star



Survey description

(Magnitude/color limits, extinction/reddening, selection function, **error model**, **instrument model**, ...)

Mock Catalog

one particle =
one synthetic
star

50 kpc

One particle =
many "stars"
...with same age,
chemical elements

