

# Constraining the structure of the Milky Way through 3D extinction mapping of molecular clouds

Tom Wilson



# Introduction

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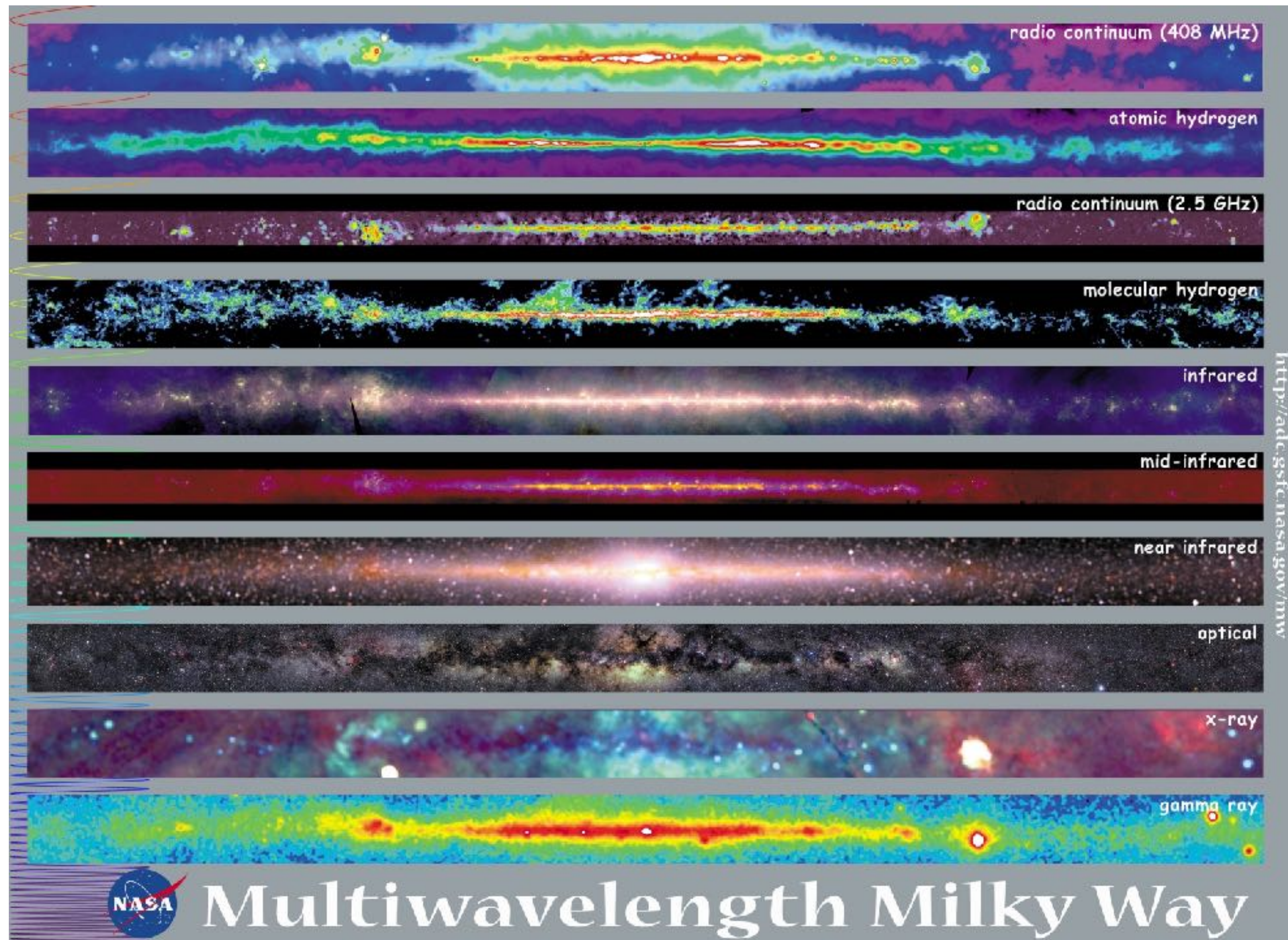
ESA/NASA

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Bruno Gilli/ESO

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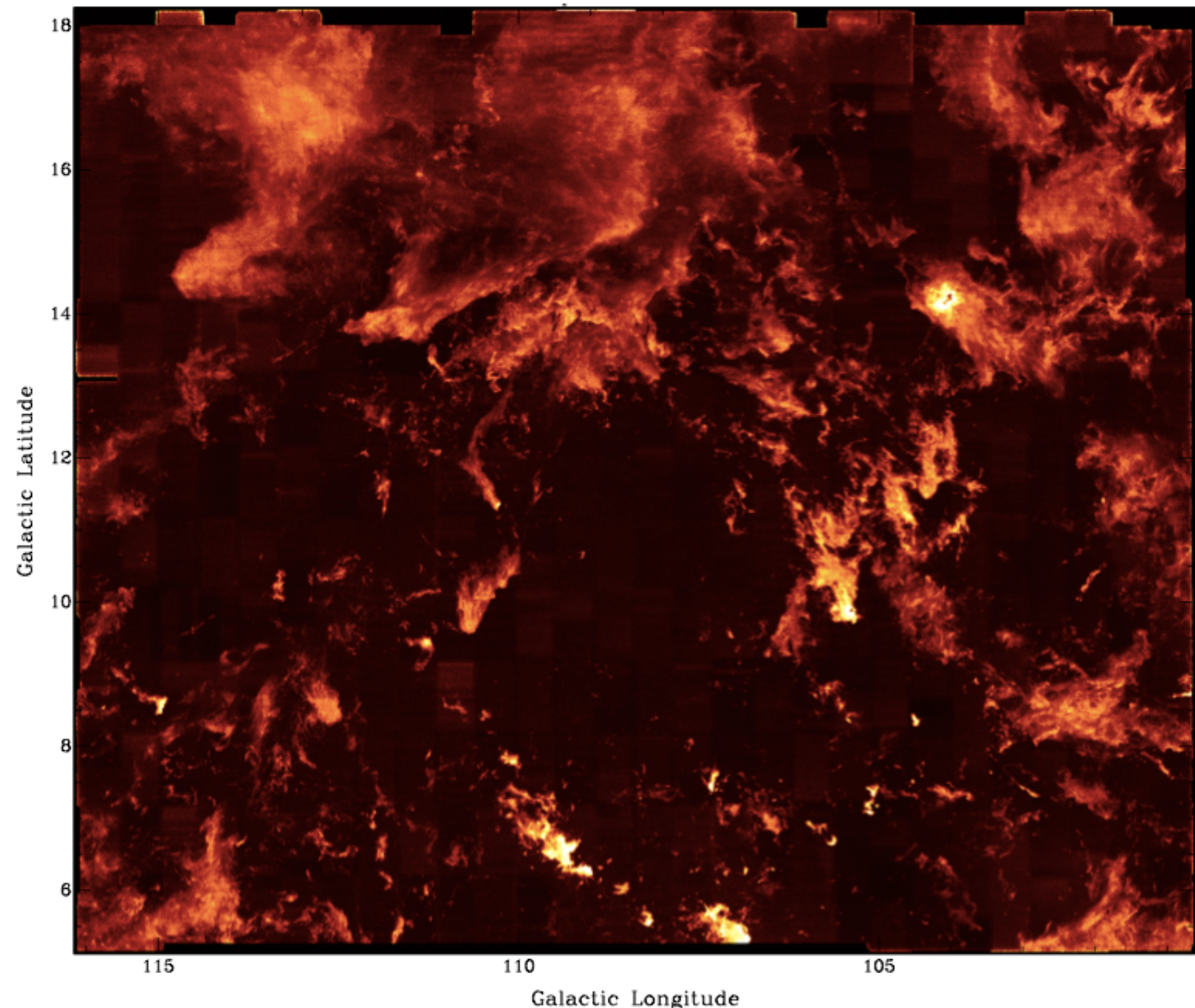
# Mapping the Milky Way

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- Either H I, H II, or H<sub>2</sub>
- Difficult to detect H<sub>2</sub>

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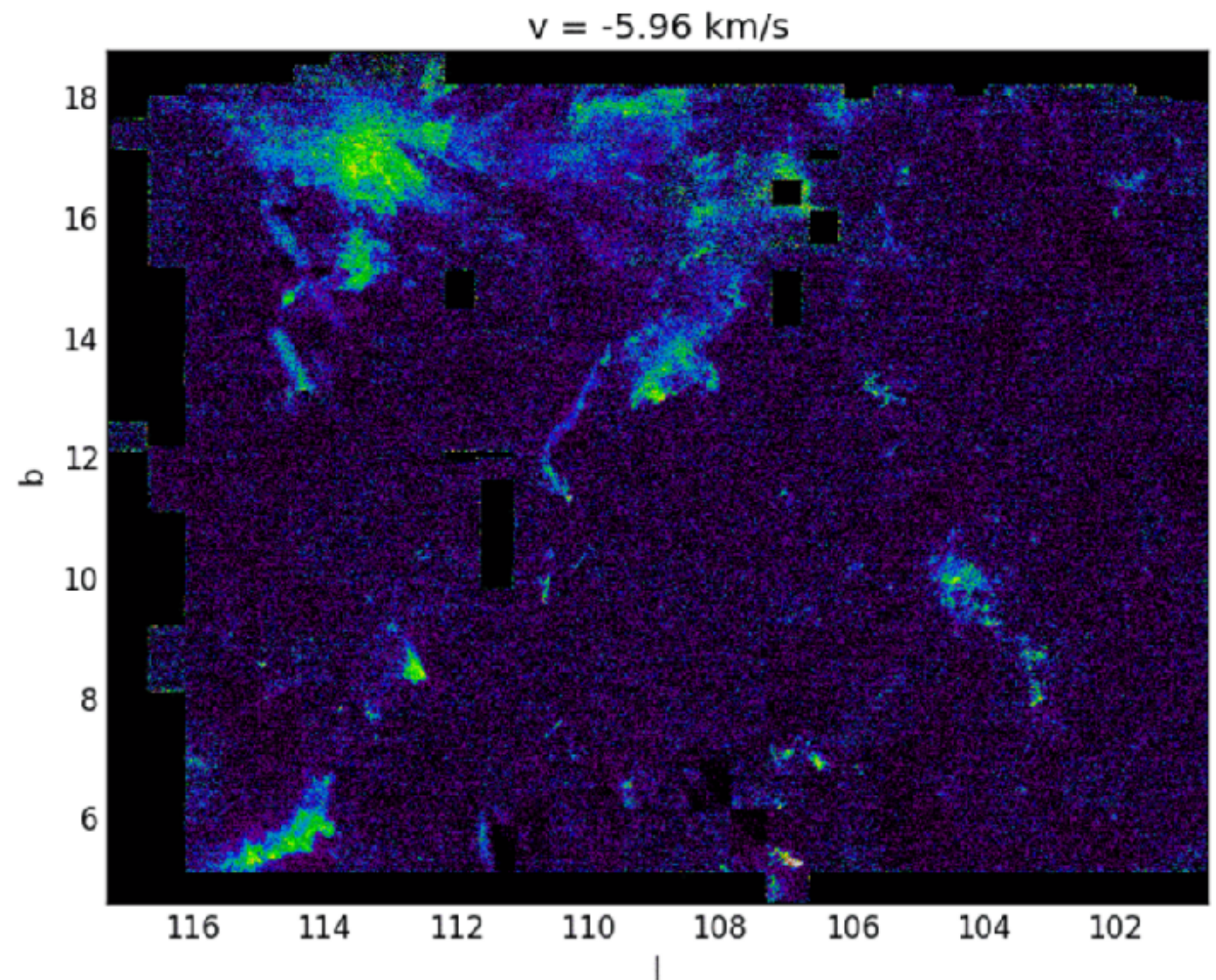
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- $2 \times 10^{20} \text{ cm}^{-2} \text{ K}^{-1} \text{ km}^{-1} \text{ s} [1]$





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- CO maps are position-position-velocity



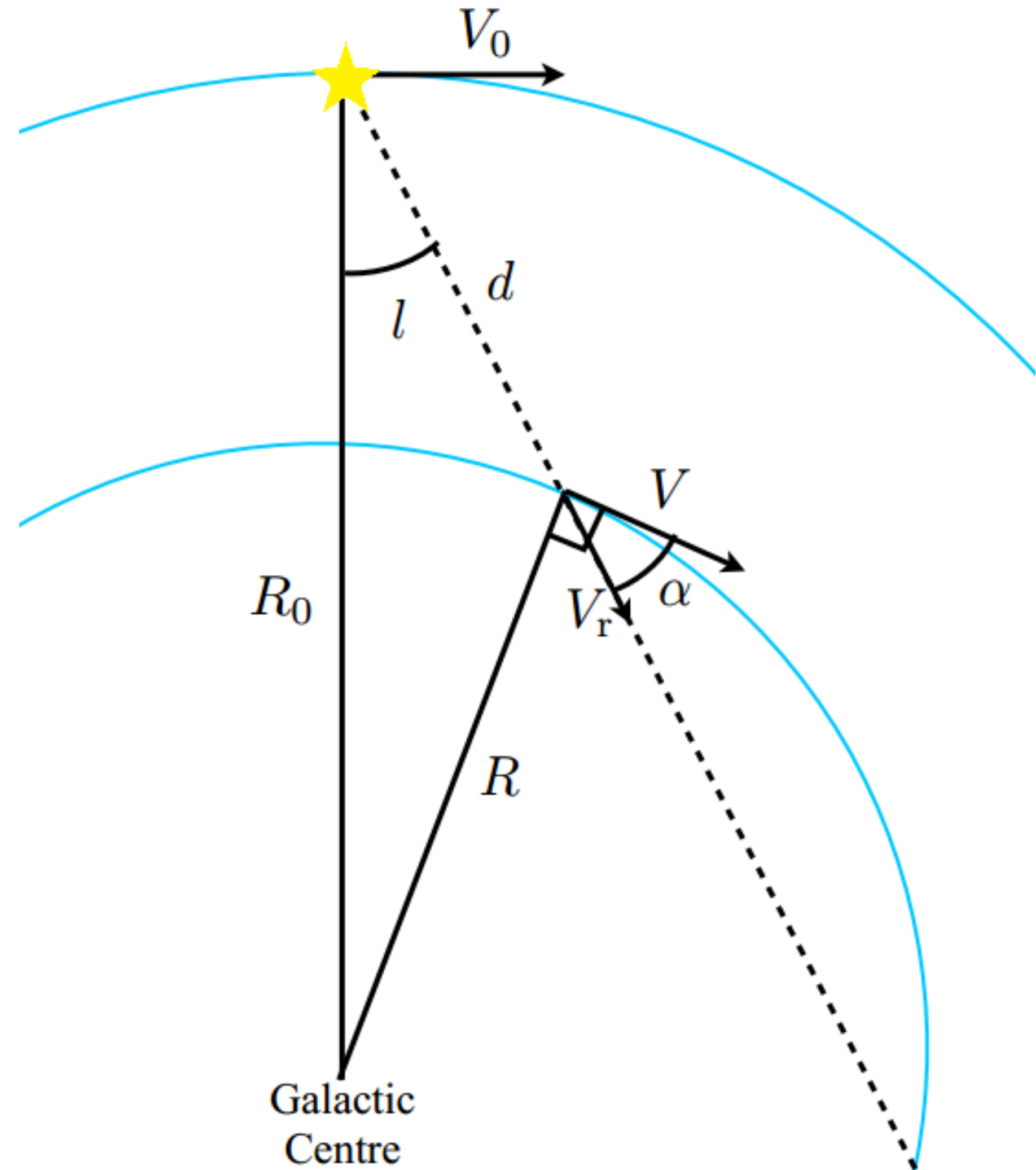
1. Pineda et al., 2008, ApJ, 679, 481



# Distance Determination

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Degenerate distances  
Cannot be used at  $l = 180^\circ$



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Small fraction of clouds  
Require knowledge of  
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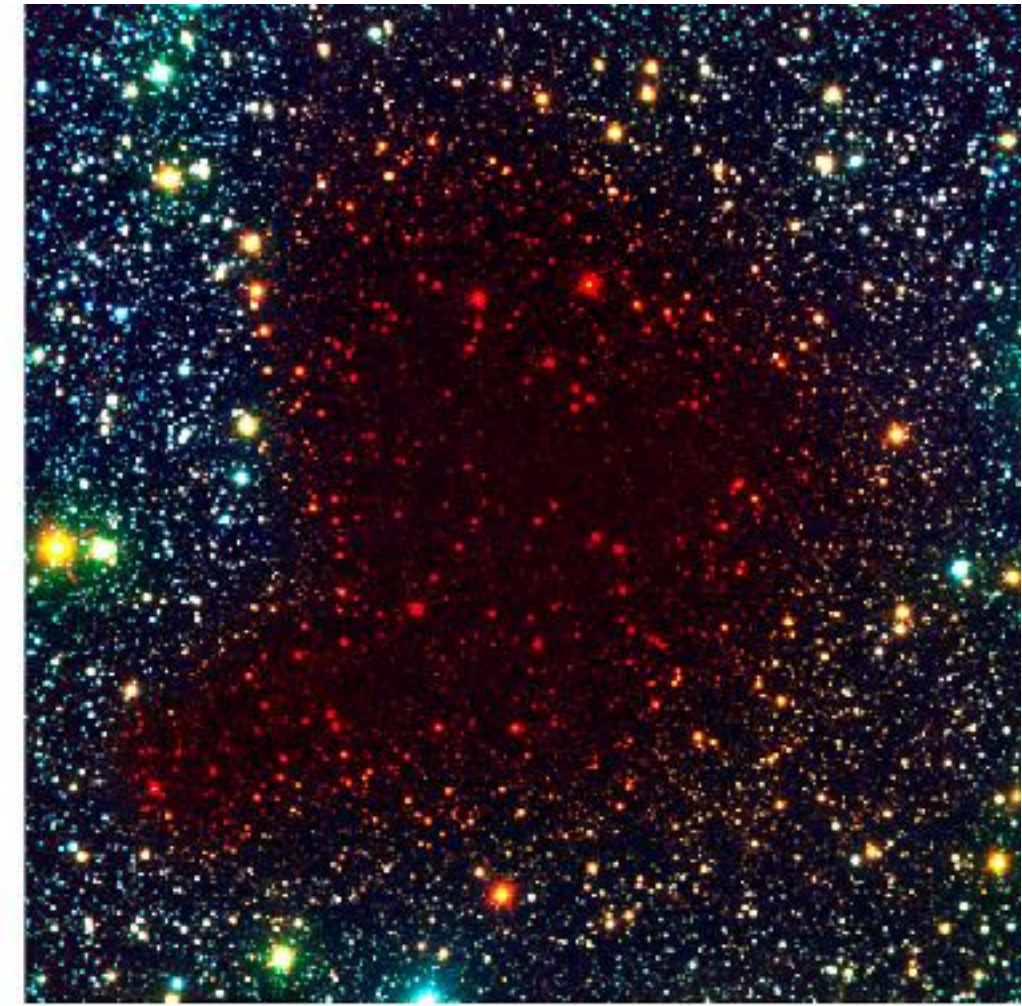
APOD/NASA

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B, V, I  
ESO



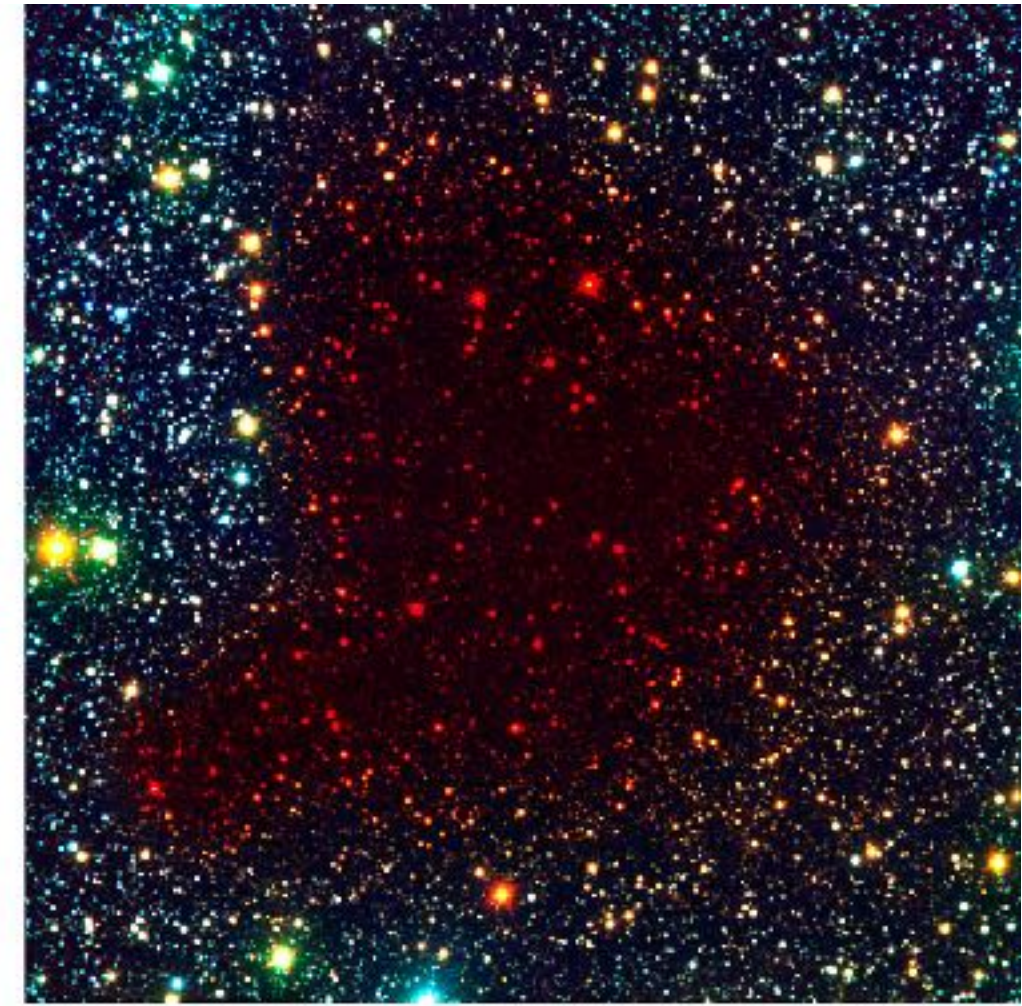
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- 3D extinction distance



B, V, I  
ESO



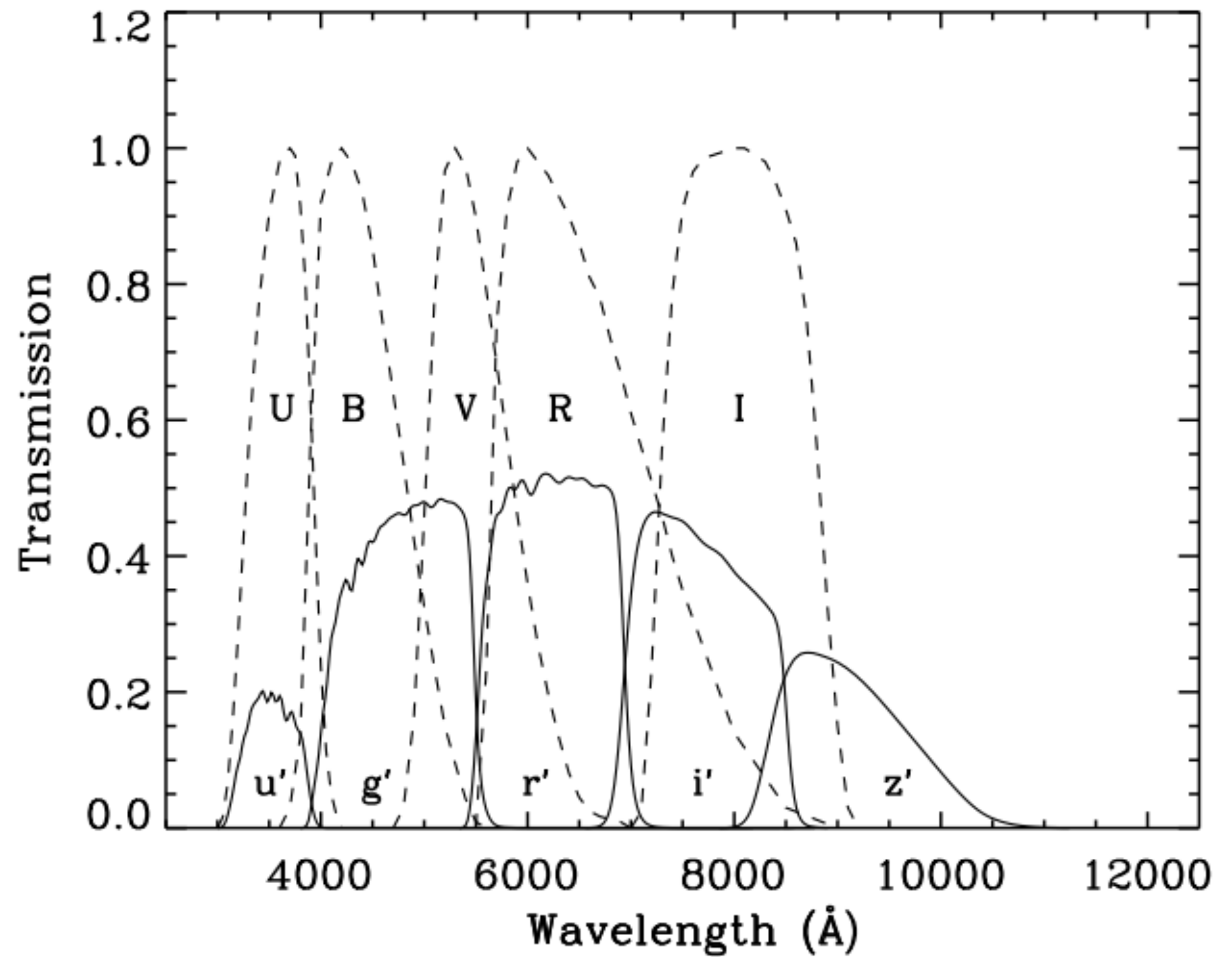
B, I, K



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- Filters used to probe stars

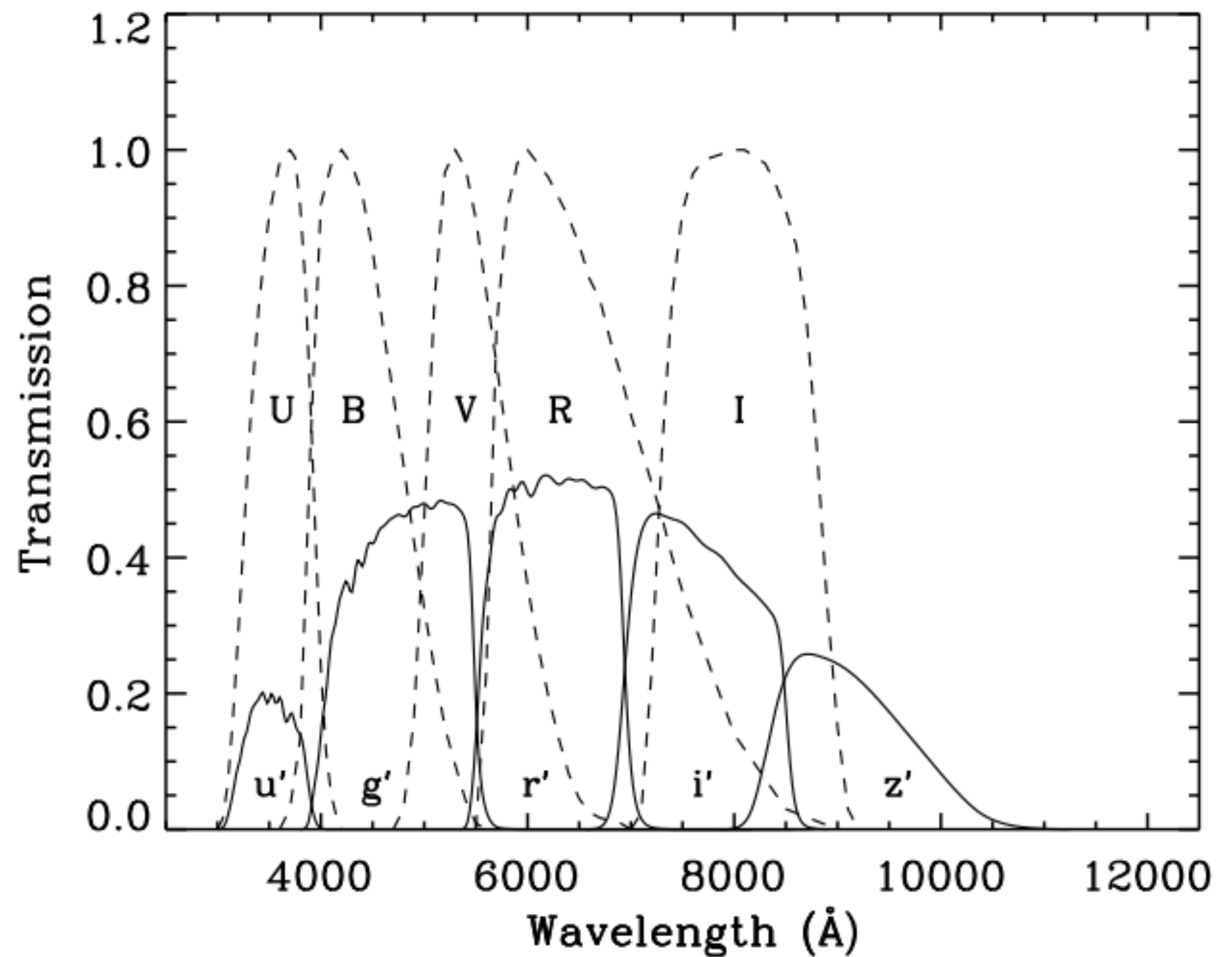


Lenz et al., 1998, ApJS, 119, 121



# 3D Extinction

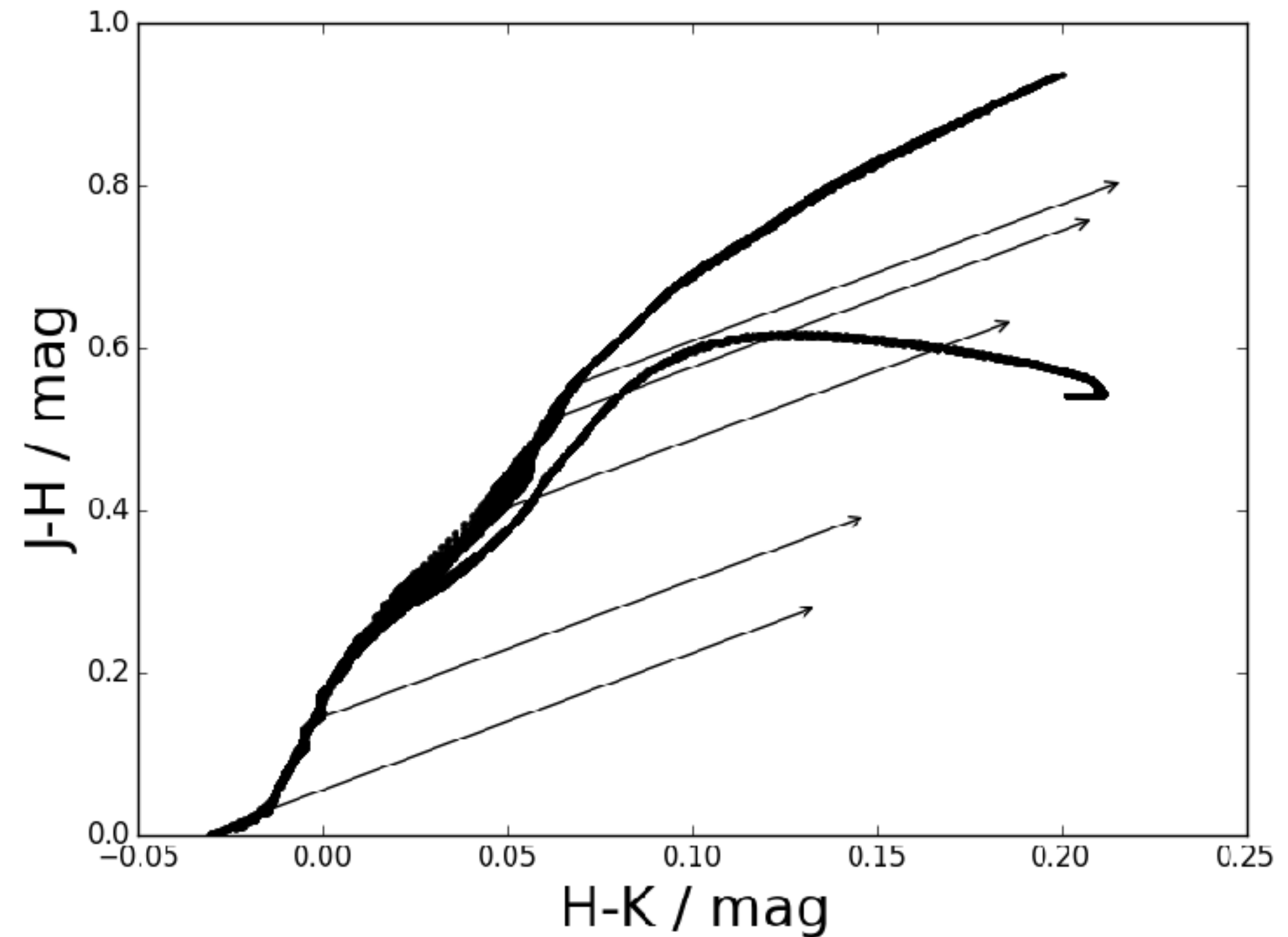
- Filters used to probe stars
- $m_V = M_V + A_V + 5\log_{10}(d) - 5$



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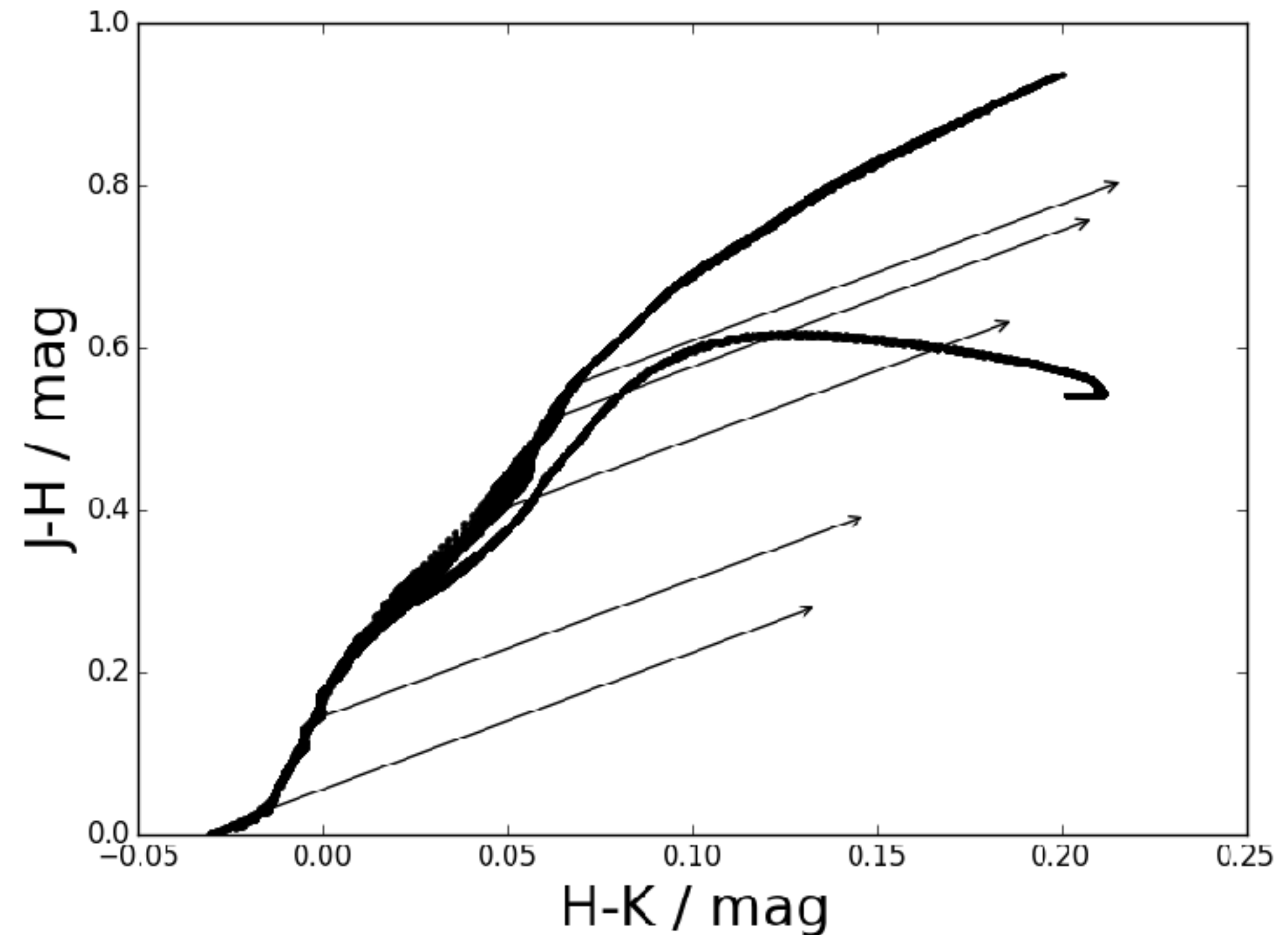
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- $m_J - m_H \rightarrow J - H$ , remove distance from equation
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- Dereddened stars allow  $d$  to be calculated from  $m-M$

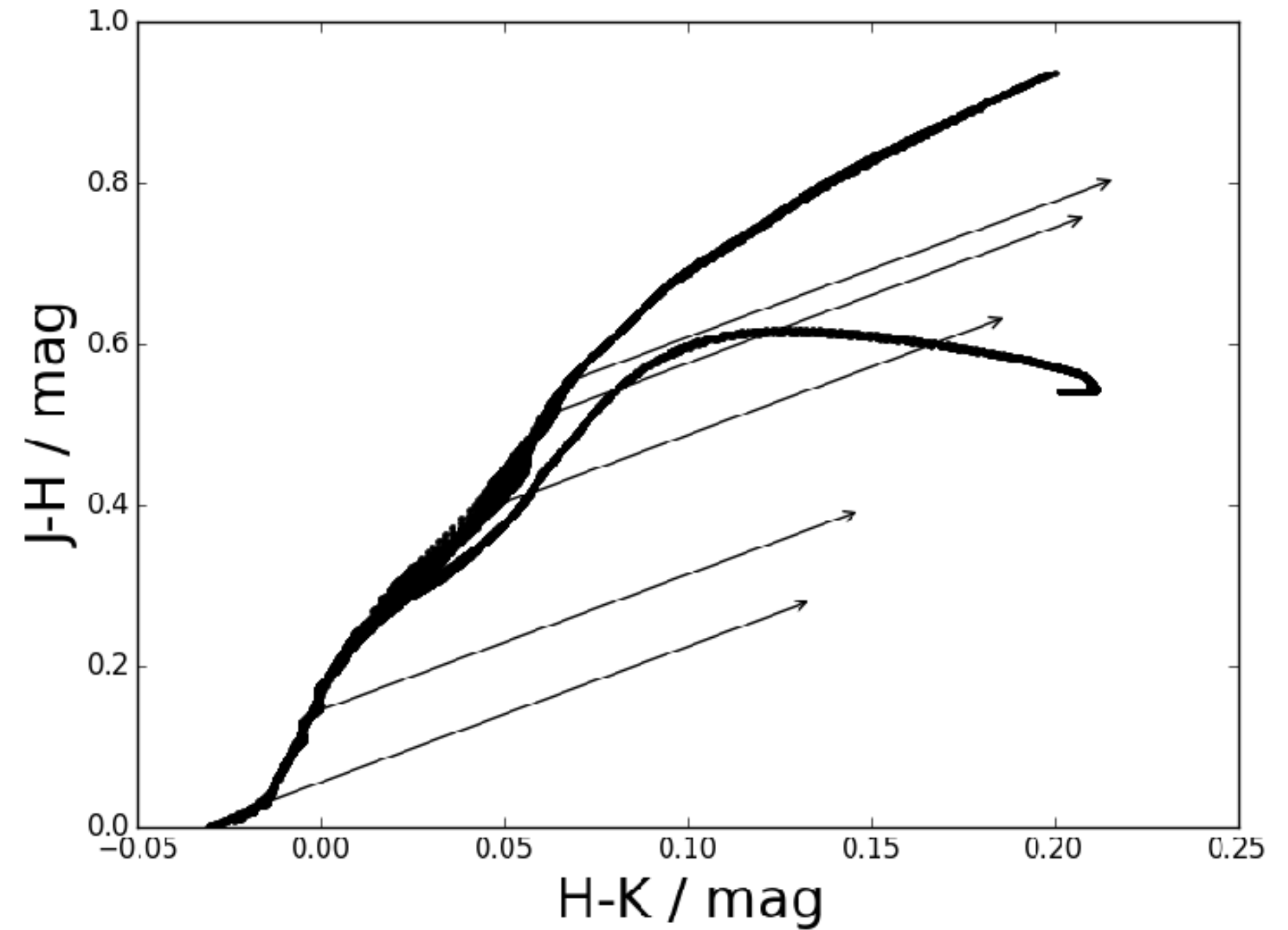
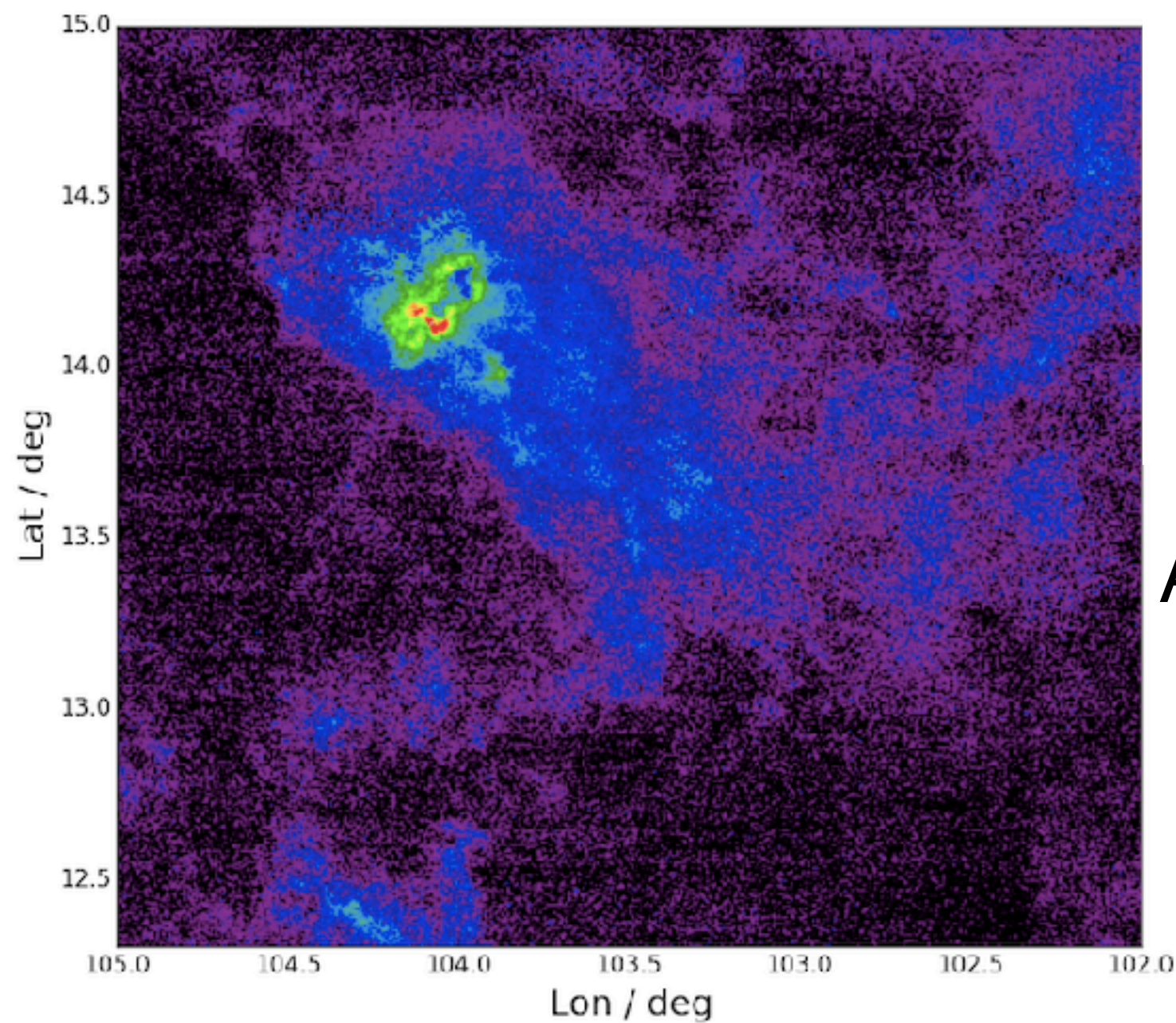




# 3D Extinction – Naive Approach

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- Calculate stellar extinctions and distances
- Cloud is located in front of first highly extinguished star

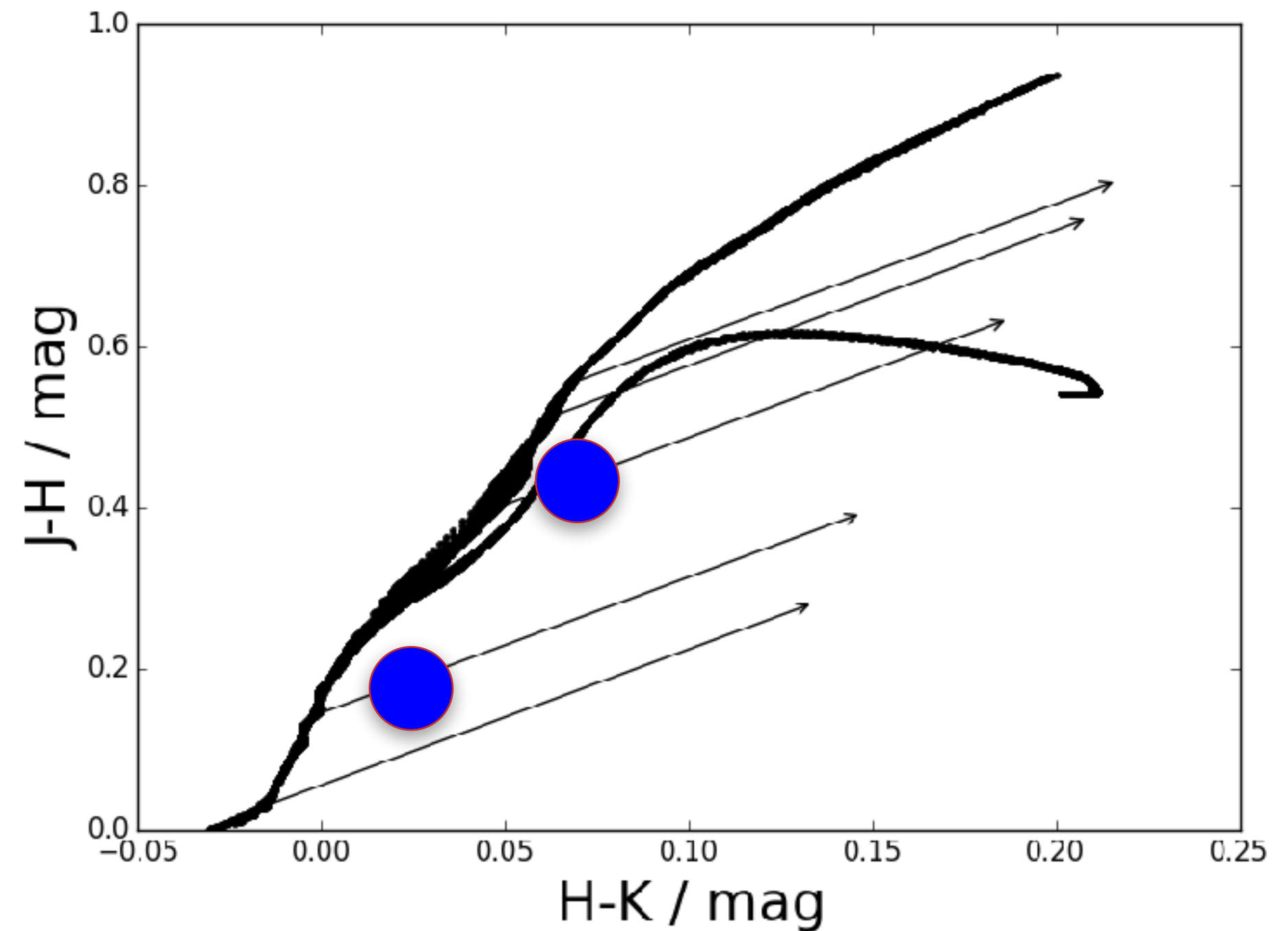
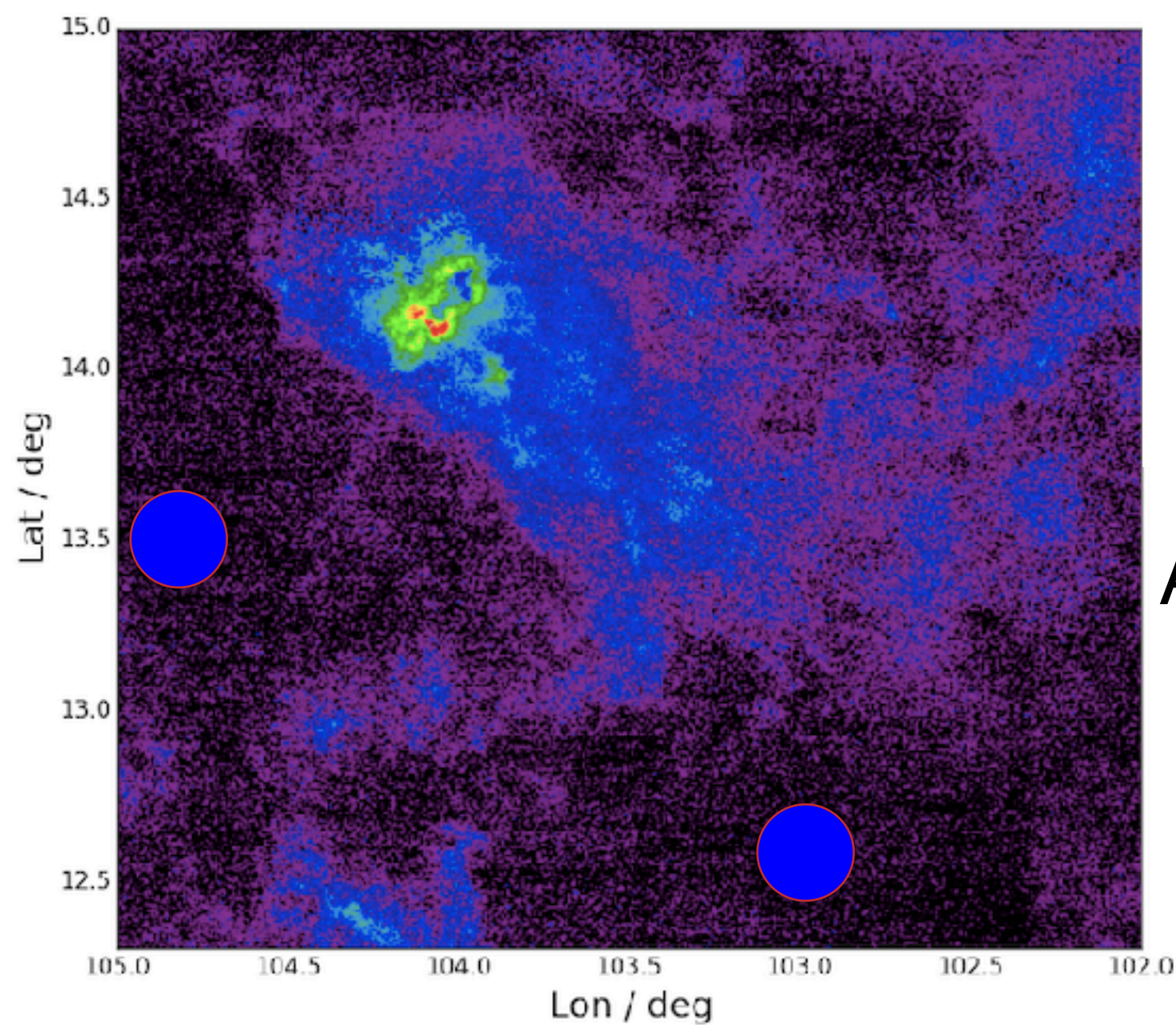


$A_V$

d

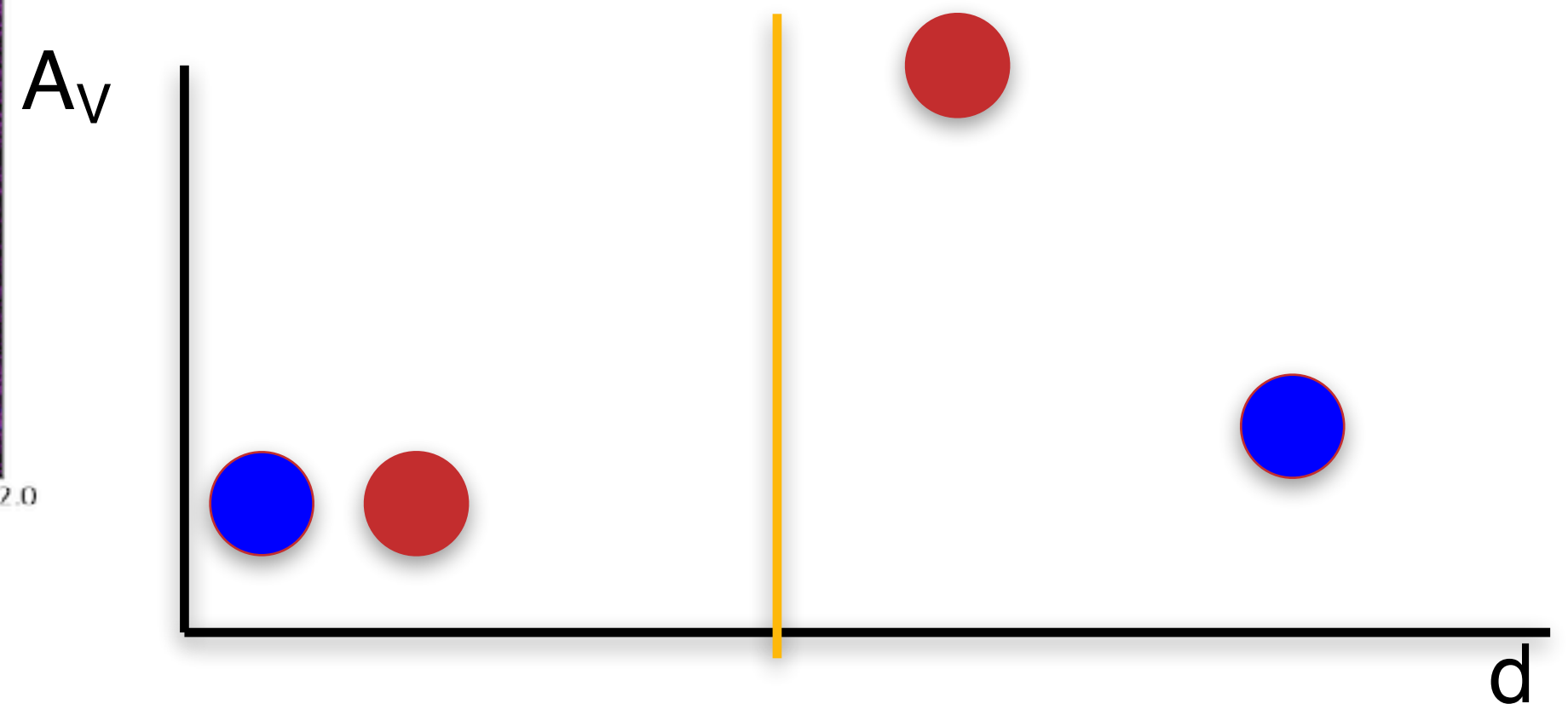
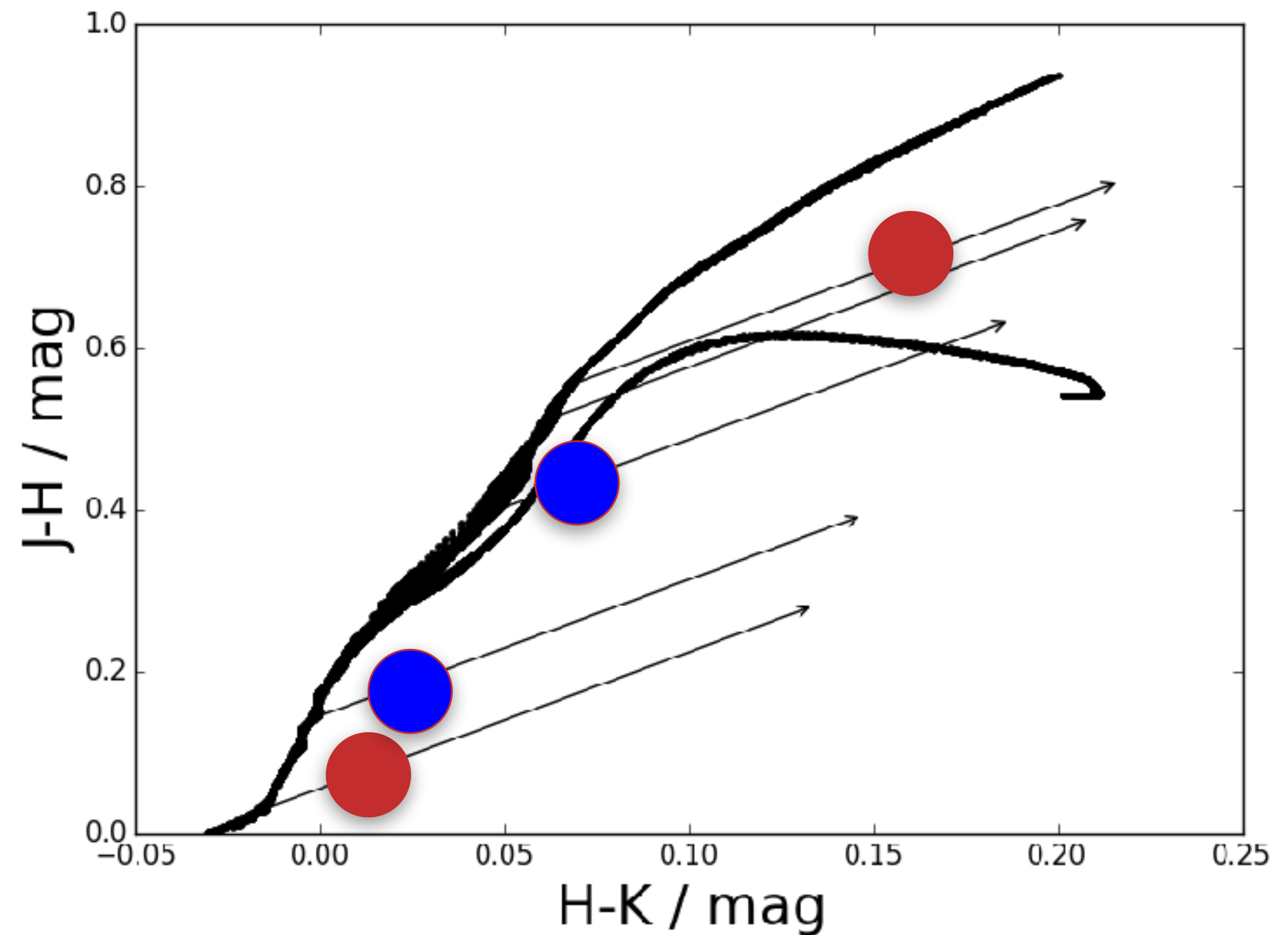
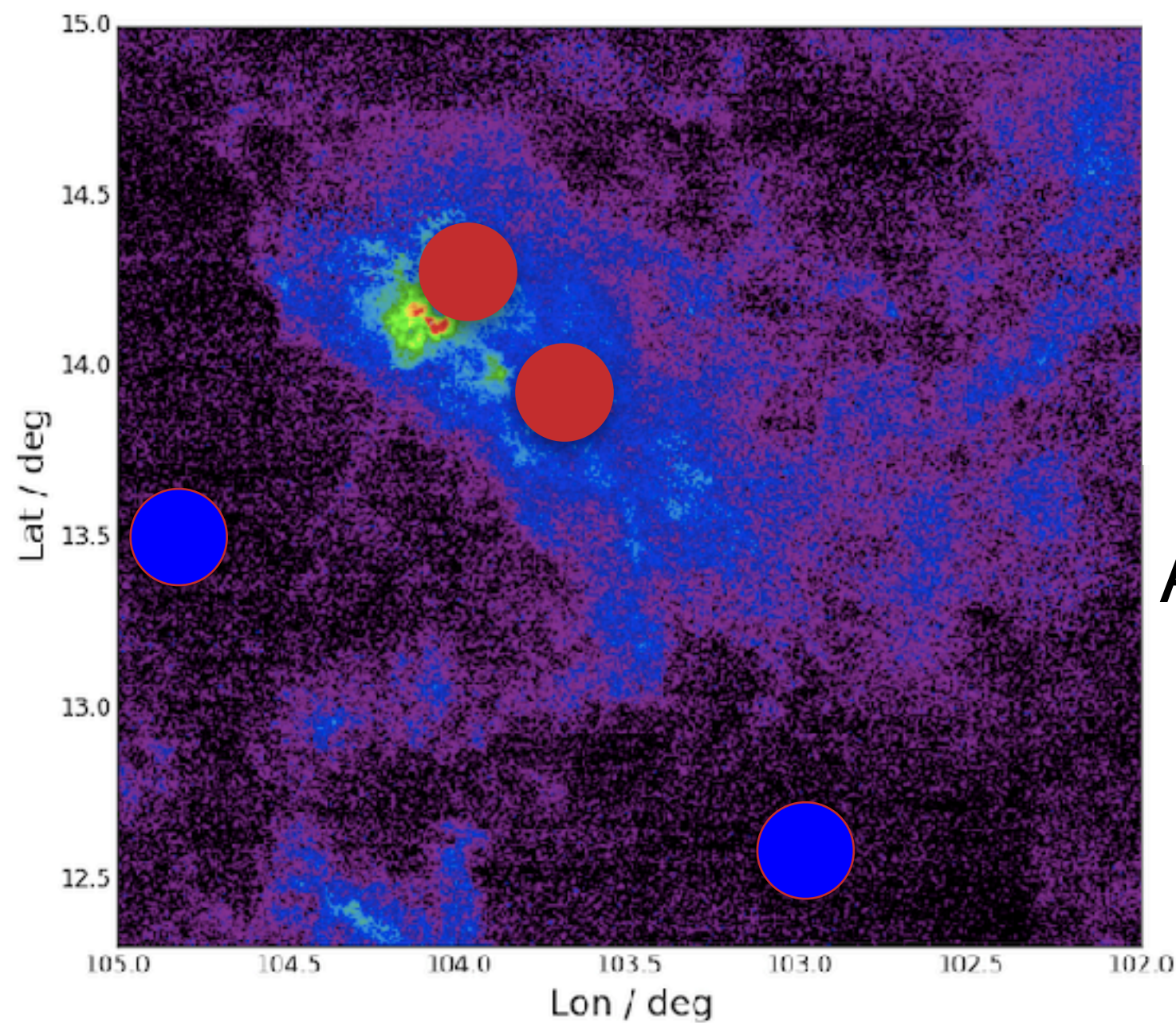
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- Calculate stellar extinctions and distances
- Cloud is located in front of first highly extinguished star
- Use CO maps to generate cloud and reference fields



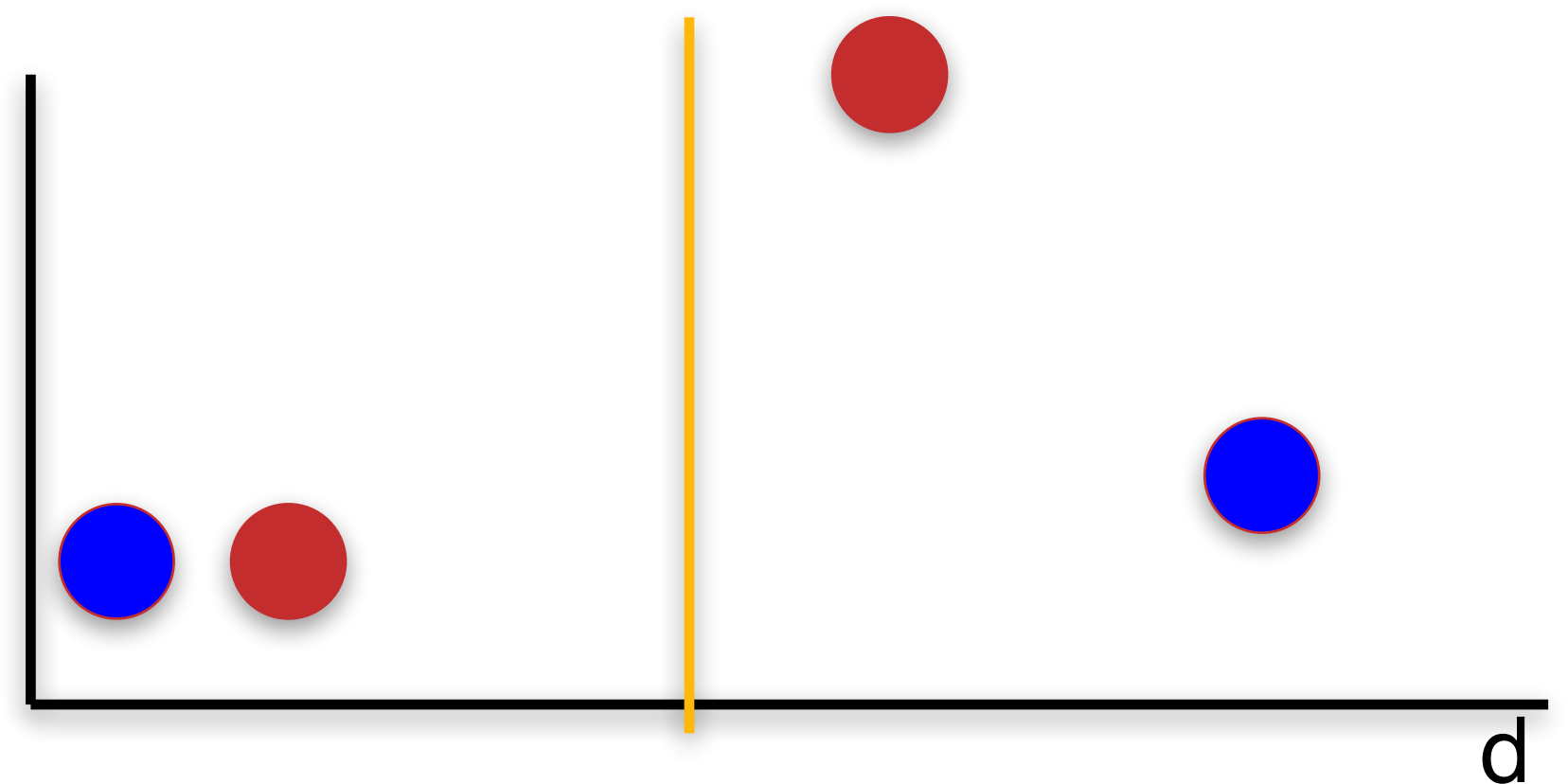
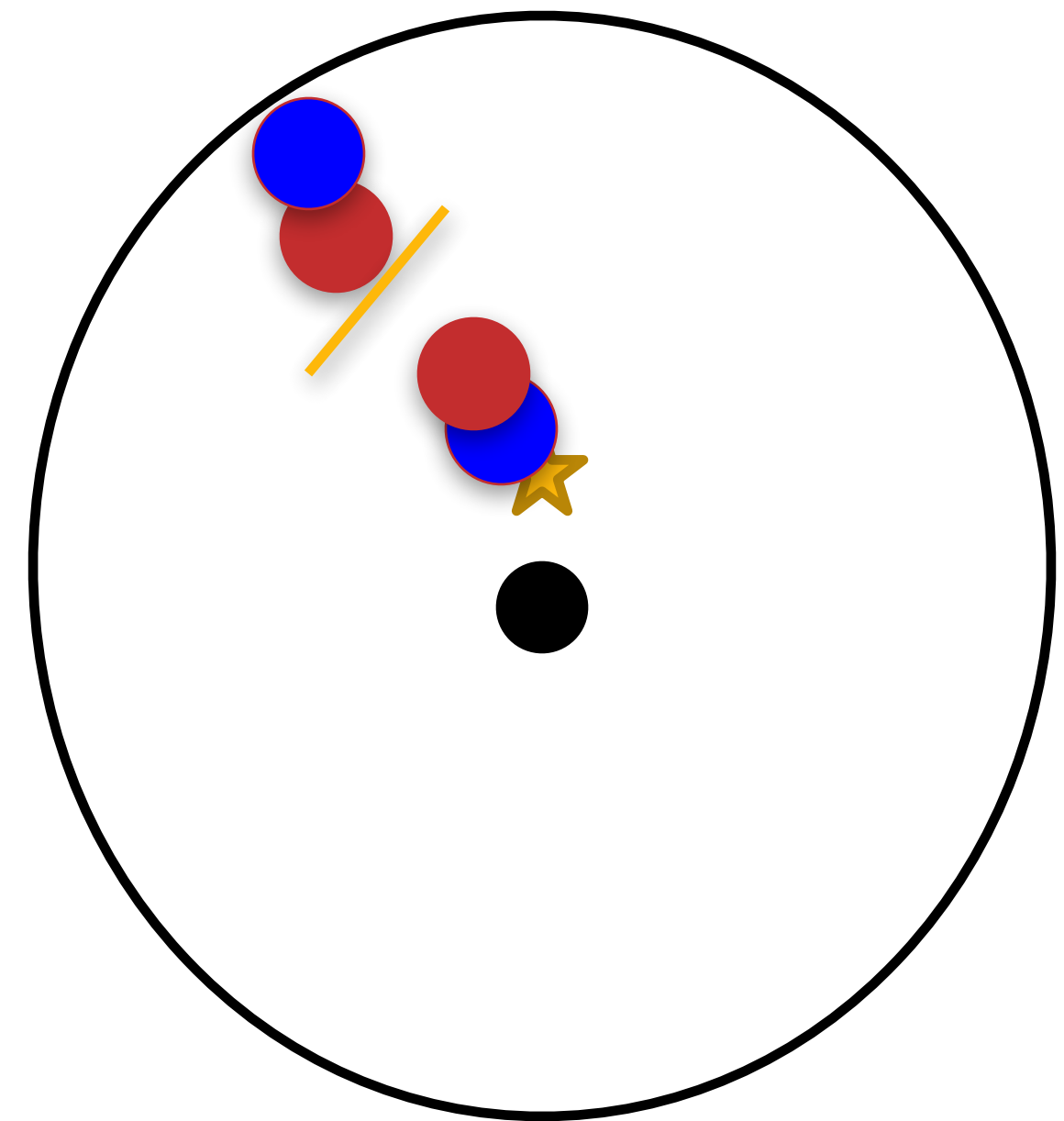
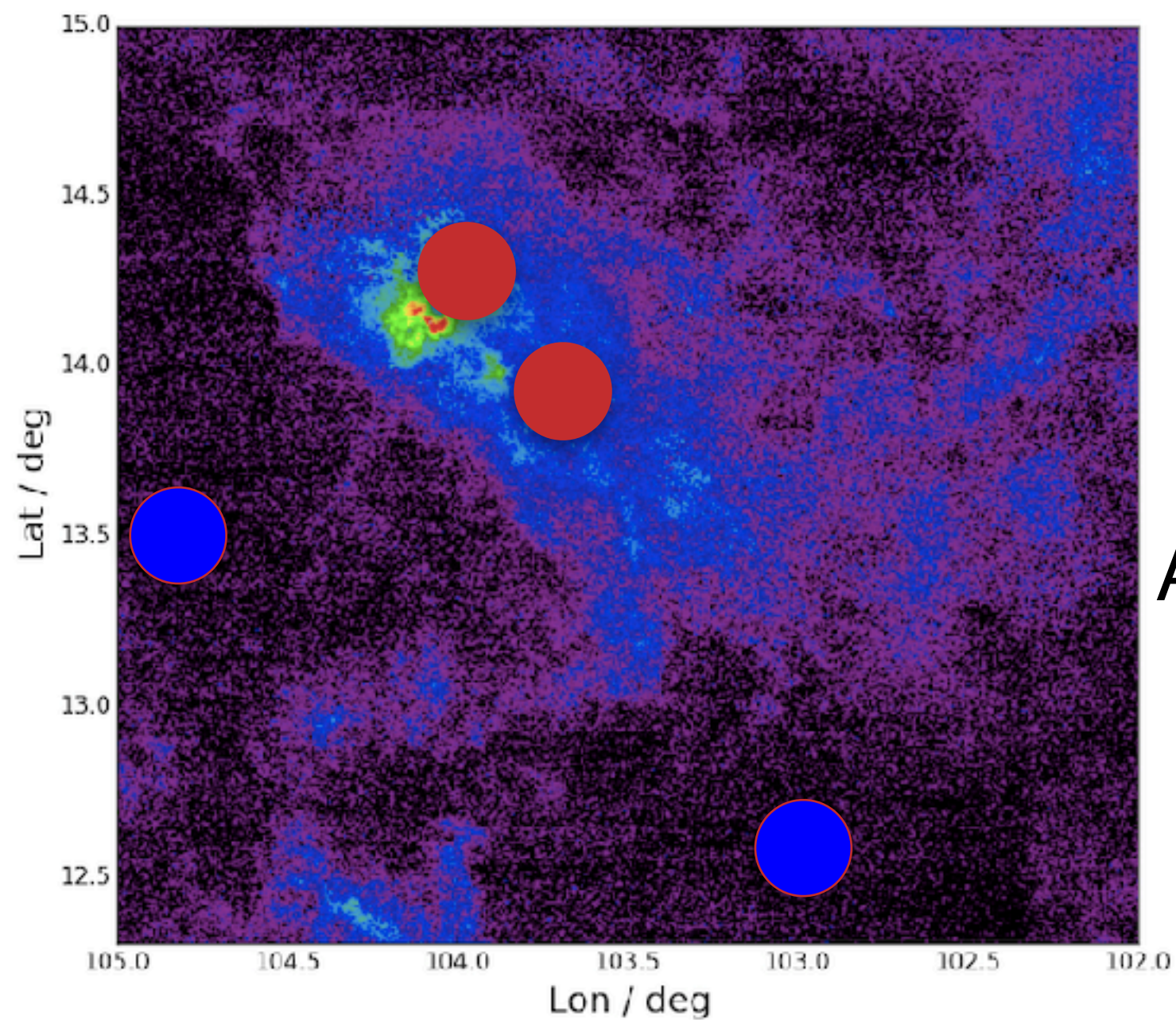
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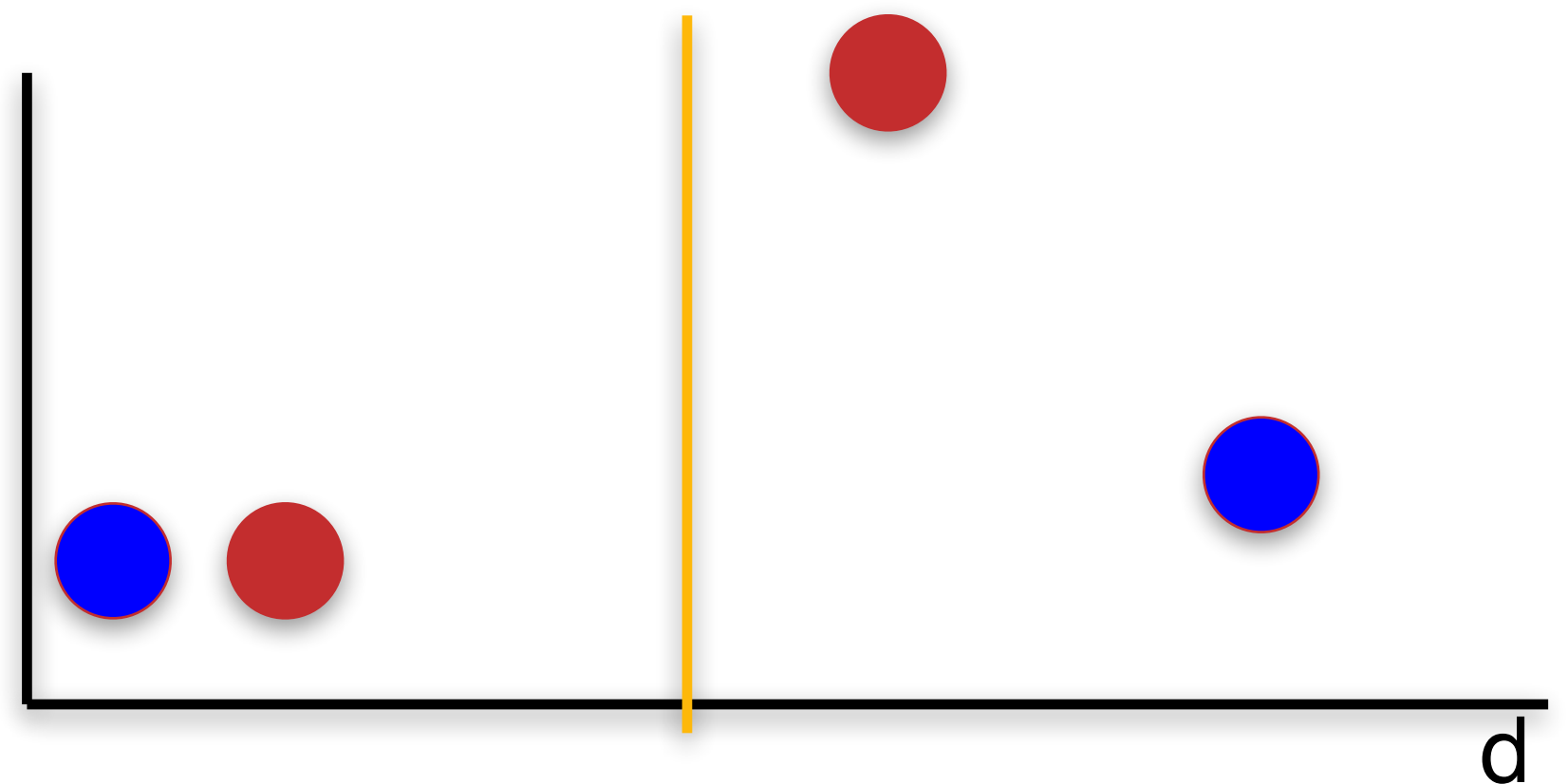
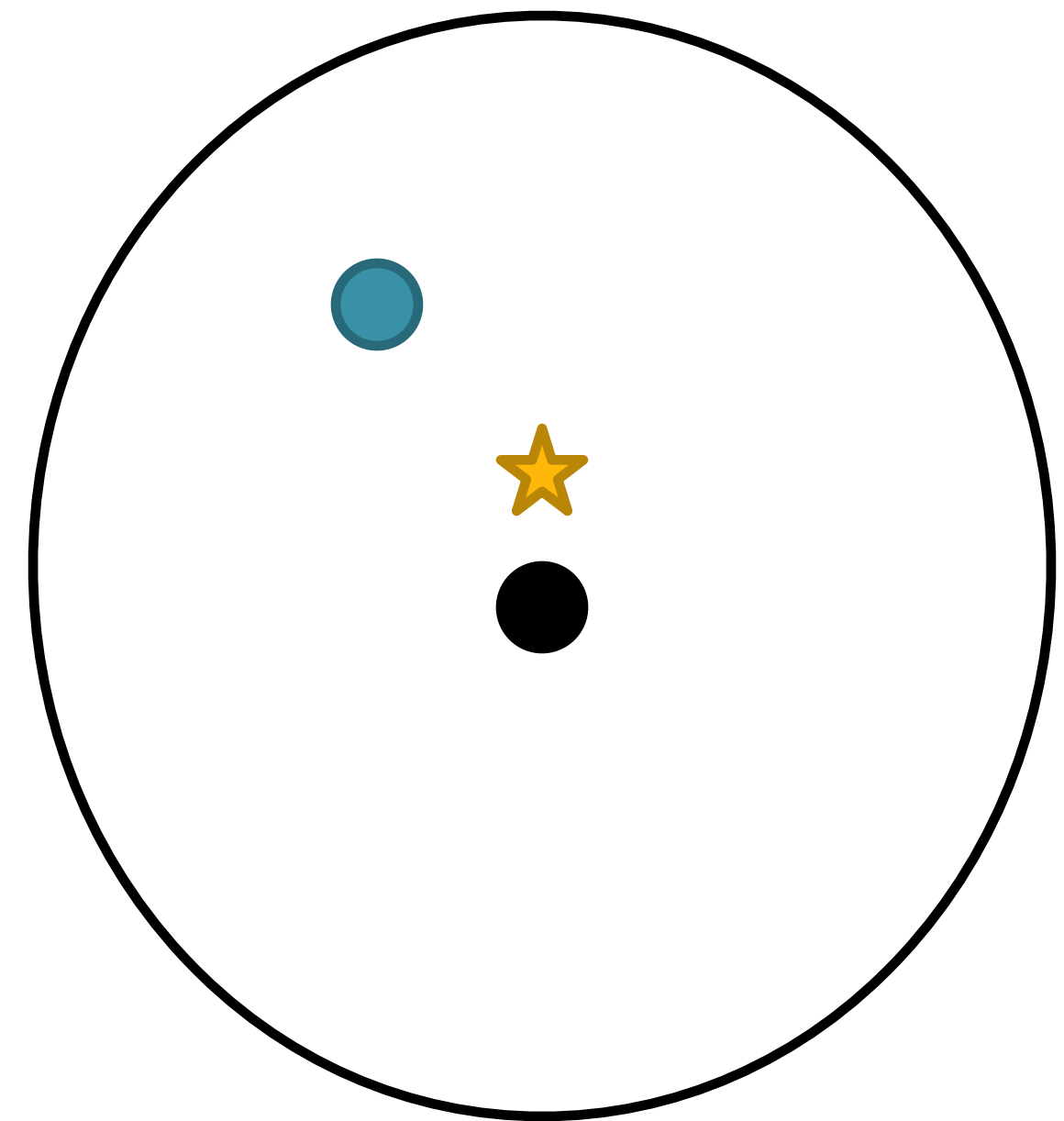
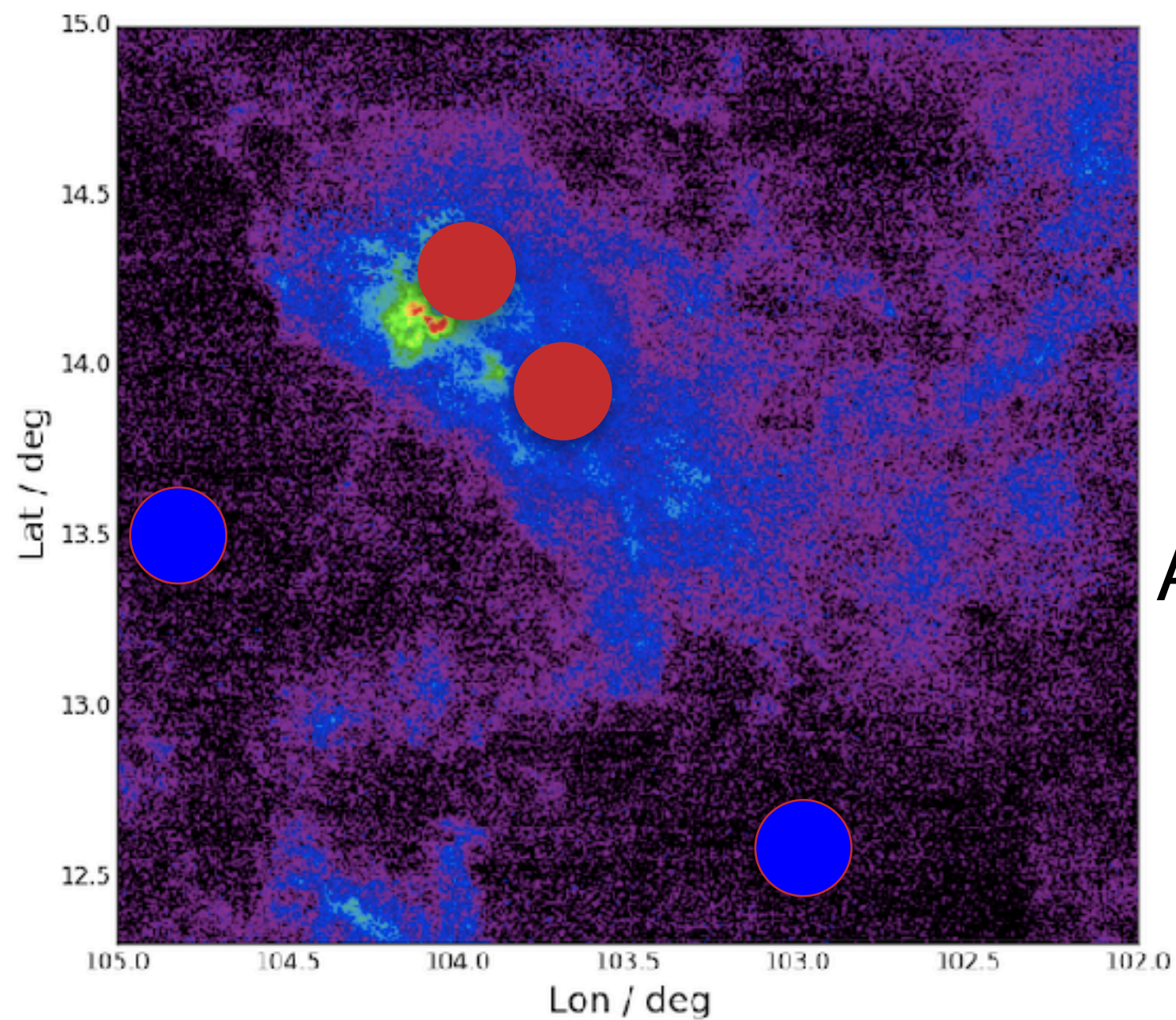
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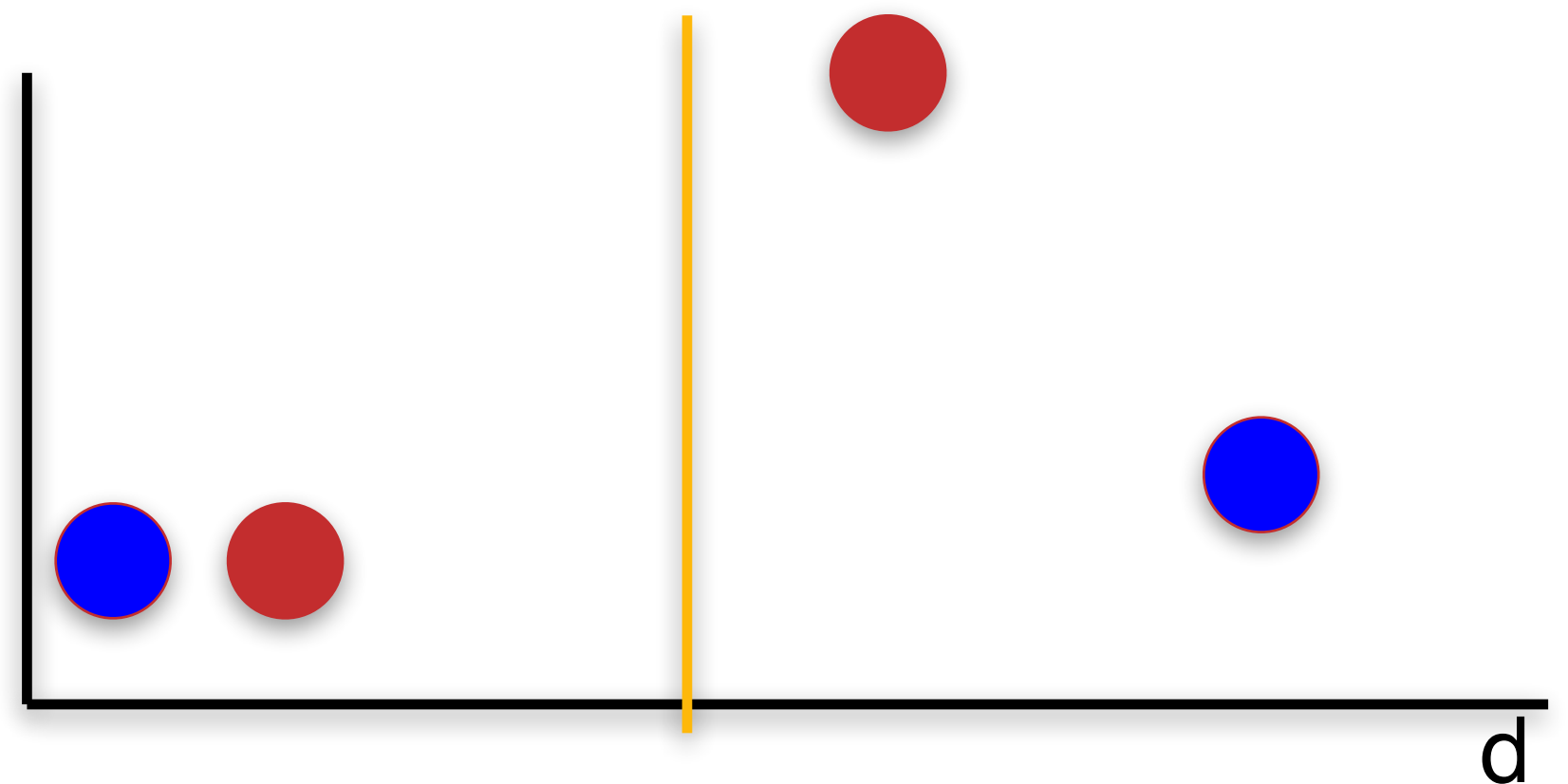
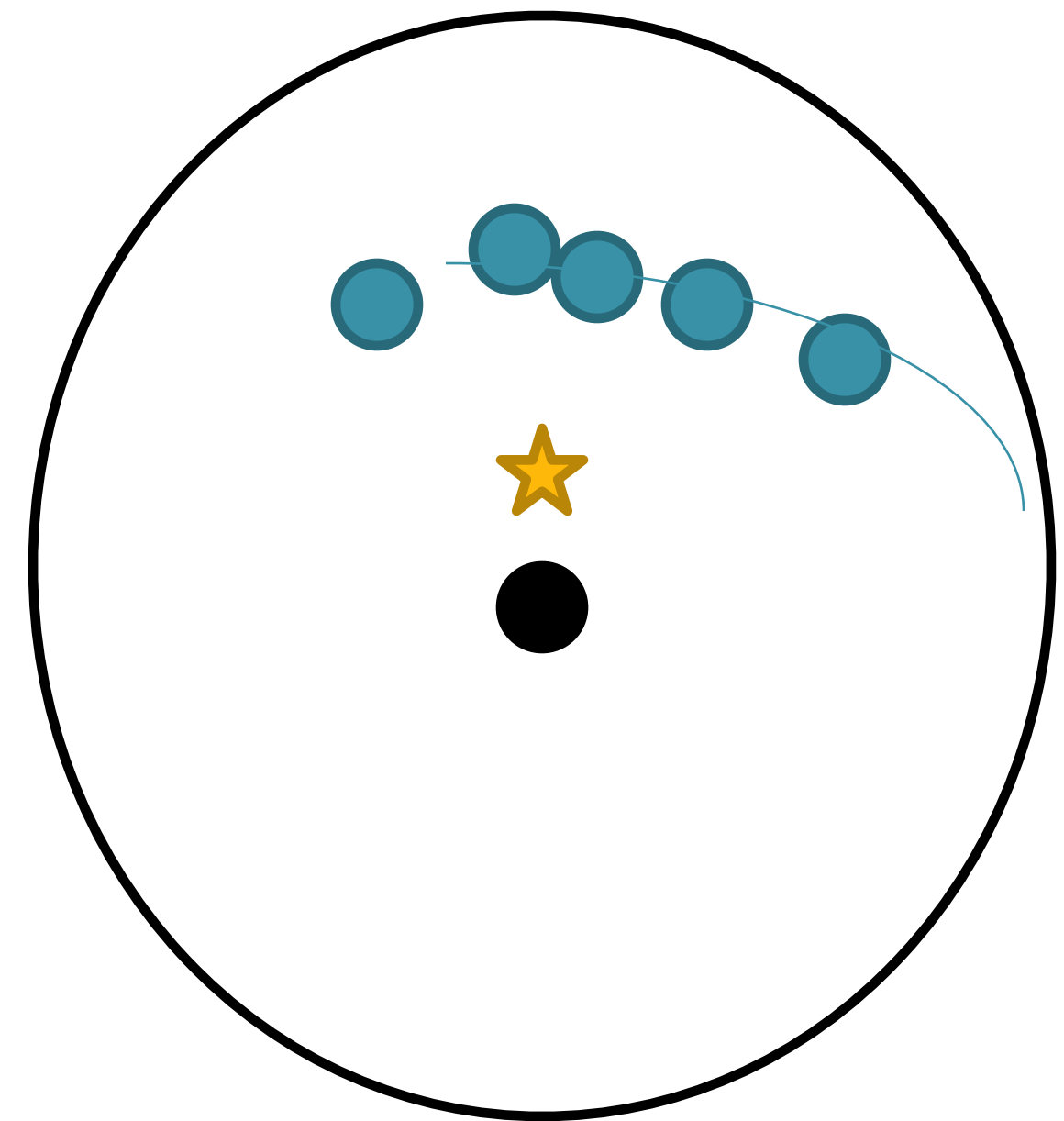
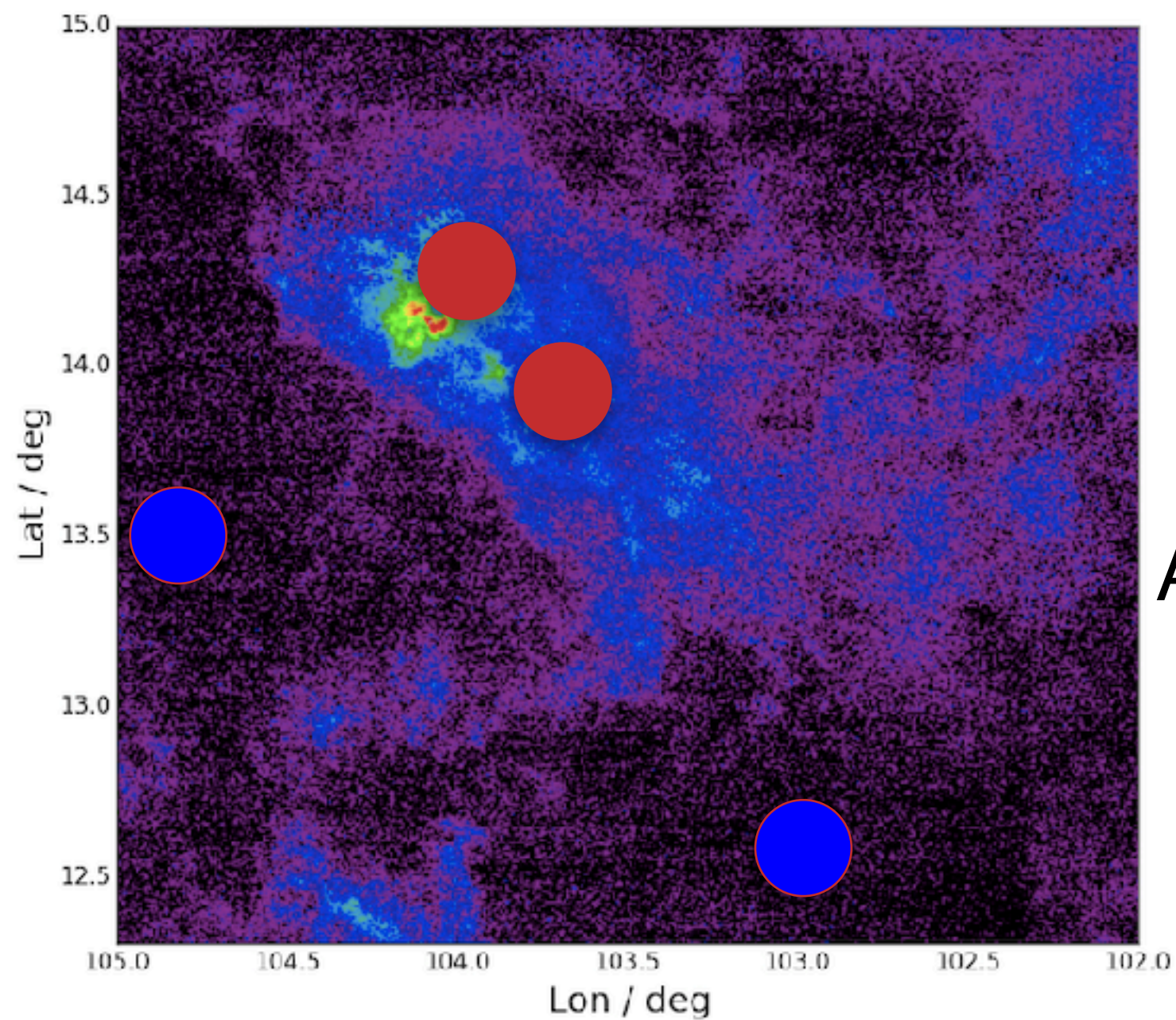
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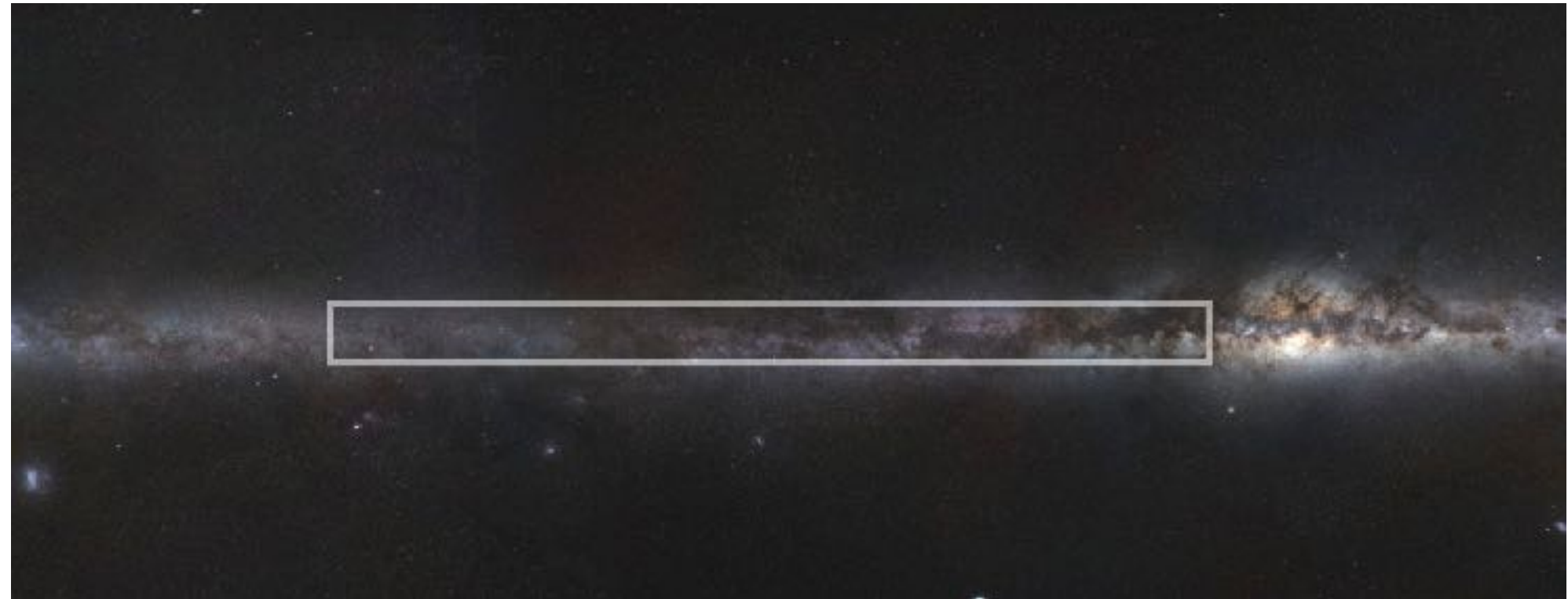




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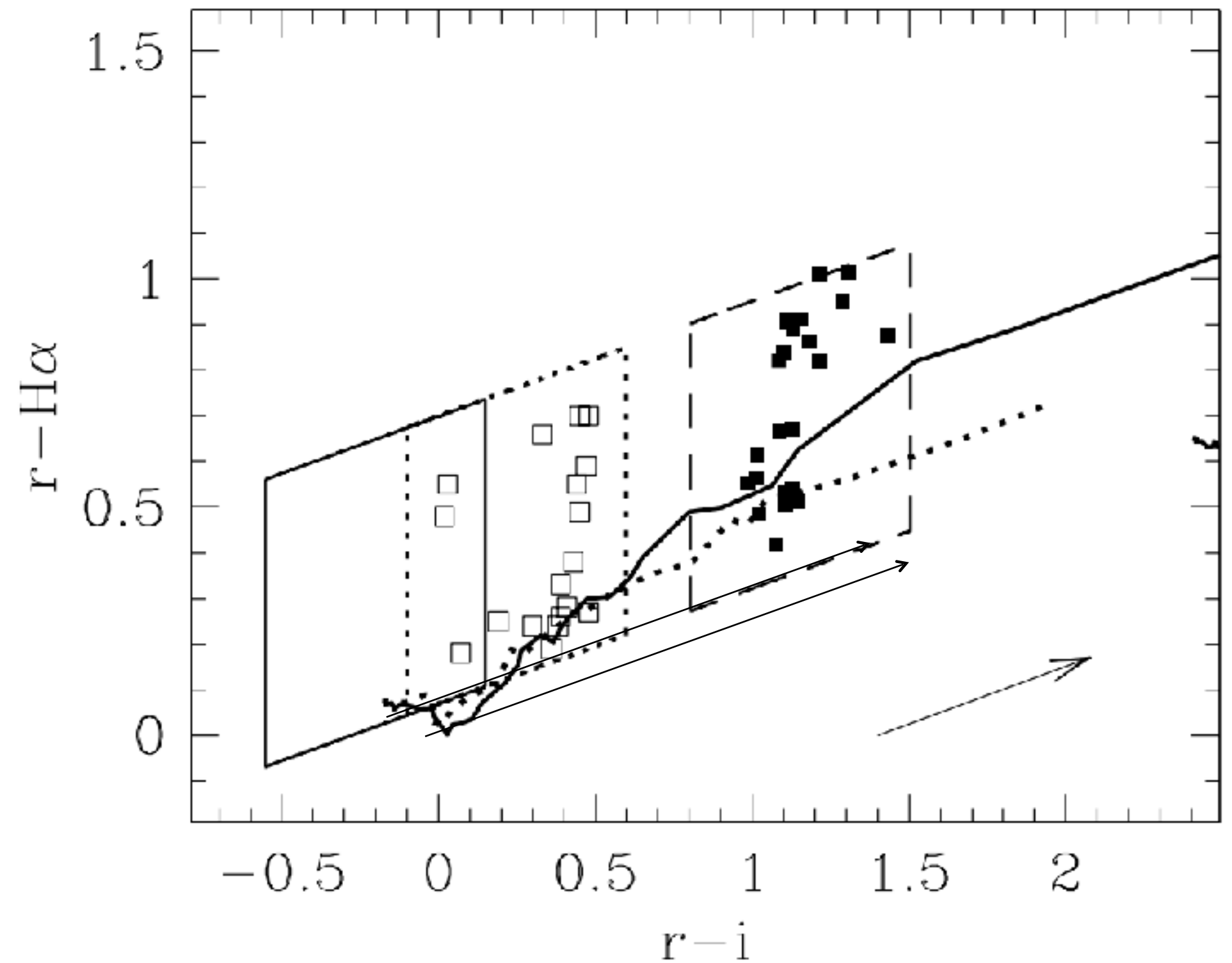
- Galactic plane survey in r, i, and  $H\alpha$ ,  $-5^\circ < b < 5^\circ$ ,  $29^\circ < l < 215^\circ$



Brunier, ESO

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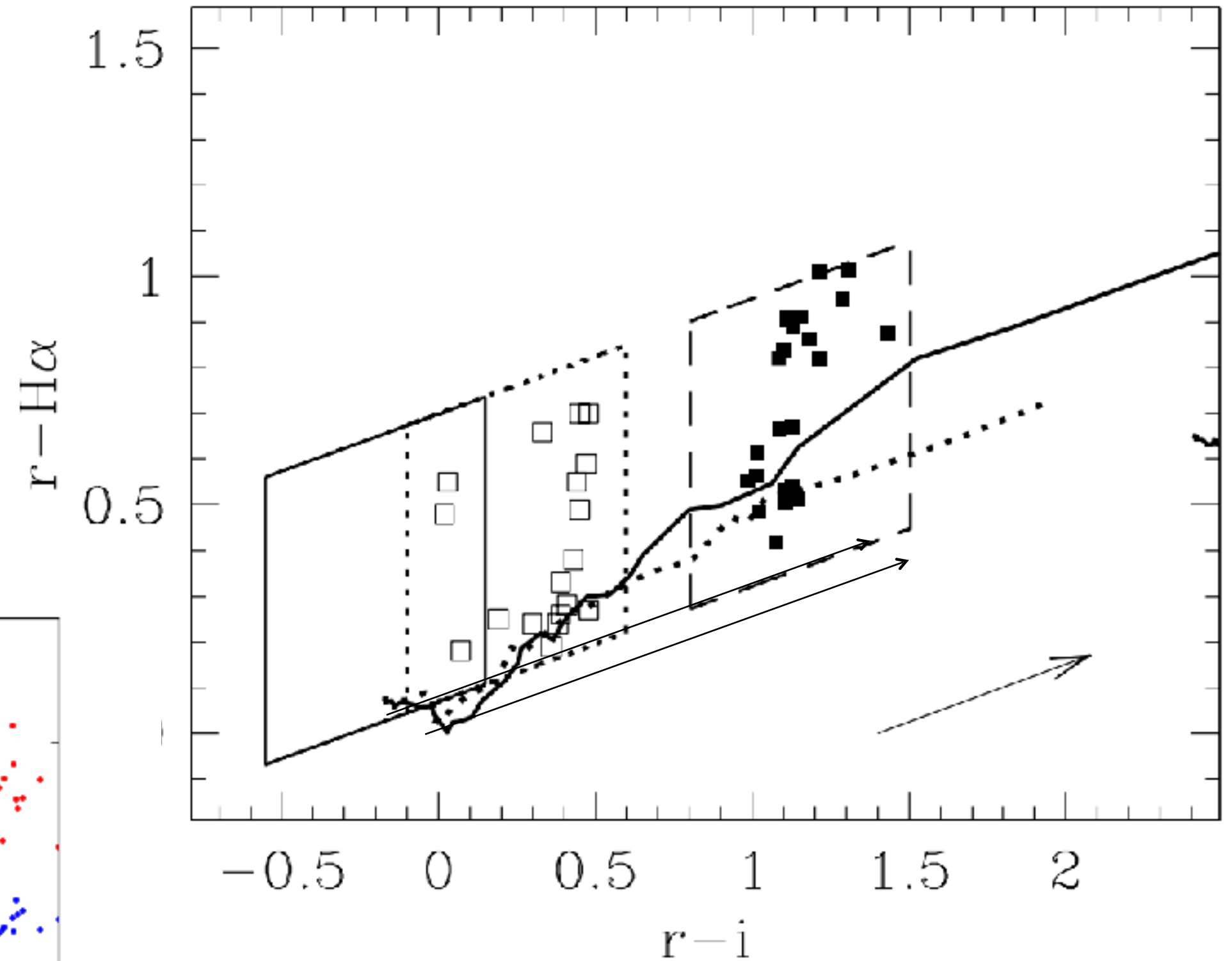
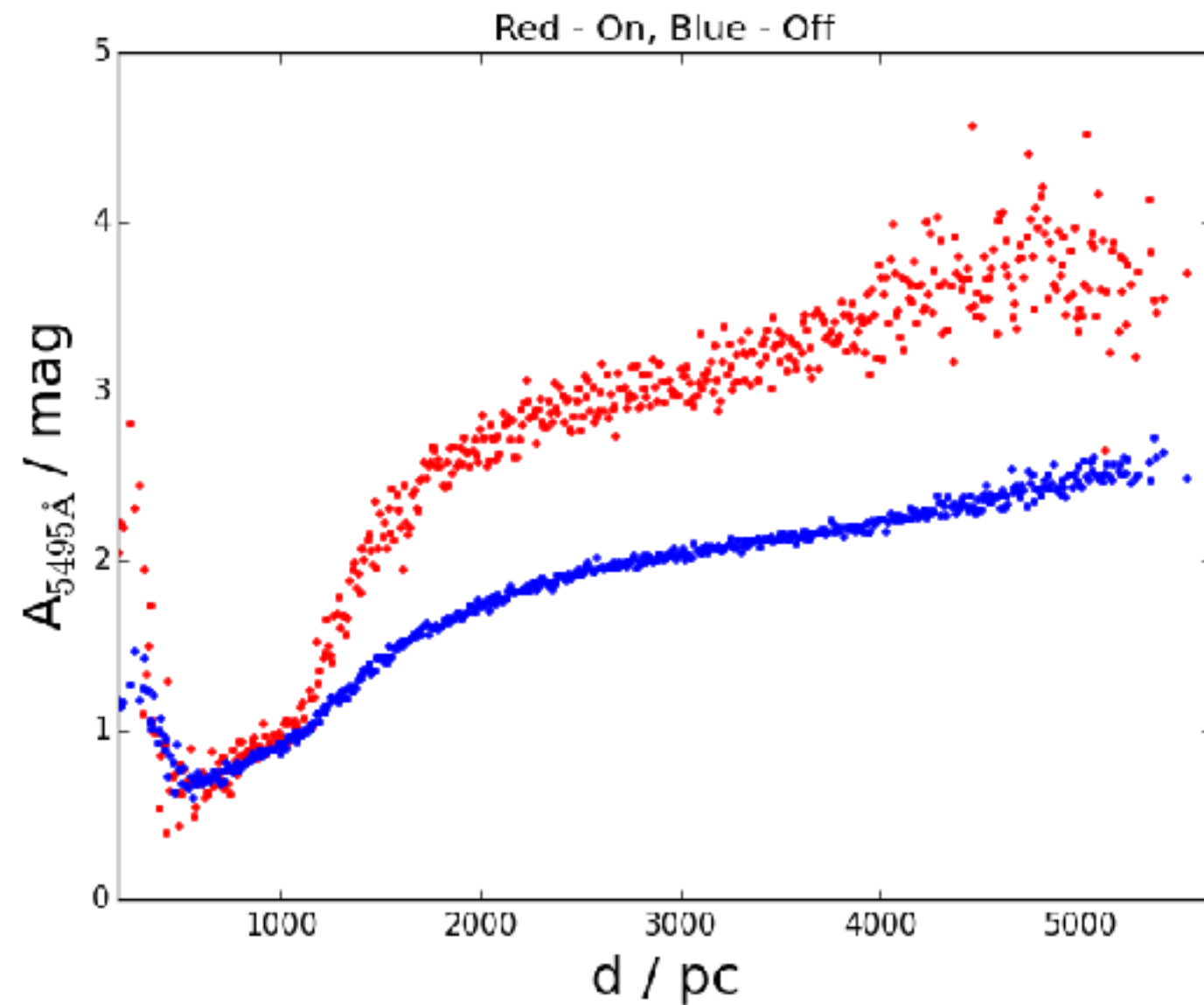
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Corradi et al., 2008, A&A, 480, 409

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- Galactic plane survey in  $r$ ,  $i$ , and  $H\alpha$ ,  $-5^\circ < b < 5^\circ$ ,  $29^\circ < l < 215^\circ$
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- Not accurate below  $\sim 500$ pc



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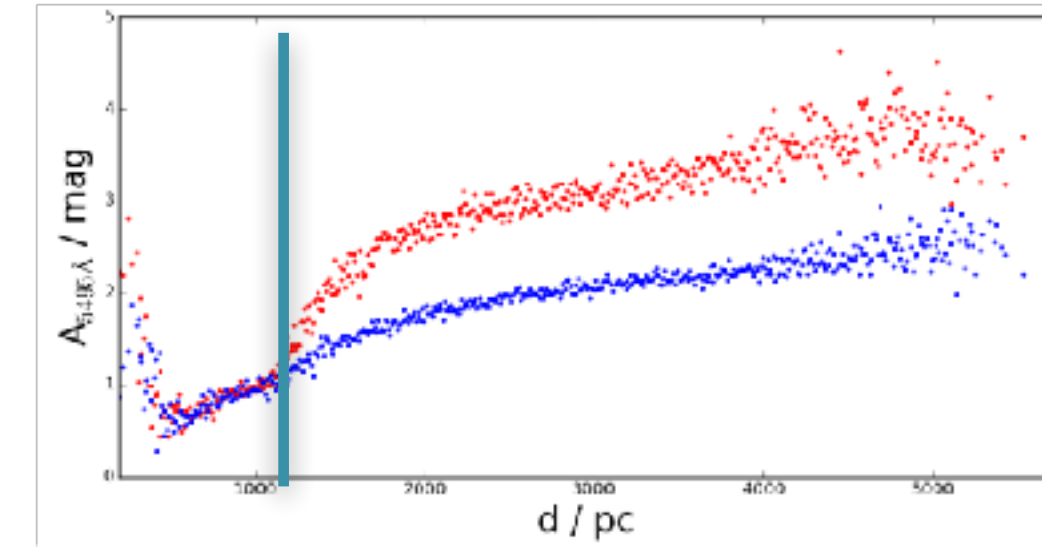
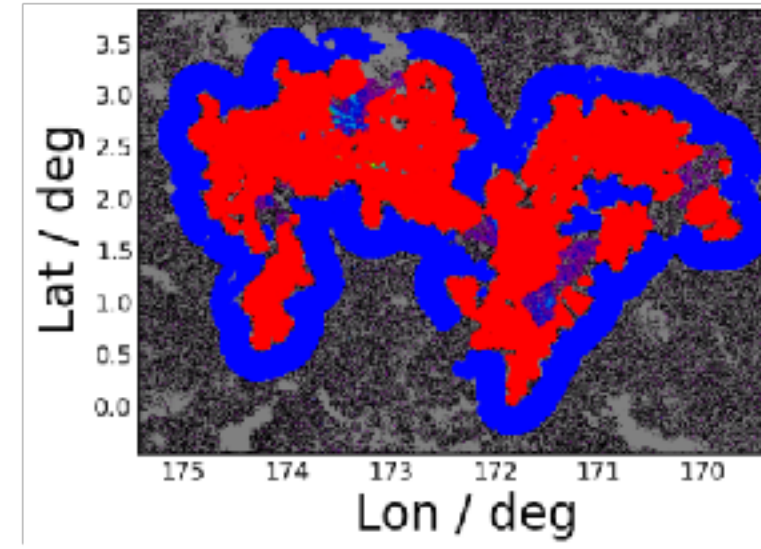
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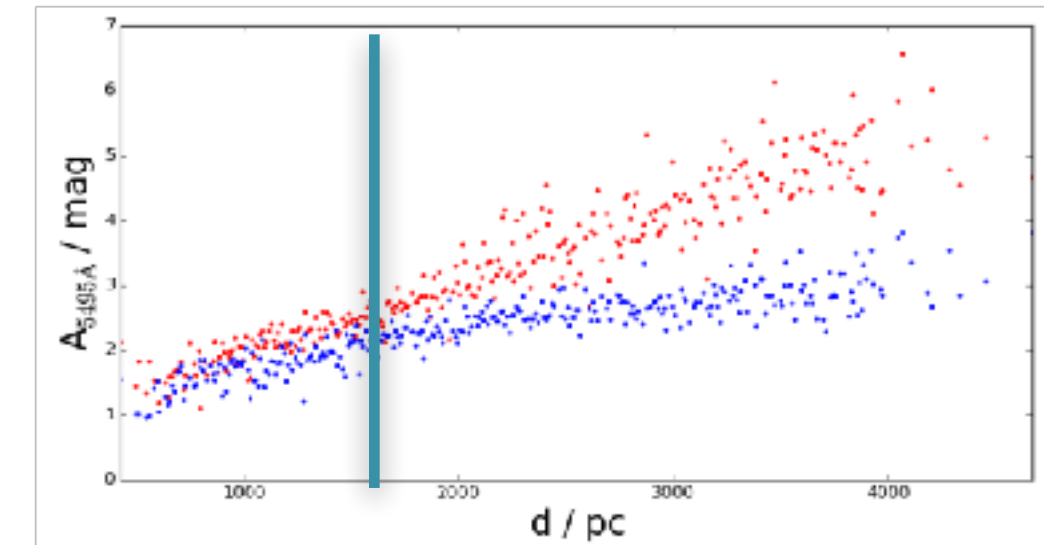
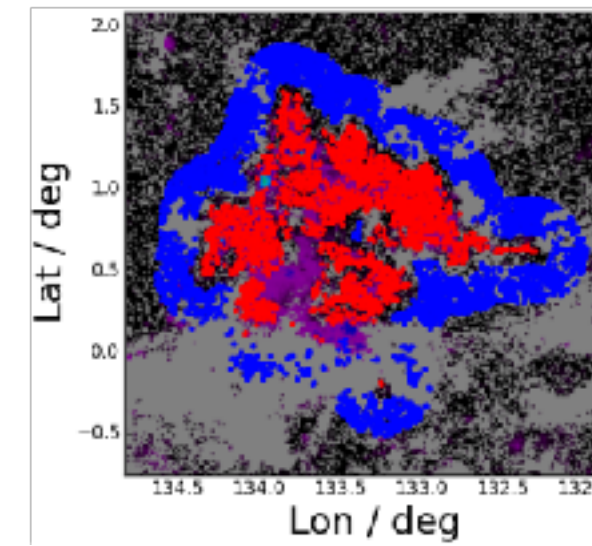
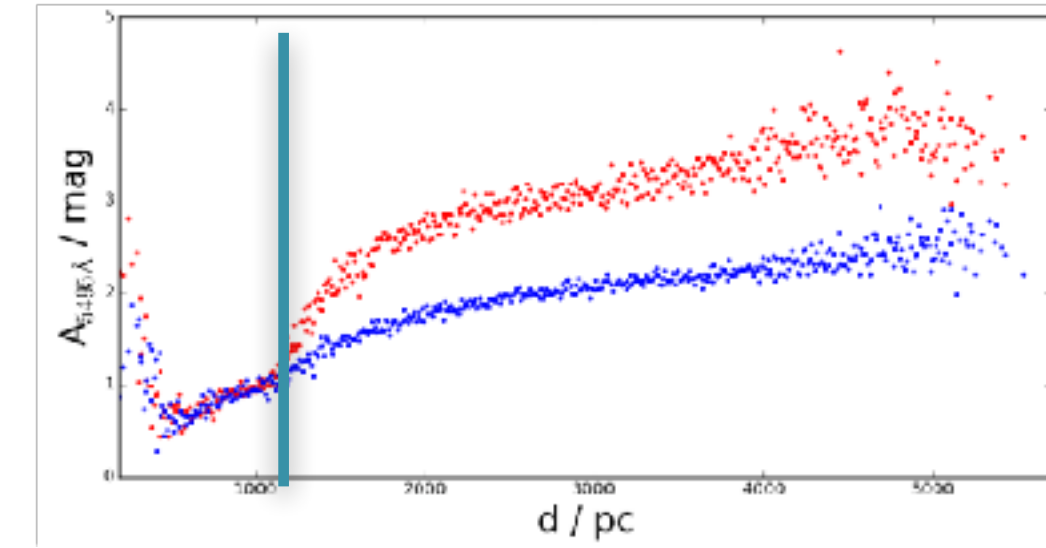
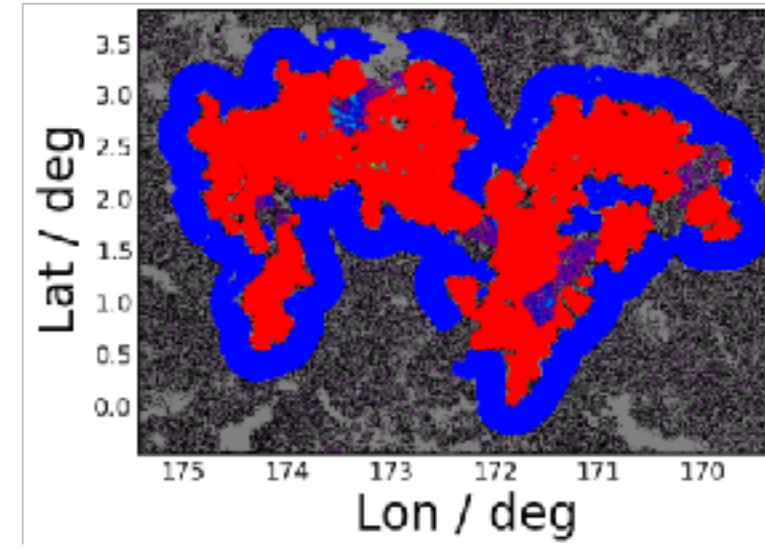
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1. Evans N.J. II, Blair G. N., 1981, ApJ, 246, 394

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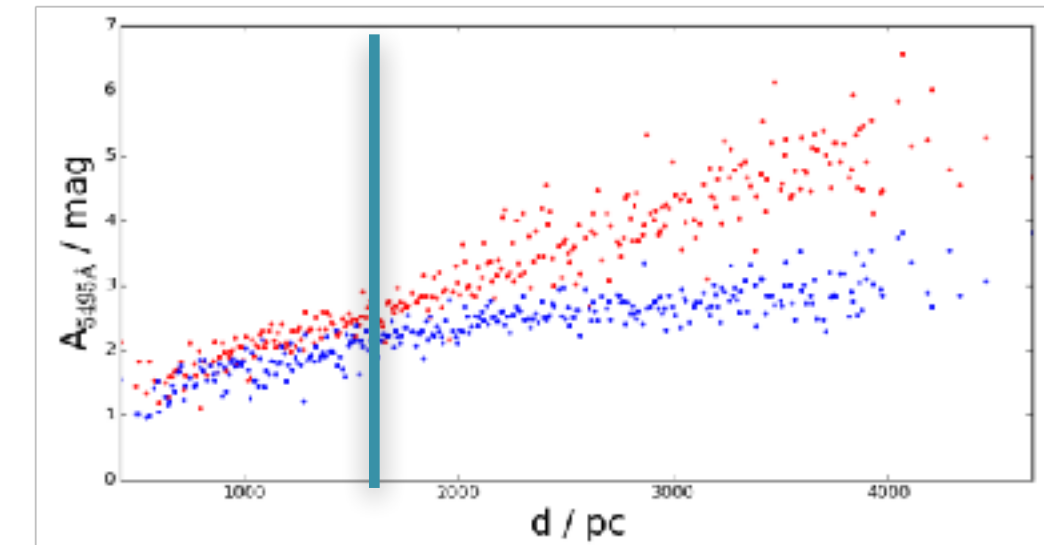
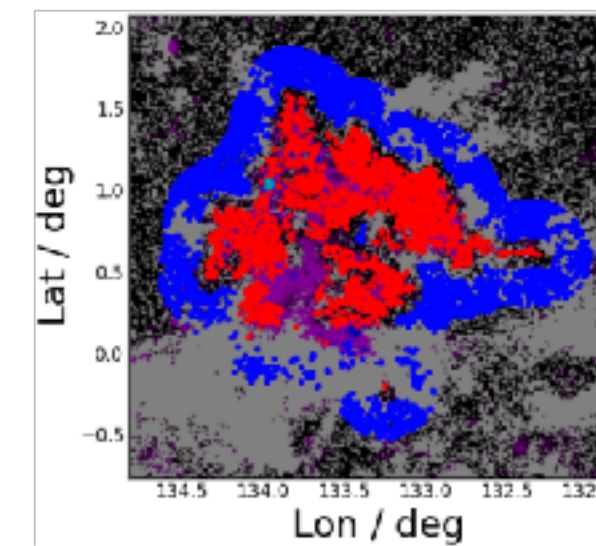
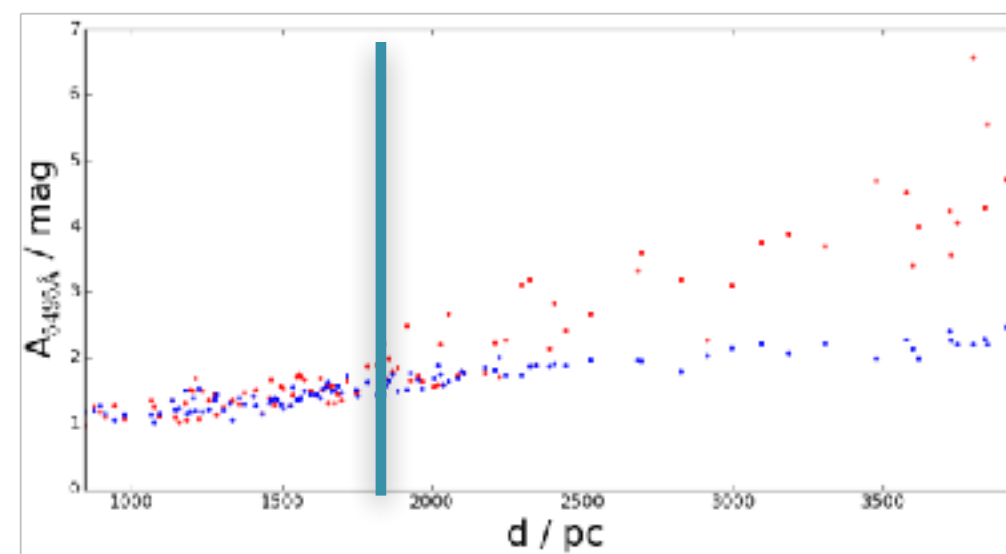
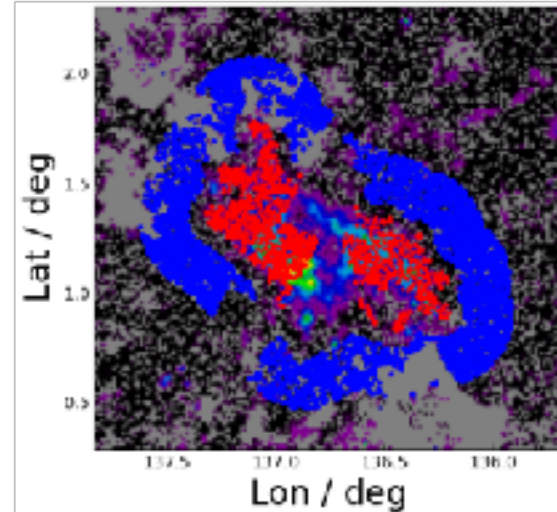
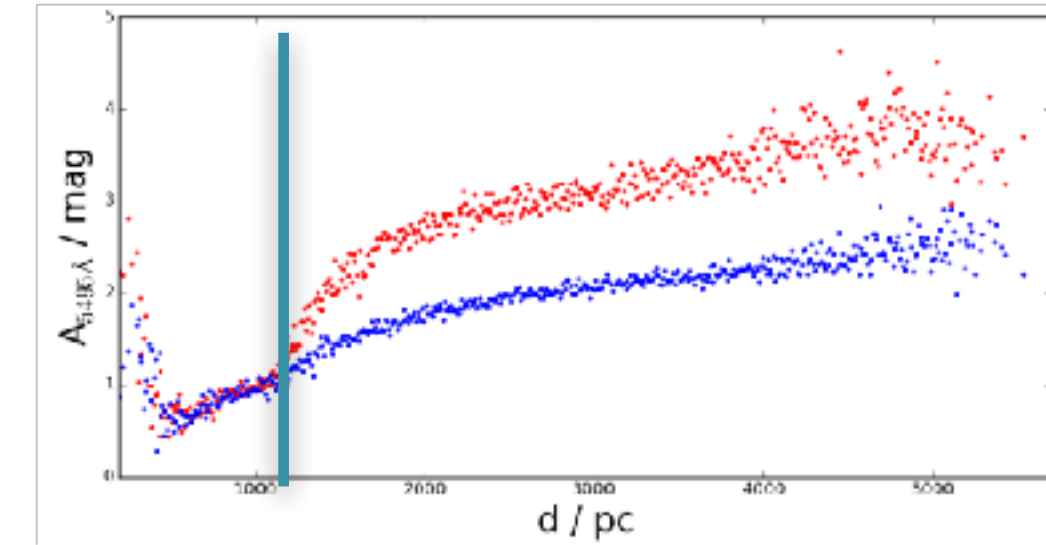
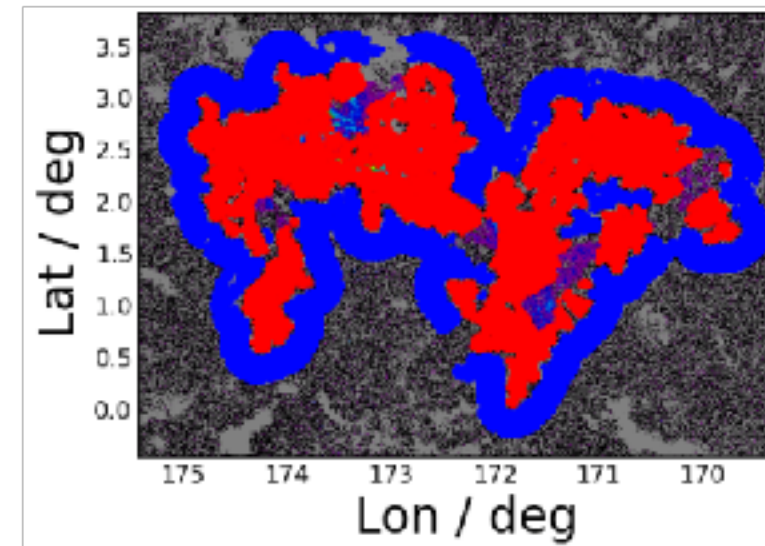
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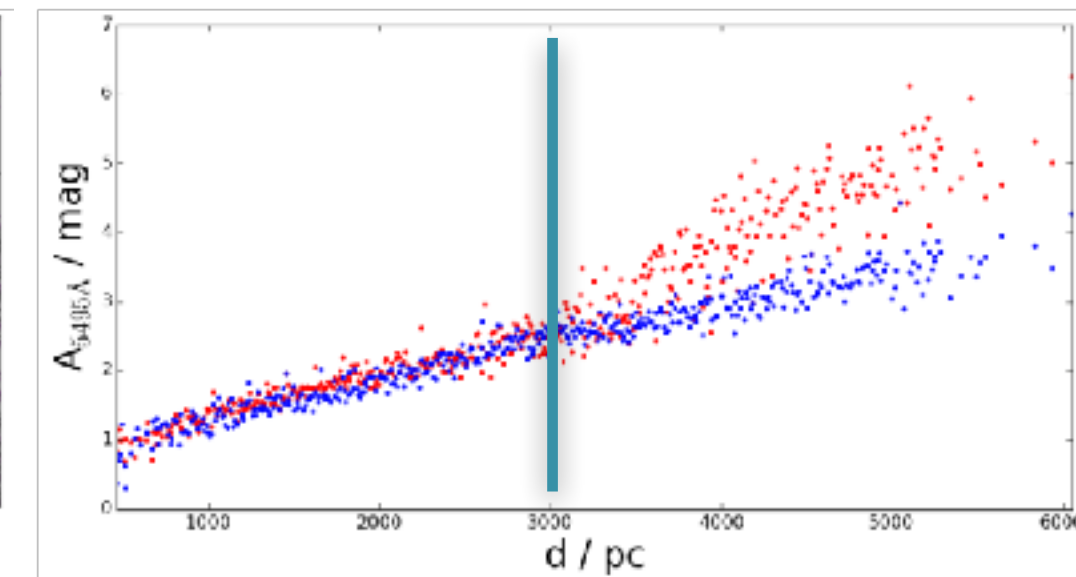
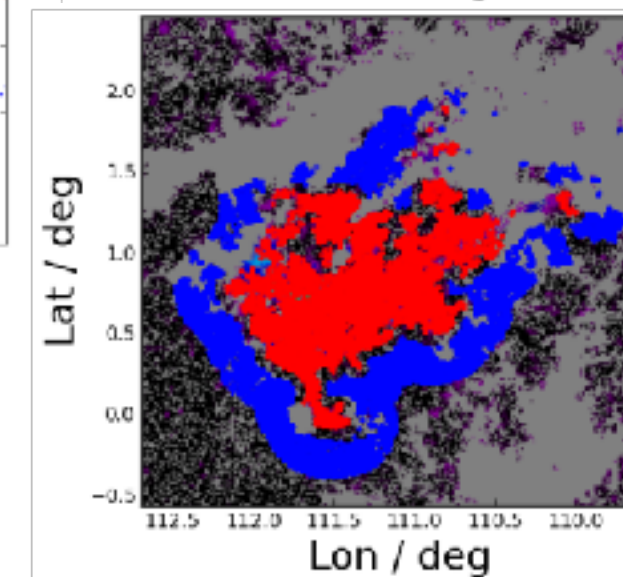
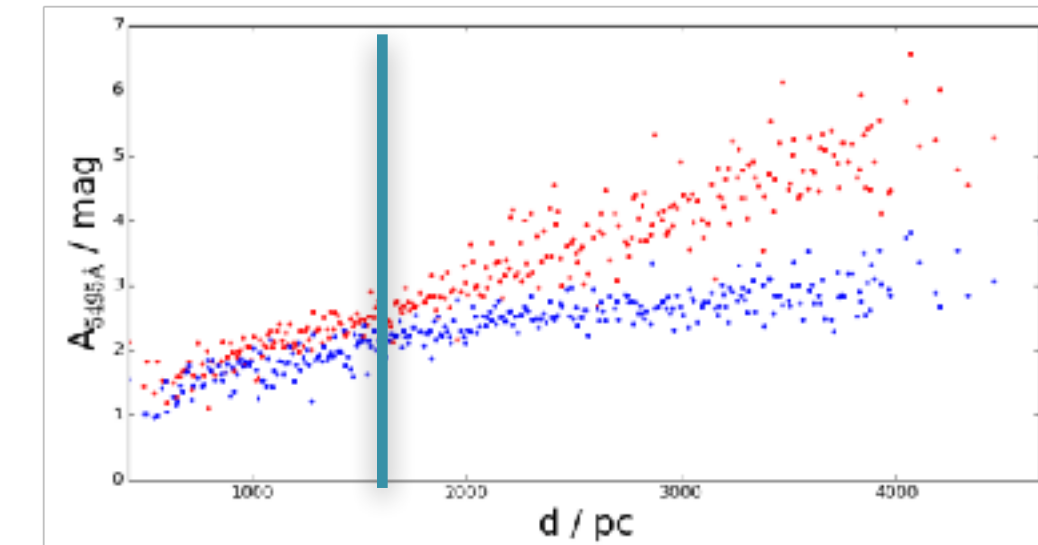
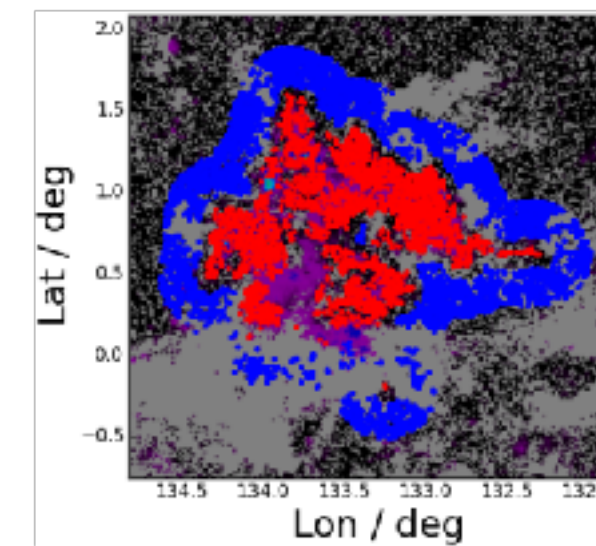
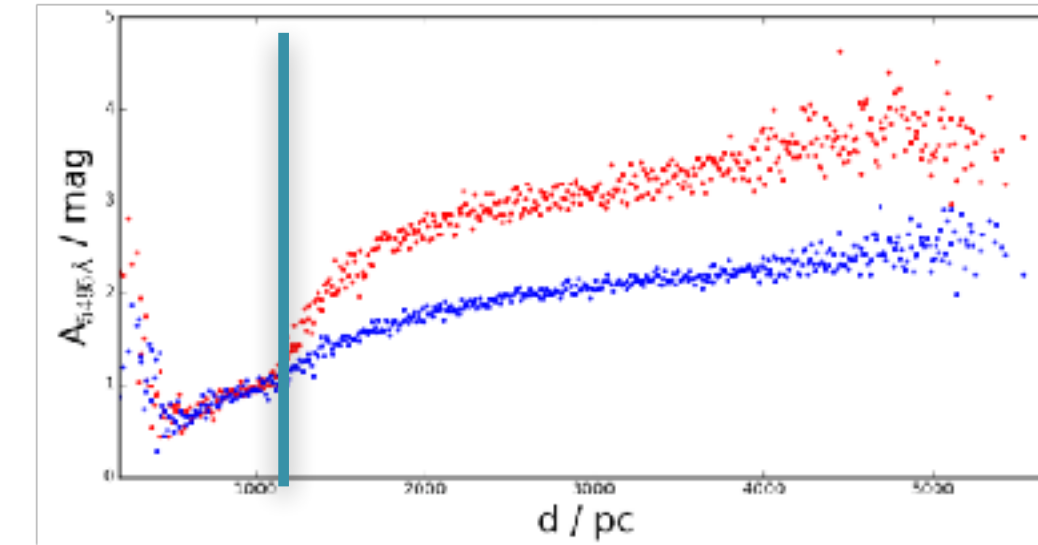
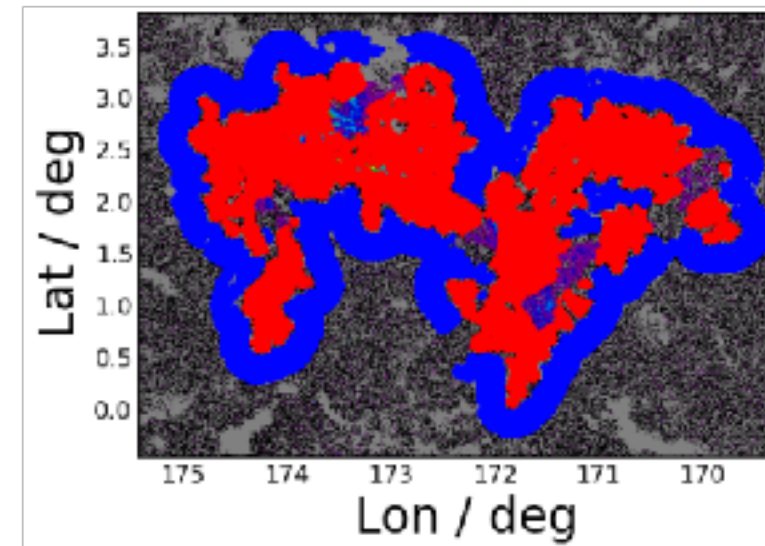
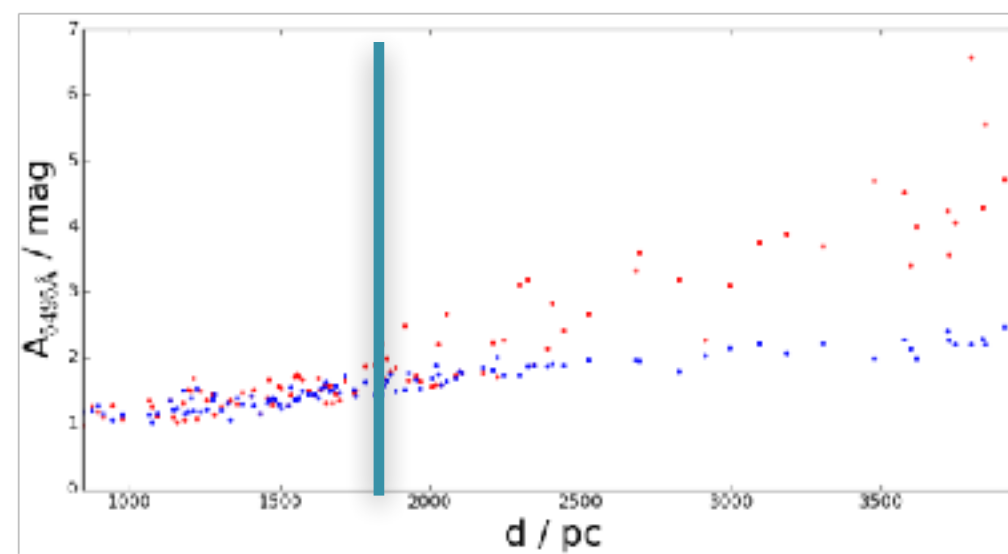
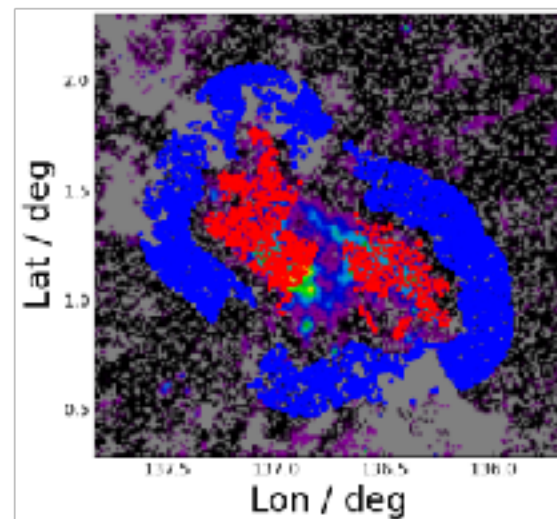
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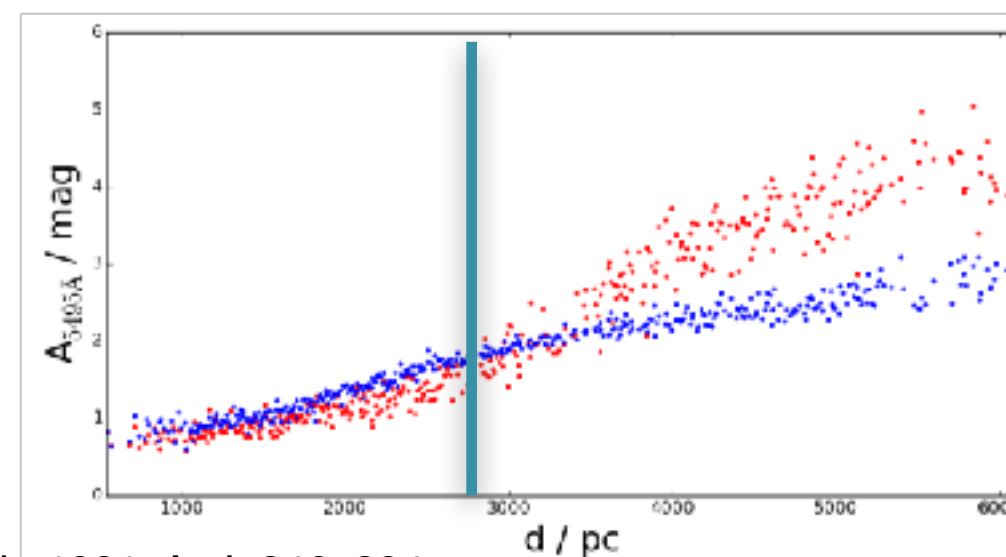
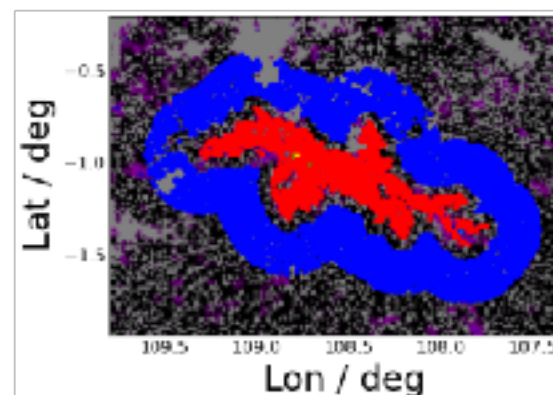
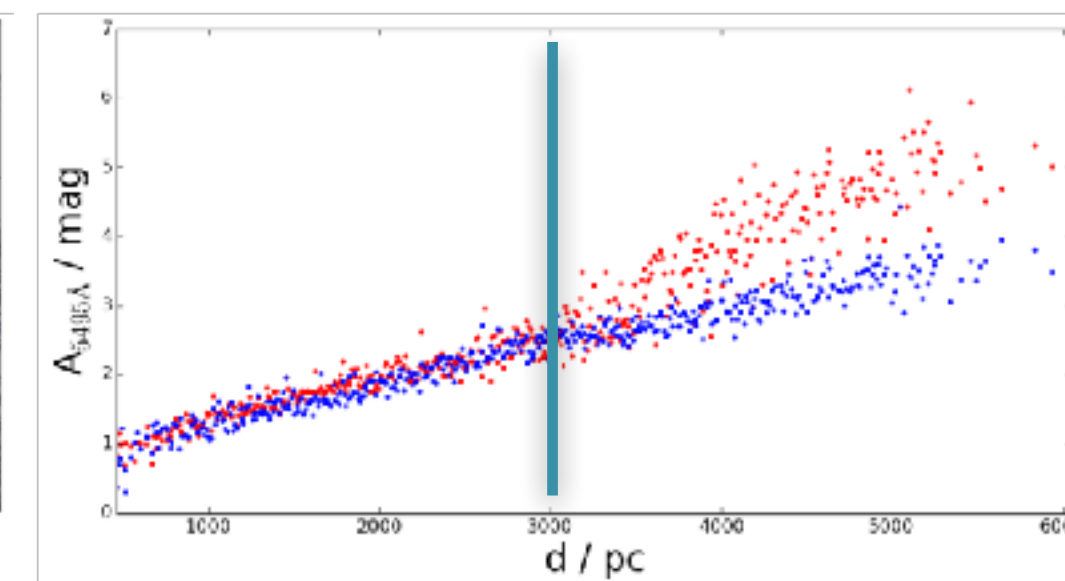
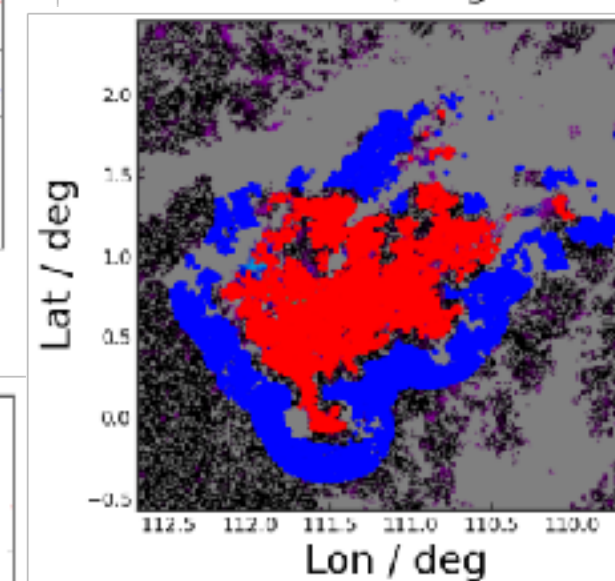
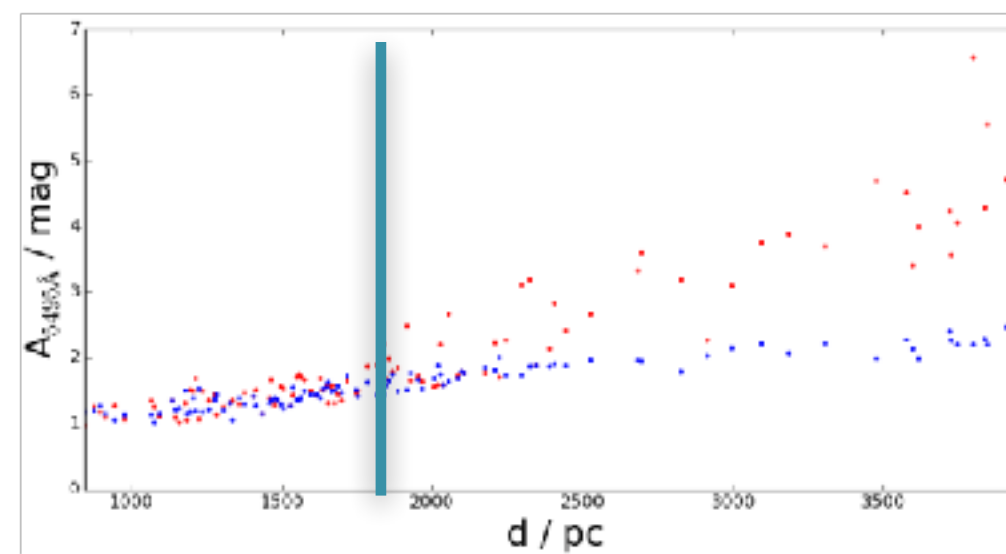
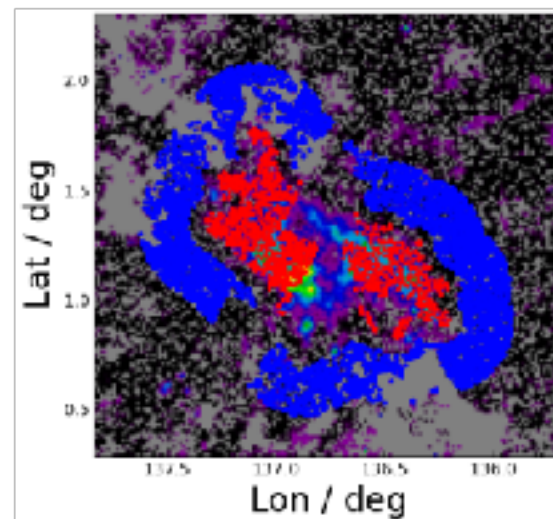
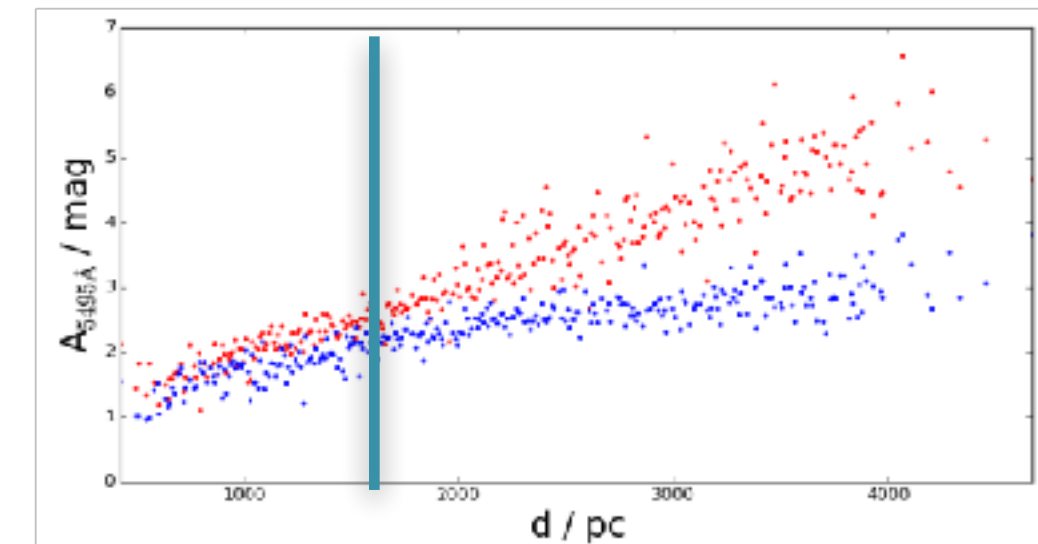
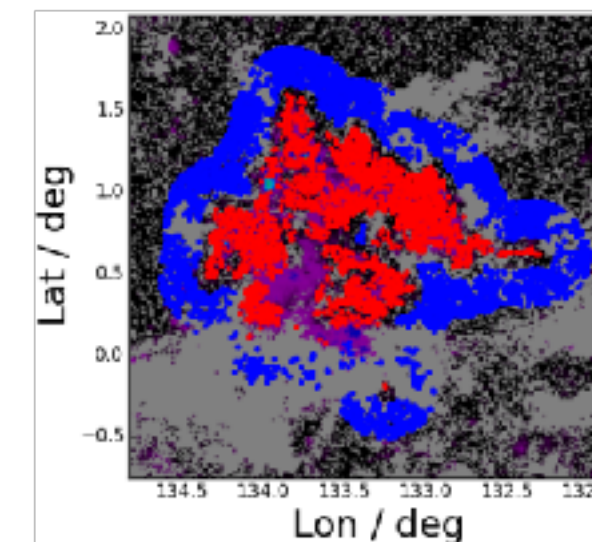
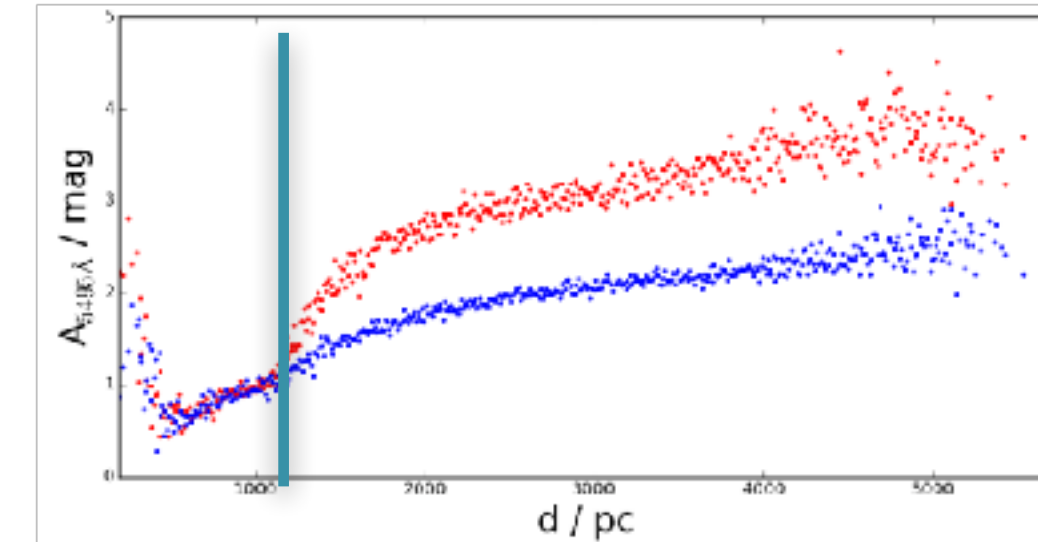
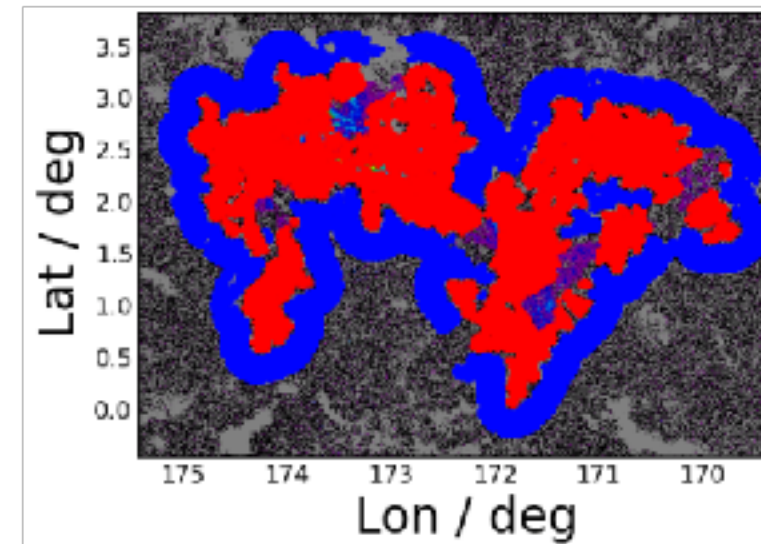
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- NGC7538  $\sim 3\text{kpc}$  vs  $2.7\text{kpc}^{[4]}$



1. Evans N.J. II, Blair G. N., 1981, ApJ, 246, 394
2. Xu Y. et al., 2006, Science, 311, 54
3. Koenig X. P. et al., 2008, ApJ, 688, 1142
4. Moscadelli L. et al., 2009, ApJ, 693, 406

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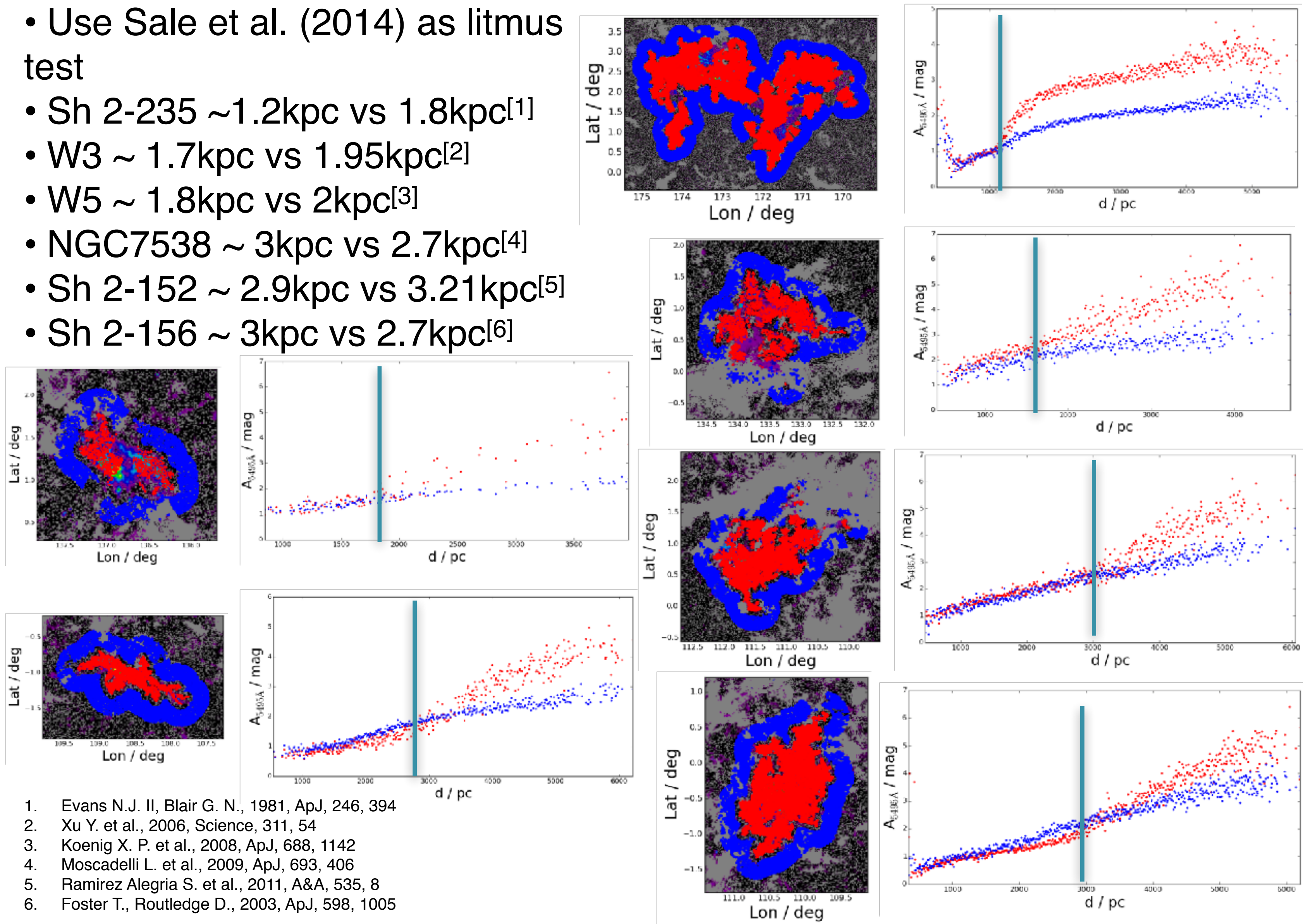
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- Sh 2-152  $\sim 2.9\text{kpc}$  vs  $3.21\text{kpc}^{[5]}$



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5. Ramirez Alegria S. et al., 2011, A&A, 535, 8

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- W3 ~ 1.7kpc vs 1.95kpc<sup>[2]</sup>
- W5 ~ 1.8kpc vs 2kpc<sup>[3]</sup>
- NGC7538 ~ 3kpc vs 2.7kpc<sup>[4]</sup>
- Sh 2-152 ~ 2.9kpc vs 3.21kpc<sup>[5]</sup>
- Sh 2-156 ~ 3kpc vs 2.7kpc<sup>[6]</sup>



1. Evans N.J. II, Blair G. N., 1981, ApJ, 246, 394
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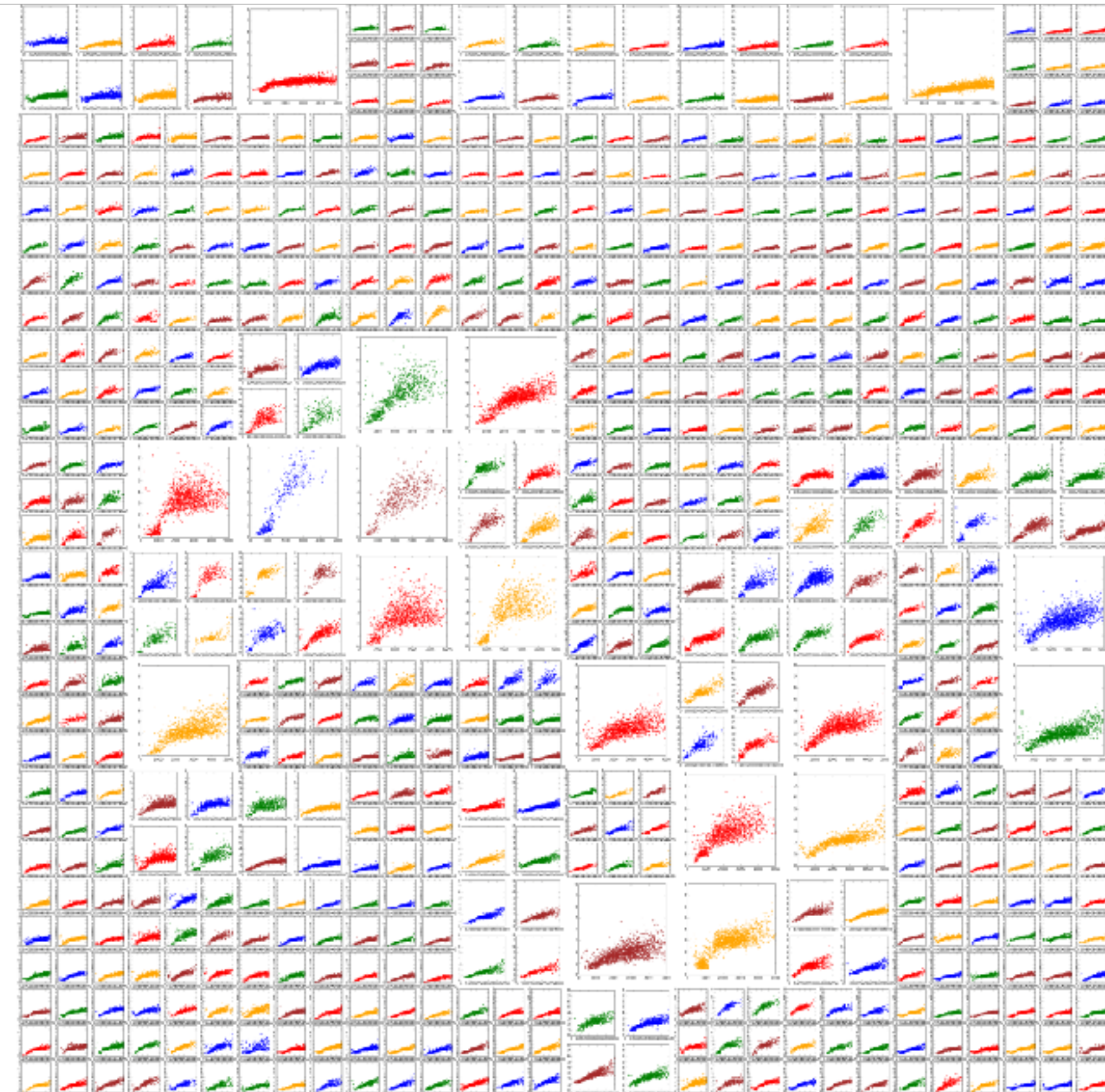
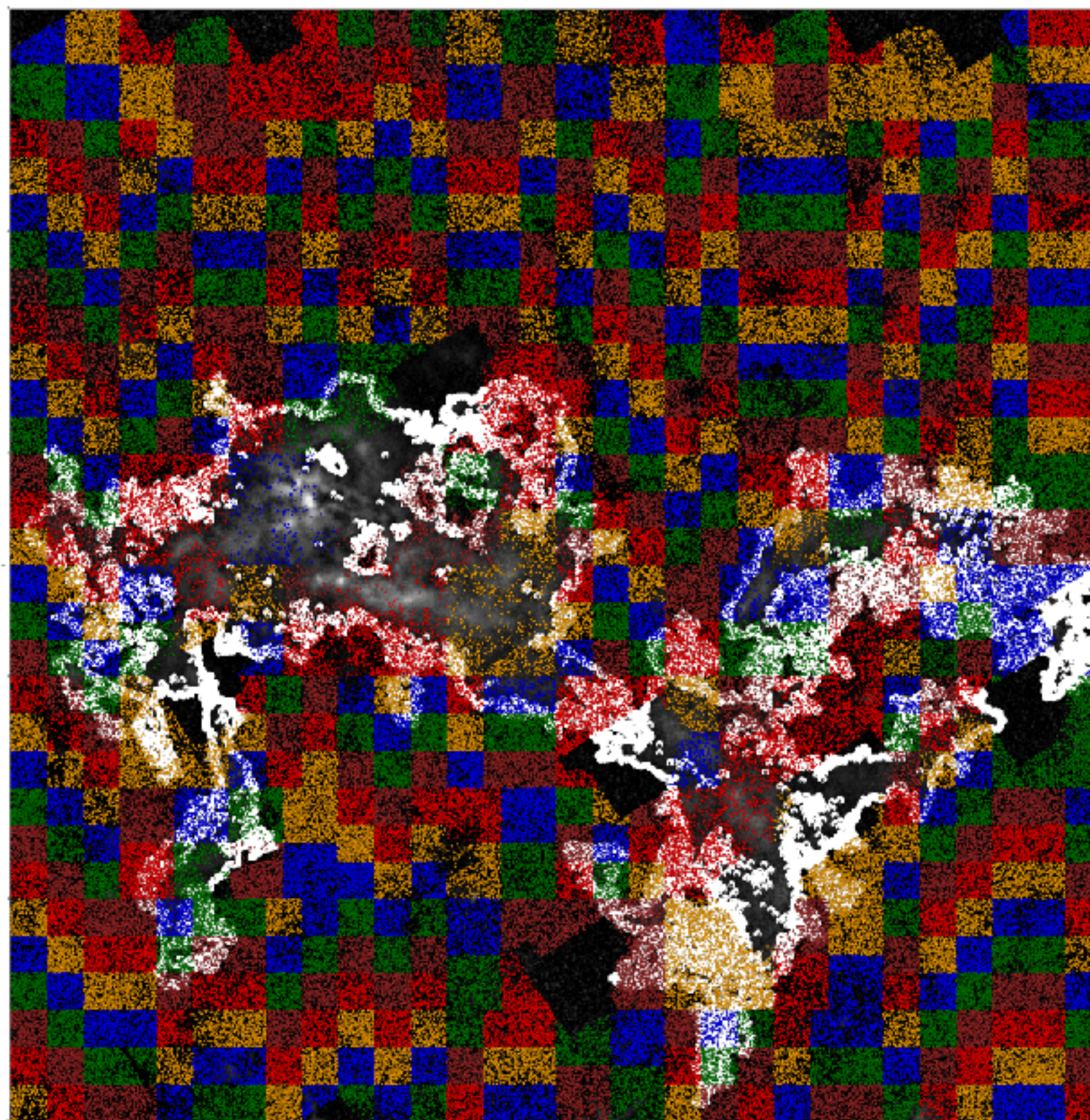
# 3D Extinction – IPHAS

- Expect jump in extinction at specific distance, then a continuation of ISM extinction



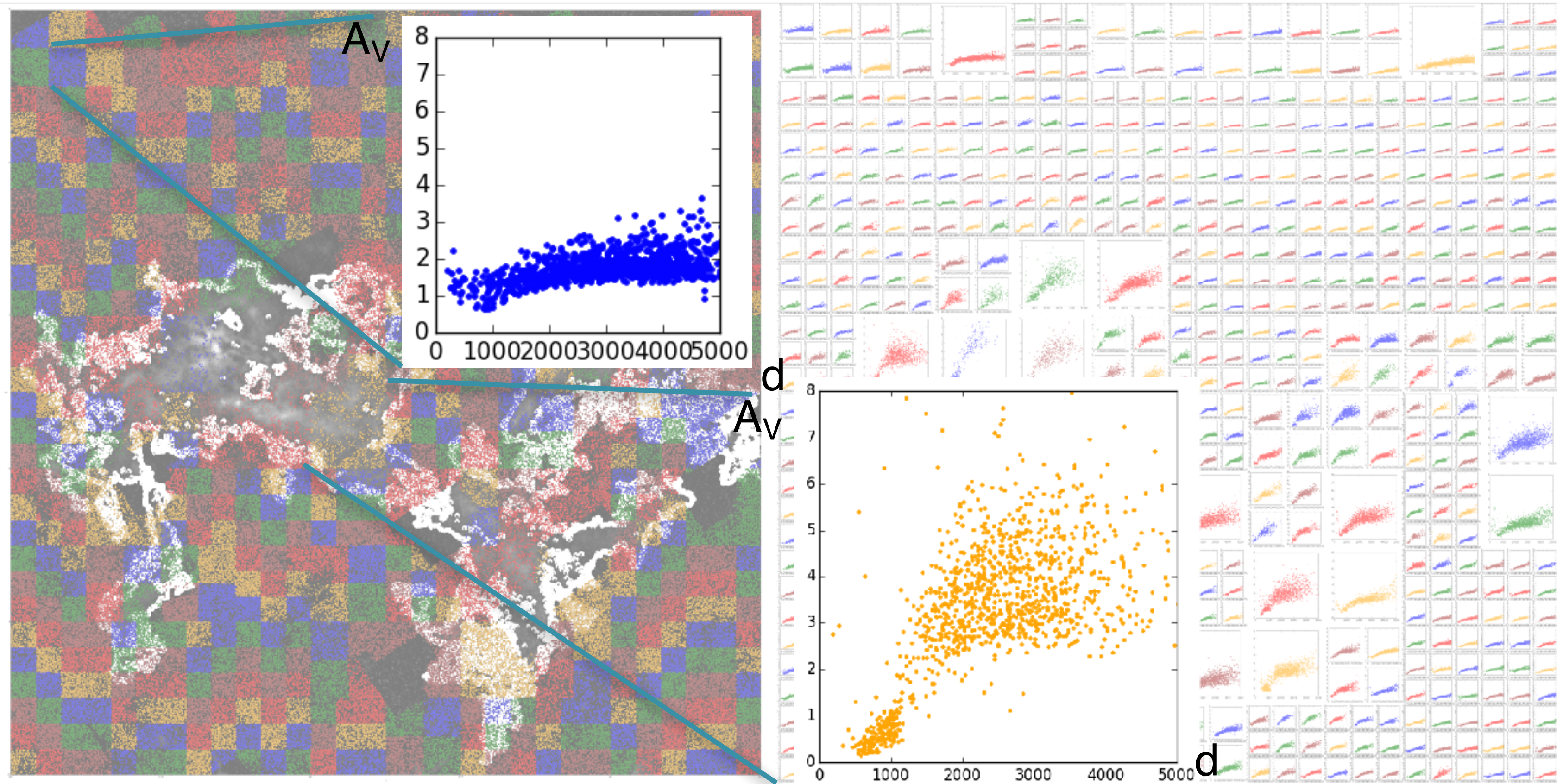
# 3D Extinction – IPHAS

- Expect jump in extinction at specific distance, then a continuation of ISM extinction
- Individual sightlines split cloud



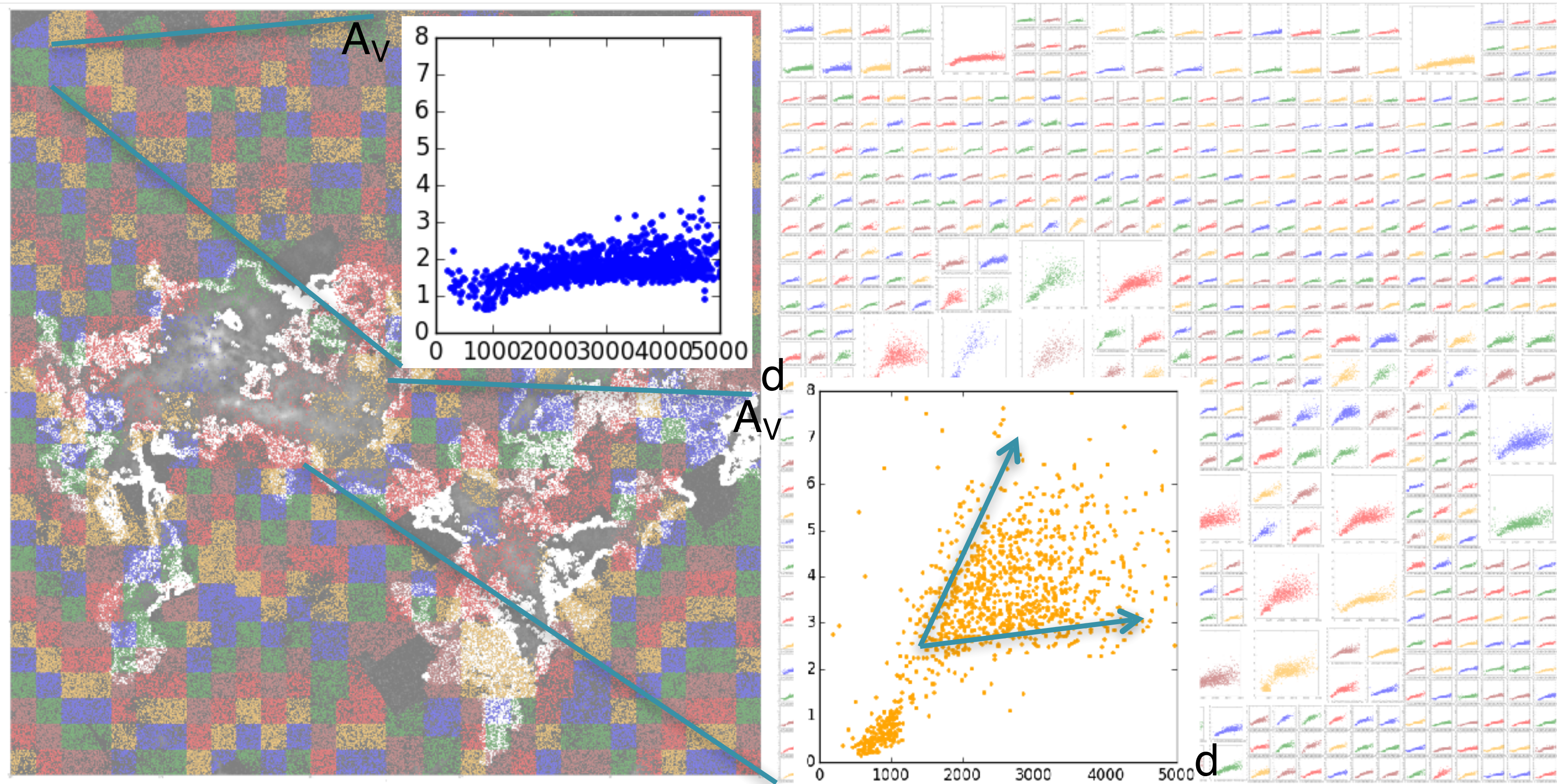
# 3D Extinction – IPHAS

- Expect jump in extinction at specific distance, then a continuation of ISM extinction
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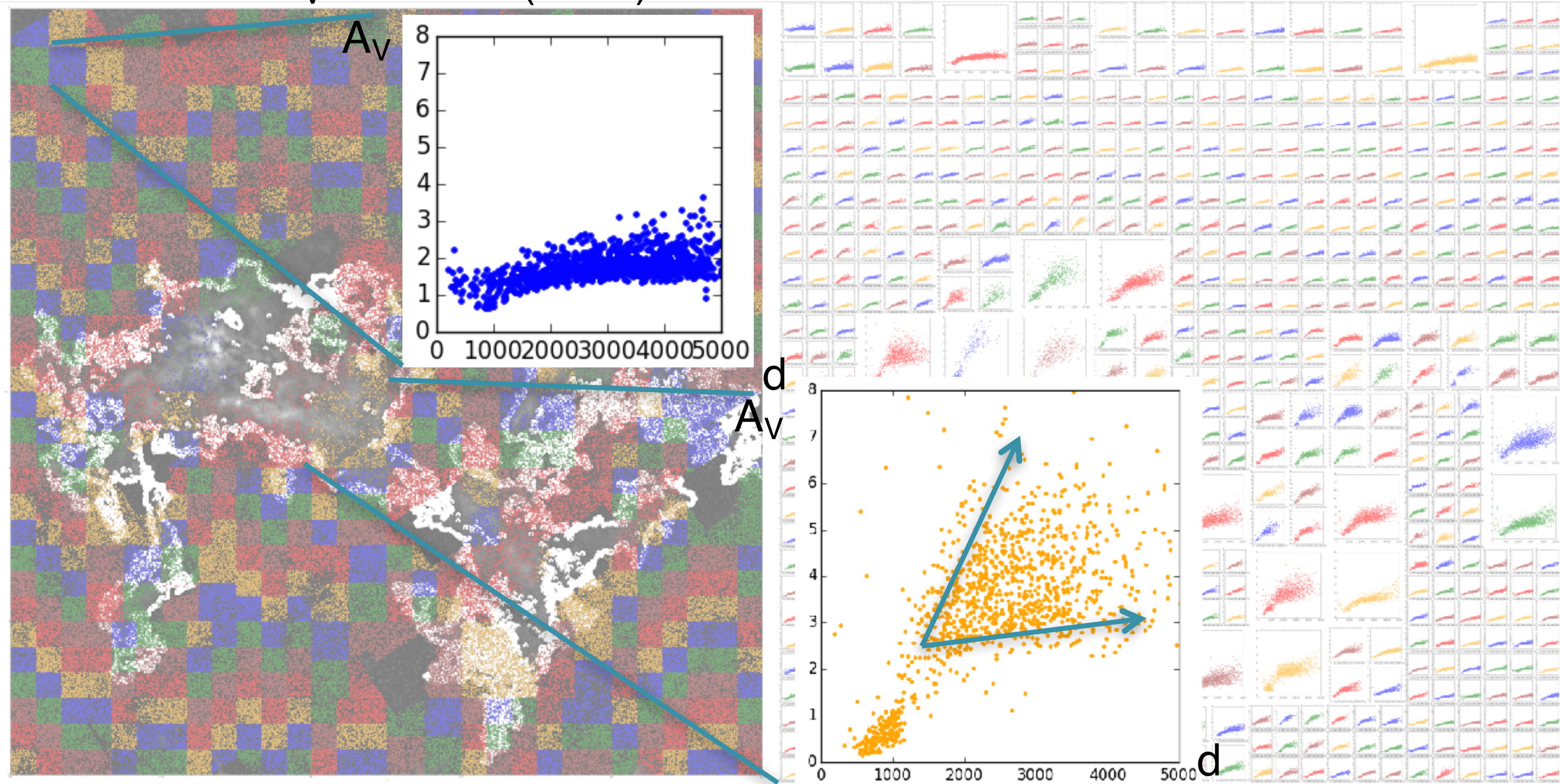
# 3D Extinction – IPHAS

- Expect jump in extinction at specific distance, then a continuation of ISM extinction
- Individual sightlines split cloud
- Extinction gradient across cloud



# 3D Extinction – IPHAS

- Expect jump in extinction at specific distance, then a continuation of ISM extinction
- Individual sightlines split cloud
- Extinction gradient across cloud
- Differential  $R_V$  across  $W(^{12}\text{CO})$



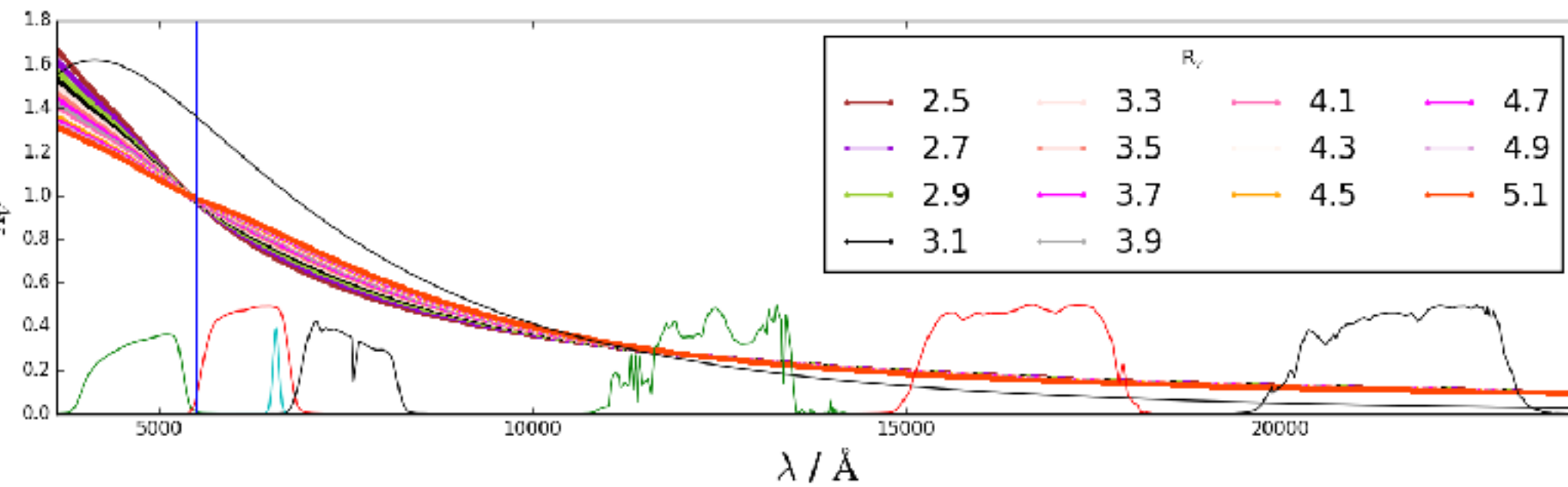


# 3D Extinction – IPHAS

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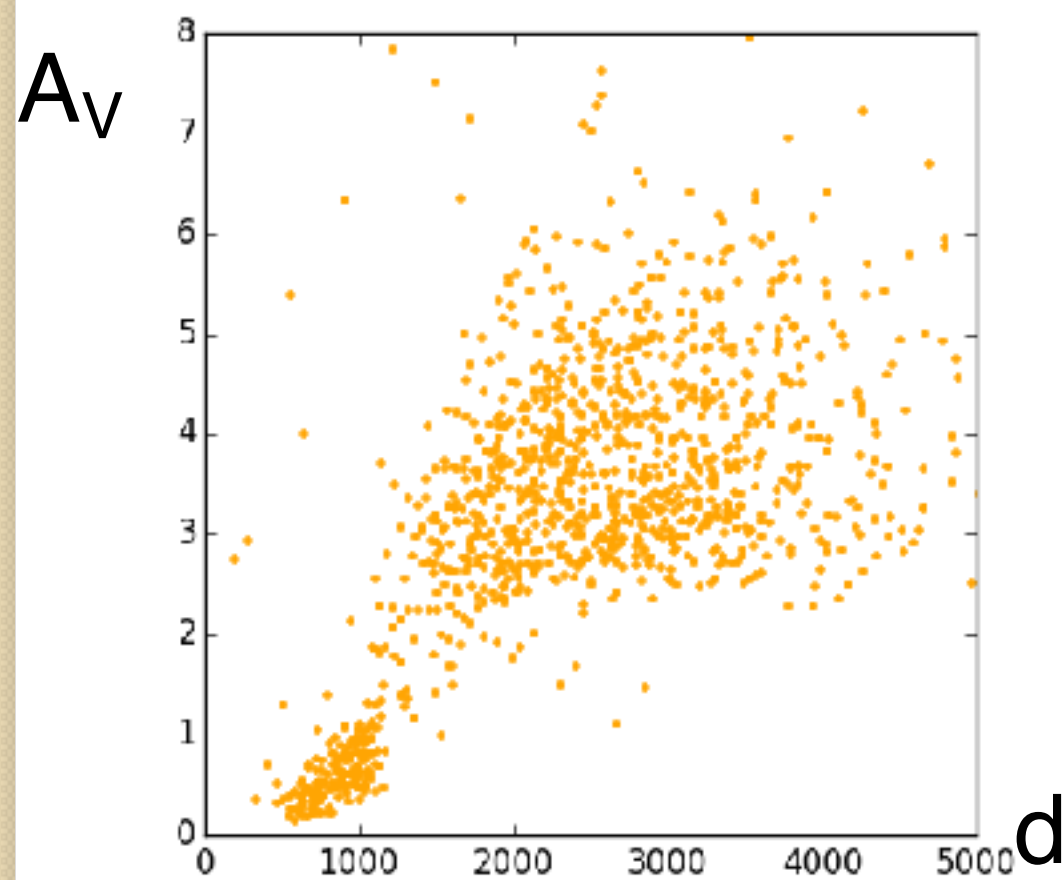
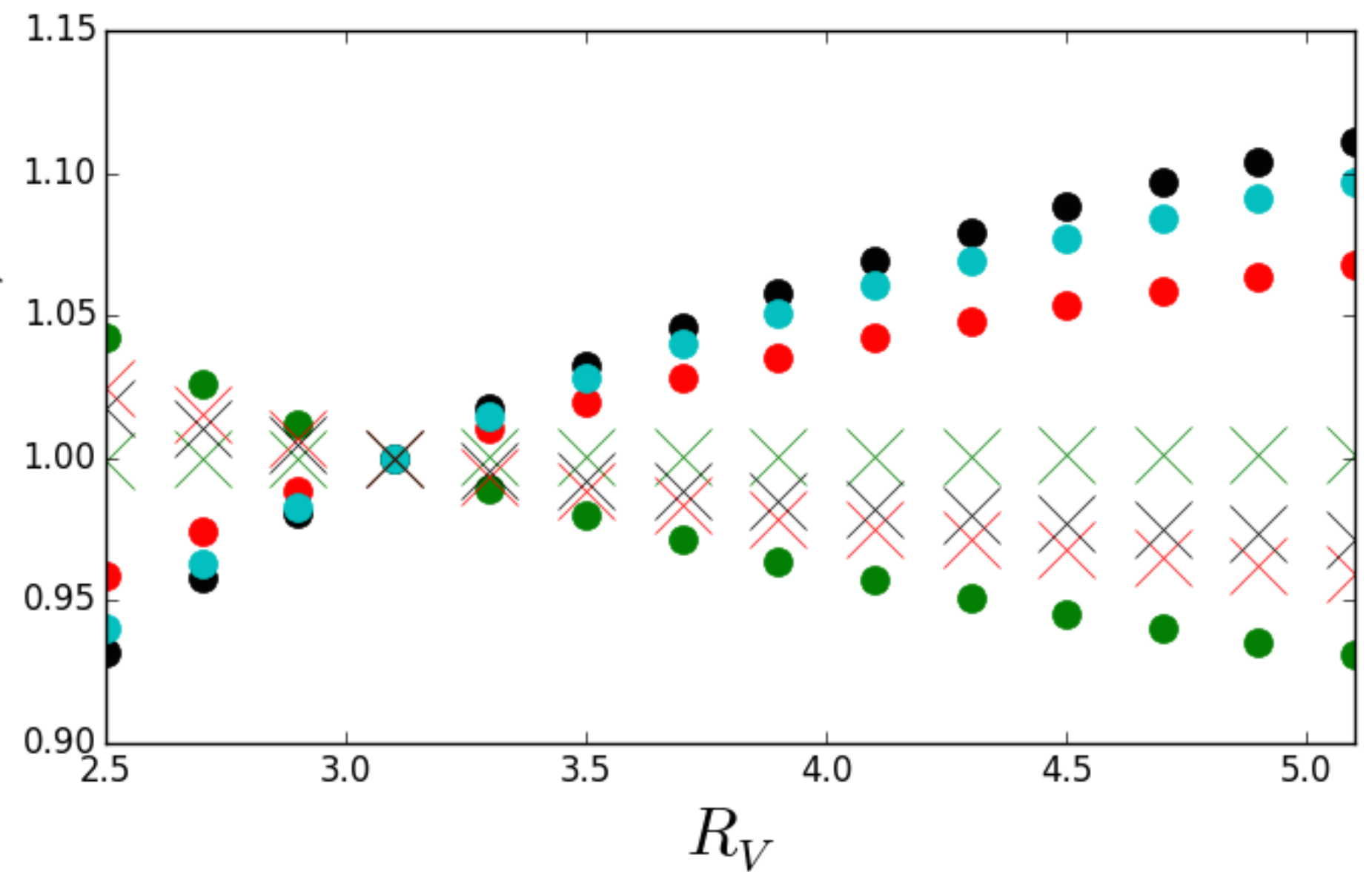
- Reddening laws assume constant ratio between filters

- $R_V = A_V/E(B-V) = A_V/(A_B-A_V)$



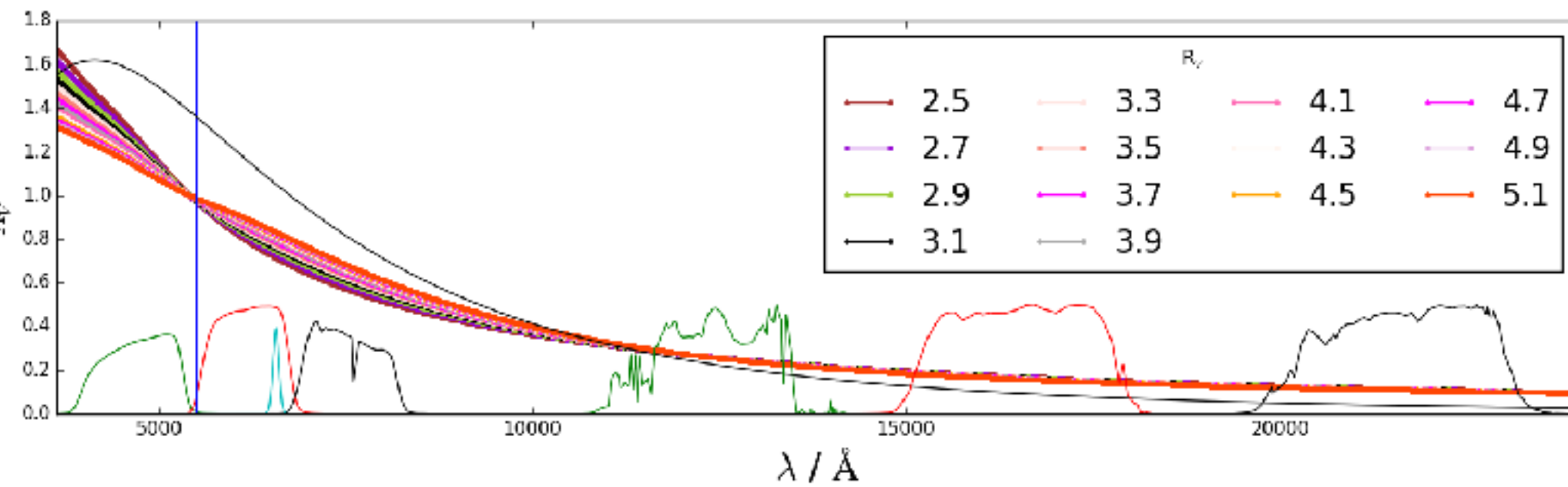
$$A_\lambda = \frac{A_\lambda}{A_V} A_V$$

$A_\lambda/A_V$ , normalised to  $A_\lambda/A_V$  at  $R_V = 3.1$

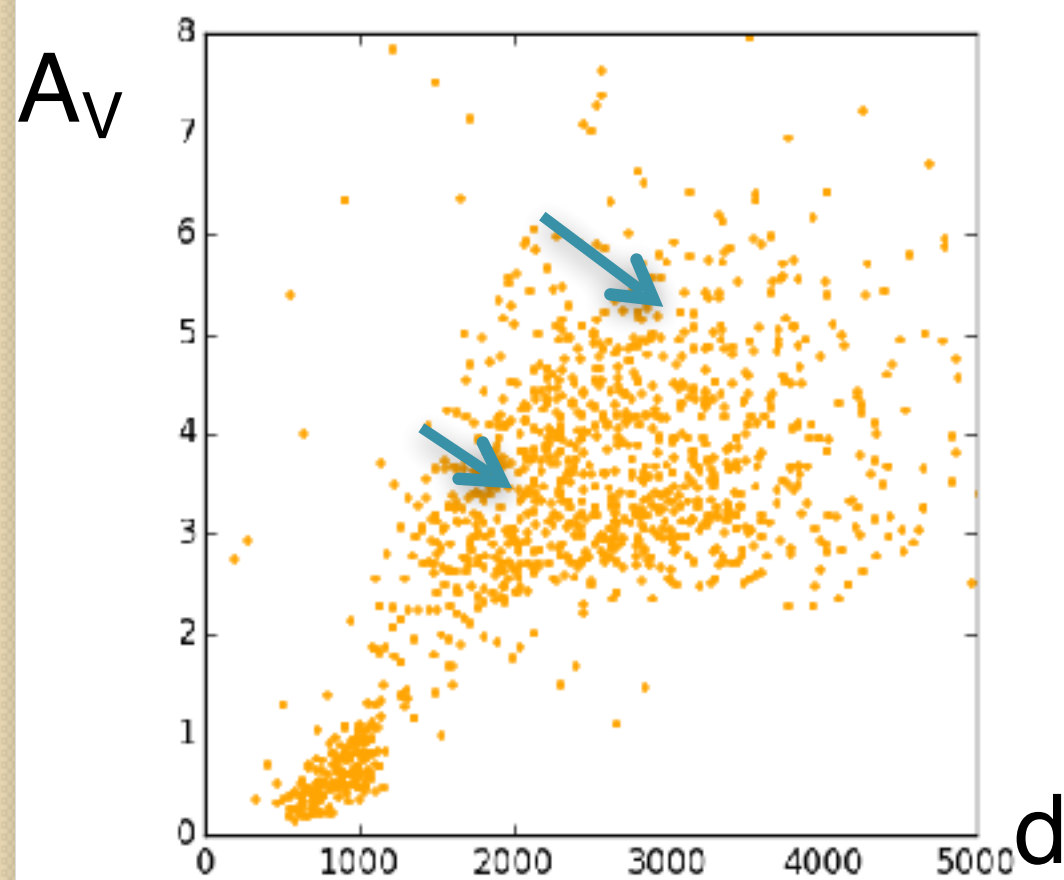


# 3D Extinction – IPHAS

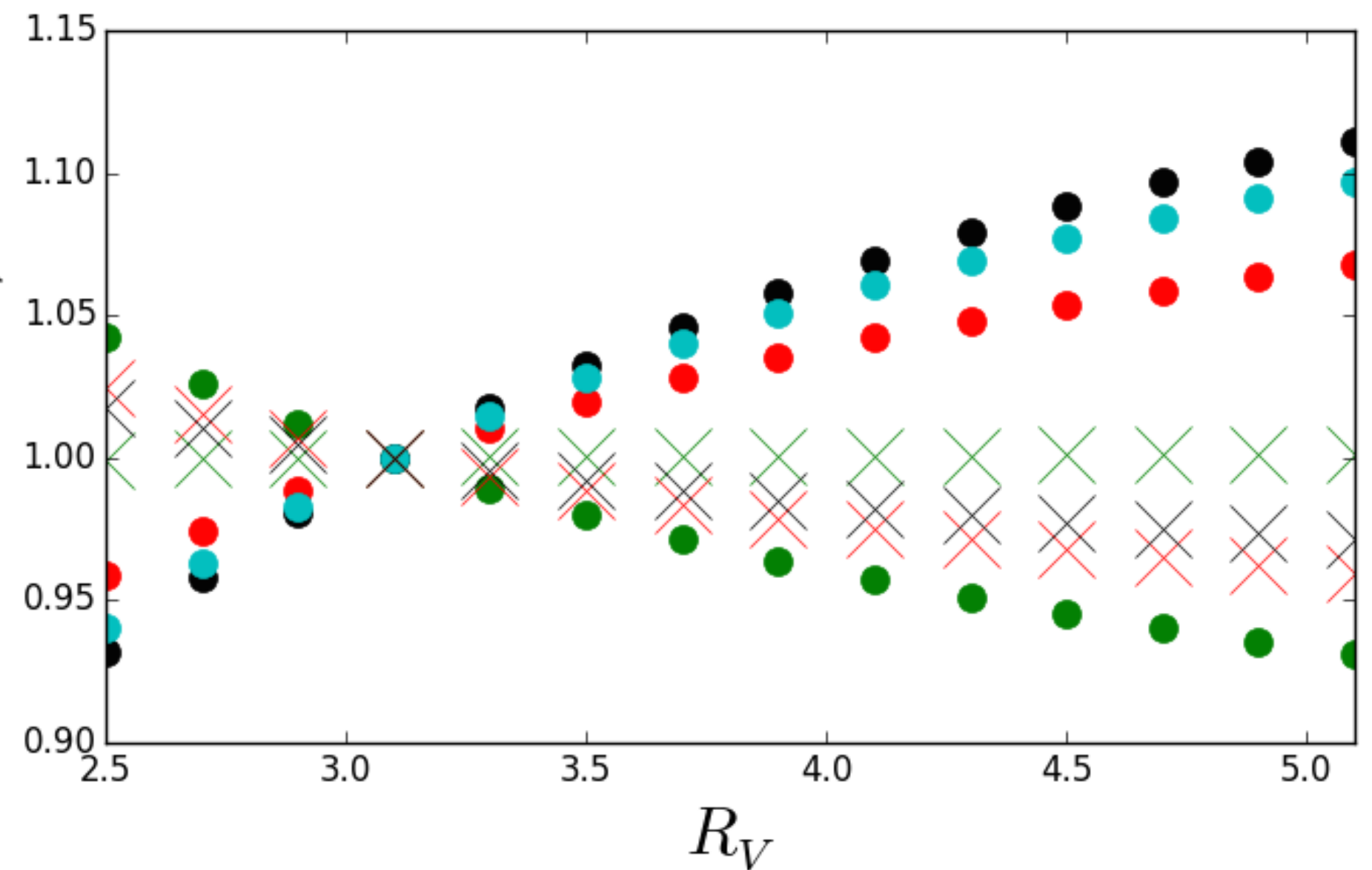
- Reddening laws assume constant ratio between filters
- $R_V = A_V/E(B-V) = A_V/(A_B-A_V)$
- Increasing  $R_V$  changes amount of extinction derived



$$A_\lambda = \frac{A_\lambda}{A_V} A_V$$

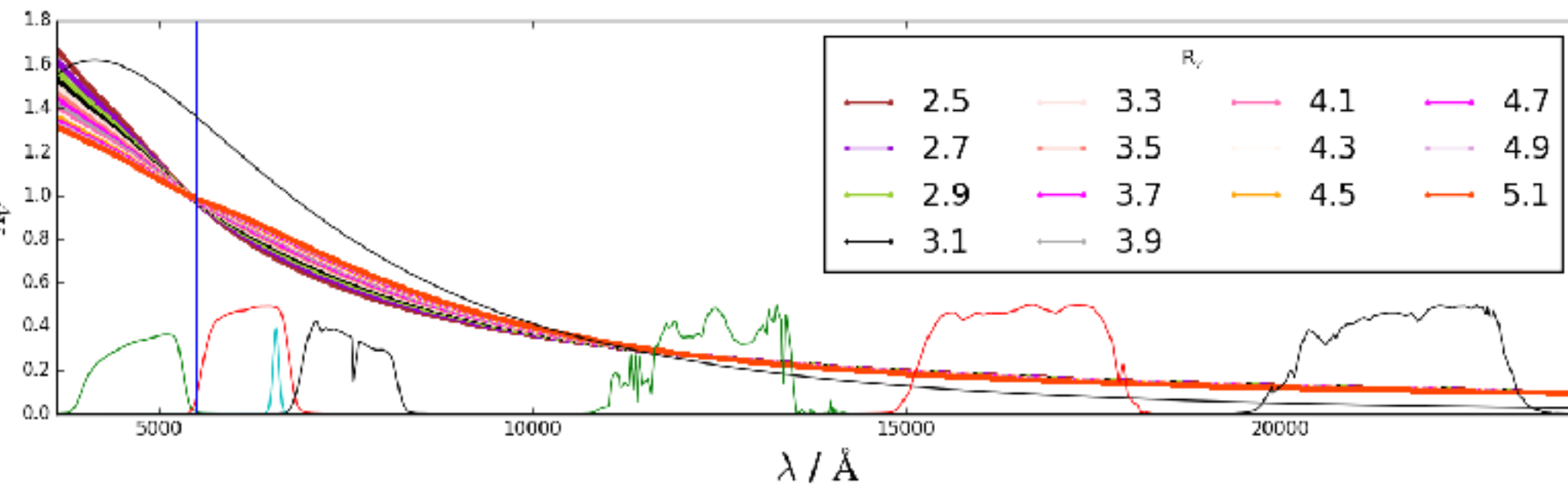


$A_\lambda/A_V$ , normalised to  $A_\lambda/A_V$  at  $R_V = 3.1$

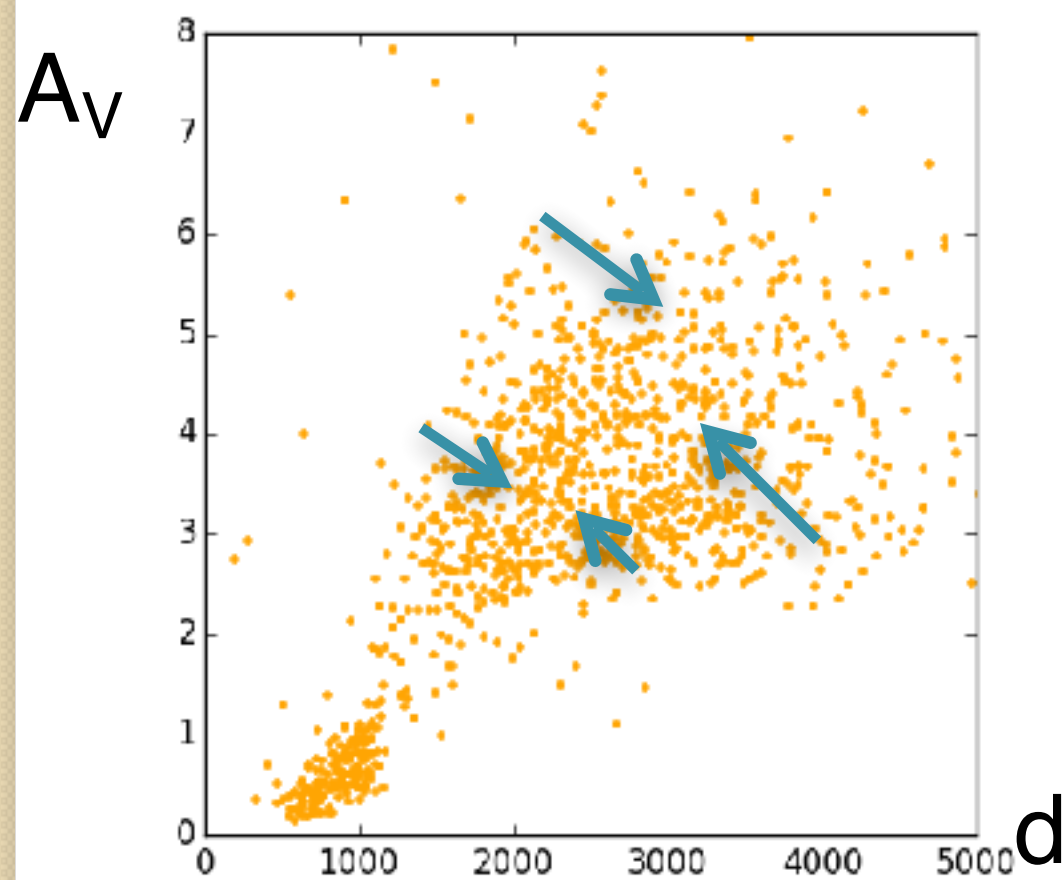


# 3D Extinction – IPHAS

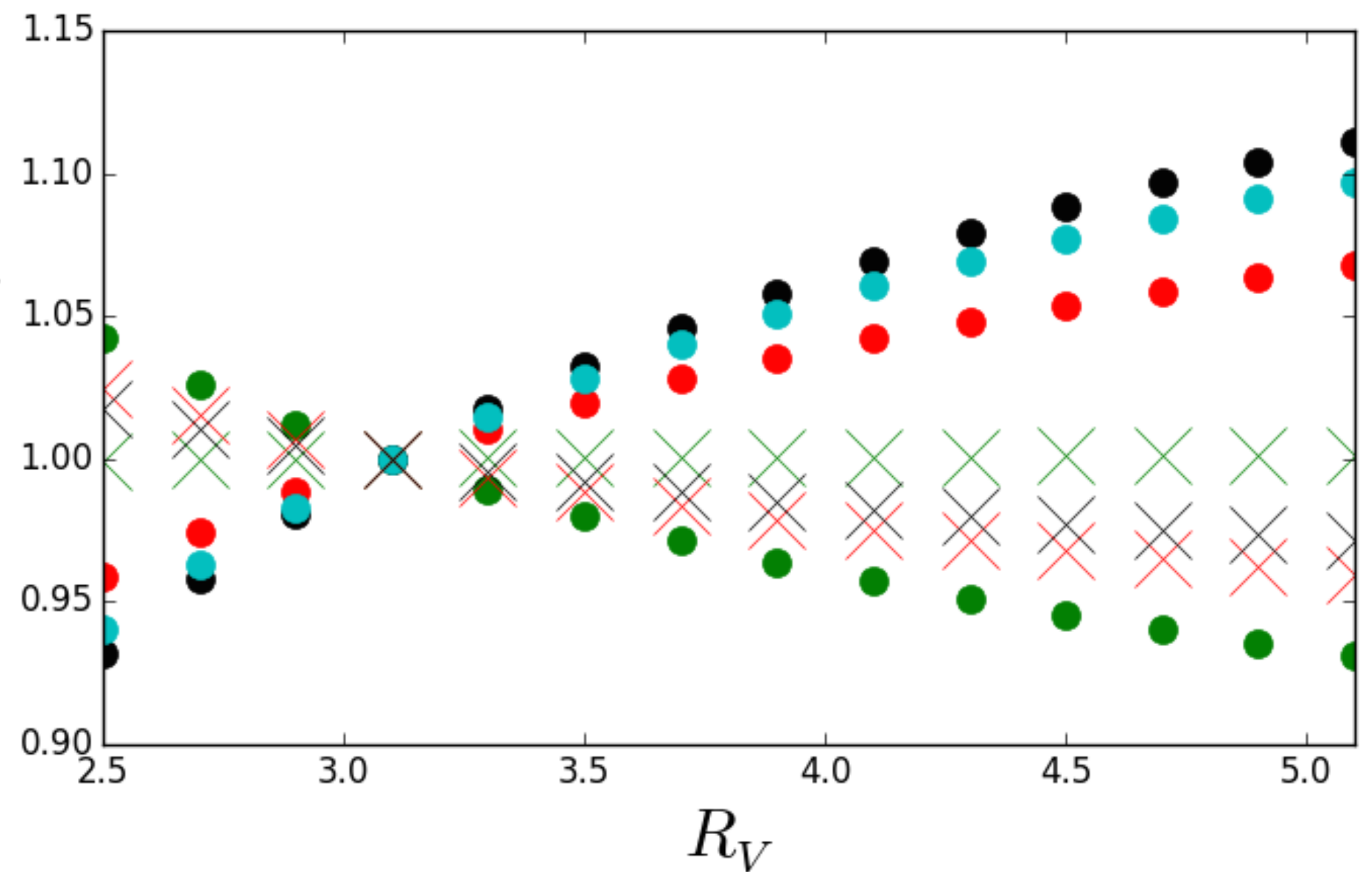
- Reddening laws assume constant ratio between filters
- $R_V = A_V/E(B-V) = A_V/(A_B - A_V)$
- Increasing  $R_V$  changes amount of extinction derived
- Increase in  $W(^{12}\text{CO})$  across cloud increases extinction as well



$$A_\lambda = \frac{A_\lambda}{A_V} A_V$$



$A_\lambda / A_V$ , normalised to  $A_\lambda / A_V$  at  $R_V = 3.1$



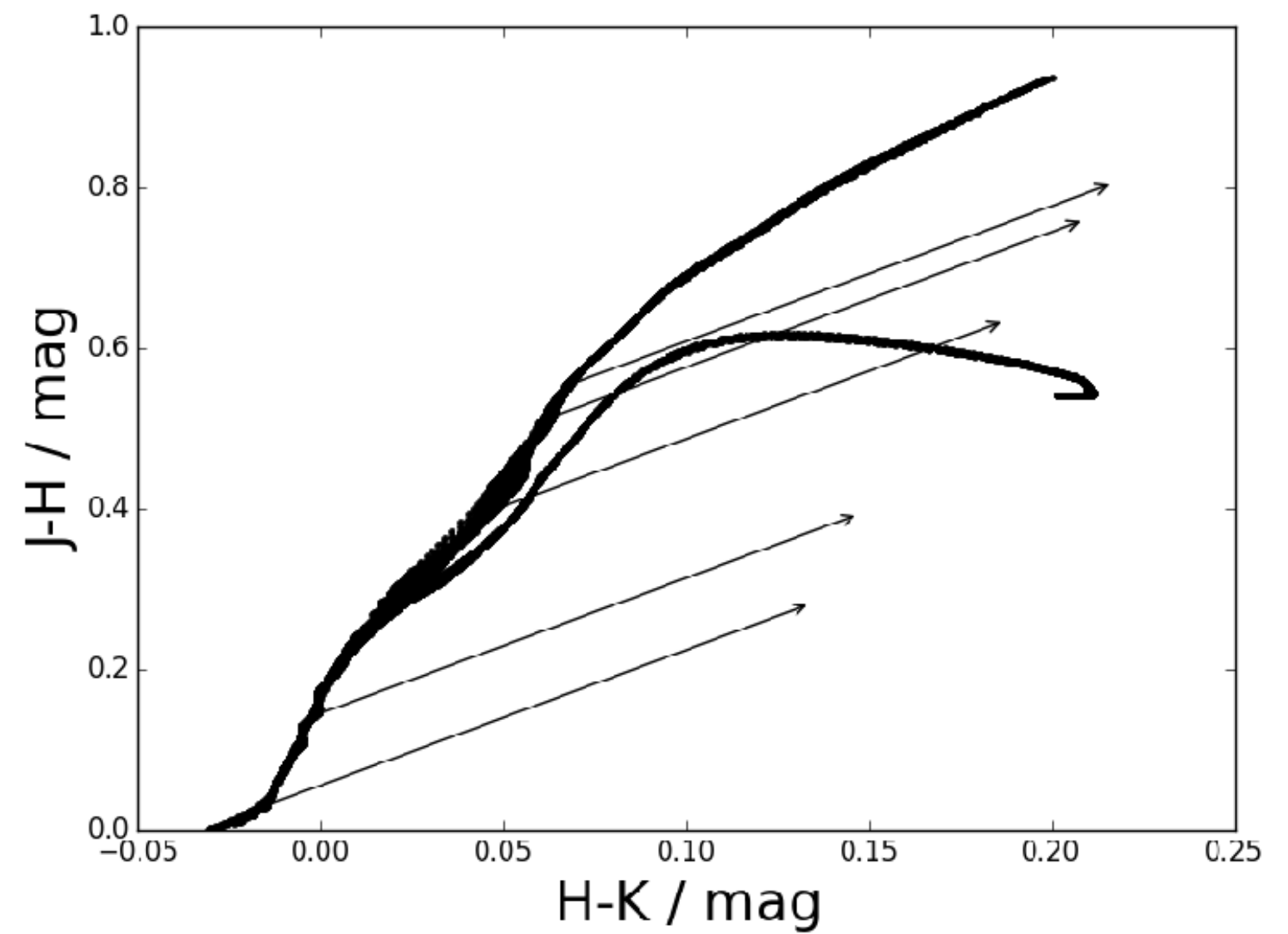




# 3D Extinction – Bayesian

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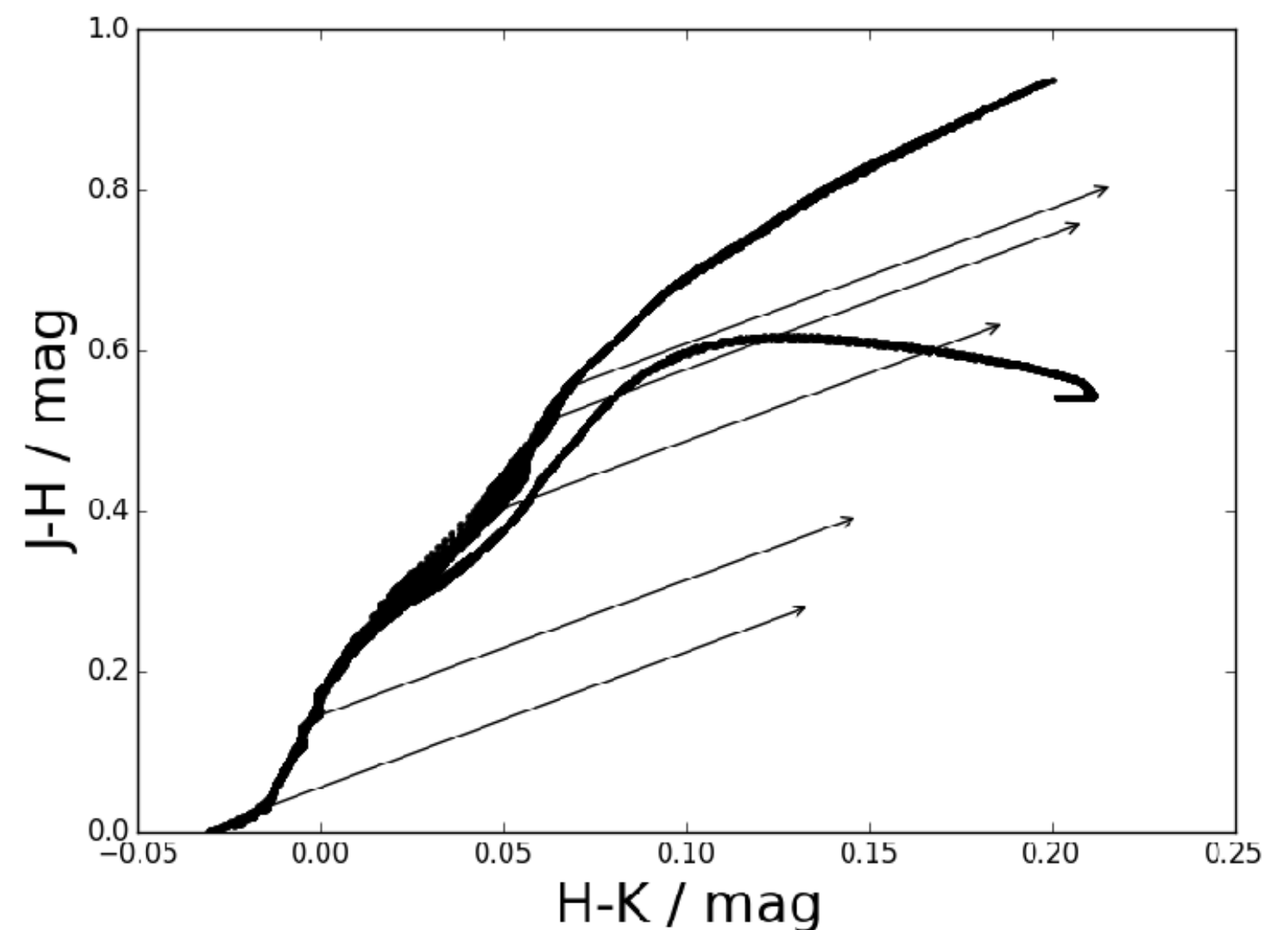
- Flexible method to find most probable outcome



# 3D Extinction – Bayesian

- Flexible method to find most probable outcome
- $p(M)$  – the prior
- $p(M | D)$  – the posterior
- $p(D | M)$  – the likelihood
- $p(D)$  – normalisation
- Advantageous due to ability to construct more detailed models

$$p(M | D) = \frac{p(D | M)p(M)}{p(D)}$$



# 3D Extinction – Bayesian

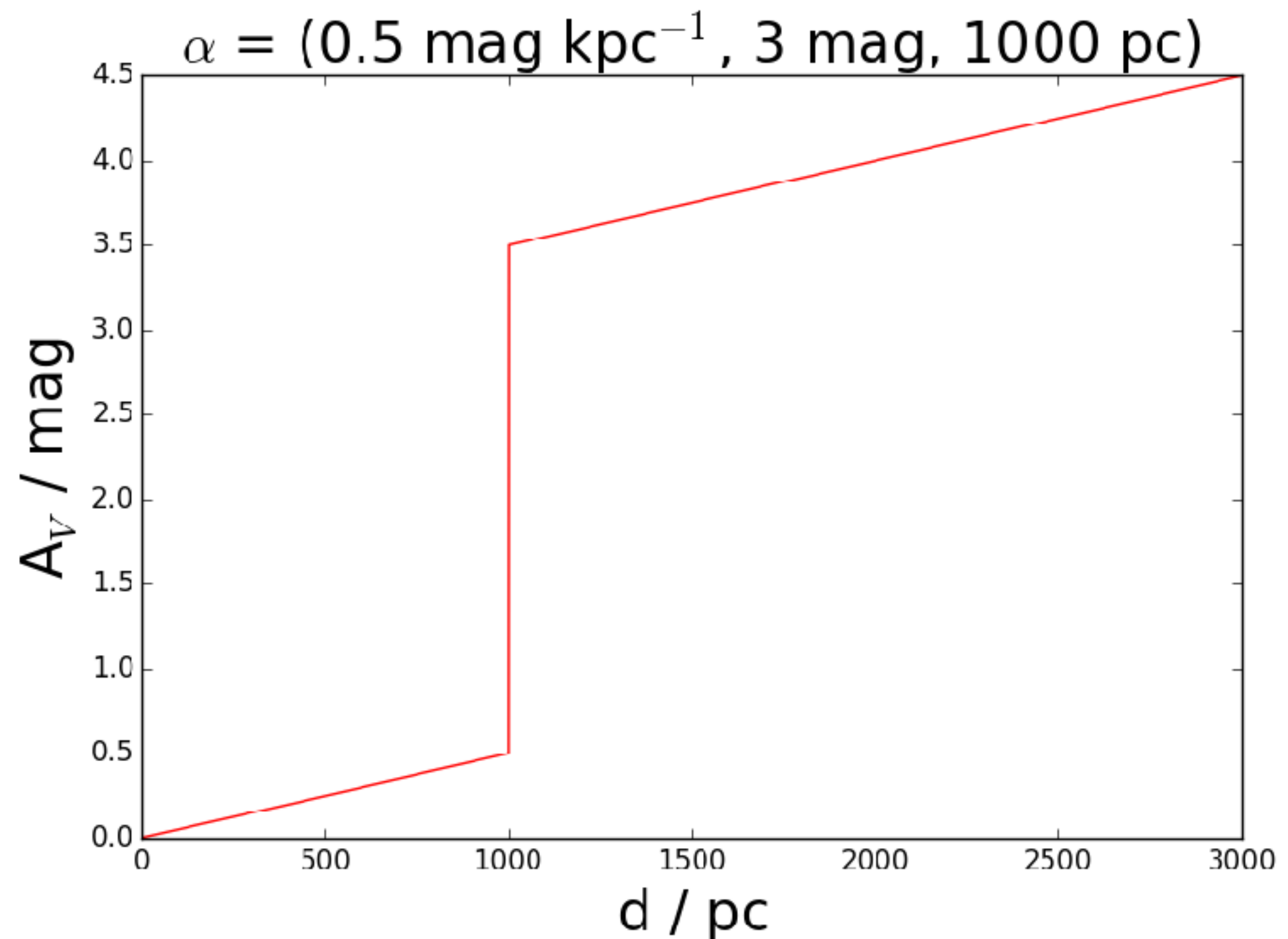
$$p(\alpha | \{\mathbf{m}\}) = p(\alpha) \prod_i \iint p(\mathbf{m}_i | \mu, A_V(\alpha, \mu), \Theta) p(\mu) p(\Theta) d\Theta d\mu$$

$$p(M | D) = \frac{p(D | M) p(M)}{p(D)}$$

# 3D Extinction – Bayesian

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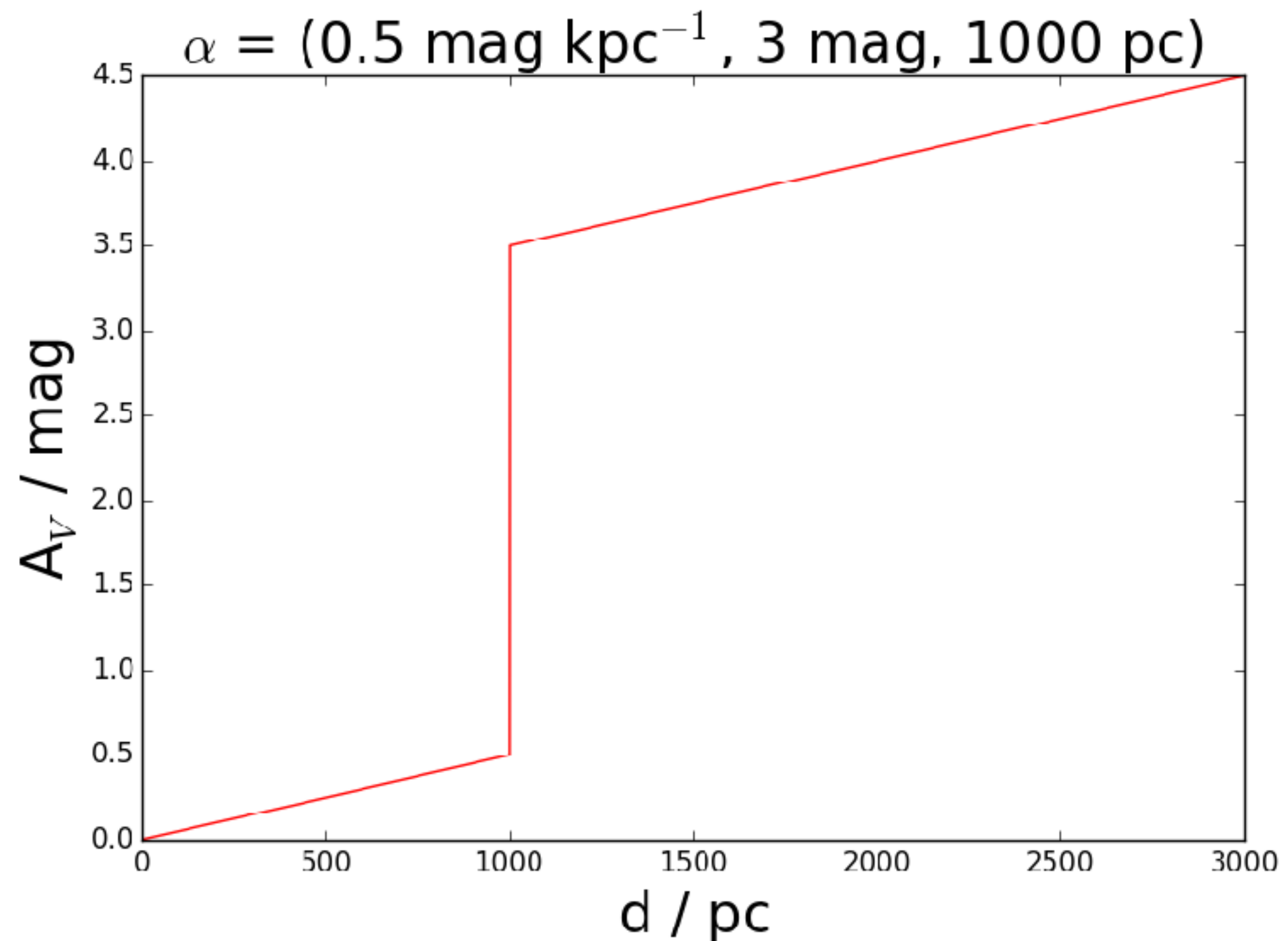
- $\alpha$  is the distance-extinction relationship
- Background extinction, cloud extinction jump + distance



# 3D Extinction – Bayesian

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- $\alpha$  is the distance-extinction relationship
- Background extinction, cloud extinction jump + distance
- Require galactic model to calculate priors [1]
- Large scale galactic structure used as input model



# 3D Extinction – Bayesian

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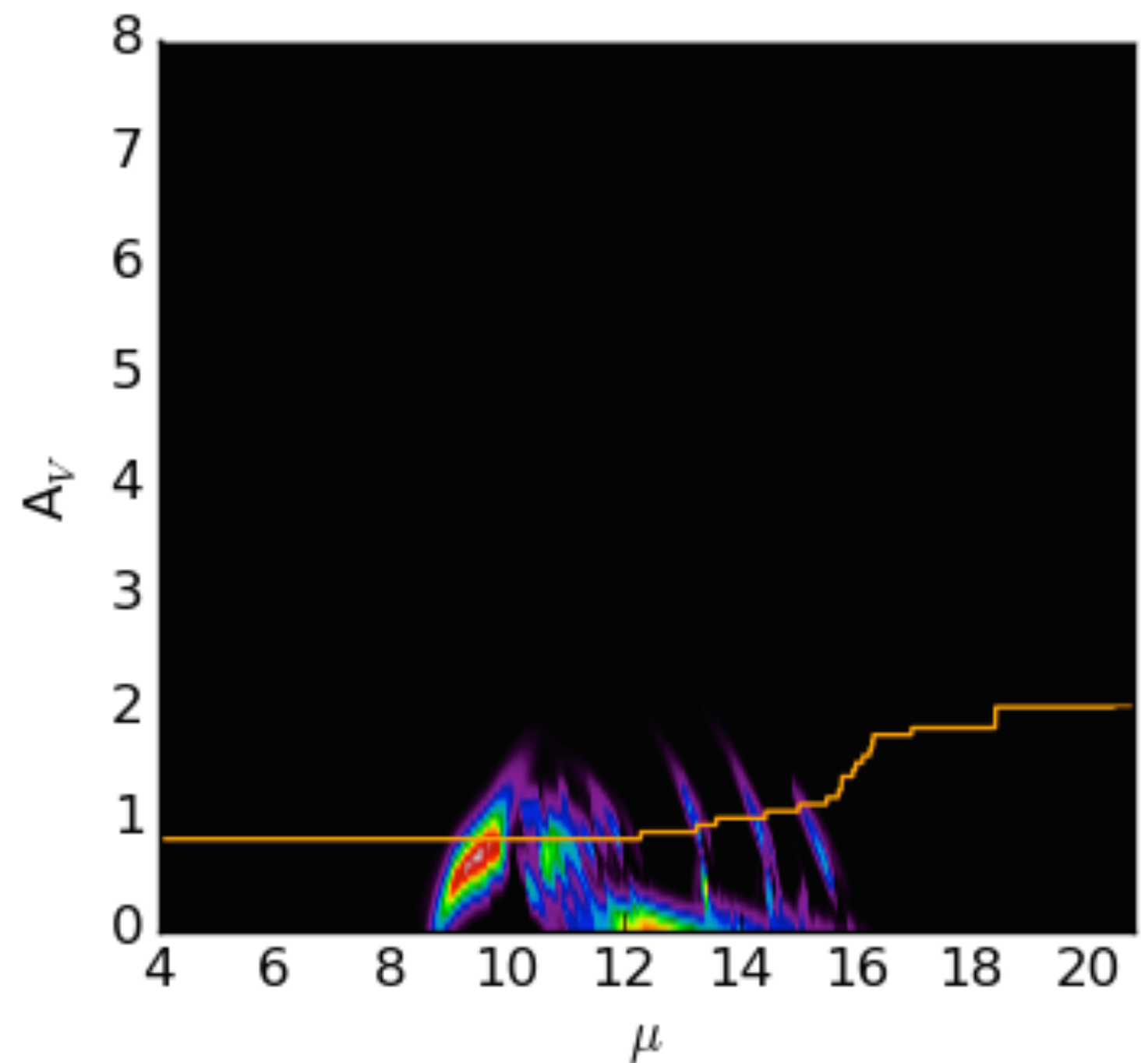
- $p(\Theta) = p([\text{Fe}/\text{H}] | \mu) p(\text{age}) p(M/M_\odot)$



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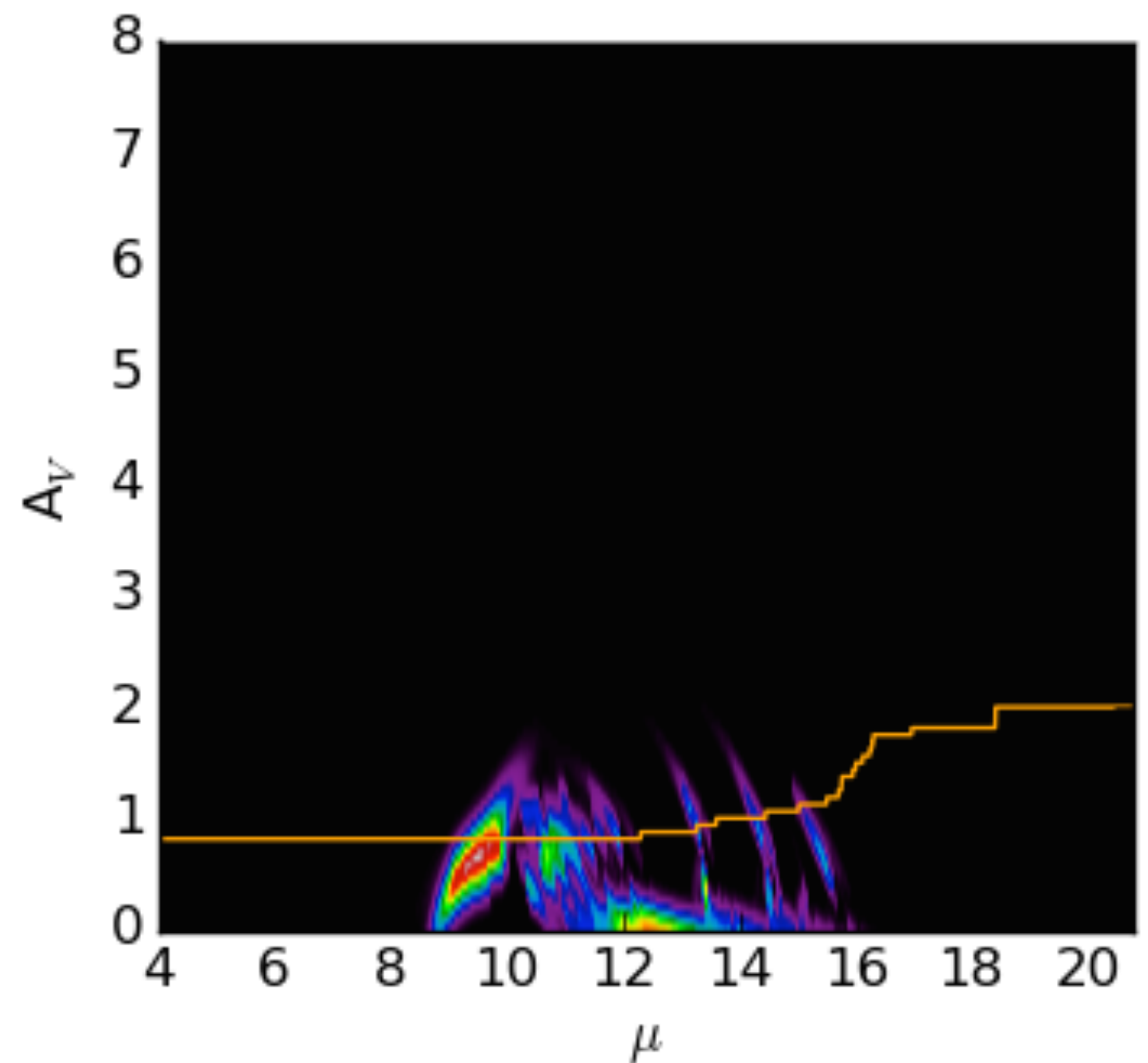
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- Marginalise over stellar parameters



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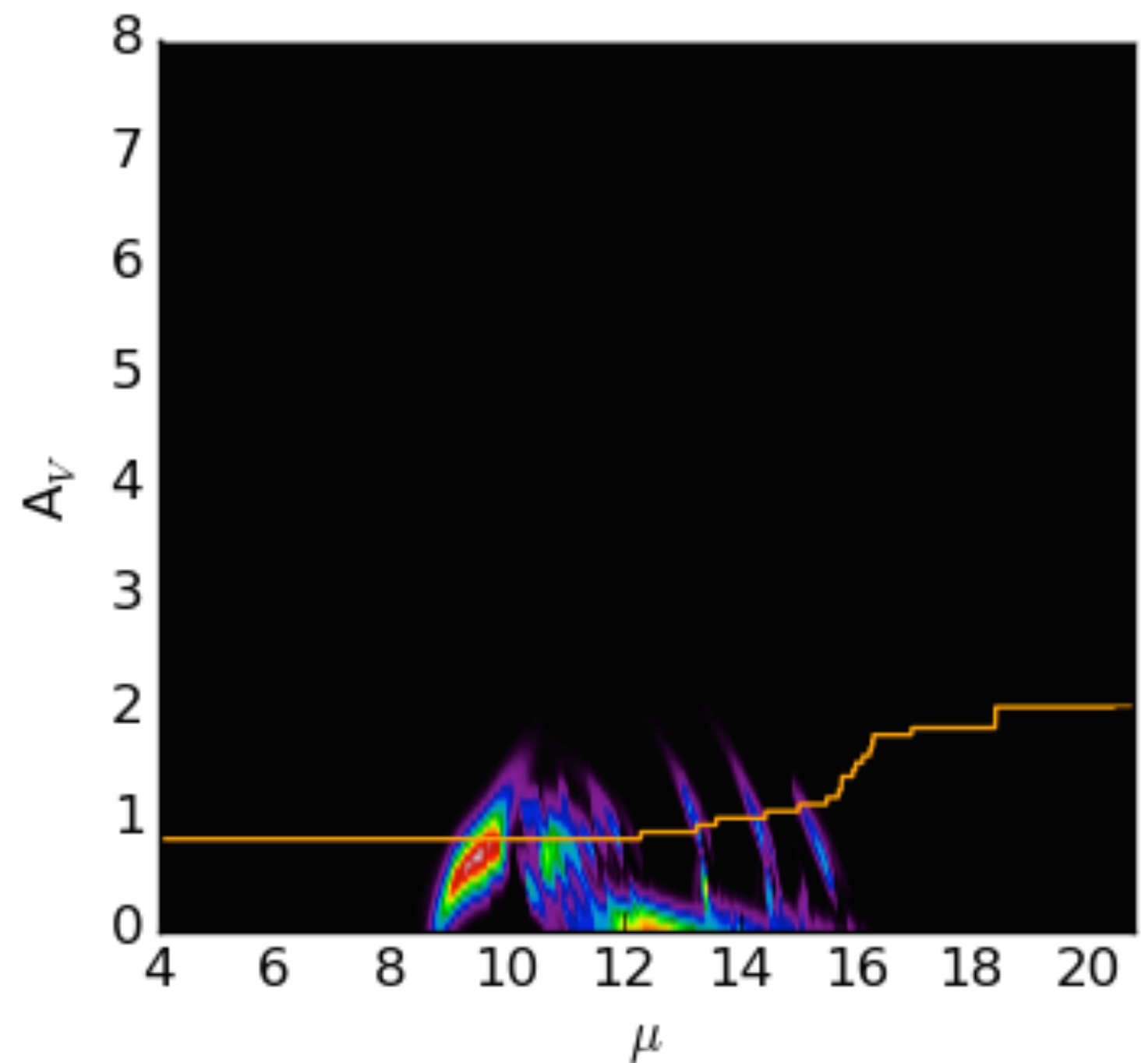
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- $p(\Theta) = p([\text{Fe}/\text{H}] | \mu) p(\text{age}) p(M/M_\odot)$
- Marginalise over stellar parameters
- Marginalise over distance, fitting for  $\alpha$
- Multiply all stars for final probability

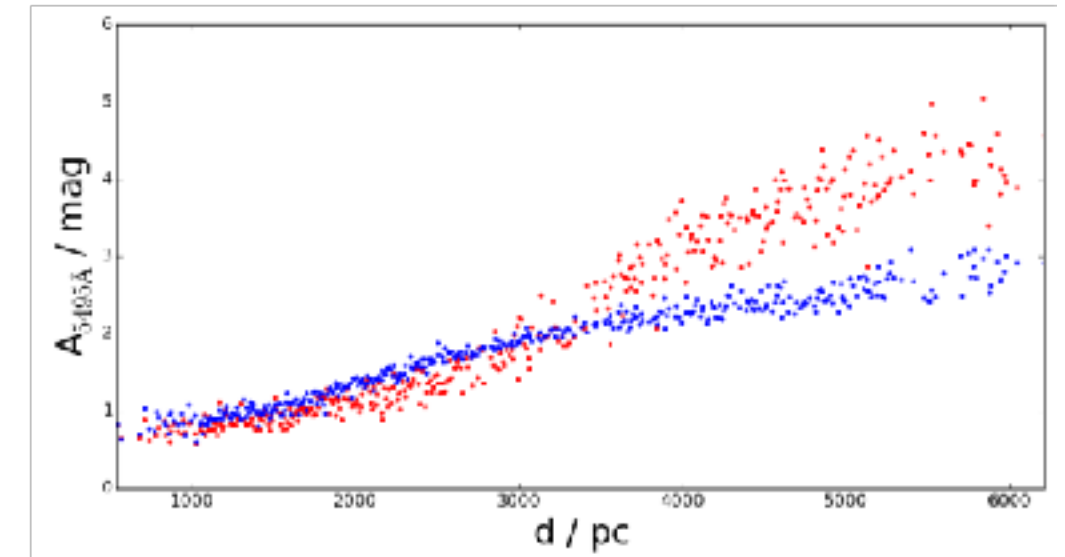
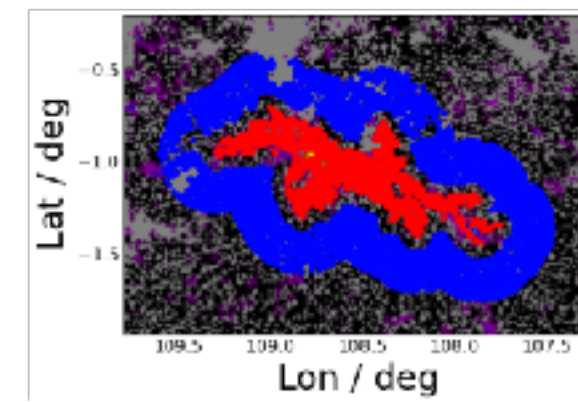




# Conclusions

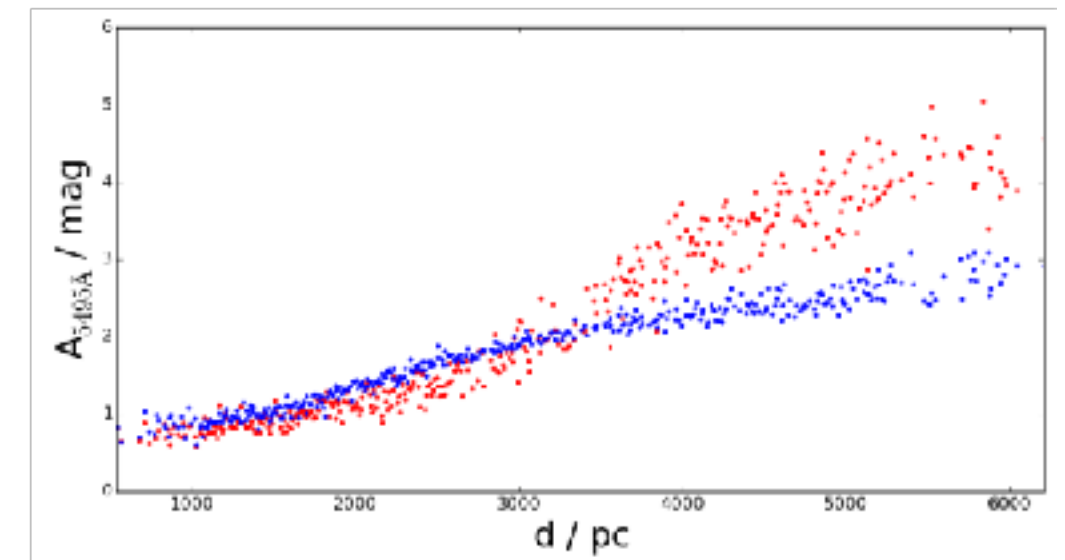
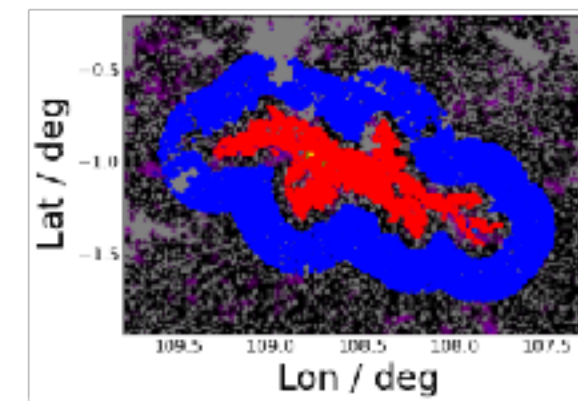
# Conclusions

- Powerful technique to analyse galactic structure



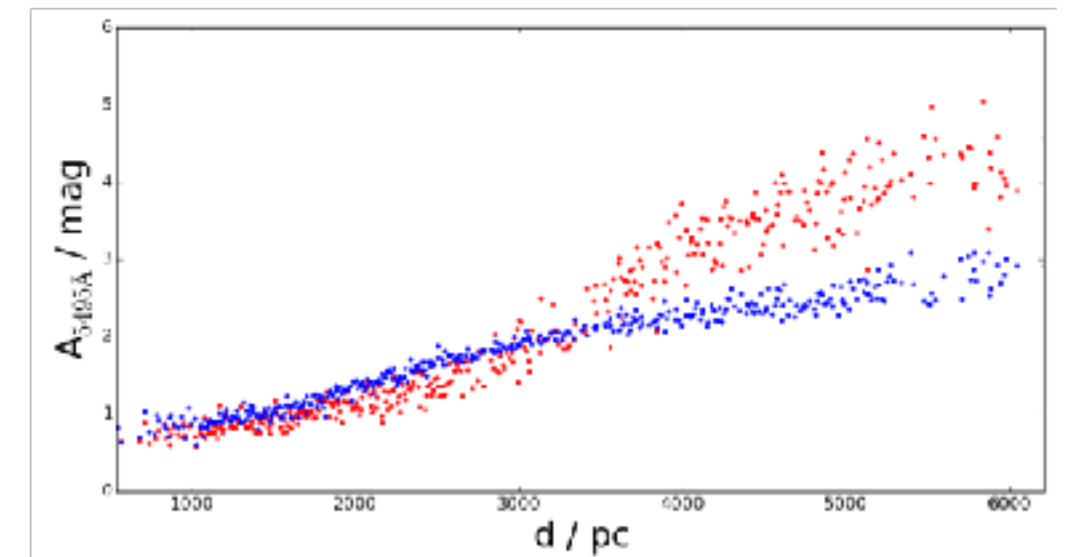
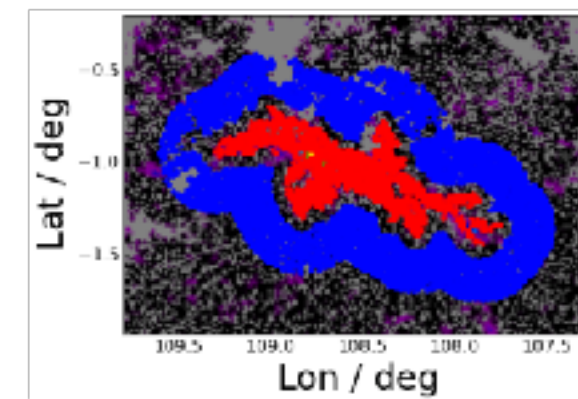
# Conclusions

- Powerful technique to analyse galactic structure
- Allows for kinematics and distances simultaneously



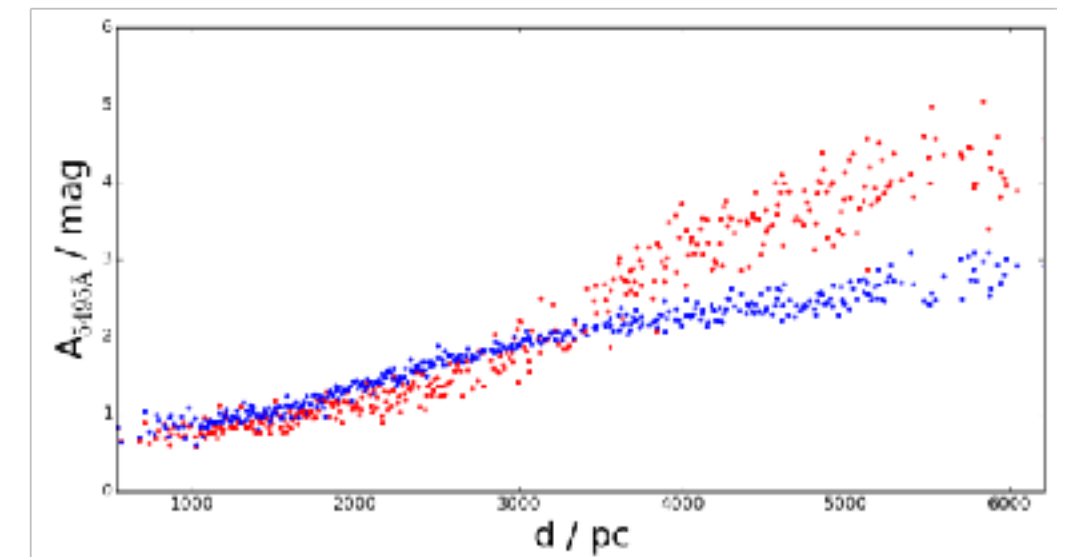
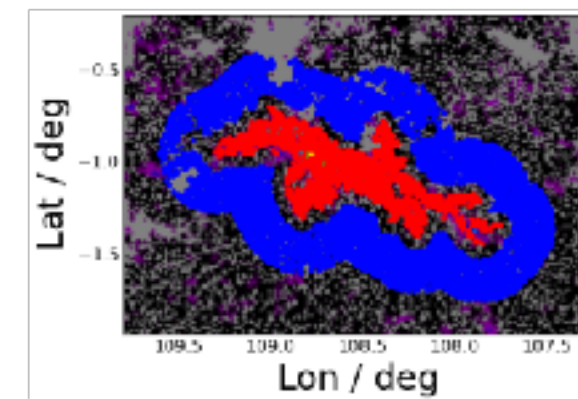
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