

# Large-scale structure

# Lectures 1-2

Introduction and context

Observables

Linear matter power spectrum

Linear perturbation theory

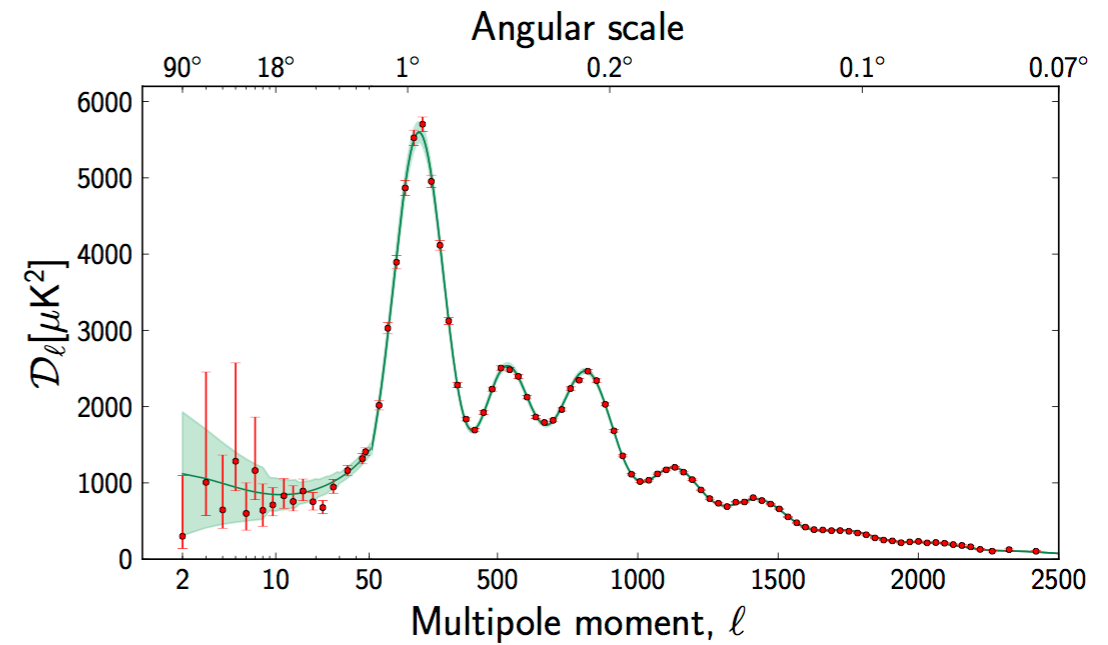
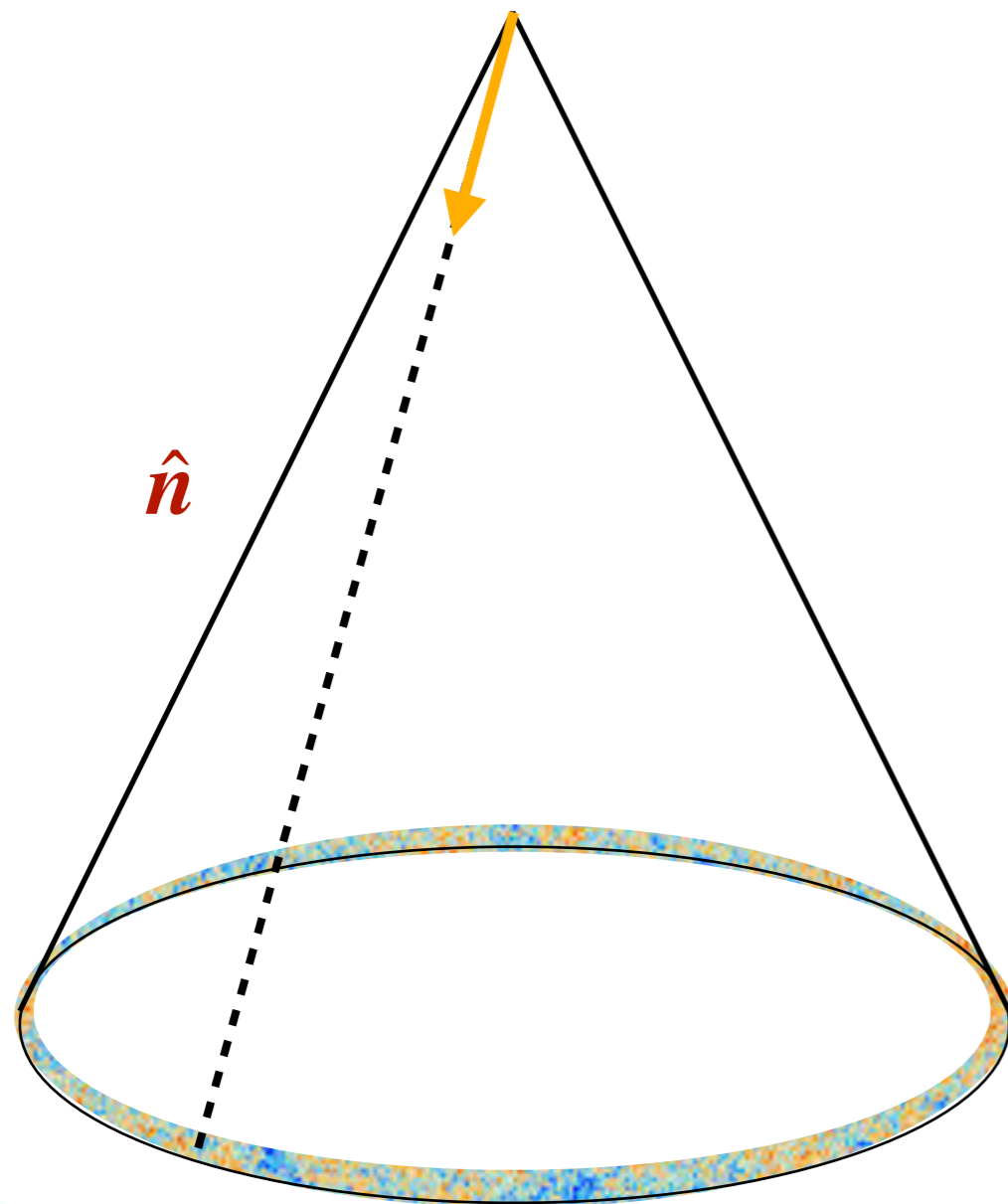
Redshift-space distortions

Linear galaxy bias

Linear galaxy power spectrum multipoles

# Cosmic Microwave Background

CMB extremely successful. Better polarization in the next ~10 yrs

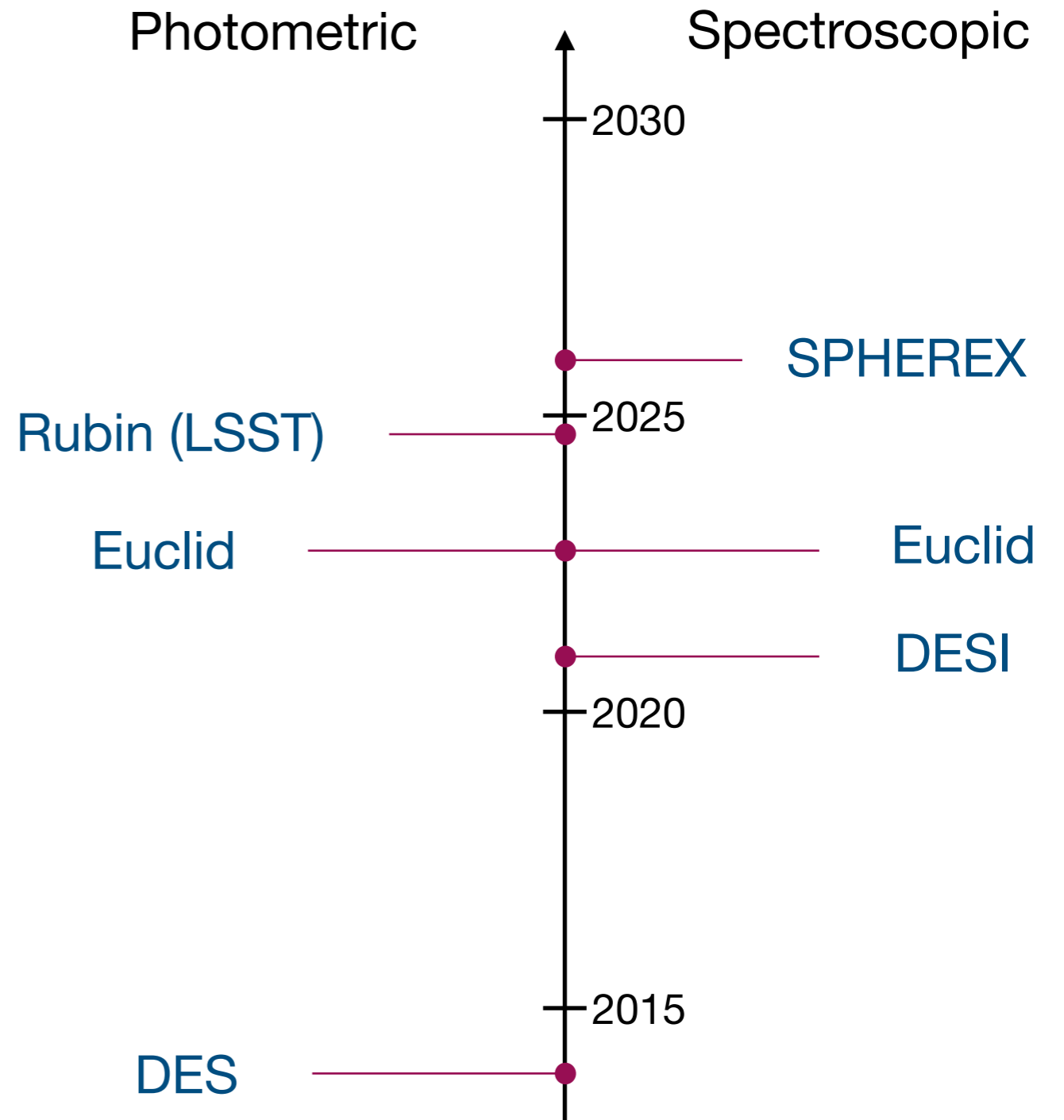
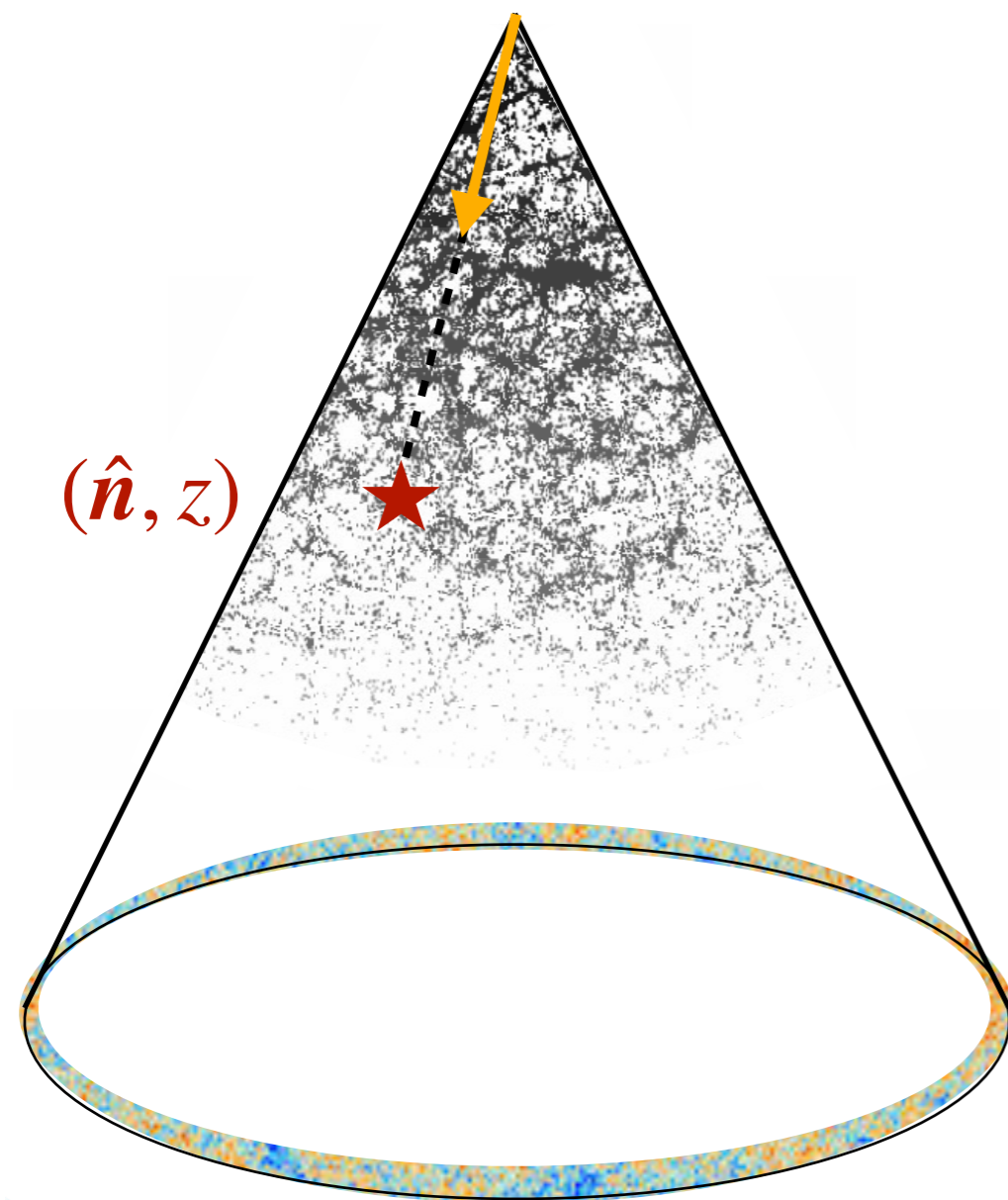


Parameter	<i>Planck</i> alone
$\Omega_b h^2$ .....	$0.02237 \pm 0.00015$
$\Omega_c h^2$ .....	$0.1200 \pm 0.0012$
$100\theta_{MC}$ .....	$1.04092 \pm 0.00031$
$\tau$ .....	$0.0544 \pm 0.0073$
$\ln(10^{10} A_s)$ .....	$3.044 \pm 0.014$
$n_s$ .....	$0.9649 \pm 0.0042$
$H_0$ .....	$67.36 \pm 0.54$

Many open questions that CMB alone cannot answer!

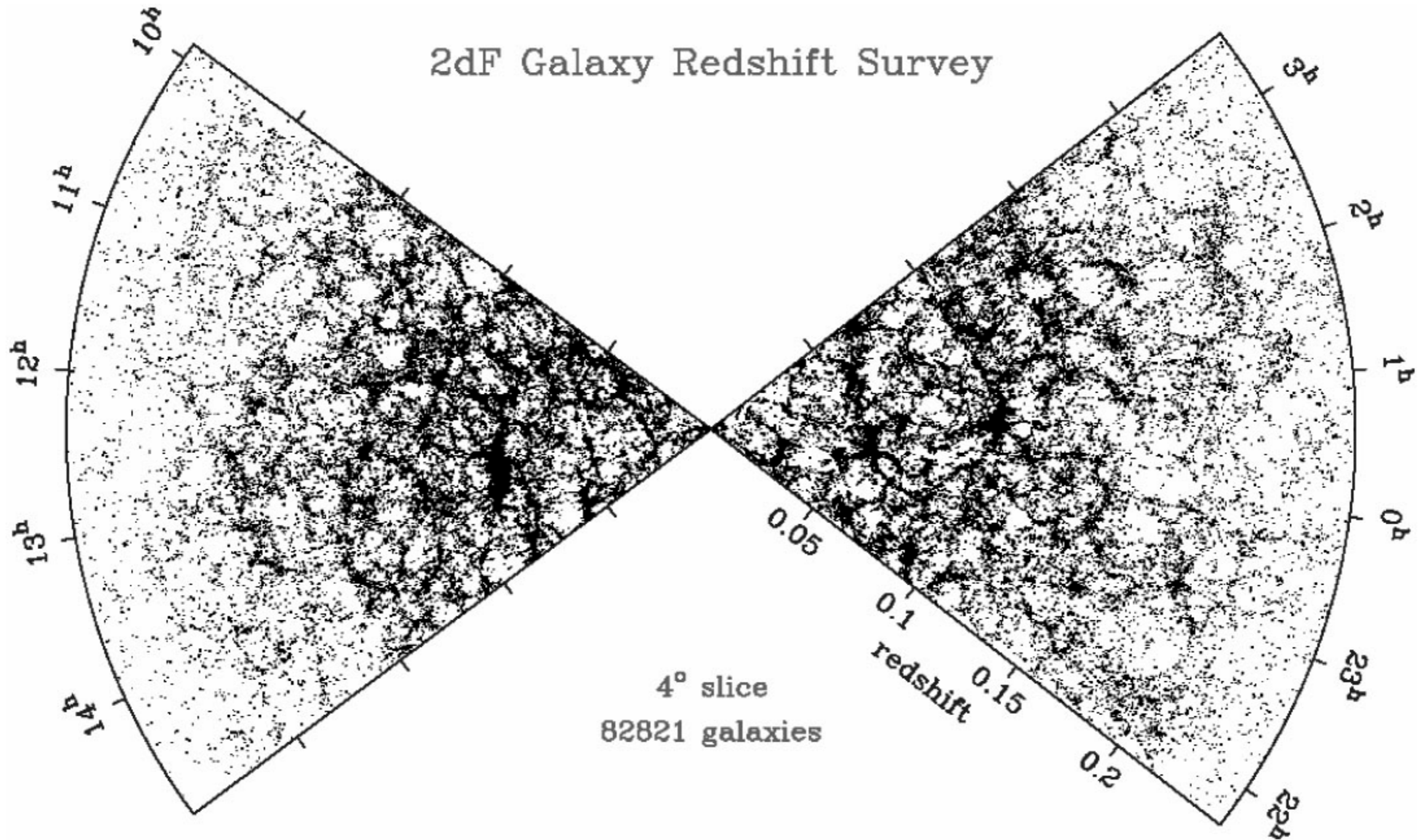
# Observing the entire light-cone

Image billions and take spectra of ~100 million of objects up to  $z < 5$

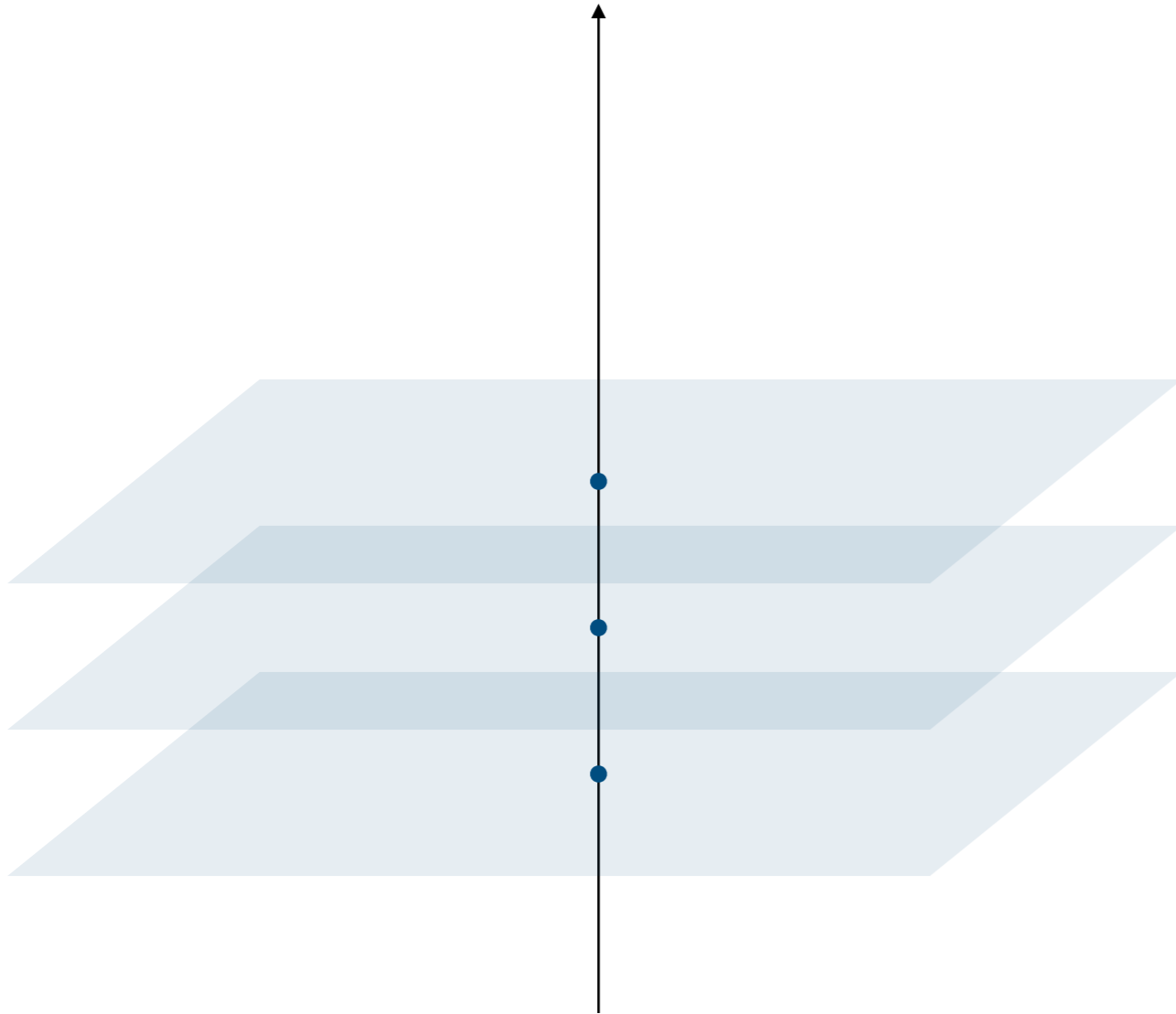


# Large-scale structure

Structure in clustering of matter on large scales (larger than  $\sim 1$  Mpc)



# Large-scale structure



$$\mathcal{O}(\mathbf{x}, \tau) = \int \frac{d^3\mathbf{k}}{(2\pi)^3} \mathcal{O}(\mathbf{k}, \tau) e^{i\mathbf{k}\mathbf{x}}$$

Observables are small fluctuations

In linear theory:

$$\mathcal{O}(\mathbf{k}, \tau) = T_{\mathcal{O}}(k, \tau) \zeta(\mathbf{k})$$



primordial fluctuations  
(initial conditions)

# Large-scale structure

The correlation function and the power spectrum

$$\langle \mathcal{O}(\mathbf{x}, \tau) \mathcal{O}(\mathbf{x}', \tau) \rangle = \xi(|\mathbf{x} - \mathbf{x}'|, \tau)$$



$$\langle \mathcal{O}(\mathbf{k}, \tau) \mathcal{O}(\mathbf{k}', \tau) \rangle = (2\pi)^3 \delta^D(\mathbf{k} + \mathbf{k}') P_{\mathcal{O}}(k, \tau)$$

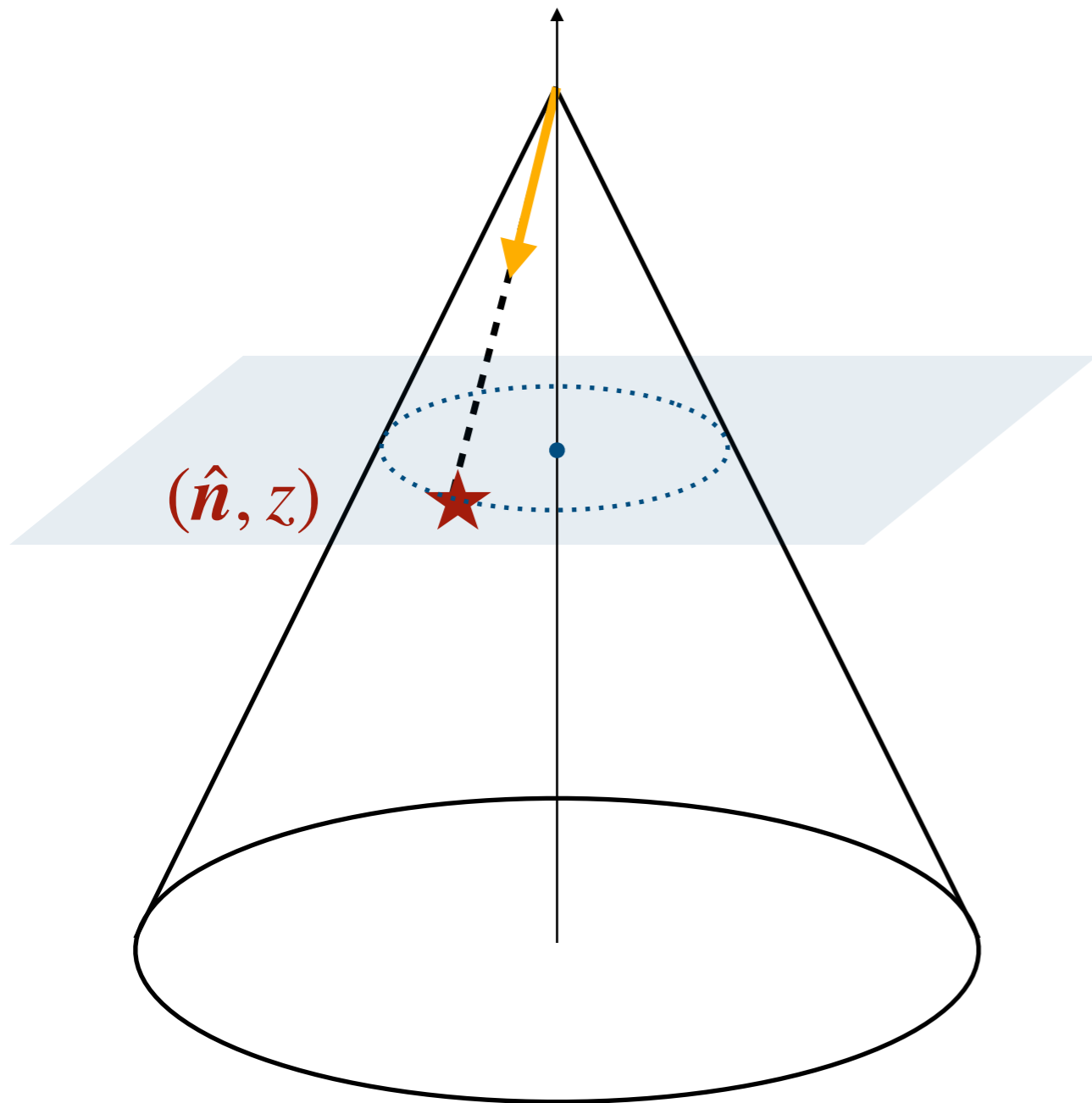
$$P_{\mathcal{O}}(\mathbf{k}, \tau) = T^2(k, \tau) P_{\zeta}(k)$$

$$P_{\zeta}(k) = \frac{A_s}{k^{3-(n_s-1)}}$$

nearly scale-invariant  
nearly Gaussian

...

# Observables in the late universe



The light-cone is 3D

$$\mathcal{O}(\hat{\mathbf{n}}, z) = \sum_{\ell, m} \mathcal{O}_{\ell m}(z) Y_{\ell m}(\hat{\mathbf{n}})$$

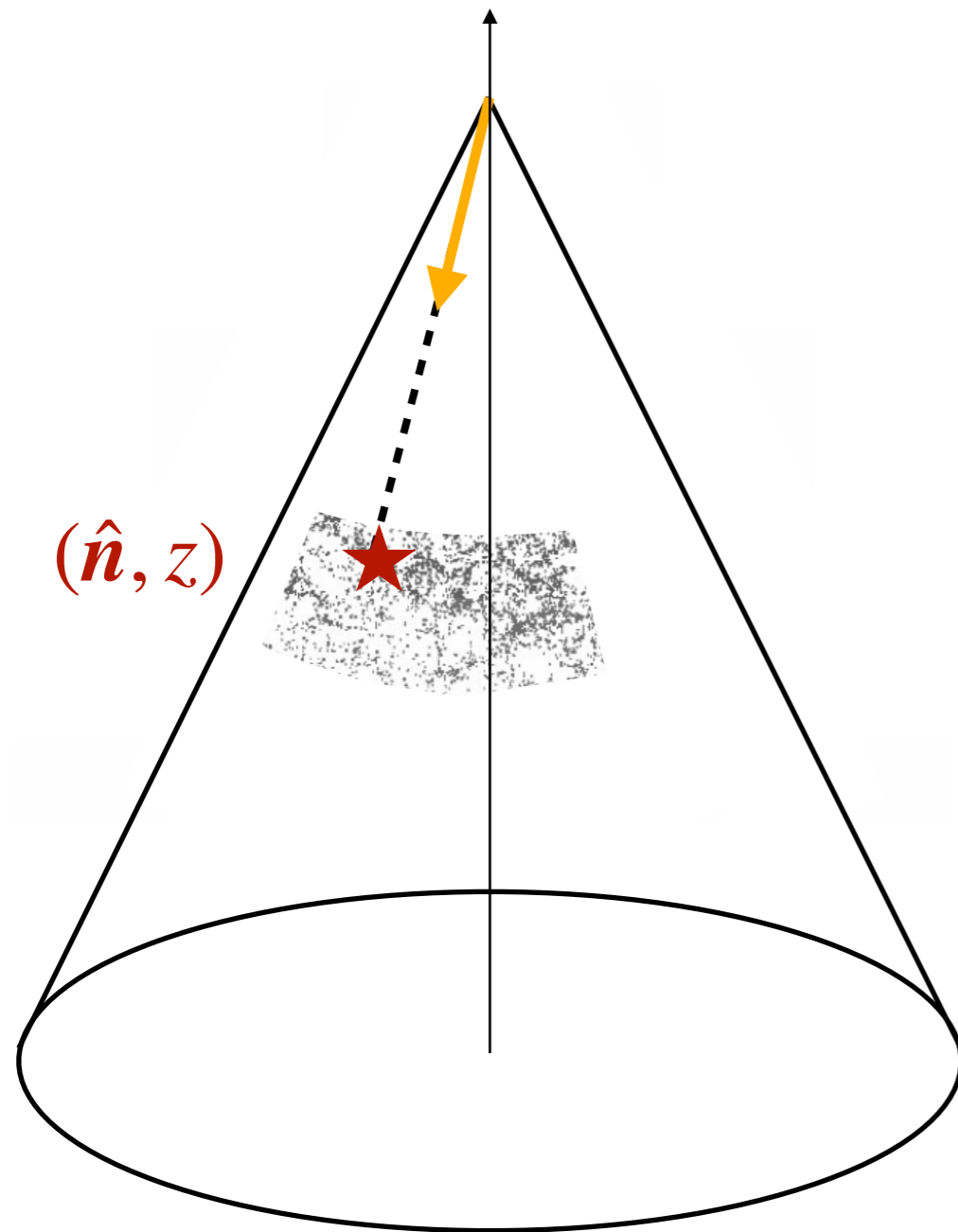
$$\langle \mathcal{O}_{\ell, m}(z) \mathcal{O}_{\ell', m'}(z') \rangle = \delta_{\ell \ell'}^K \delta_{m m'}^K C_{\ell}(z, z')$$

One can project:

$$(\mathbf{x}, \tau) \rightarrow (\hat{\mathbf{n}}, z)$$



# Observables in the late universe

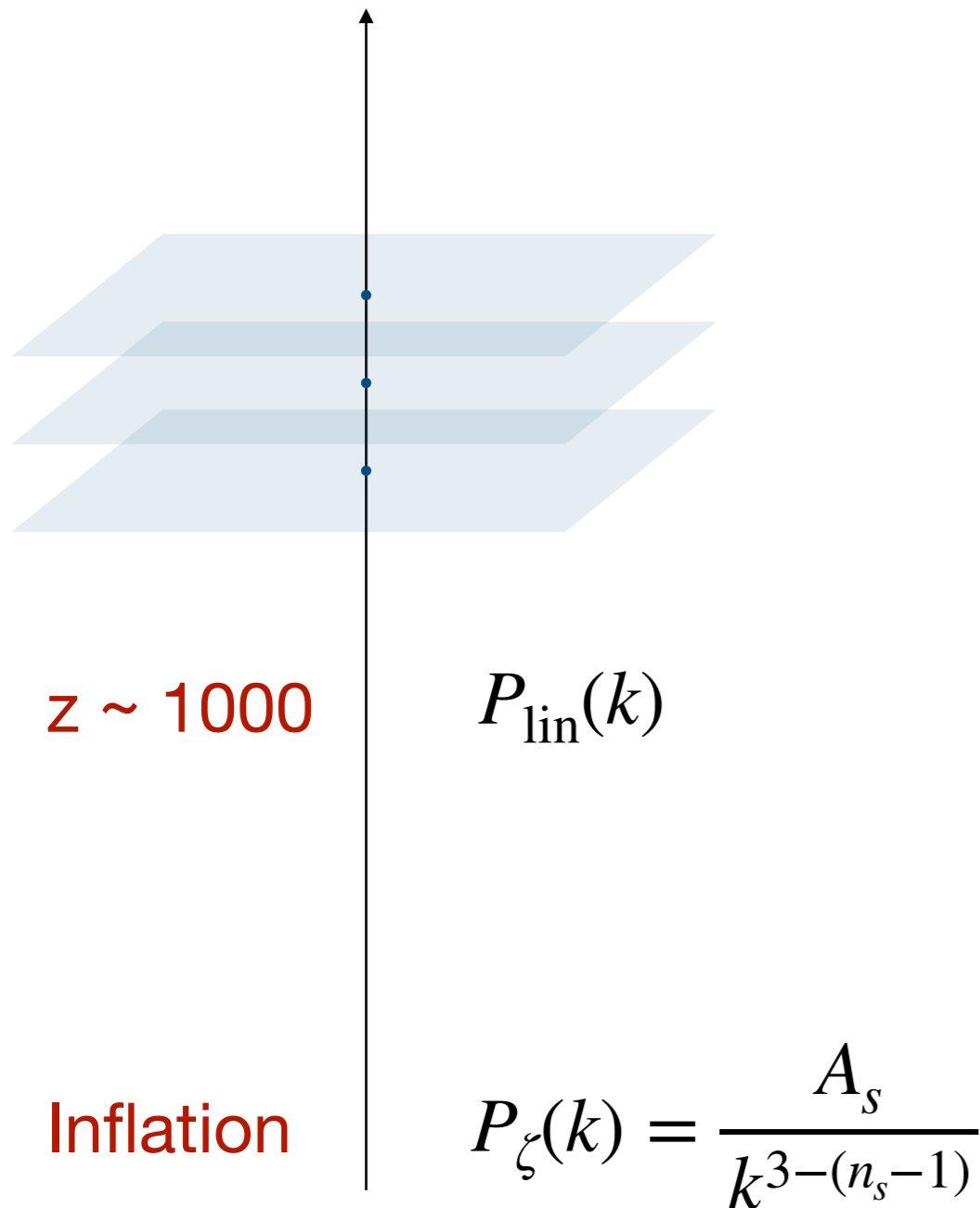


In a “small” patch  $(\hat{n}, z) \rightarrow \mathbf{x}$

In practice we mainly use  $P_{\mathcal{O}}(k, \tau)$  for galaxies and  $C_{\ell}$  for CMB

Full-sky, wide angle effects will be more important in the future

# Linear matter power spectrum



Matter fluctuations

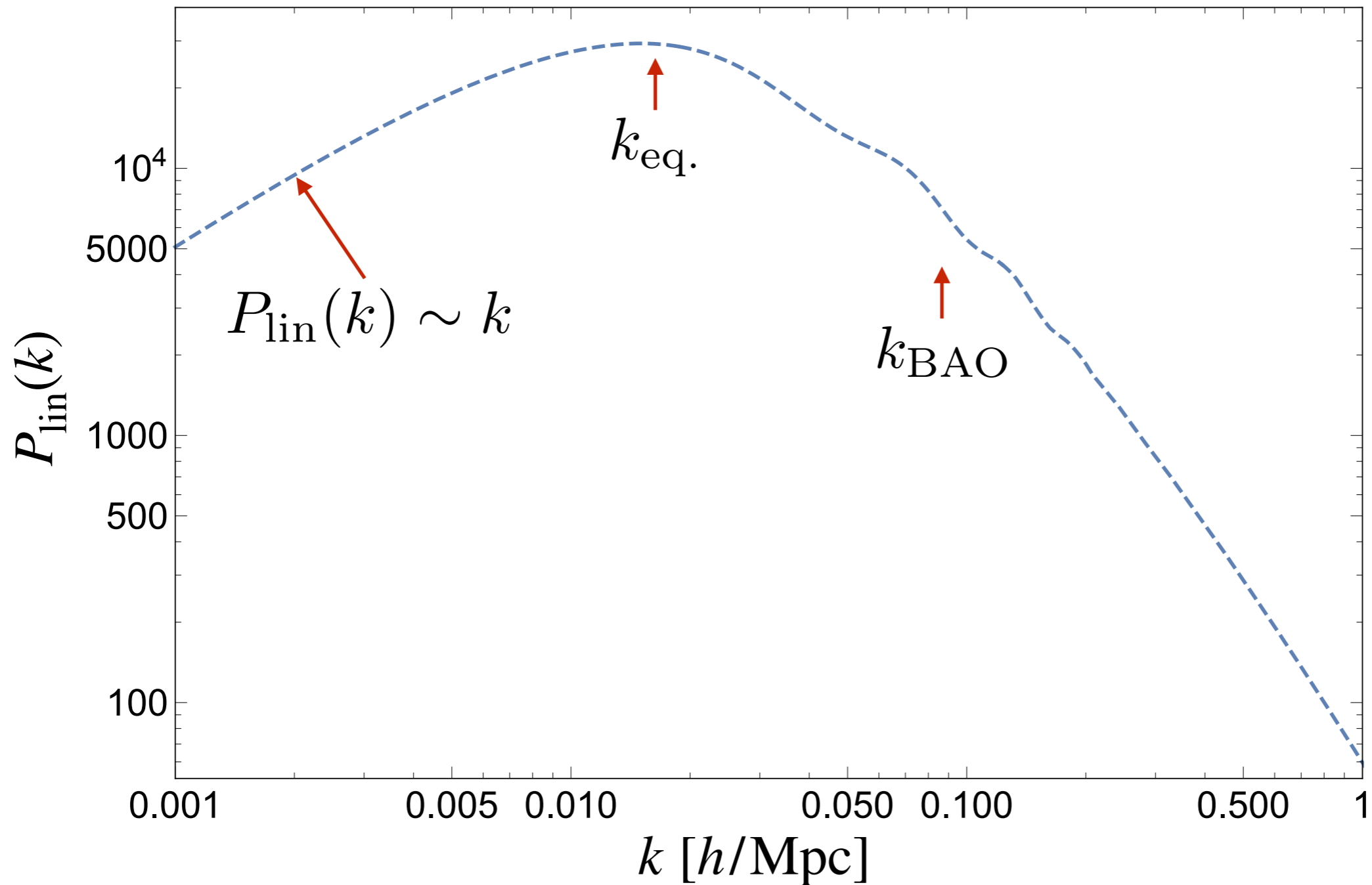
$$\delta(\mathbf{x}, \tau) = \frac{\rho(\mathbf{x}, \tau) - \bar{\rho}(\tau)}{\bar{\rho}(\tau)}$$

After recombination, neglecting GR

$$\langle \delta(\mathbf{k})\delta(\mathbf{k}') \rangle = (2\pi)^3 \delta^D(\mathbf{k} + \mathbf{k}') P_{\text{lin}}(k)$$

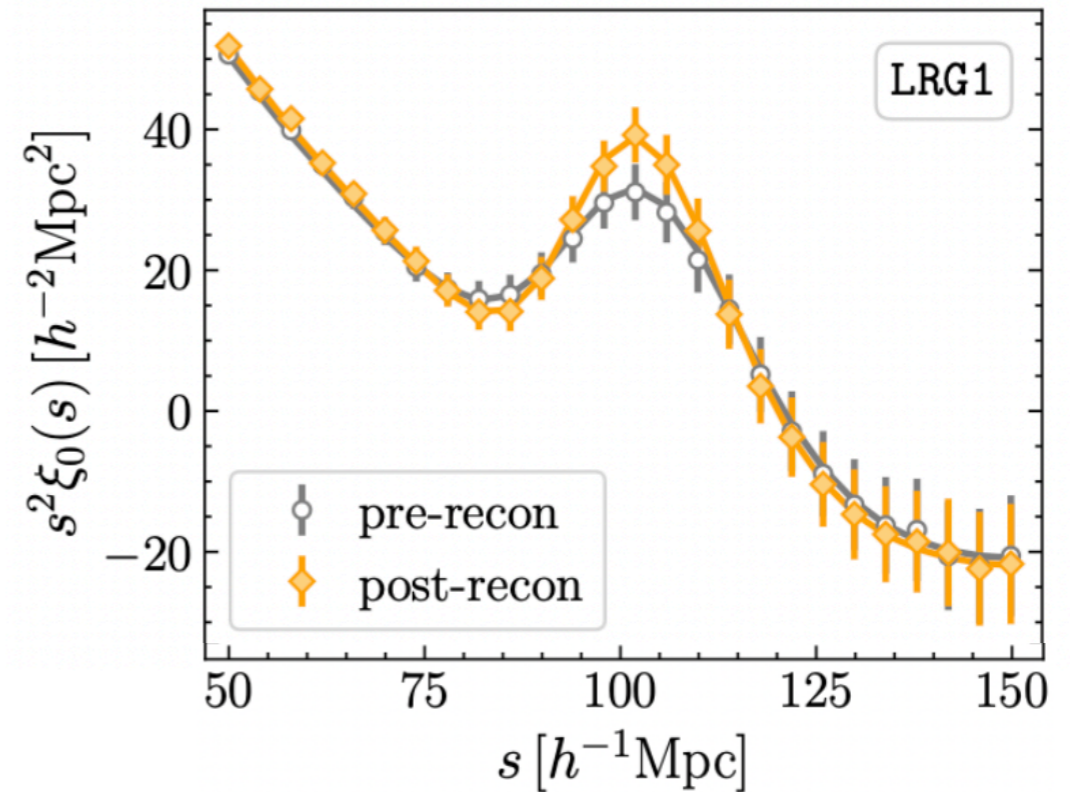
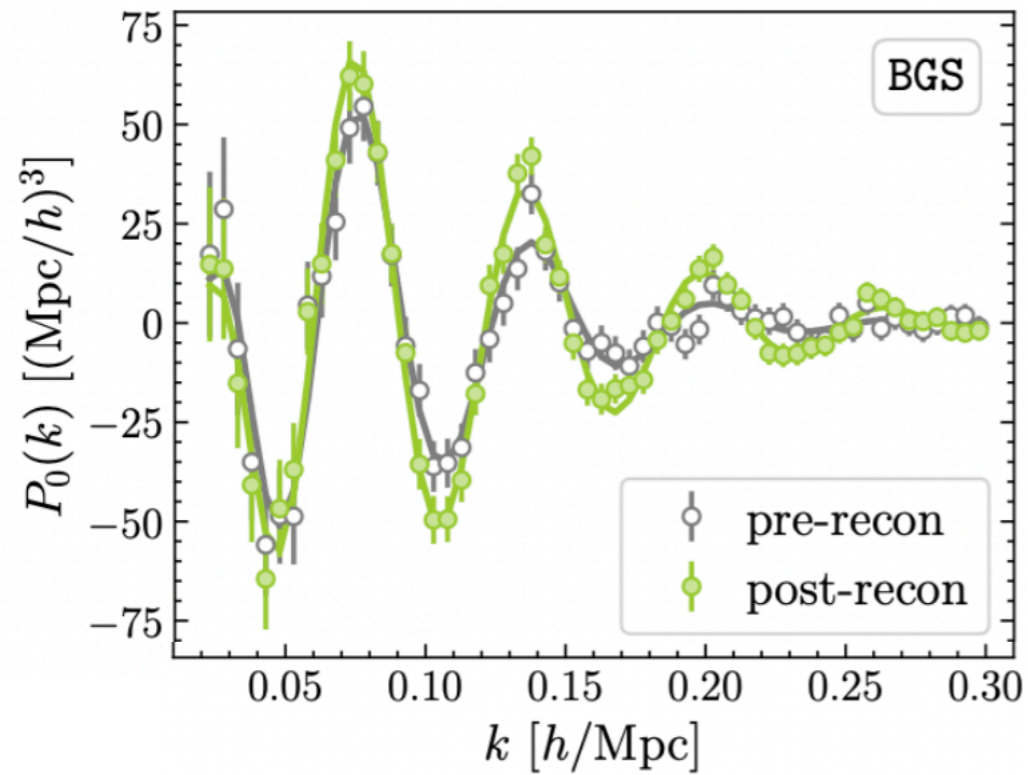
# Linear matter power spectrum

Main features of the linear power spectrum



# Linear matter power spectrum

BAO in the correlation function looks like a single peak



DESI 2024, adopted from Seshadri Nadathur

# Linear matter power spectrum

Smooth the field on the scale  $R$

$$\delta_R(\mathbf{x}) = \int d^3\mathbf{r} W_R(|\mathbf{x} - \mathbf{r}|) \delta(\mathbf{r})$$

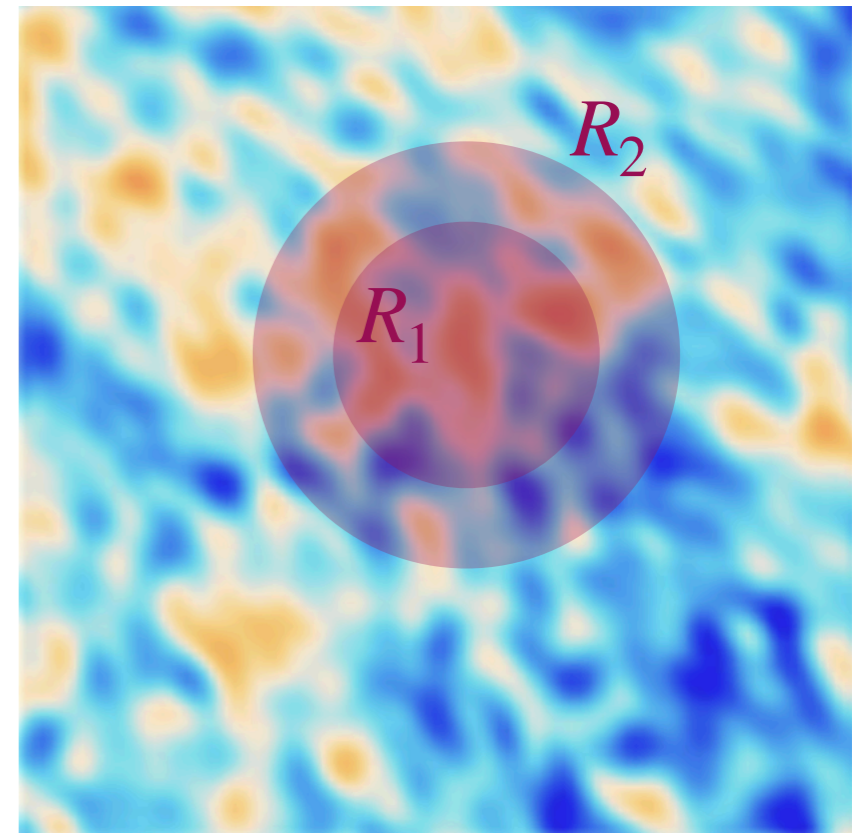
Variance of the smoothed density field

$$\langle \delta_R^2 \rangle \approx \int_{k < 1/R} \frac{d^3\mathbf{k}}{(2\pi)^3} P_{\text{lin}}(k)$$

$$\Delta^2(k) \equiv \frac{k^3}{2\pi^2} P_{\text{lin}}(k)$$

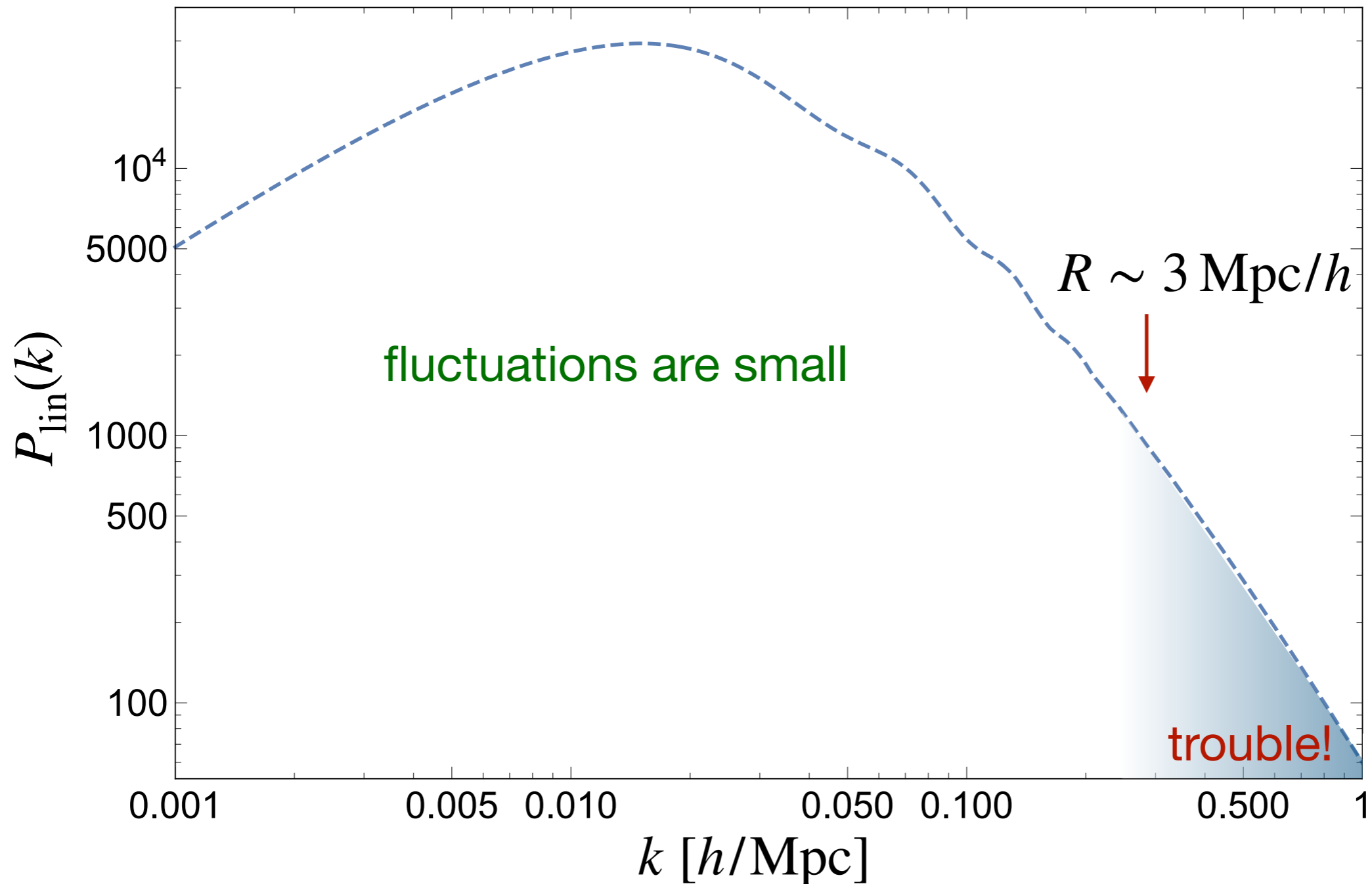


reduced (dimensionless) power spectrum



# Linear matter power spectrum

At redshift zero,  $\Delta^2(k) \approx 1$  for  $k \approx 0.3 h/\text{Mpc}$



# Linear perturbation theory

Linearized Einstein's equations in the non-relativistic limit

$$\delta' + \nabla_i v_i = 0$$

$$v_i' + \mathcal{H} v_i = -\nabla_i \Phi$$

$$\nabla^2 \Phi = 4\pi G \bar{\rho} a^2 \delta = \frac{3}{2} \Omega_m(\tau) \delta$$

These equations combine into

$$\delta'' + \mathcal{H} \delta' - \frac{3}{2} \Omega_m \delta = 0$$

$$\delta(\mathbf{x}, \tau) = D_+(\tau) \delta_0(\mathbf{x}) + D_-(\tau) \delta_0(\mathbf{x})$$



linear growth factor

for  $\Omega_m = 1$ ,  $D_+(\tau) = a$

# Linear perturbation theory

One can also compute then the linear velocities

$$\delta' + \nabla_i v_i = 0$$

$$\delta' = \frac{da}{d\tau} \frac{d}{da} D_+(\tau) \delta_0 = \mathcal{H} \frac{d \log D_+}{d \log a} \delta$$

$$f(a) \equiv \frac{d \log D_+}{d \log a}$$

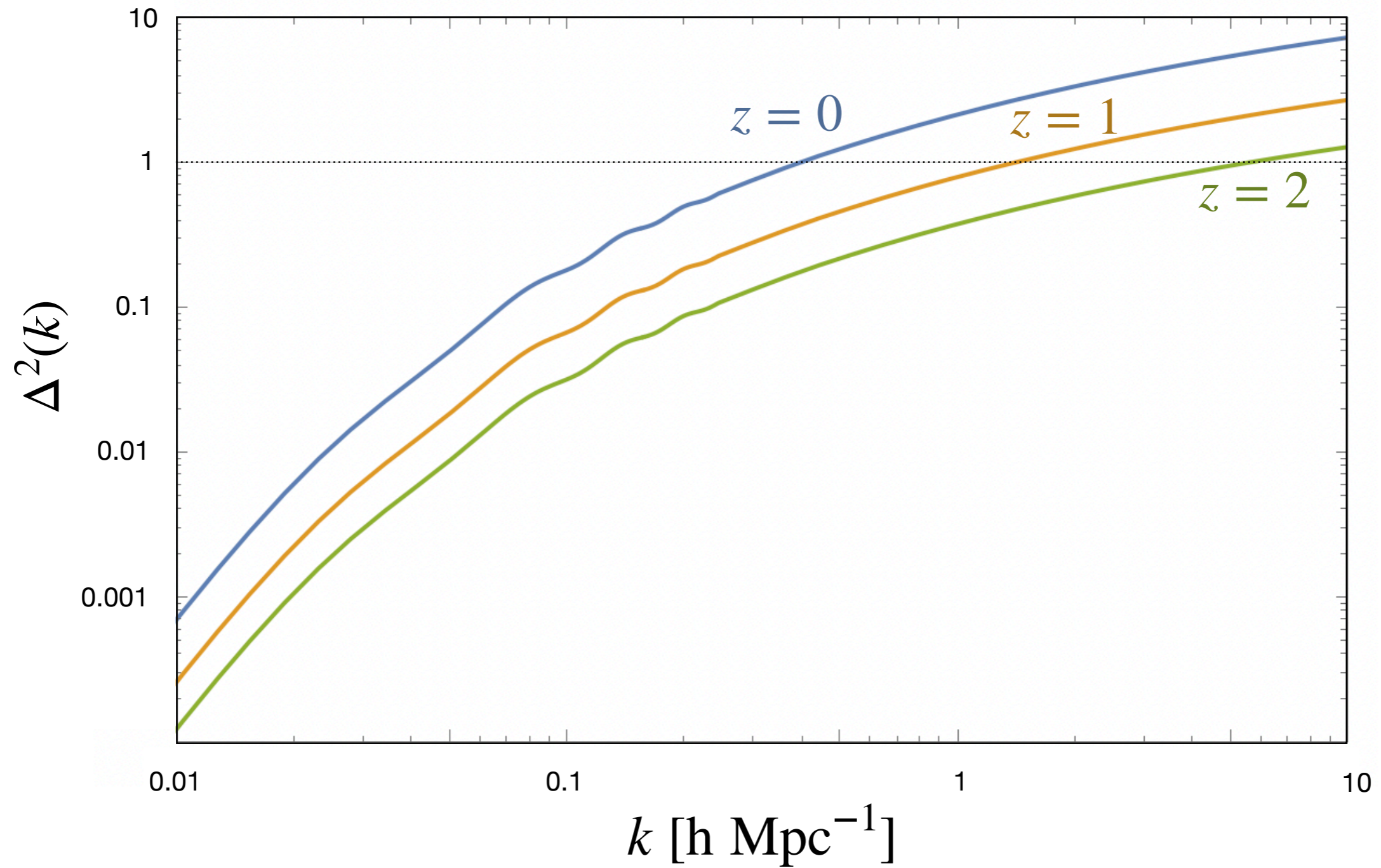


growth function

$$v_i(\mathbf{k}) = if \mathcal{H} \frac{k_i}{k^2} \delta(\mathbf{k})$$



# Linear perturbation theory



# Linear perturbation theory

We do not observe the real positions, but redshifts

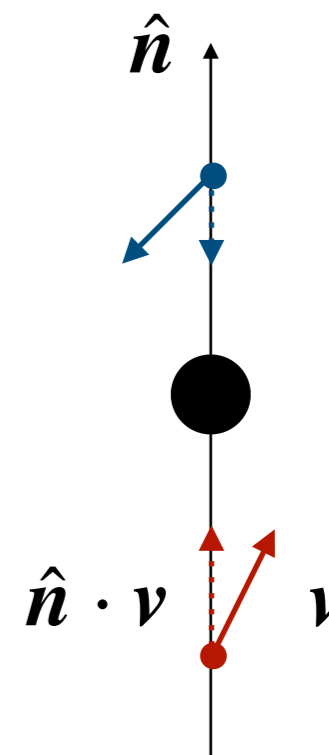
Mapping from redshift to real space introduces distortions

These are famous **redshift space distortions**

$$s_i = x_i + \frac{\hat{n} \cdot \mathbf{v}}{\mathcal{H}} \hat{n}_i$$

$$v_i(\mathbf{k}) = if\mathcal{H} \frac{k_i}{k^2} \delta(\mathbf{k})$$

$$\delta_s(\mathbf{k}) = (1 + f\mu^2) \delta(\mathbf{k}) \quad \mu \equiv \hat{\mathbf{k}} \cdot \hat{\mathbf{n}}$$



# Linear perturbation theory

The power spectrum is then

$$P_{\text{lin},s}(k, \mu) = (1 + f\mu^2)^2 P_{\text{lin}}(k)$$

It is convenient to expand this in multipoles

$$P_{\text{lin},s}(k, \mu) = \sum_{\ell} P_{\ell}(k) \mathcal{P}_{\ell}(\mu)$$

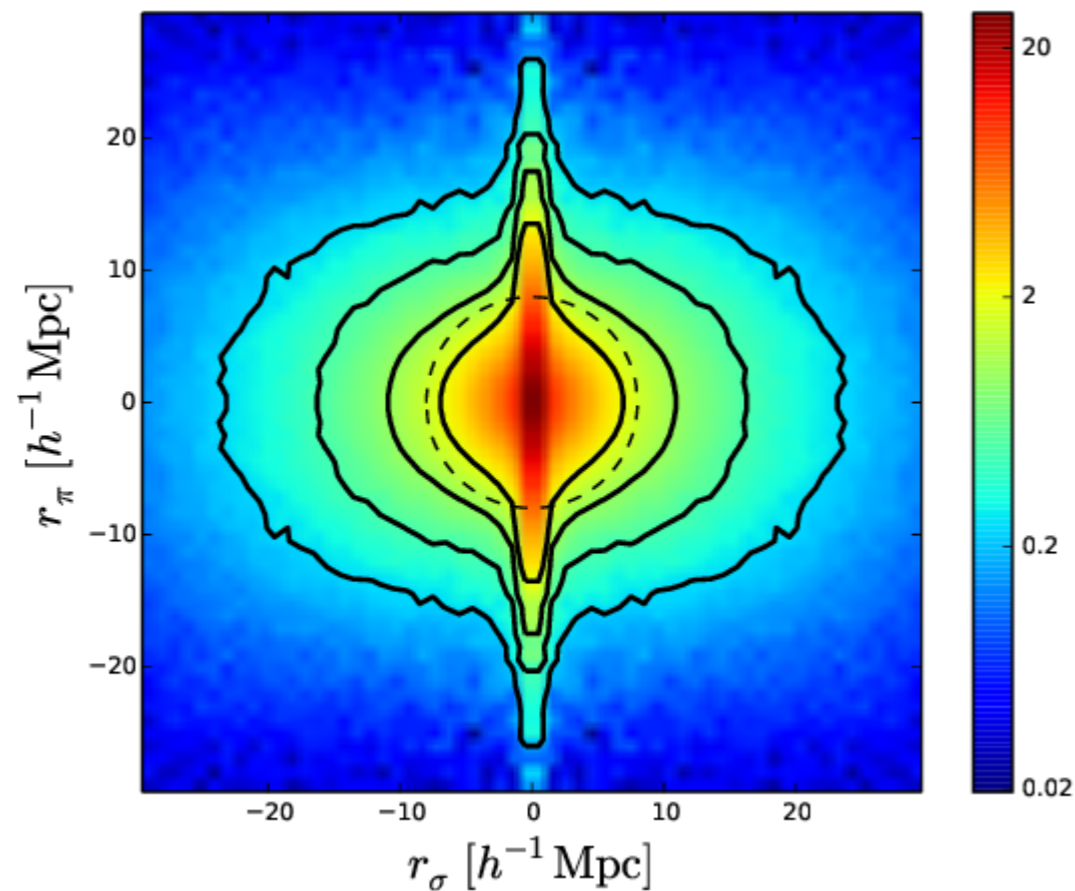


power spectrum multipoles

$$P_0(k) = \left( 1 + \frac{2}{3}f + \frac{1}{5}f^2 \right) P_{\text{lin}}(k)$$

# Linear perturbation theory

This is exactly what we measure from the data



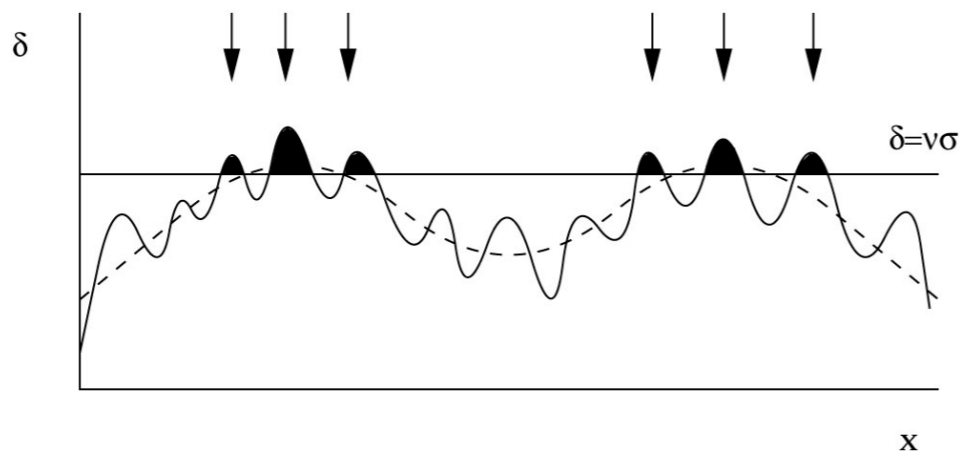
But to finally talk about galaxies we need one extra ingredient

# Linear perturbation theory

Galaxies do not fairly represent dark matter

$$\text{Naively, } n_g \sim n_{\text{DM}} \longrightarrow \delta_g = \delta$$

But galaxies form only in sufficiently overdense regions!



On very large scales (in linear theory)

$$\delta_g = b_1 \delta + \dots$$

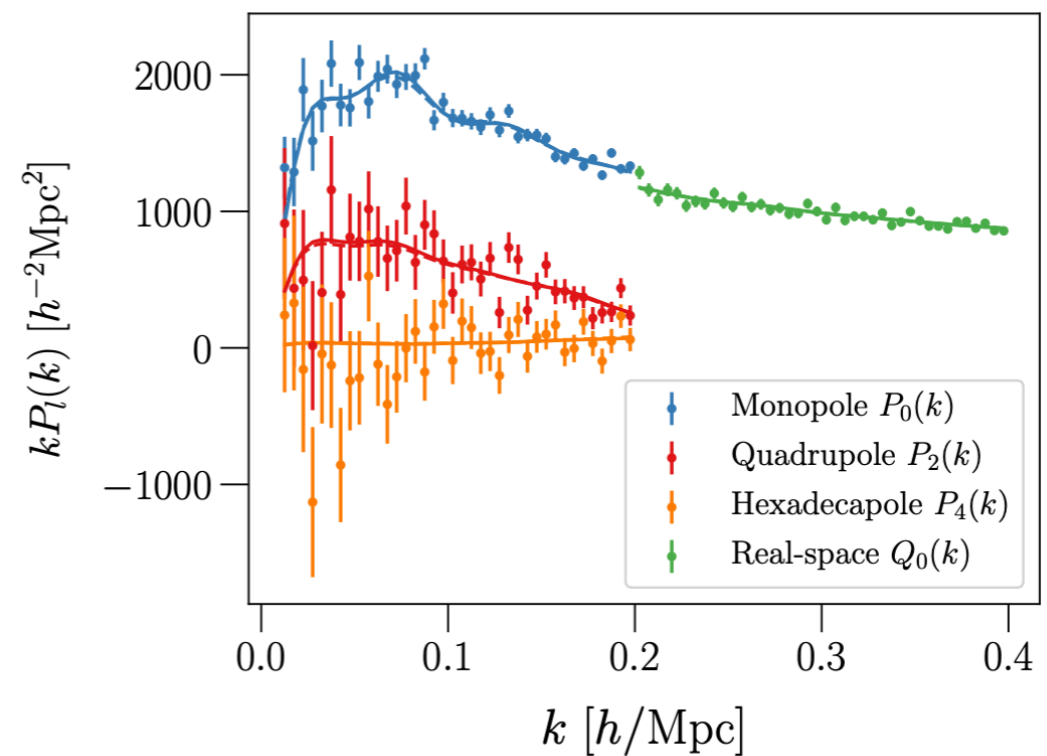
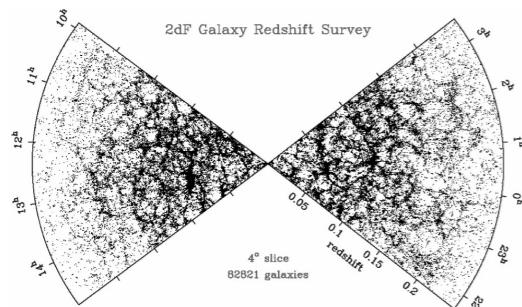
↑  
galaxy bias

# Linear perturbation theory

On large scales we get a famous Kaiser formula:

$$P_{g,\text{lin},s}(k, \mu) = (b_1 + f\mu^2)^2 P_{\text{lin}}(k)$$

galaxy map



Why is linear theory not enough? How to go beyond?