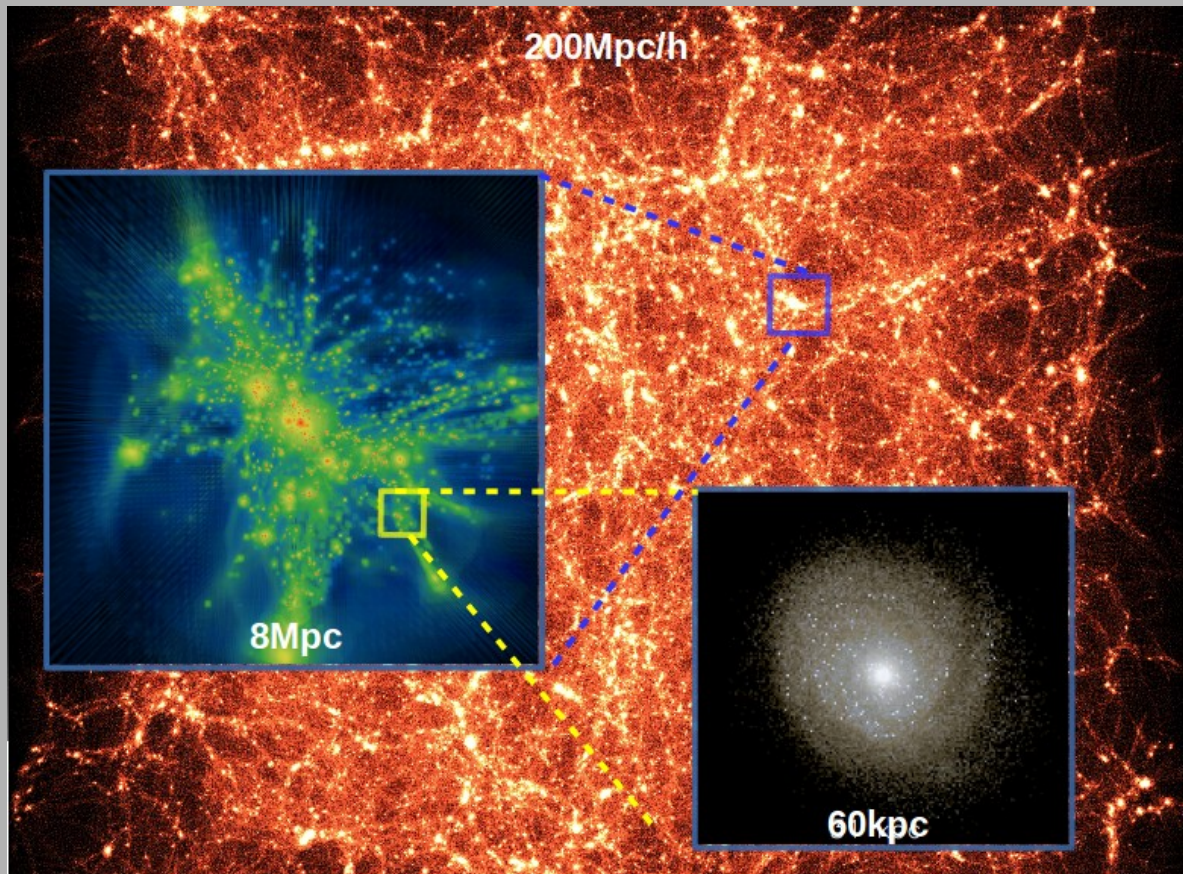


# Tools for observers: Phase-space diagrams

Hoseung Choi,  
Yonsei University  
PhD supervisor: Sukyoung Yi

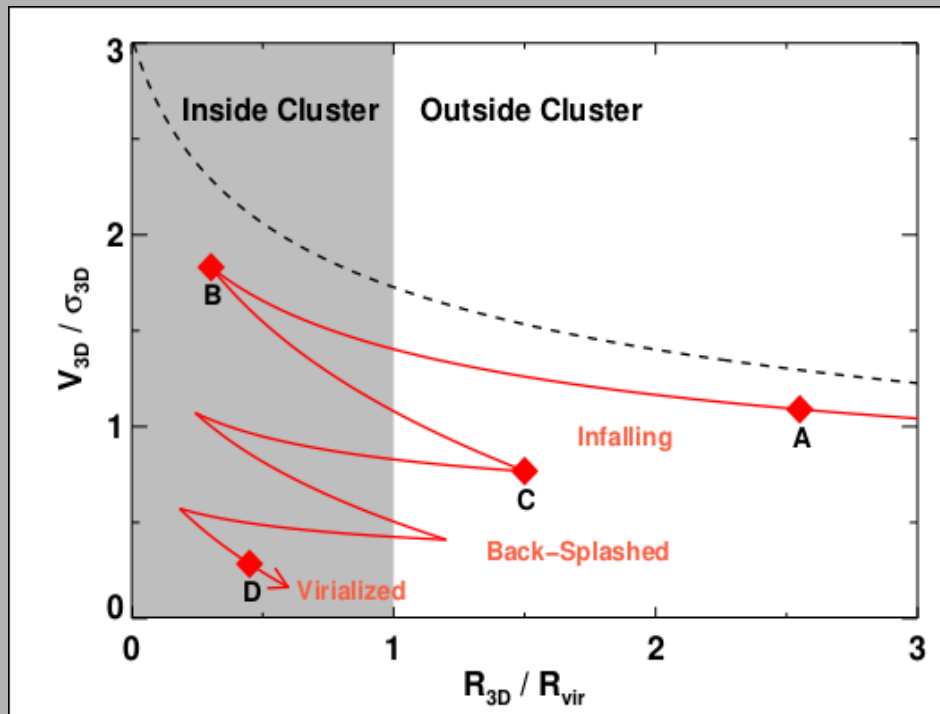
## Simulation details:

- ~15 clusters in total  
(Mass range  $5e13$ - $1e15 M_{\text{sol}}$ )
- Simulation resolution:
  - Resolved to 700 pc
  - Resolved to  $1e9 M_{\text{sol}}$
  - 70 Myr time resolution
- Baryonic physics:  
Hydrodynamical gas, star formation, stellar feedback, AGN formation, AGN feedback, etc

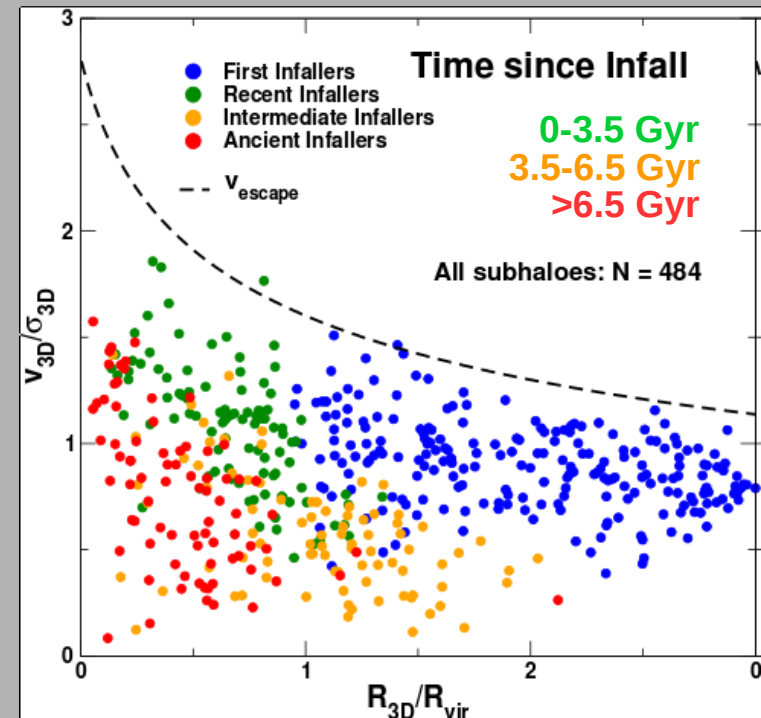


JinSu Rhee

# Tools for observers: Phase-space diagrams

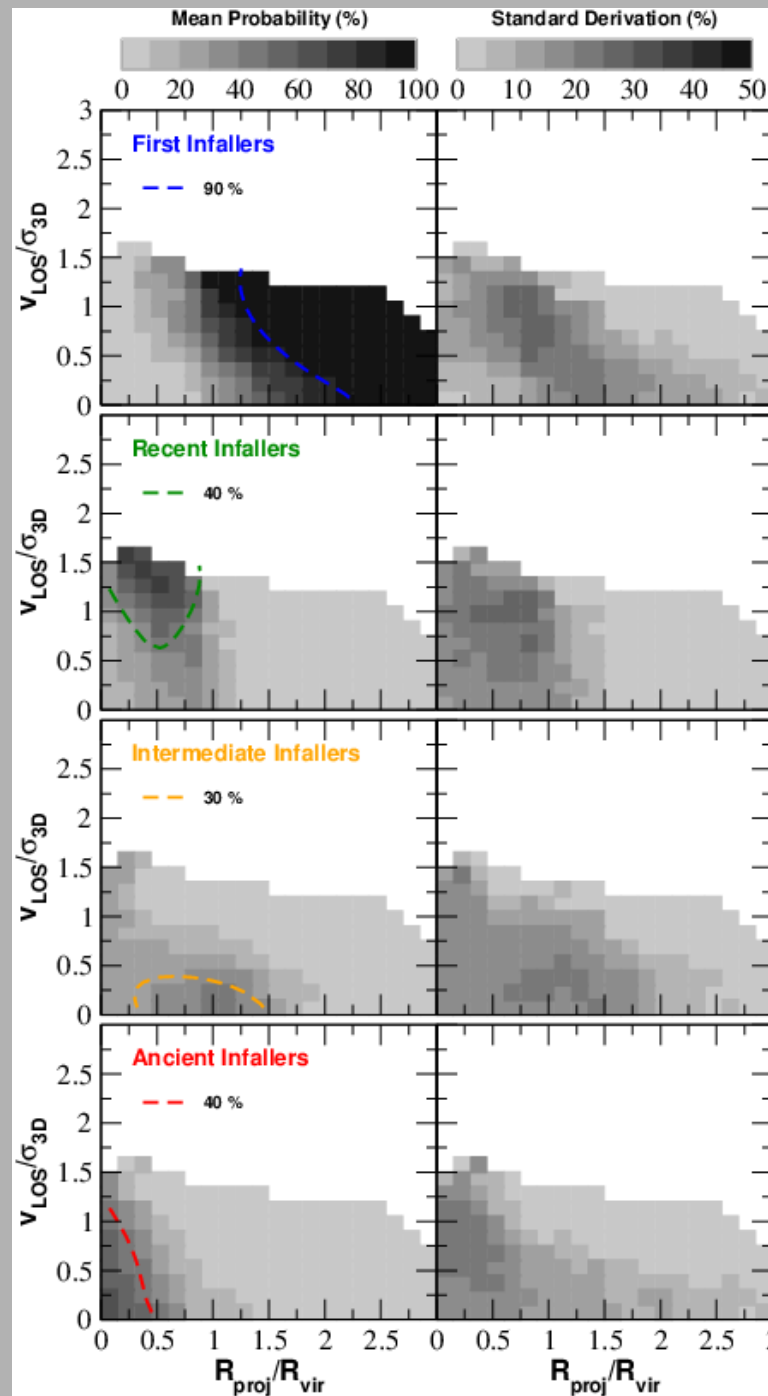


Cartoon track of infalling galaxy in phase-space



3D phase-space diagram of single cluster at  $z=0$ , with galaxies coloured by time since infall

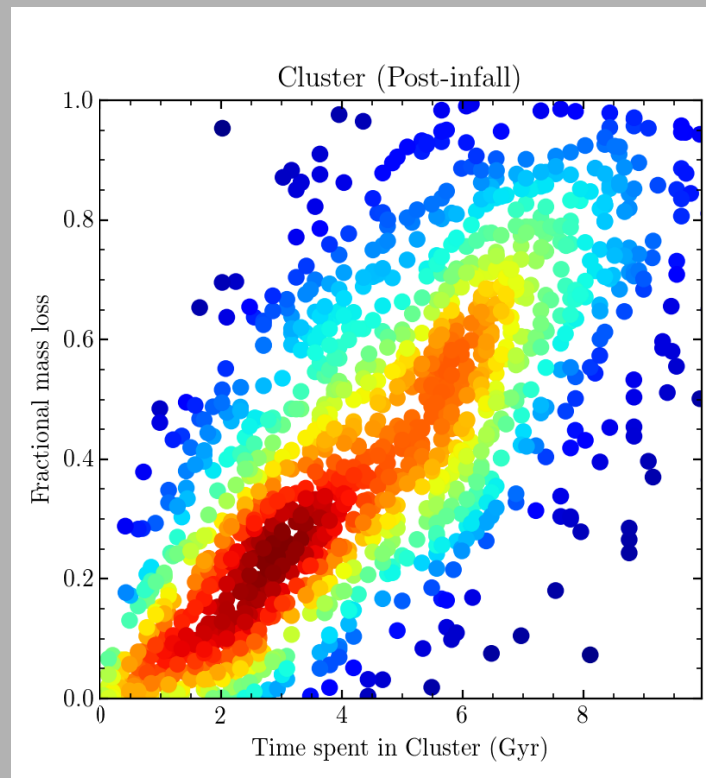
# Projected phase-space diagrams: Infall time



(Left column)  
Mean probability of  
the given infall time

(Right column)  
Standard deviation  
(arising from cluster-  
cluster variations,  
line-of-sight, etc)

# Mass loss in Phase space

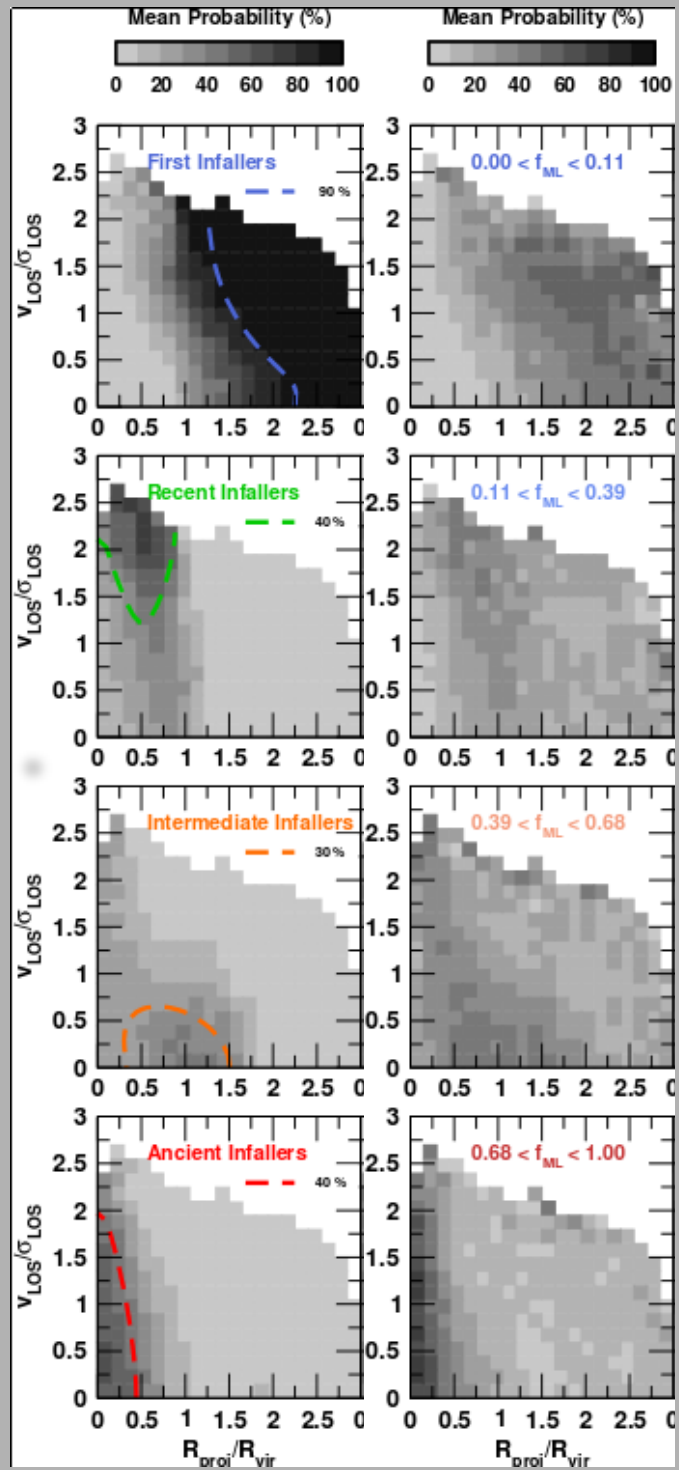


*From Han, Smith et al.  
2018 (in prep.)*

Clear correlation between infall time and mass loss within the cluster

# Infall time and Tidal Mass Loss linked in Projected Phase-space:

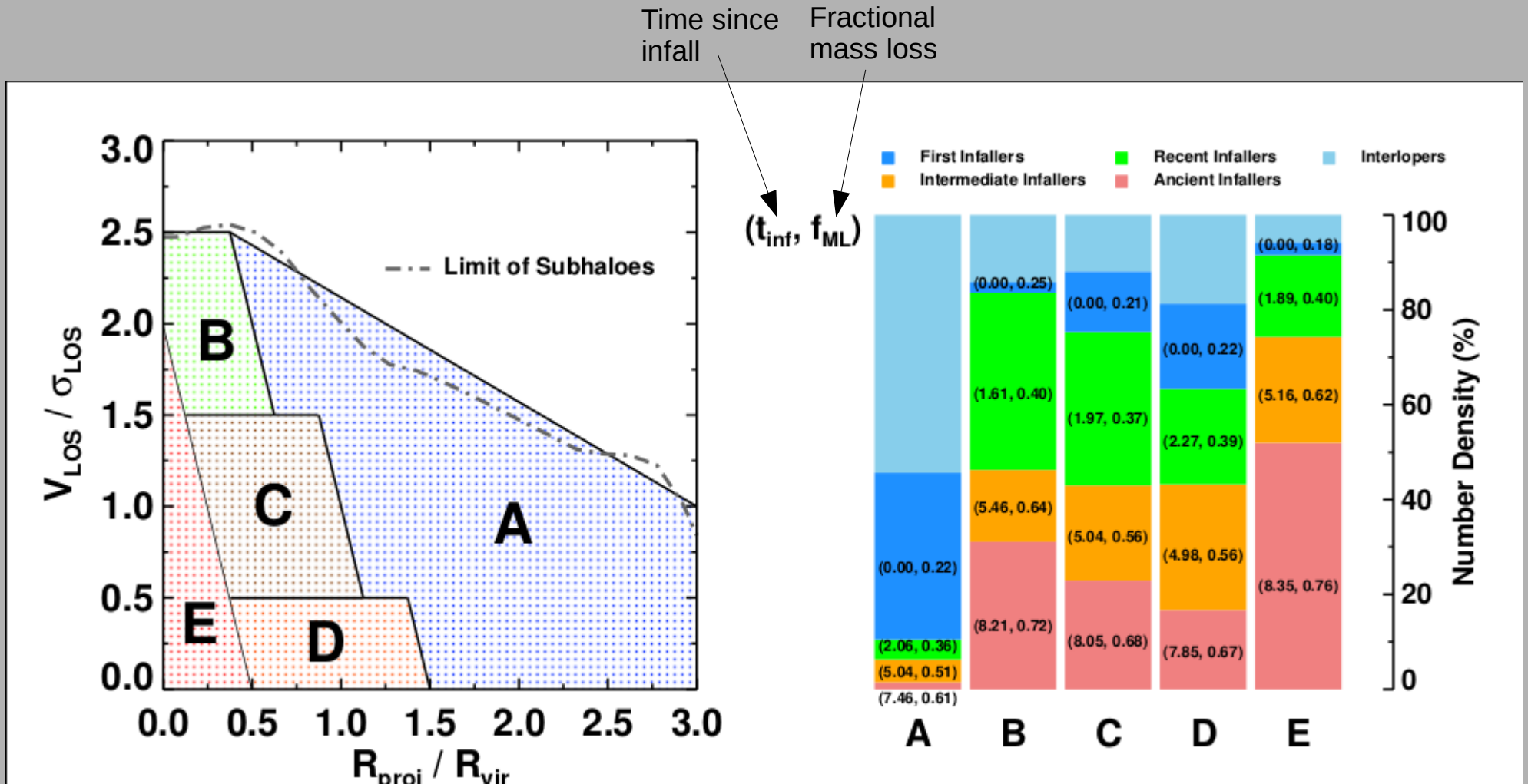
(Left column)  
Time since infall



(Right column)  
Fractional mass loss

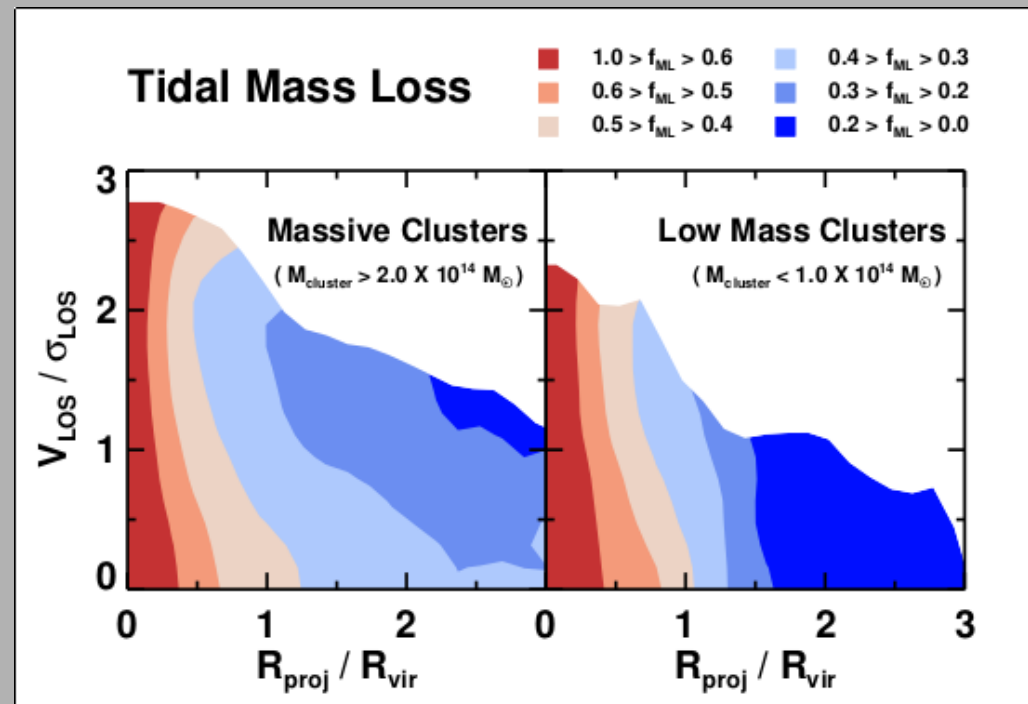
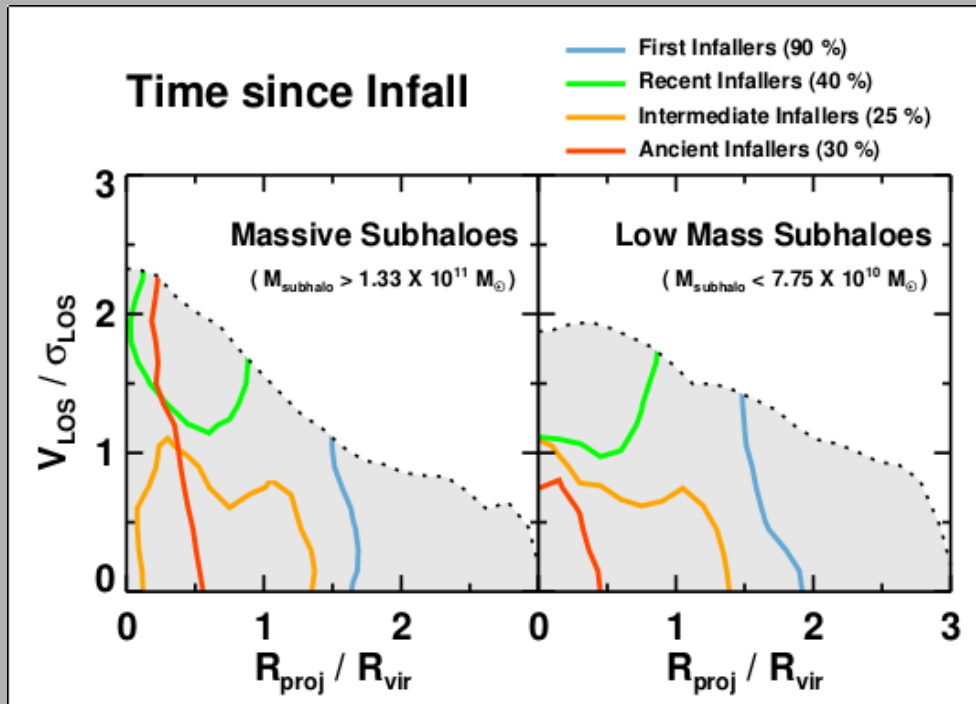
- Similarity between infall time and tidal mass loss diagrams
- Location in phase-space gives information on tidal mass loss

# Tools for Observers: Phase-Space Diagrams

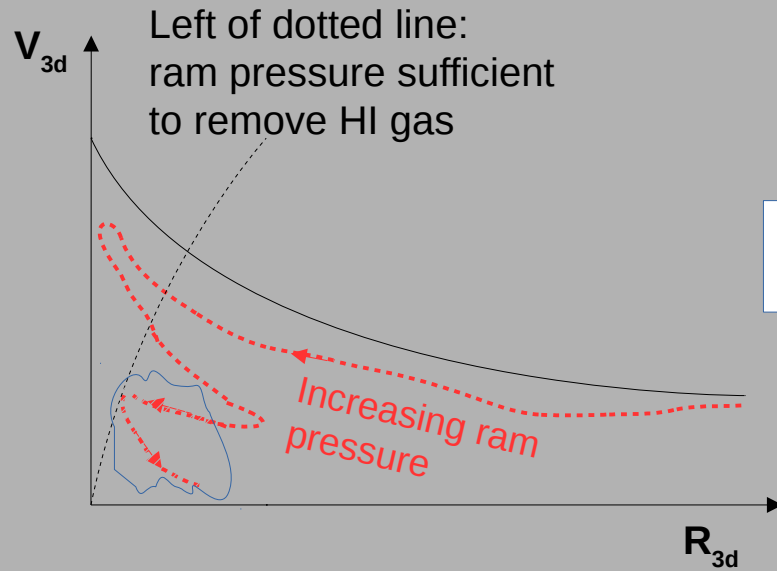


Breakdown of galaxy properties (infall time & halo mass-loss) in different regions in phase-space from Rhee, Smith et al. 2017

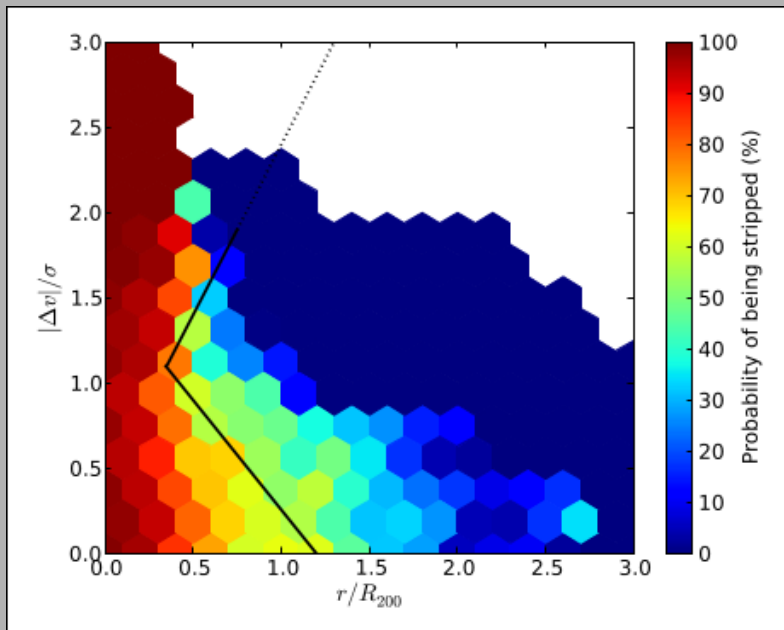
# Dependency on Host & Galaxy mass



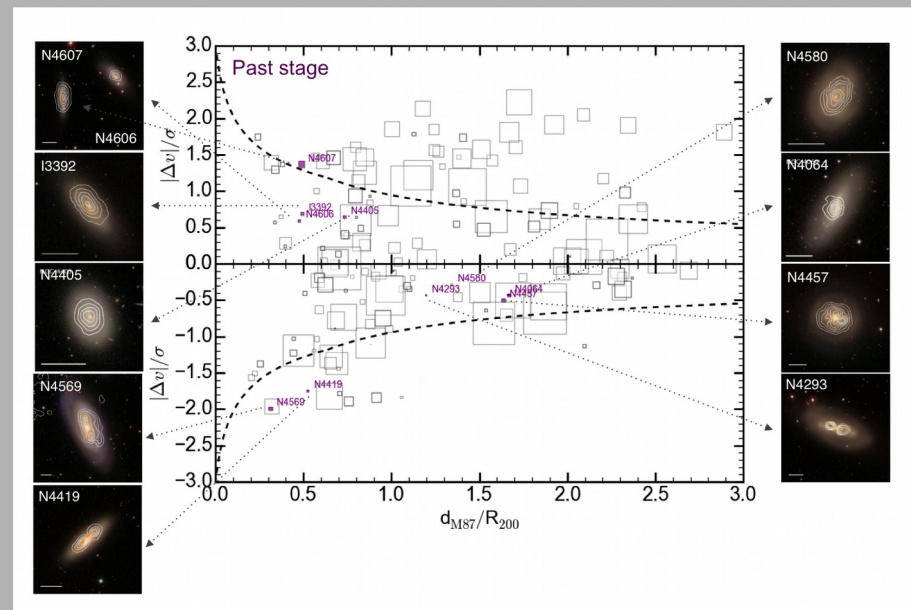
# Ram pressure stripped galaxies in phase space



$$RP = \rho_{\text{ICM}} v_{\text{gal}}^2$$



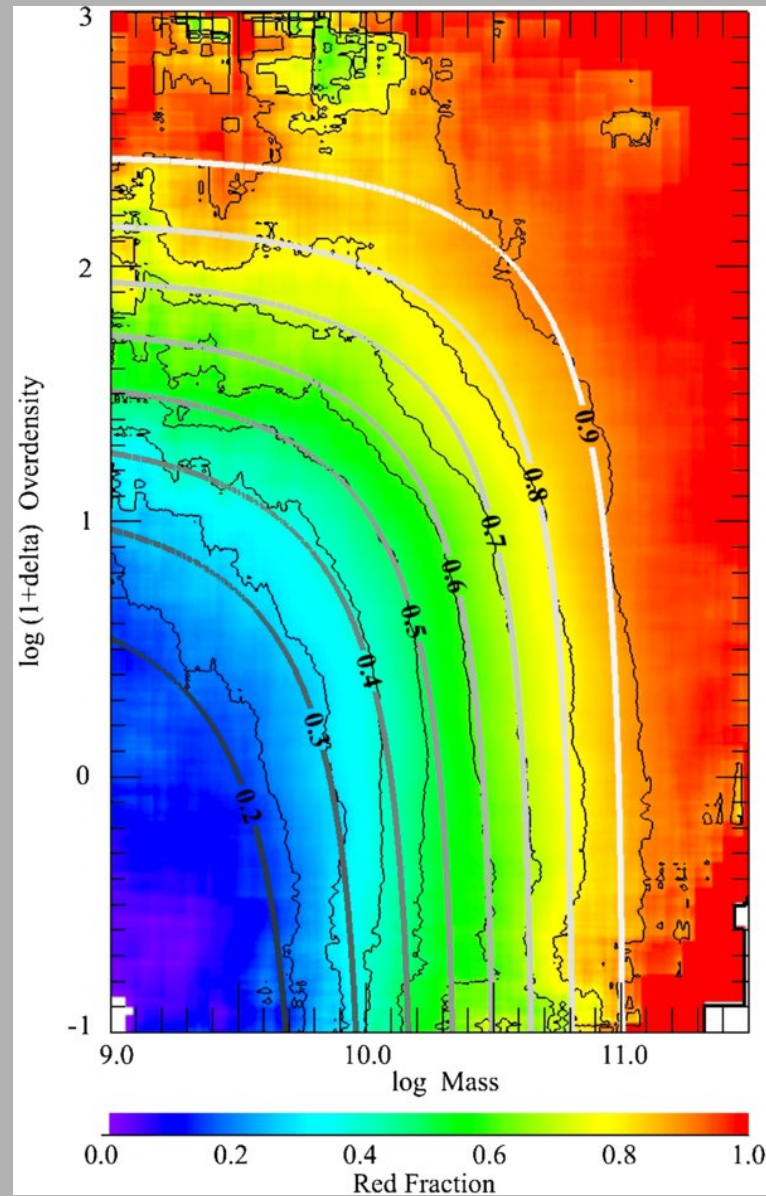
Probability of having been  
ram pressure stripped in phase-space  
(Jaffe, Smith et al. 2015)



Virgo cluster ram pressure stripping  
in phase-space  
(Yoon, Chung, Smith et al. 2017)



# Galaxy properties function of mass and environment



To see effects of environment, need to first control for mass