



# ***Cosmic voids identification through tracer dynamics: a novel (?) approach for large-scale structure analyses***

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Phd supervisors: Stephanie Escoffier, Pauline Vielzeuf, William Gillard

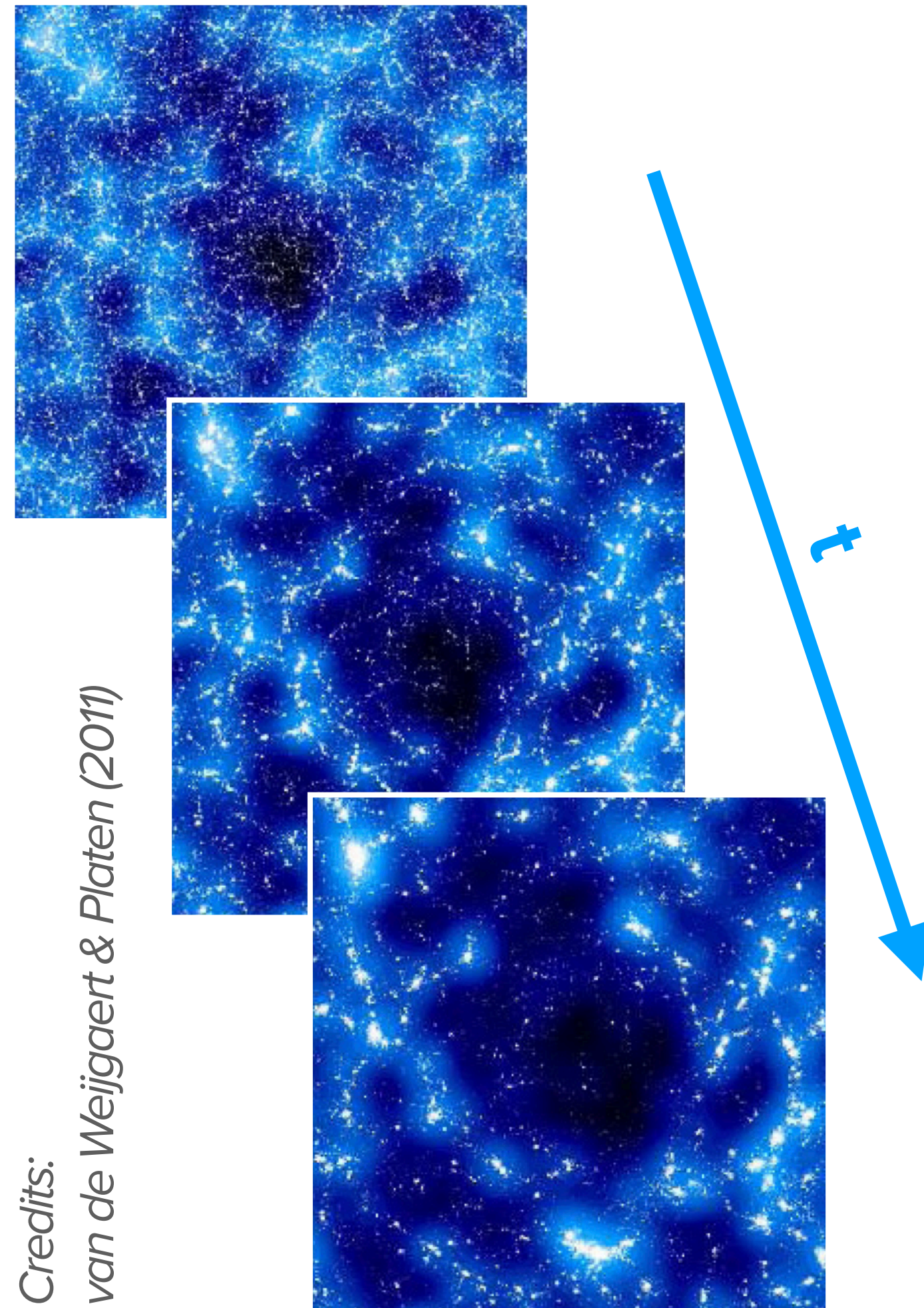
***In collaboration with:*** Sofia Contarini, Elena Sarpa, Giulia Degni, Federico Marulli, Lauro Moscardini

17th JULY 2025

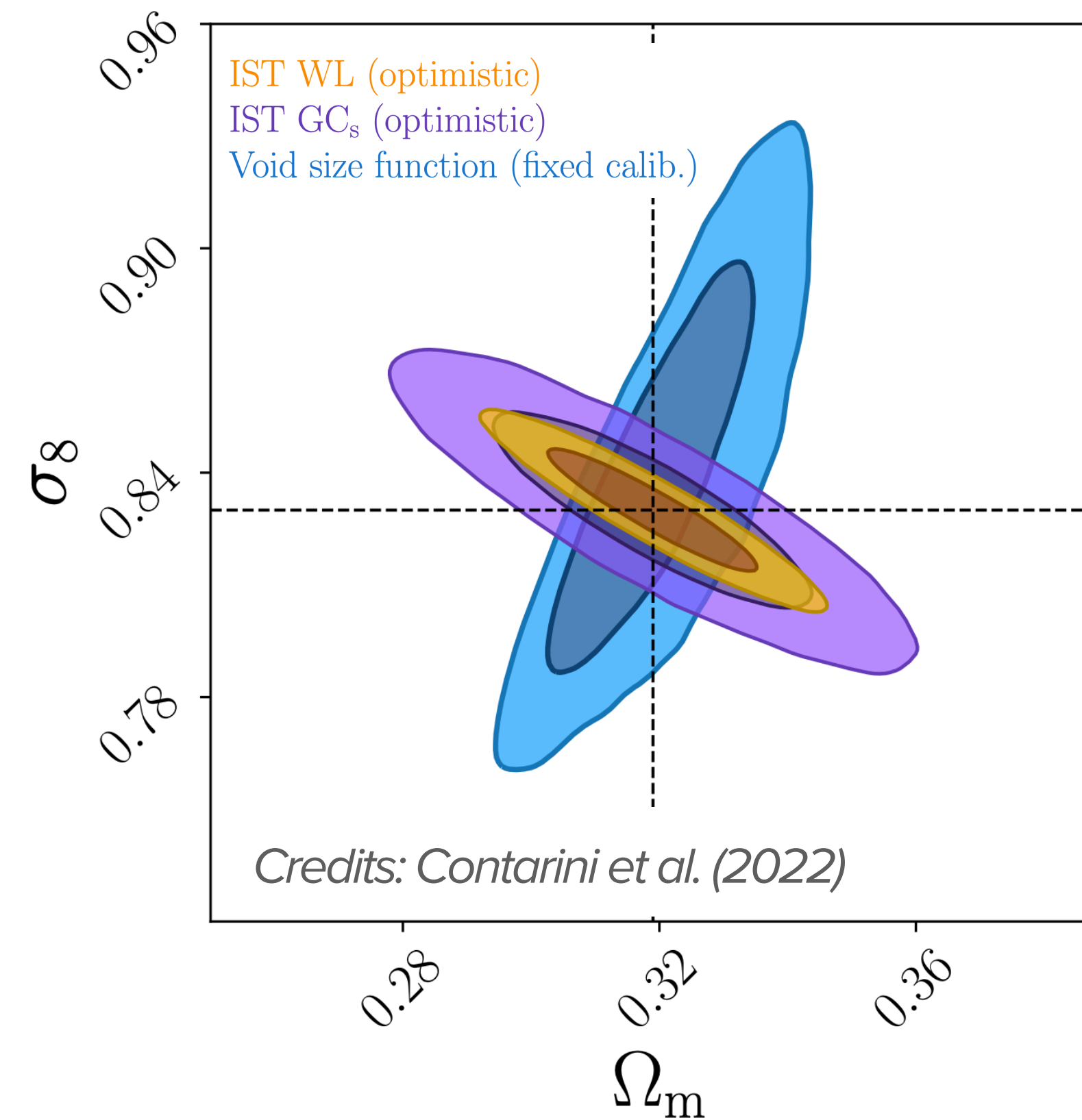
OPTIMIZING THE EXTRACTION OF COSMOLOGICAL INFORMATION  
FROM THE LATEST SPECTROSCOPIC REDSHIFT SURVEYS @ SESTO, ITALY







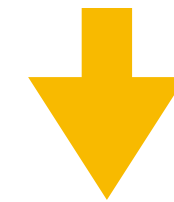
Voids provide a variety of cosmological probes...



...Complementary with standard ones!

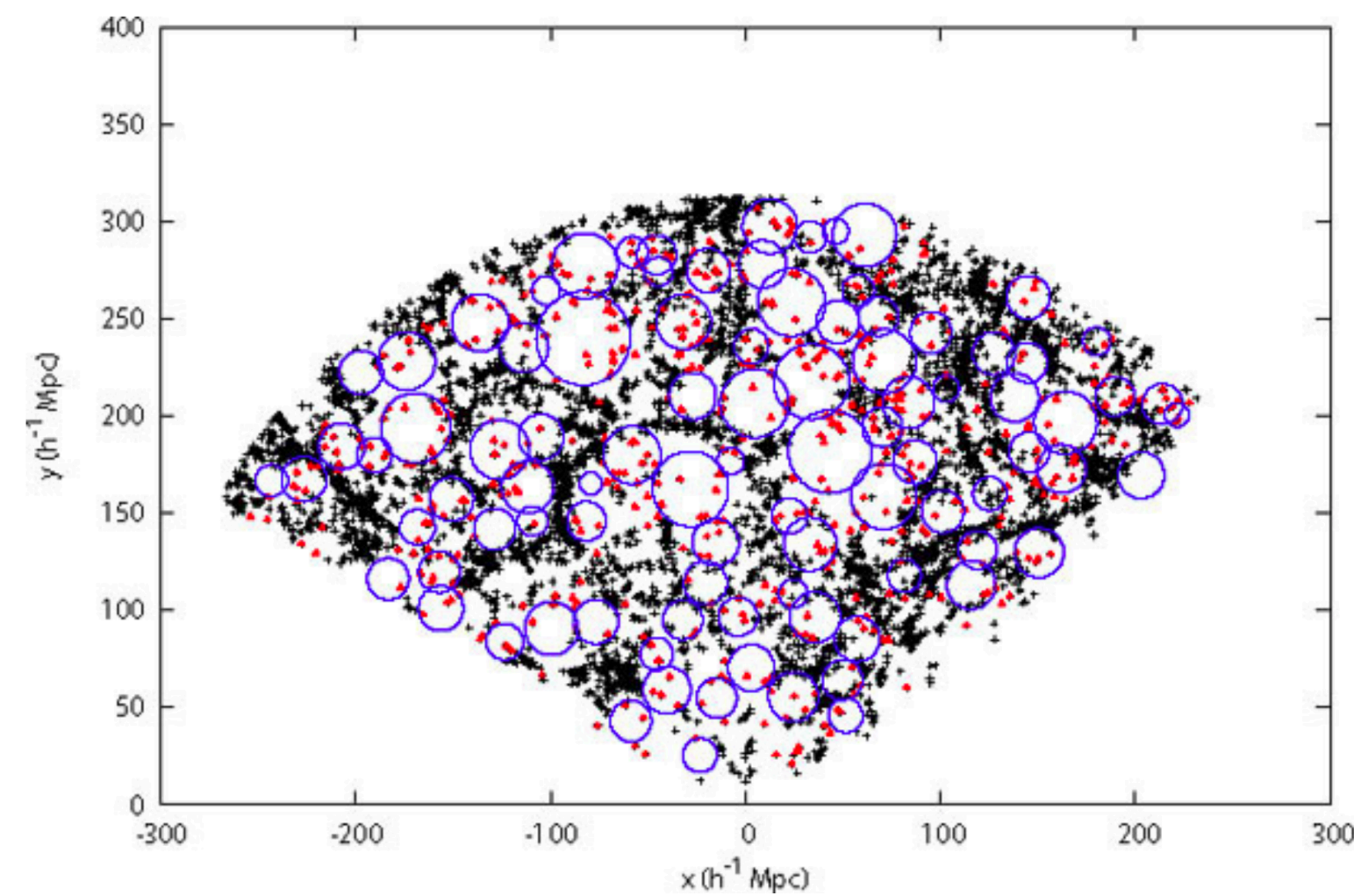


No unique definition of cosmic void (*Real issue?*)

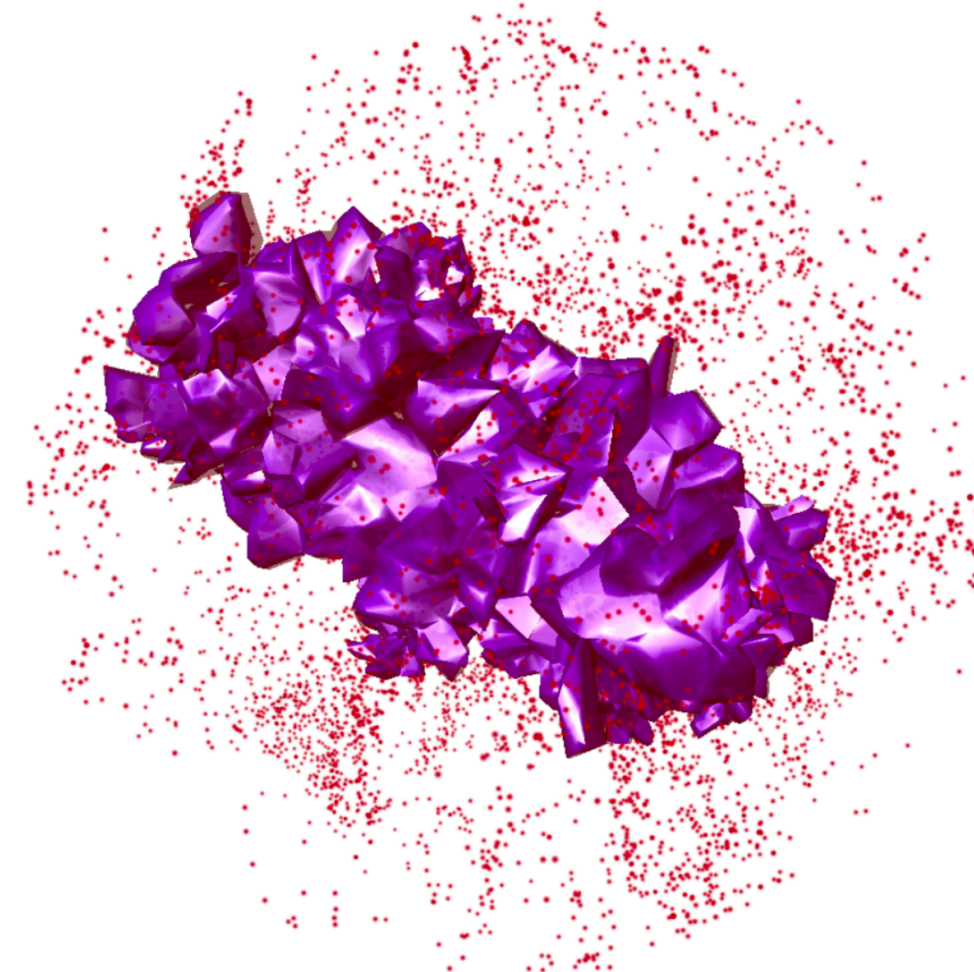


Three different classes of methods (according to *Lavaux & Wandelt, 2009*)

## DENSITY

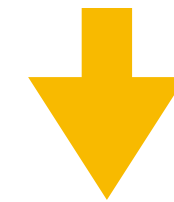


## GEOMETRY



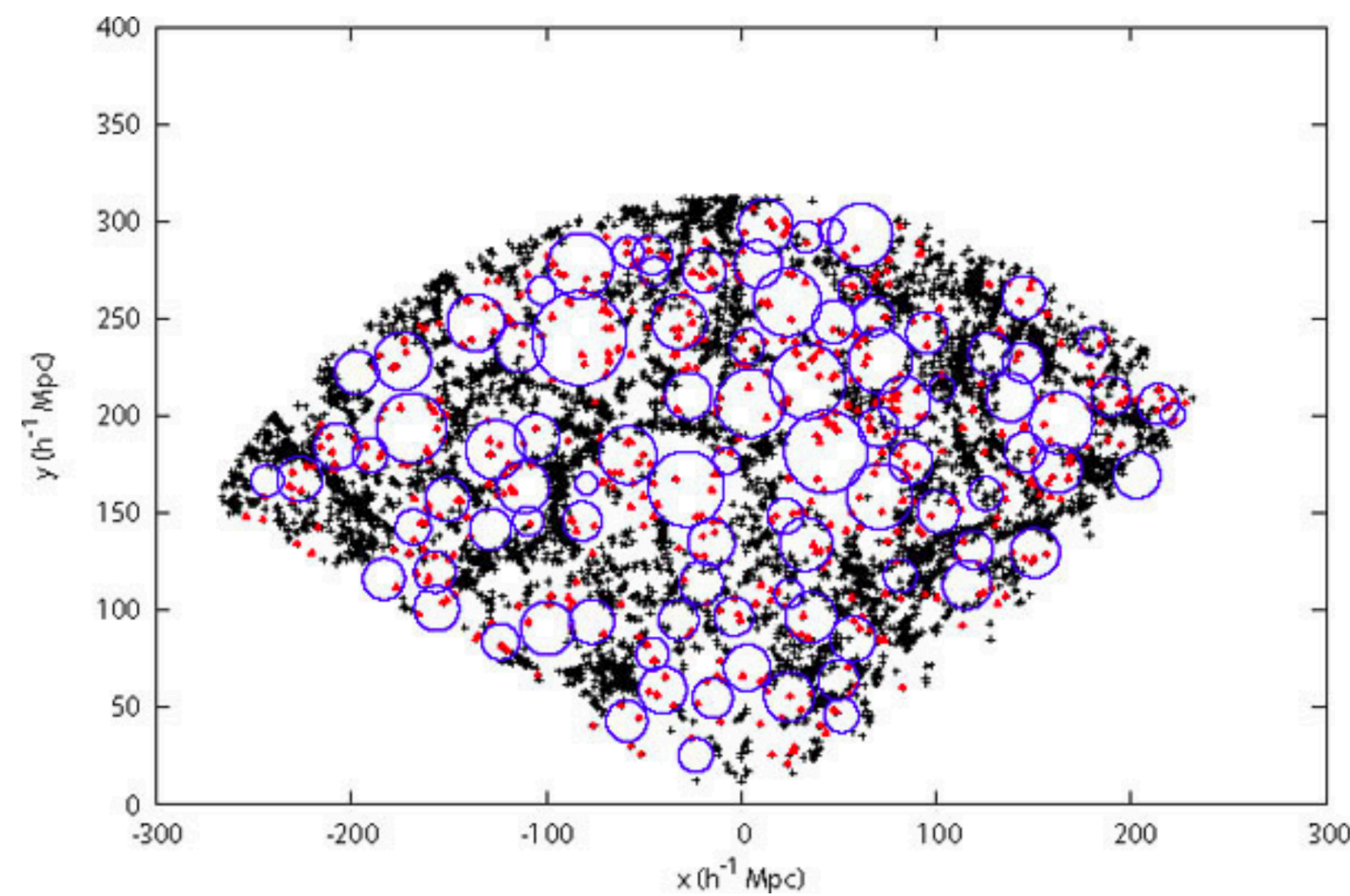


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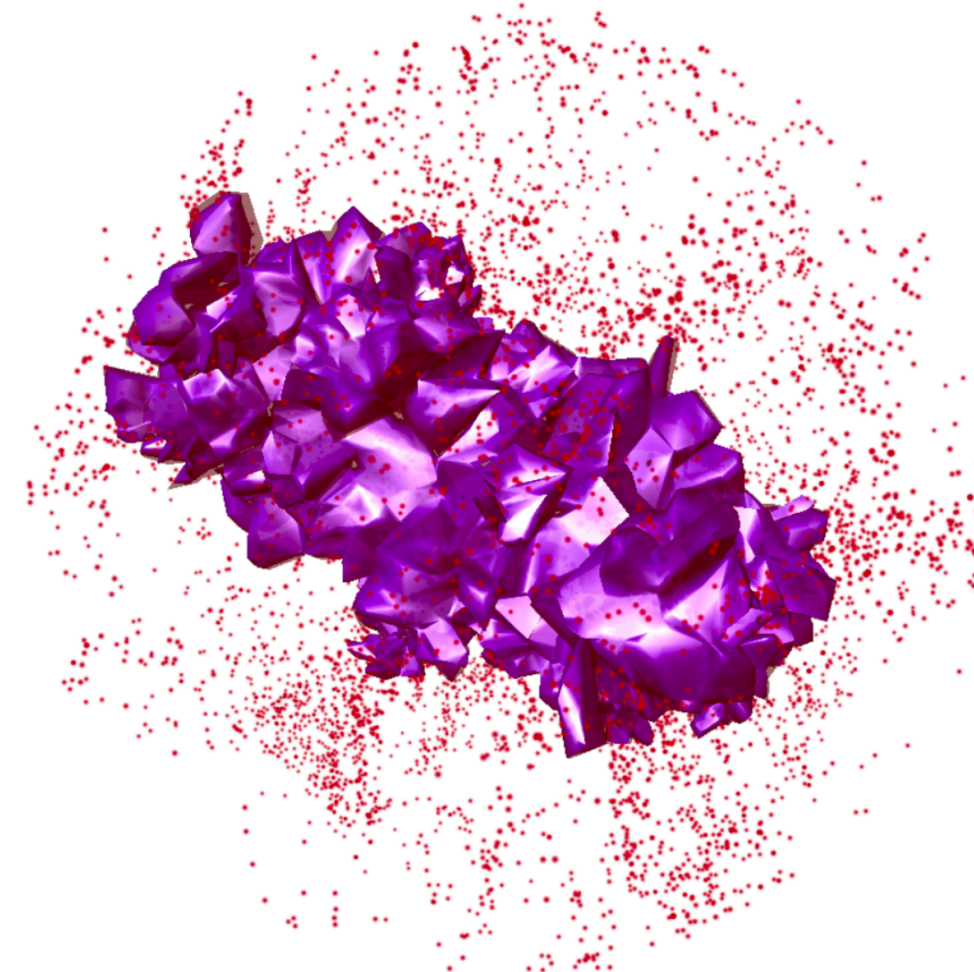


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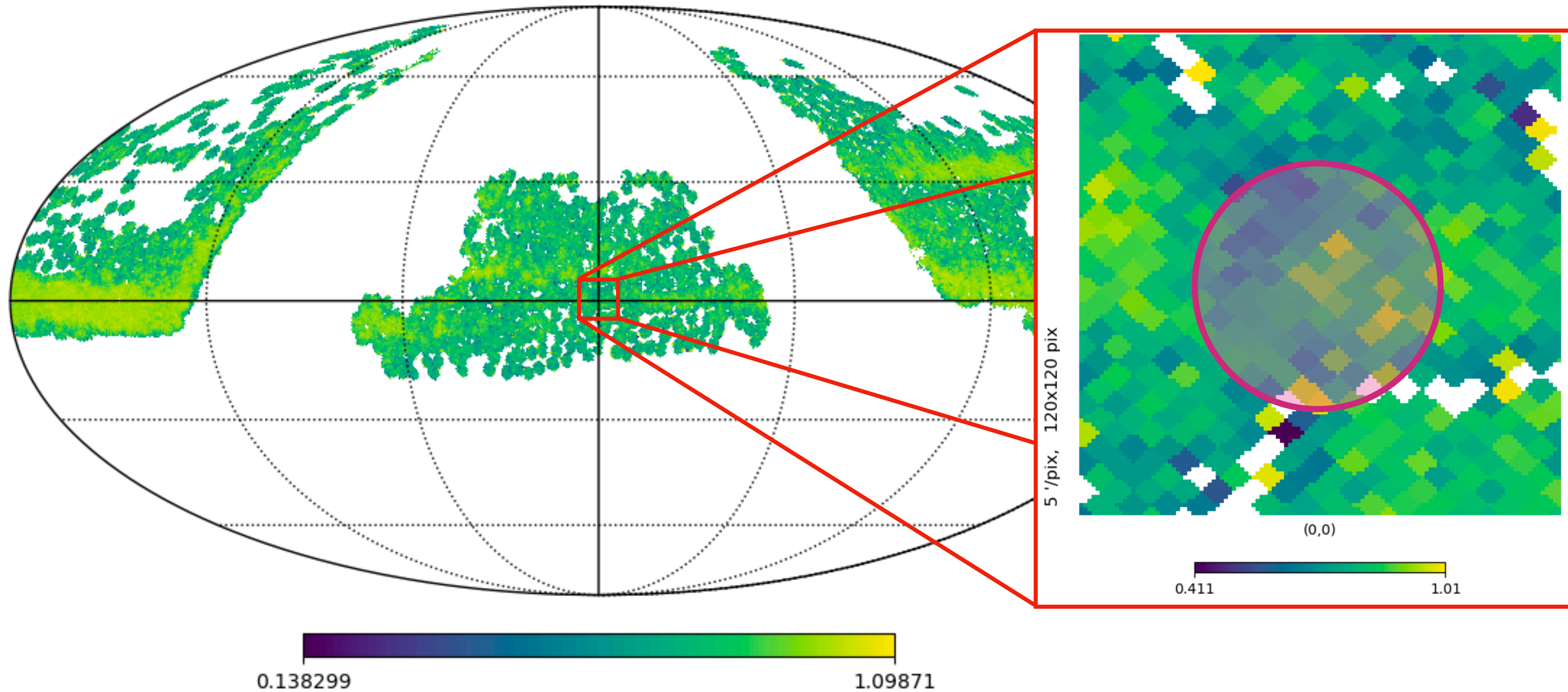
## GEOMETRY



**SHOT  
NOISE!**

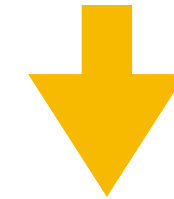


And huge impact of mask & systematics...



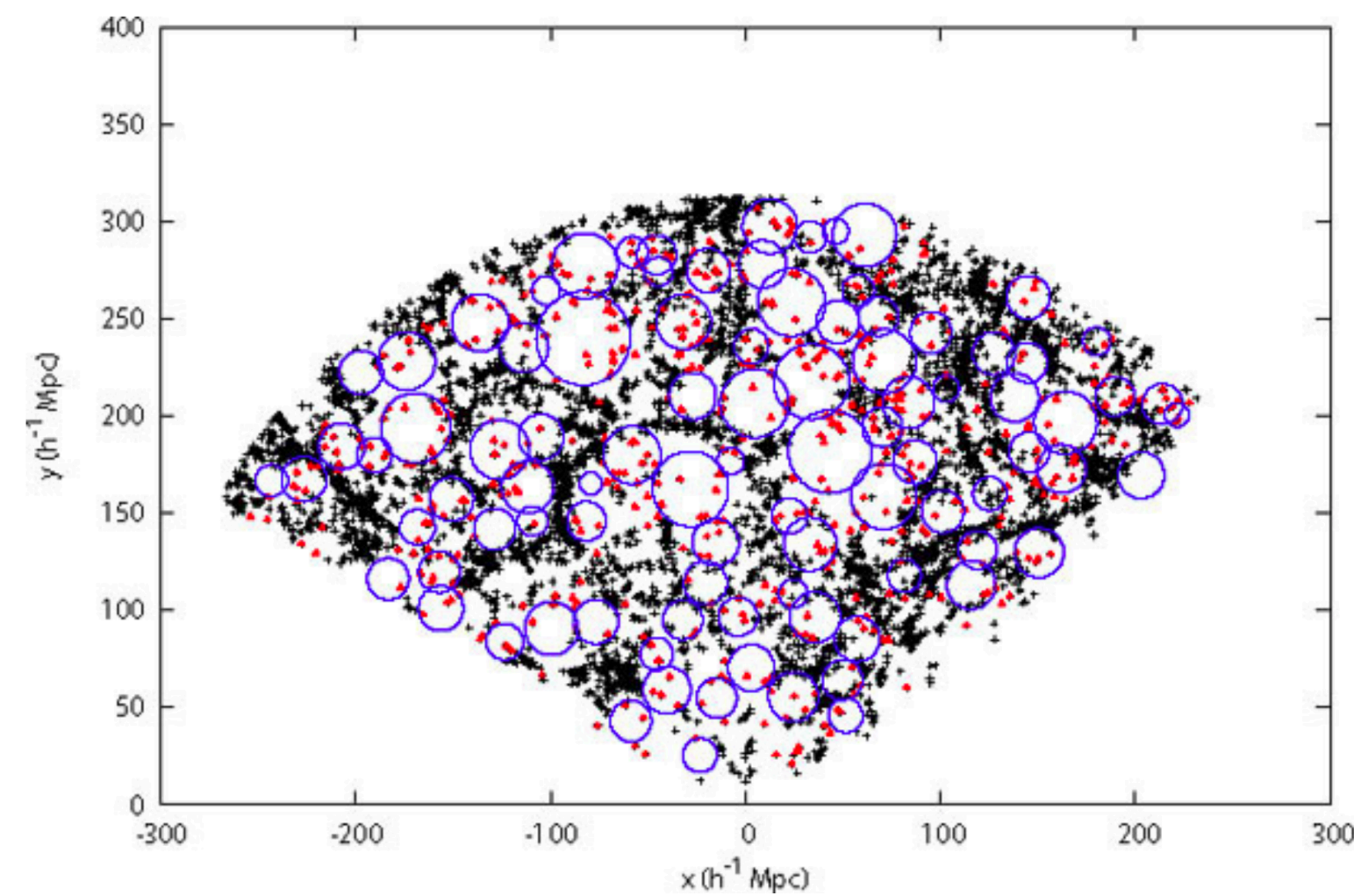


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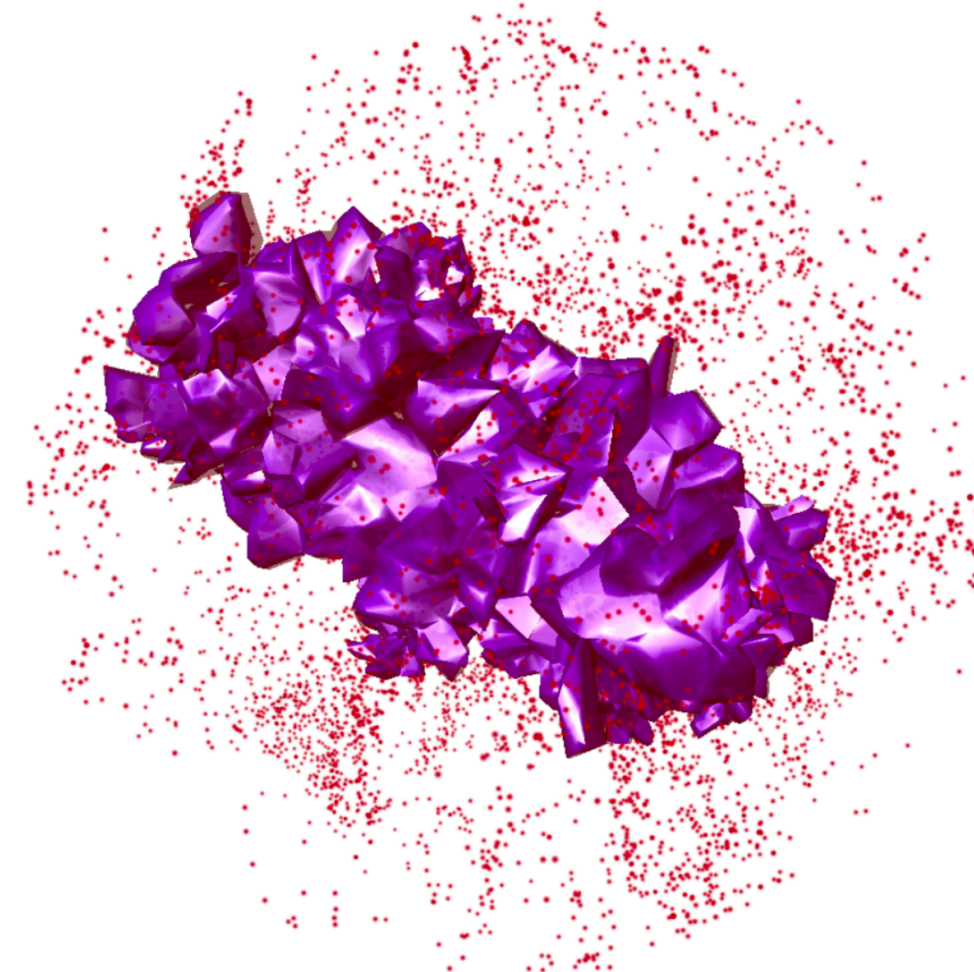


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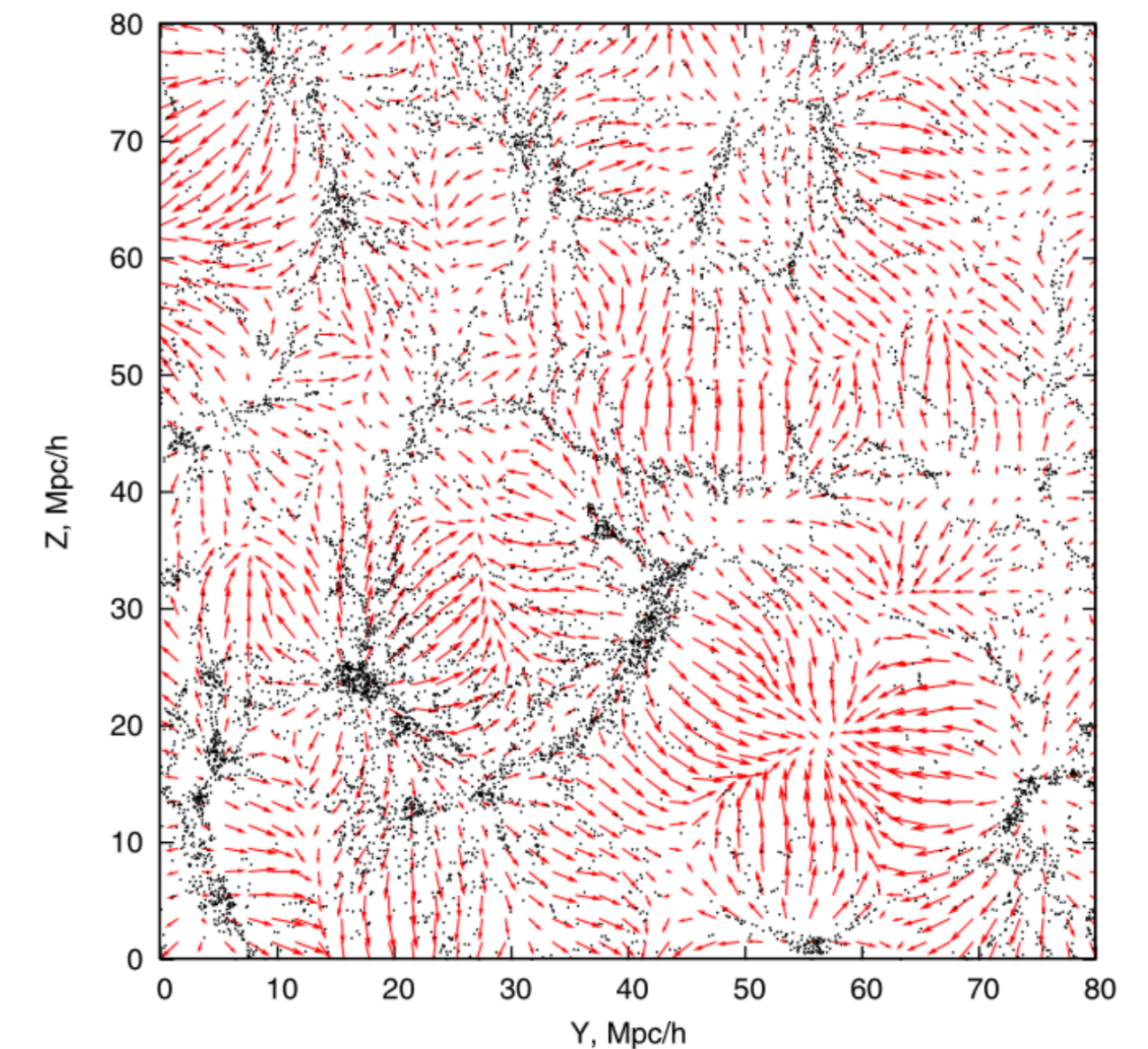


## GEOMETRY



**SHOT  
NOISE!**

## DYNAMIC



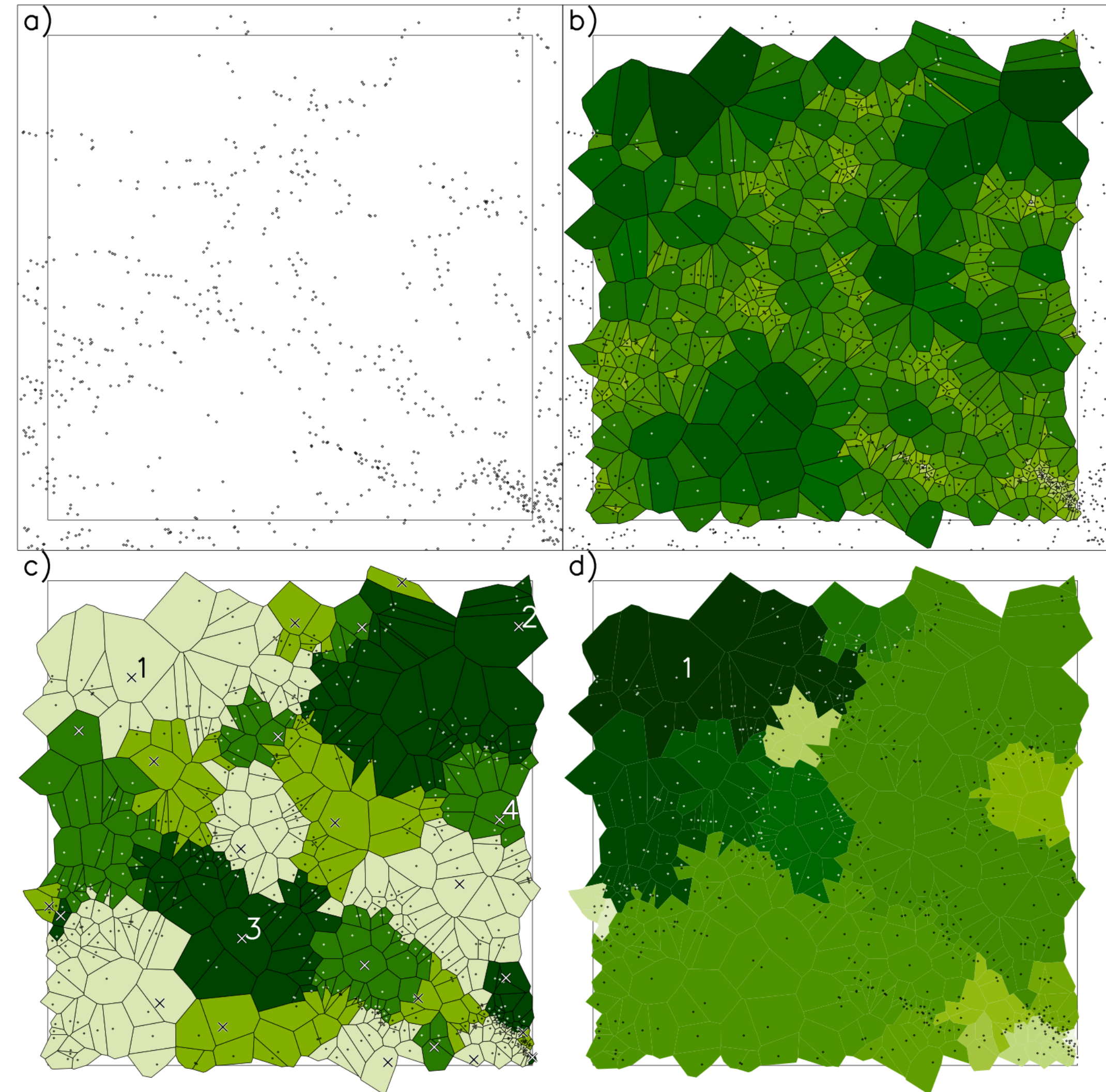


**ZOBOV-BASED:** (Neyrinck et al. 2007)

*VIDE* (Sutter et al. 2014), *REVOLVER*  
(Nadathur et al. 2019) ...

## 3D Geometrical method:

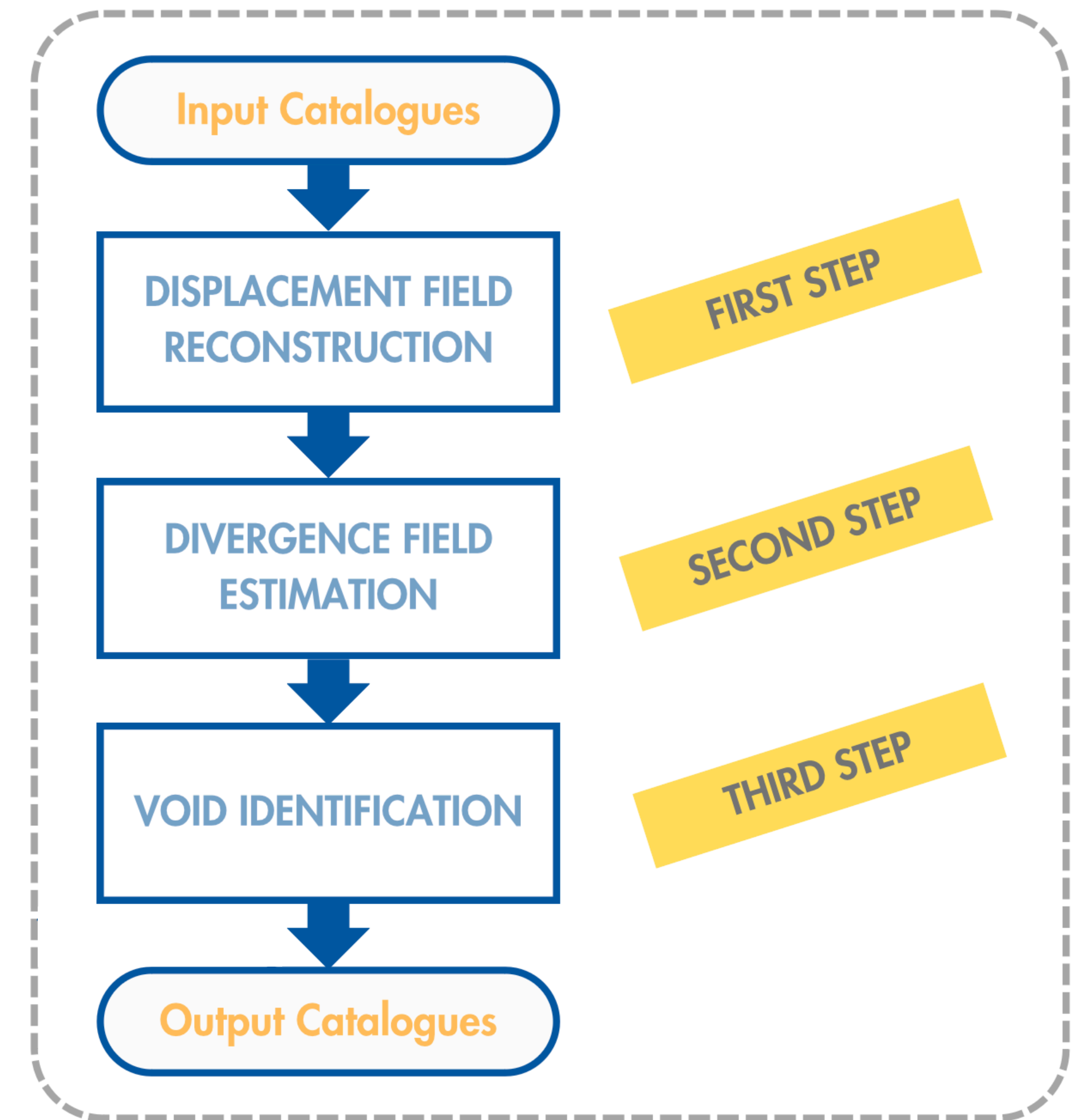
- Voronoi tessellation
- Identification of local density minima
- Void formation (watershed)
- Radius assignation



Credits: Neyrinck et al. (2007)

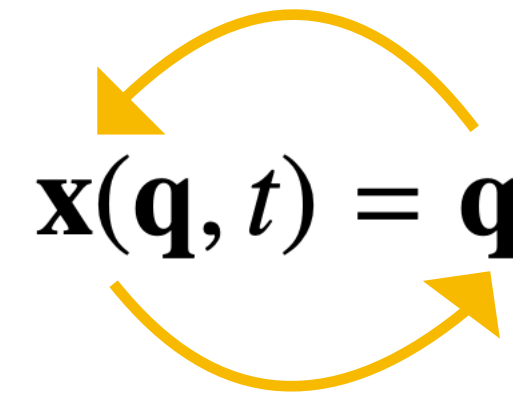


- **Based on dynamical criteria**, overcoming the typical issues associated with geometry- and density-based methods
- Use of cosmic tracers to sample the displacement (velocity) field instead of the density field (Optimal transport)
- Three main steps
- New generation surveys friendly (random used by default, masks, weights...)





- «Back-in-time» optimal transport


$$\mathbf{x}(\mathbf{q}, t) = \mathbf{q} + \Psi(\mathbf{q}, t)$$

- No cosmological assumption for displacement calculation
- Assumption of a random catalogue



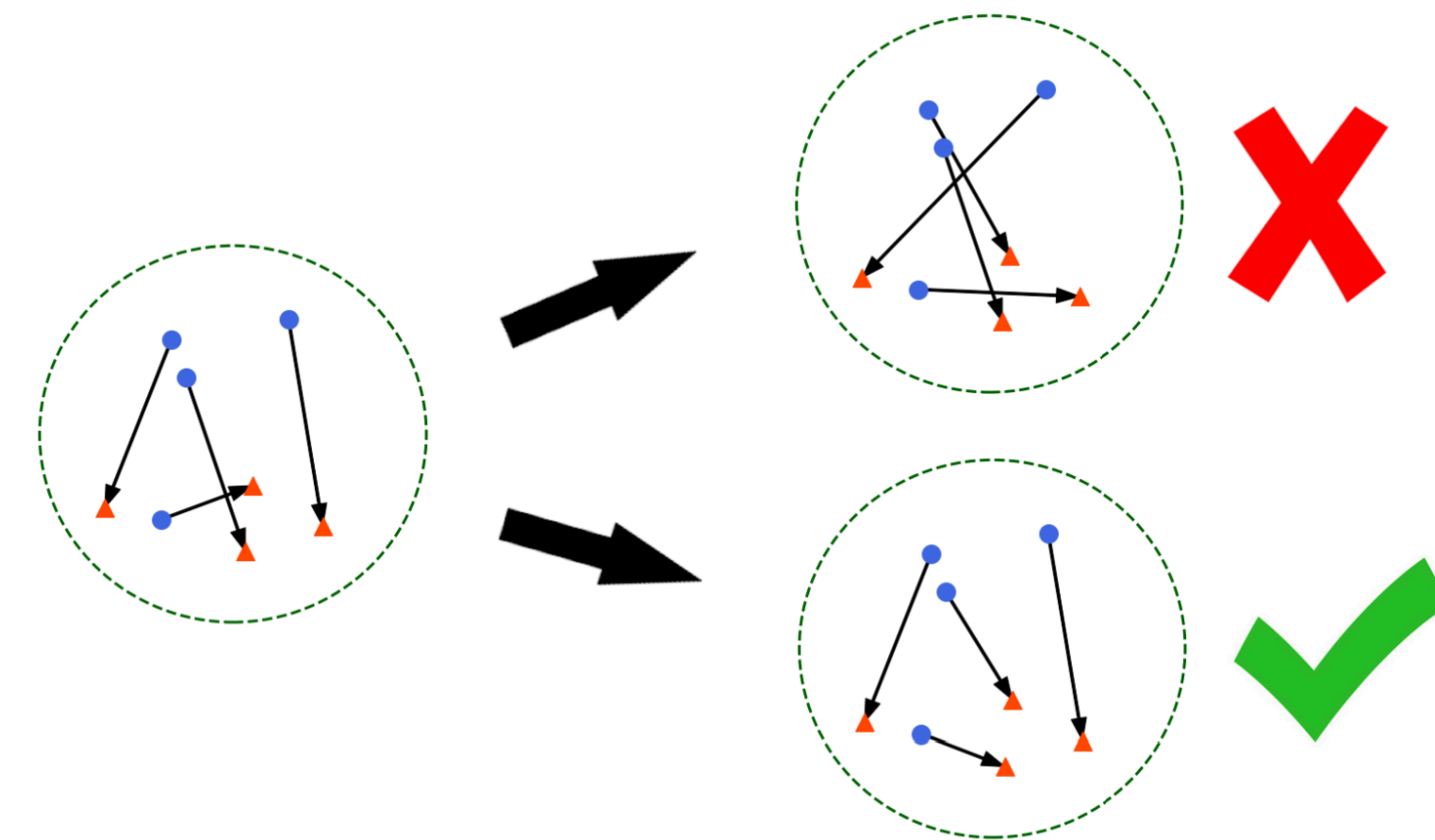
- «Back-in-time» optimal transport

$$\mathbf{x}(\mathbf{q}, t) = \mathbf{q} + \Psi(\mathbf{q}, t)$$

- No cosmological assumption for displacement calculation
- Assumption of a random catalogue
- Formally, minimisation of the cost function:

$$\int_{\mathbb{R}^3} \|T(\mathbf{q}) - \mathbf{q}\|^2 d^3\mathbf{q}$$

- In practise: *discrete* action minimisation  
(PIZA-like, Croft & Gaztanaga 1997)



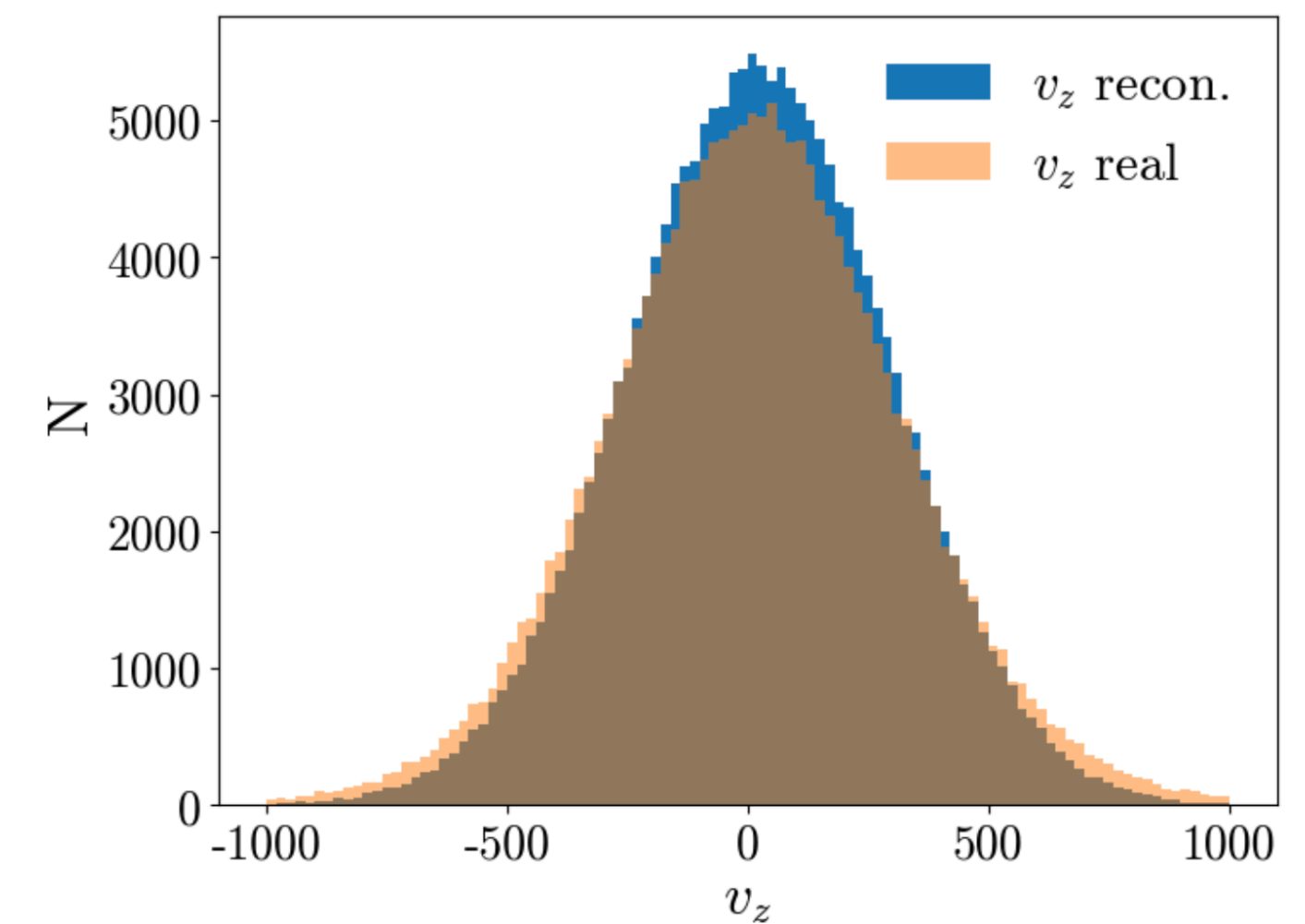
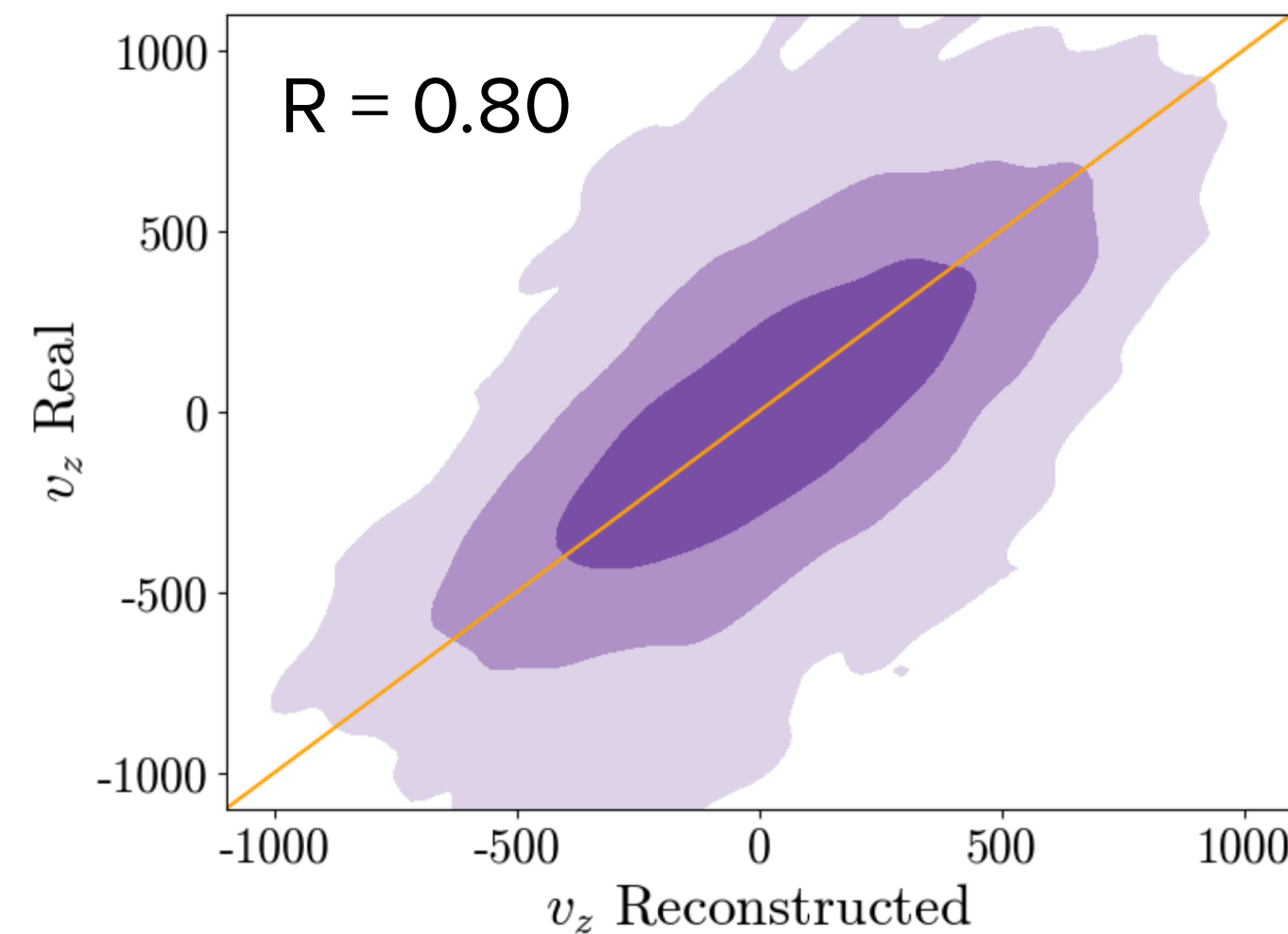
Limited by shell-crossing (but just fine in void regimes)

- Scaling  $\sim n^{1.1}$  (cpu-time reconstruction dominated)



- Real space reconstruction ( $\Psi_{\text{BT}} \neq \Psi$  if we deal with biased tracers... a little of Math is required), assuming (**now**) a fiducial cosmology

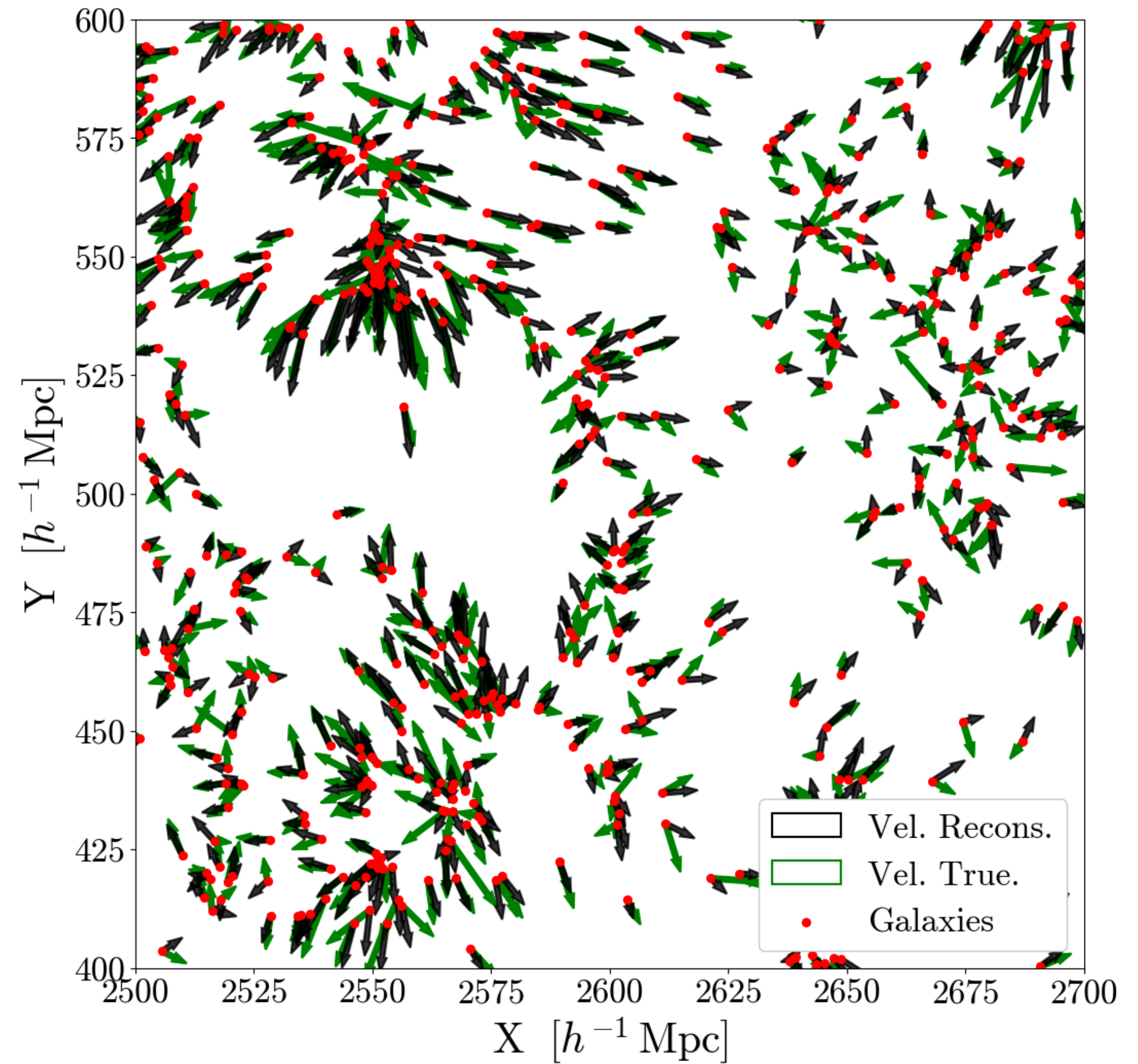
$$v_{\parallel} = a(z)H(z) \frac{f(z)}{(b(z) + f(z))} \Psi_{\text{BT},\parallel}$$





- Real space reconstruction ( $\Psi_{\text{BT}} \neq \Psi$  if we deal with biased tracers... a little of Math is required), assuming (now) a fiducial cosmology

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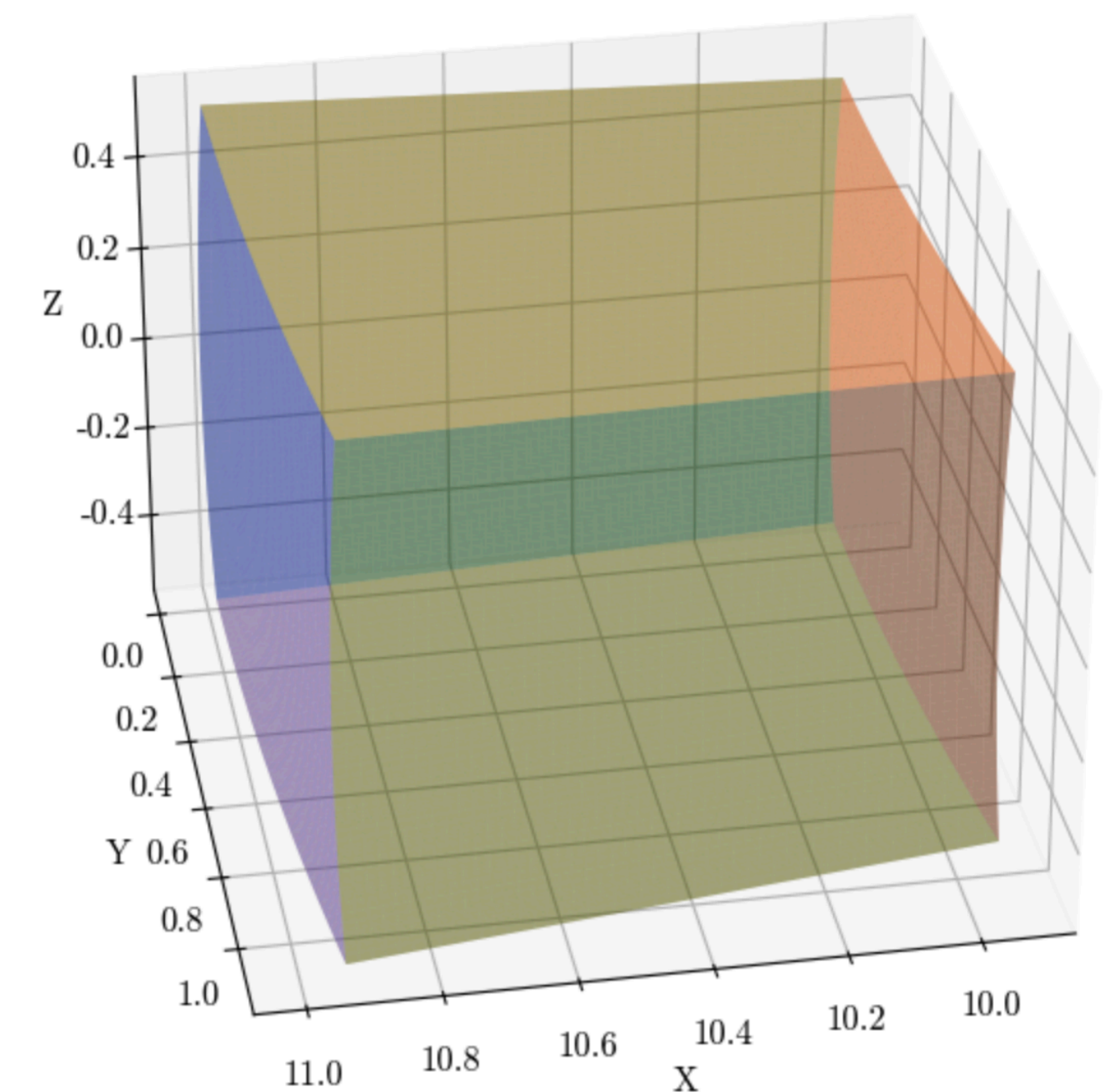
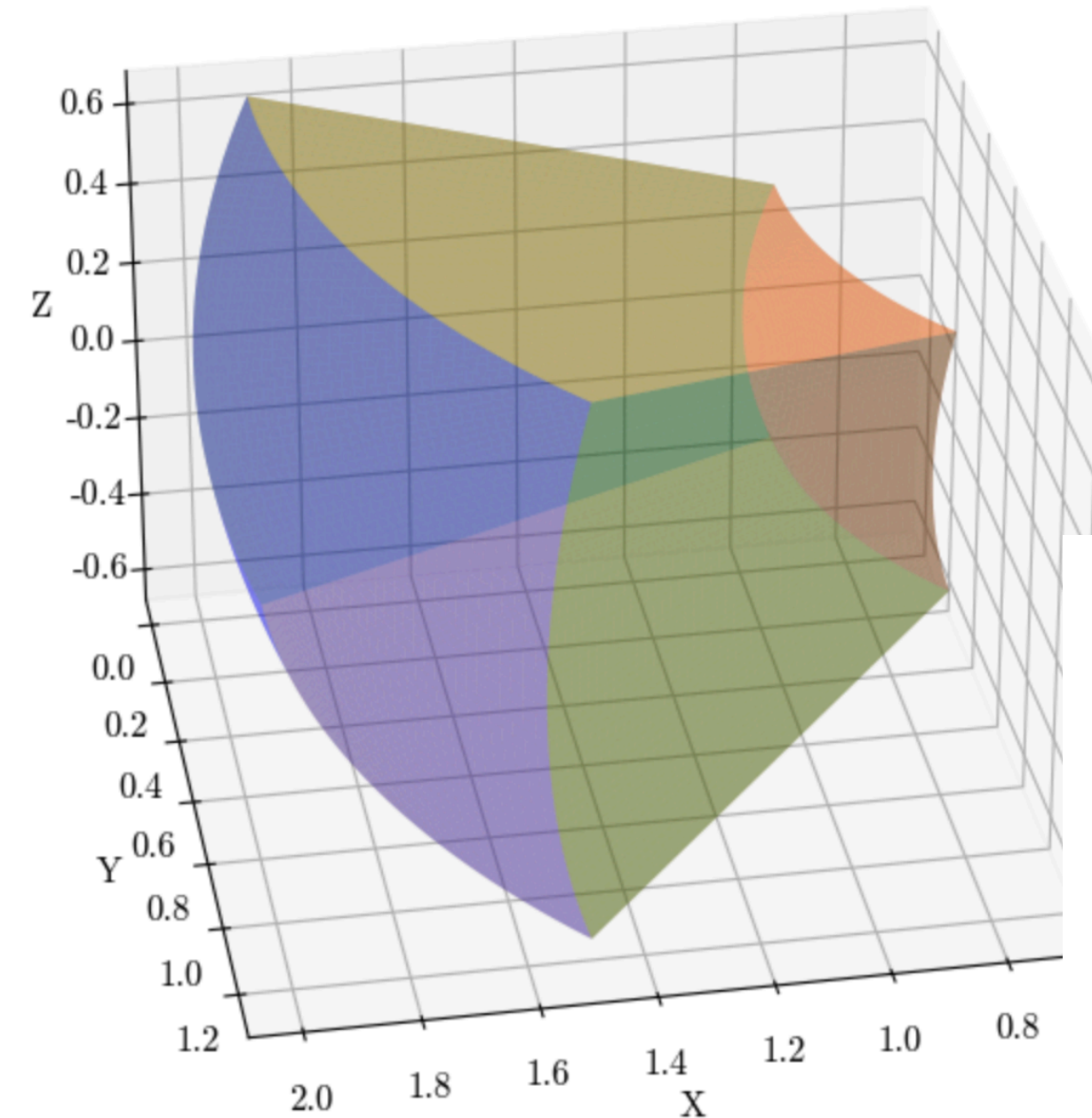




- Divergence calculated as the flux of  $\Psi_{BT}$  through surfaces of cells of **complex geometry**, fundamental to correctly account for  $n(z)$ !
- Under Zel'dovich approximation:

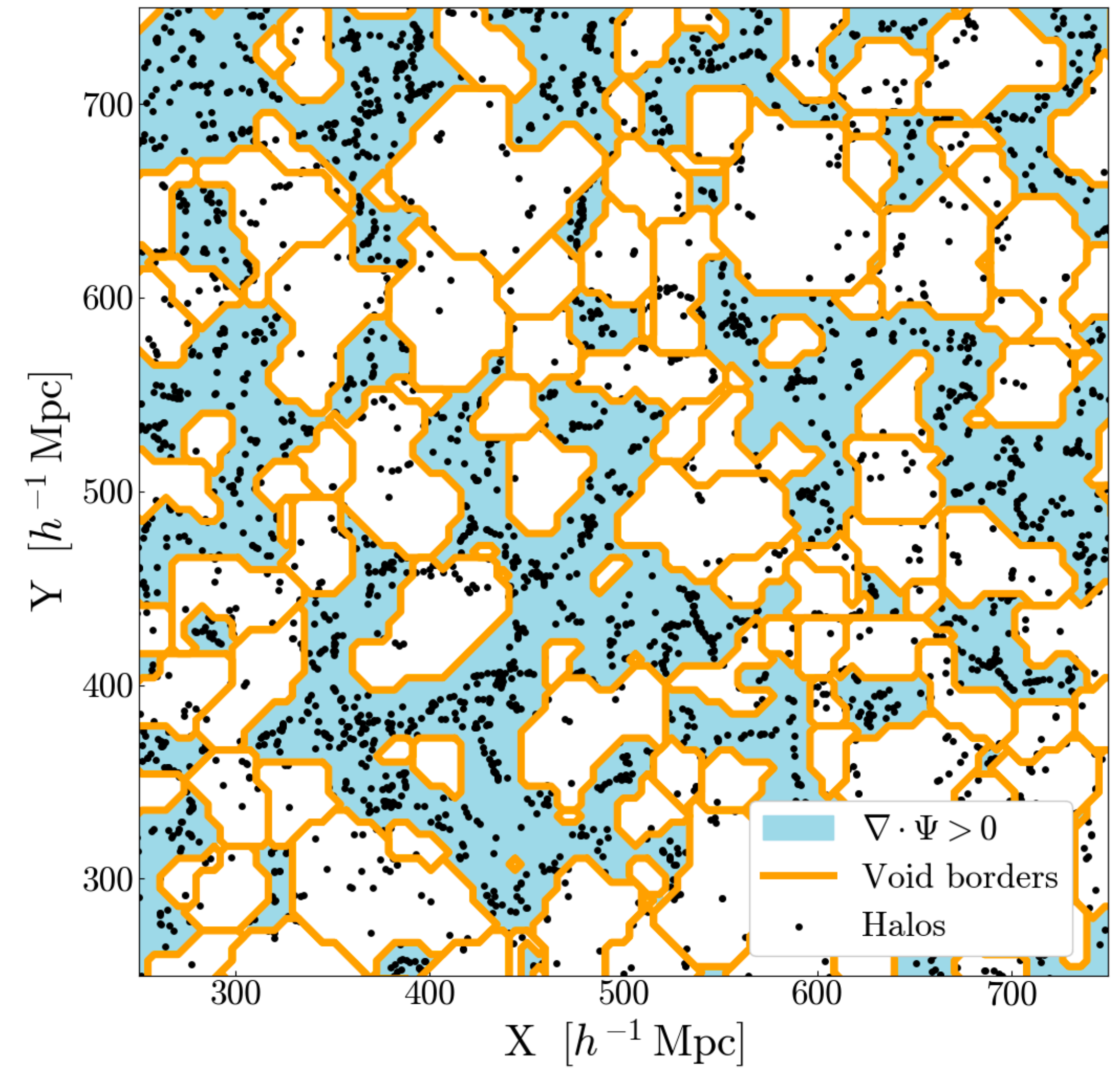
$$\delta(\mathbf{x}) \approx -\nabla_{\mathbf{q}} \cdot \Psi$$

- Divergence field is filtered at a given scale





- Identification of the local minima
- Watershed algorithm over divergence cells
- **Creation of non overlapping regions of the space with negative divergence**





## Aletheia Simulations (Esposito et al. 2024)

Planck cosmology

$$z = 0$$

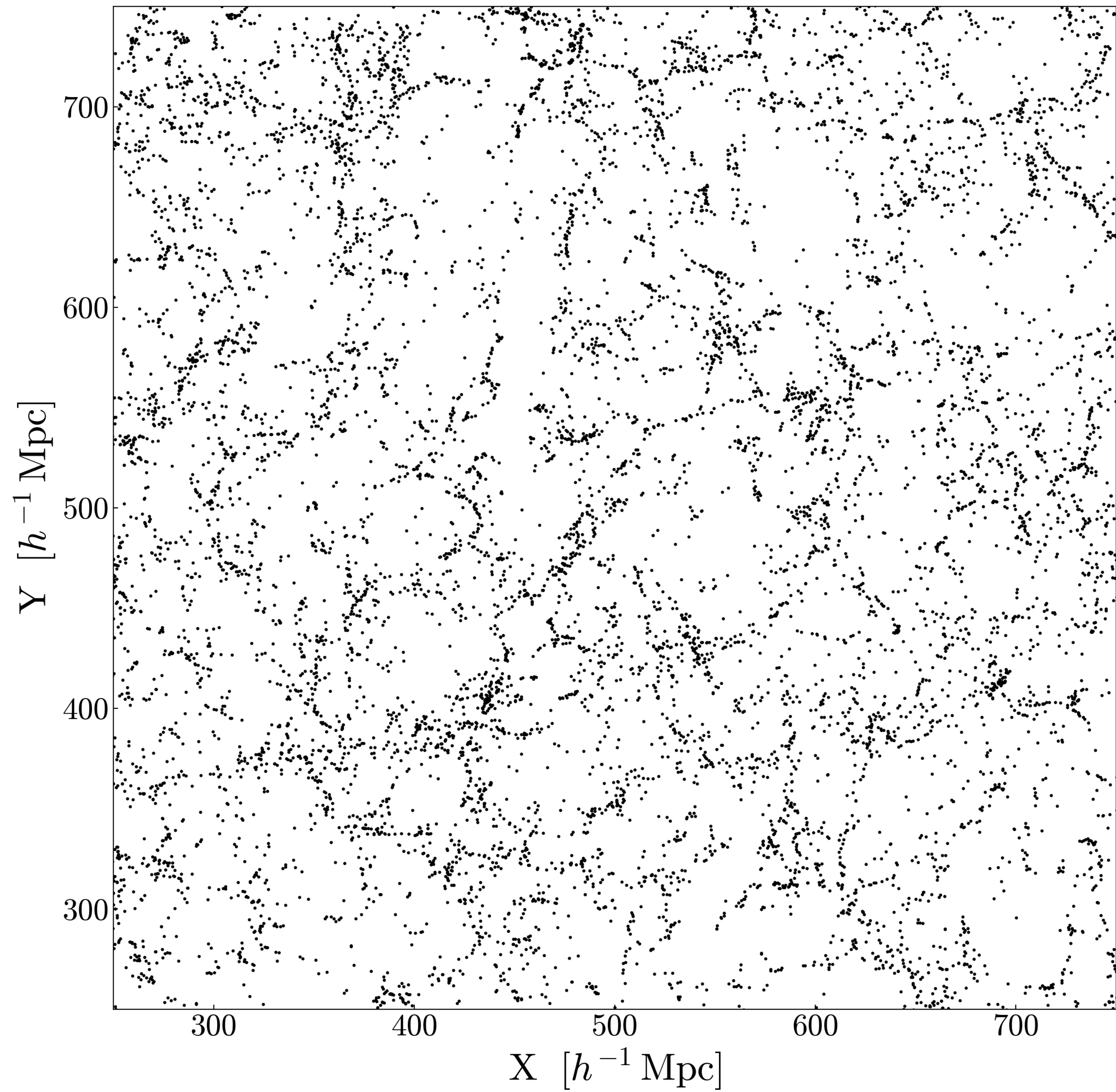
$$\sim 2.1 \times 10^6 \text{ halos with } M \geq 2.62 \times 10^{12} M_{\odot}$$

$$b = 1.146$$

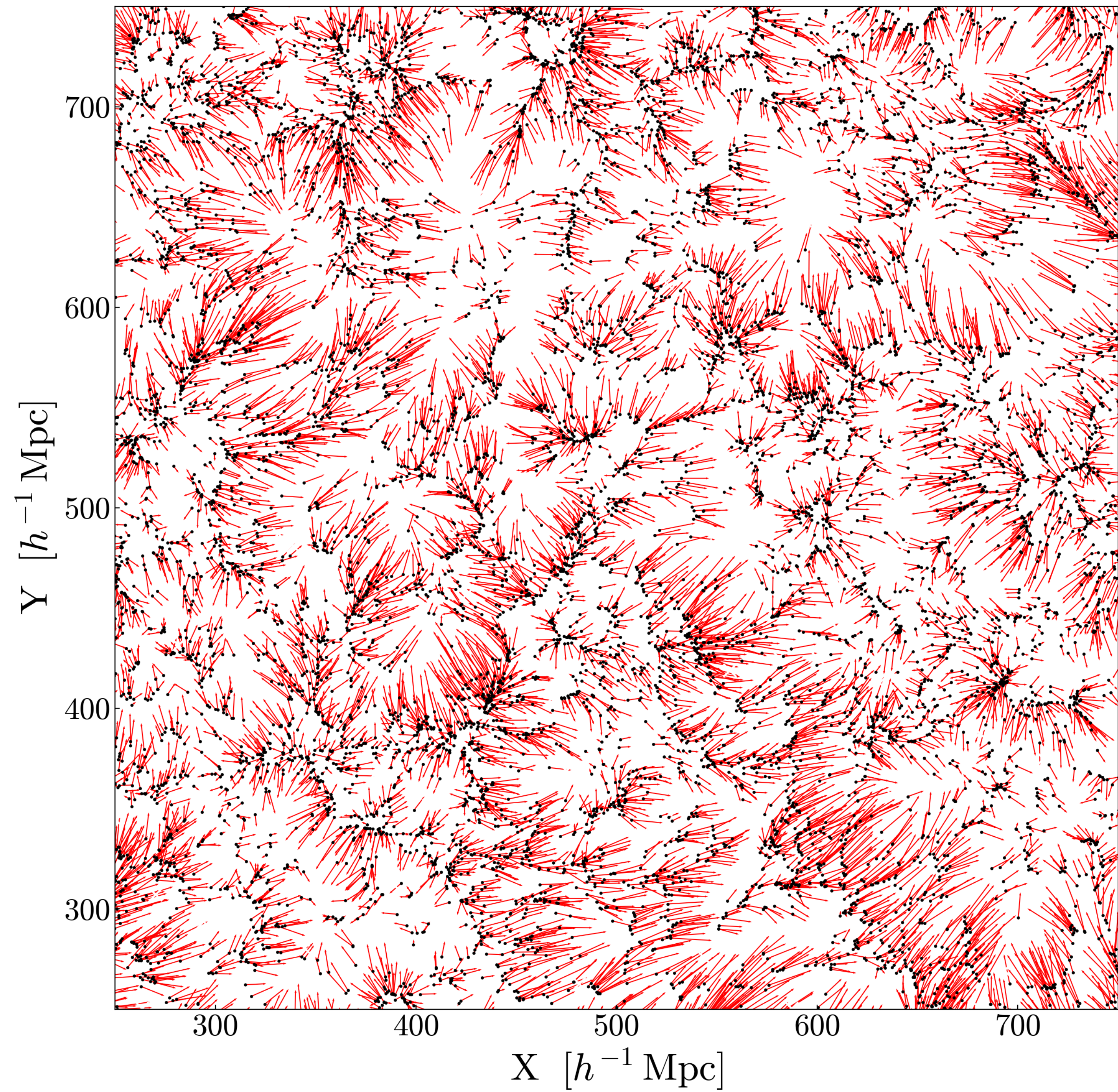
Validation against REVOLVER (Nadathur et al 2019)

Stability test on DM

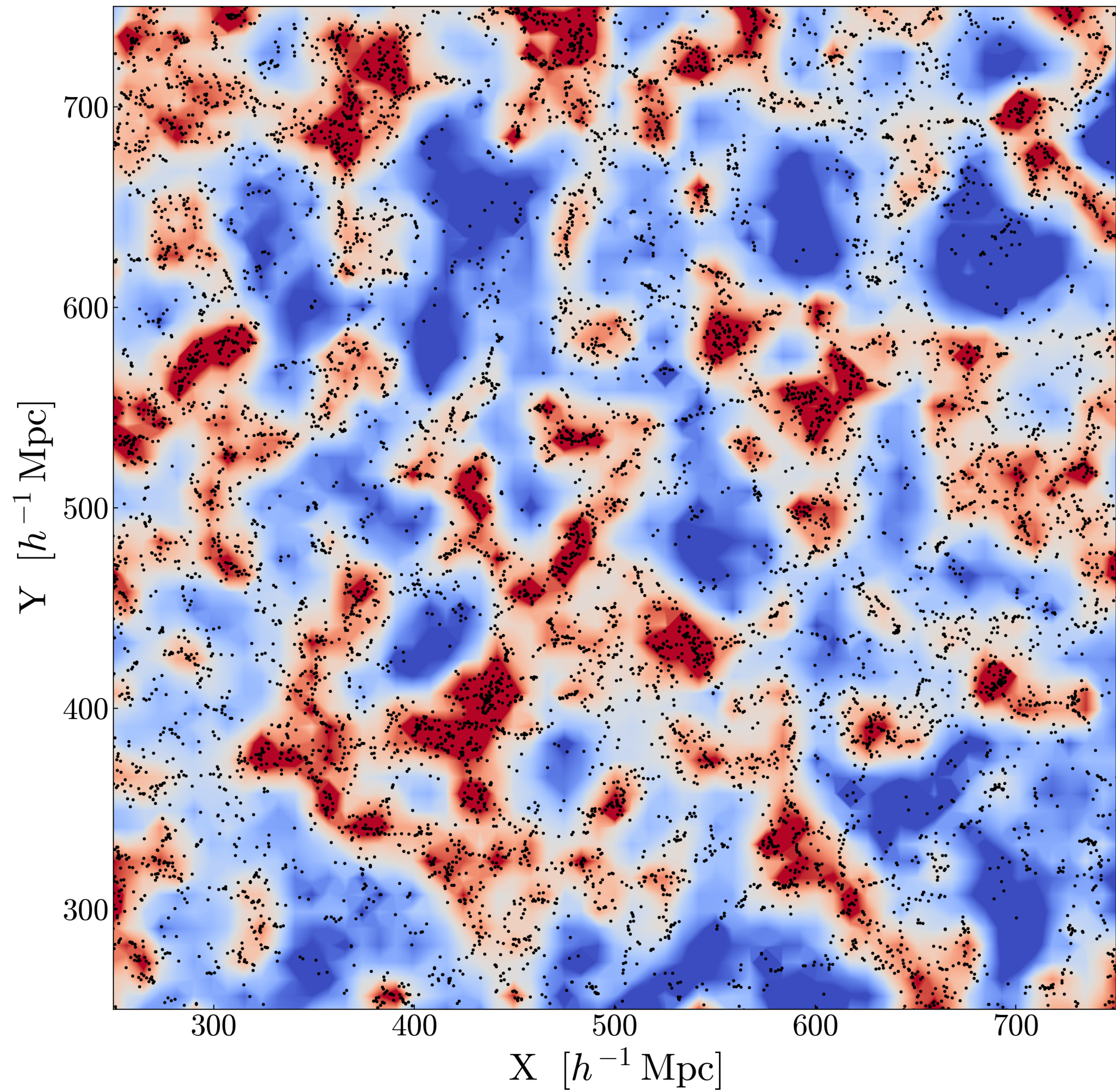




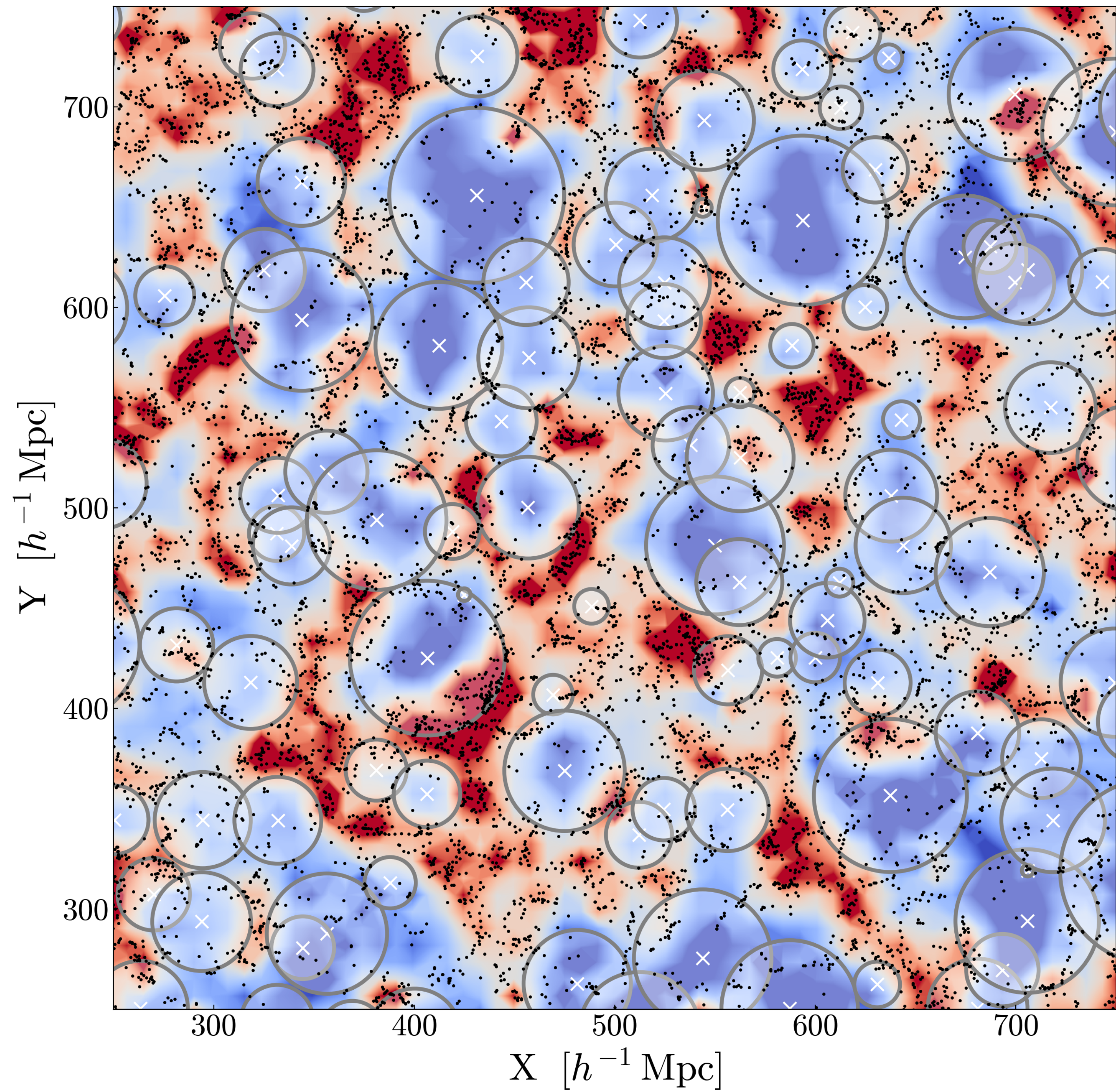




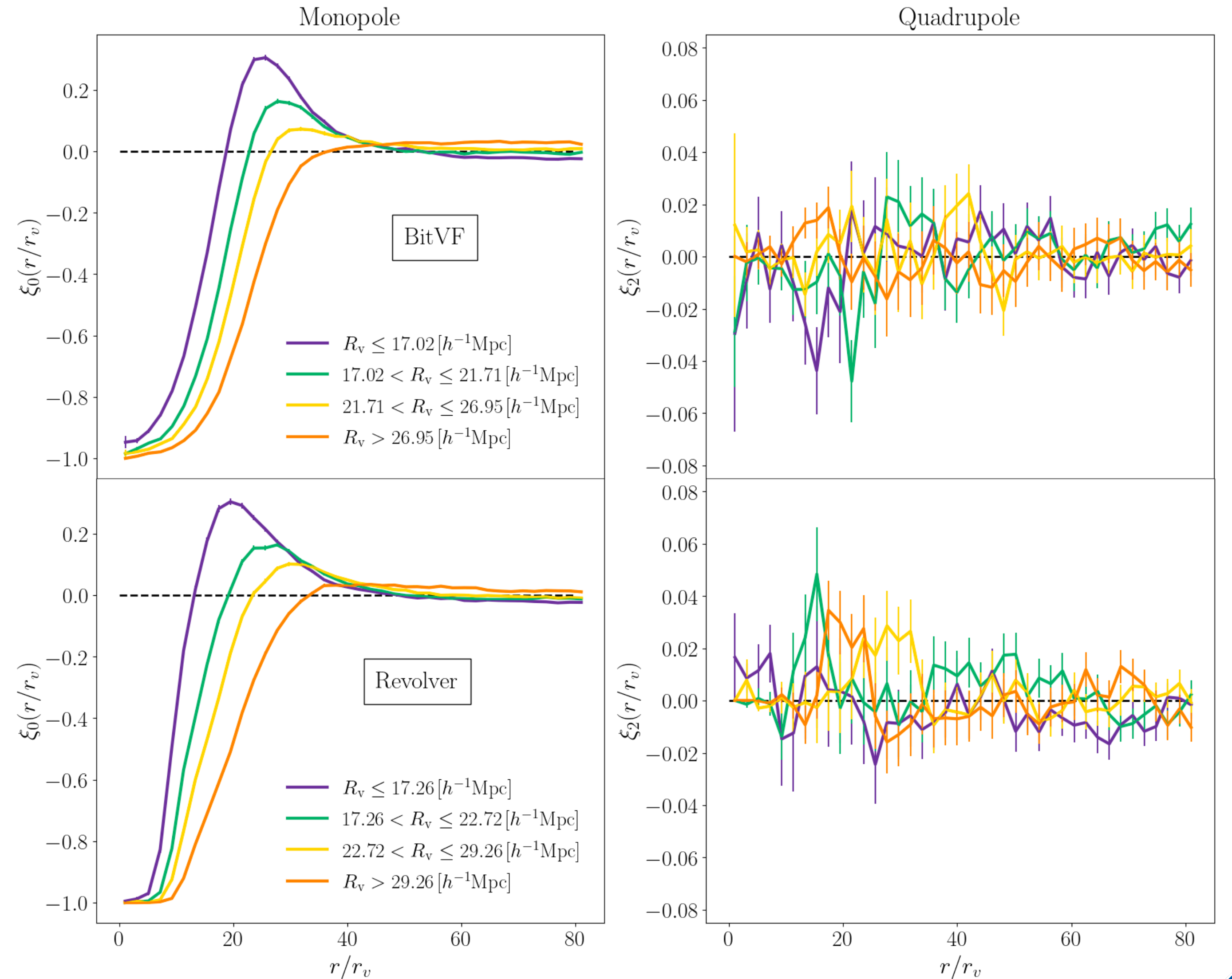
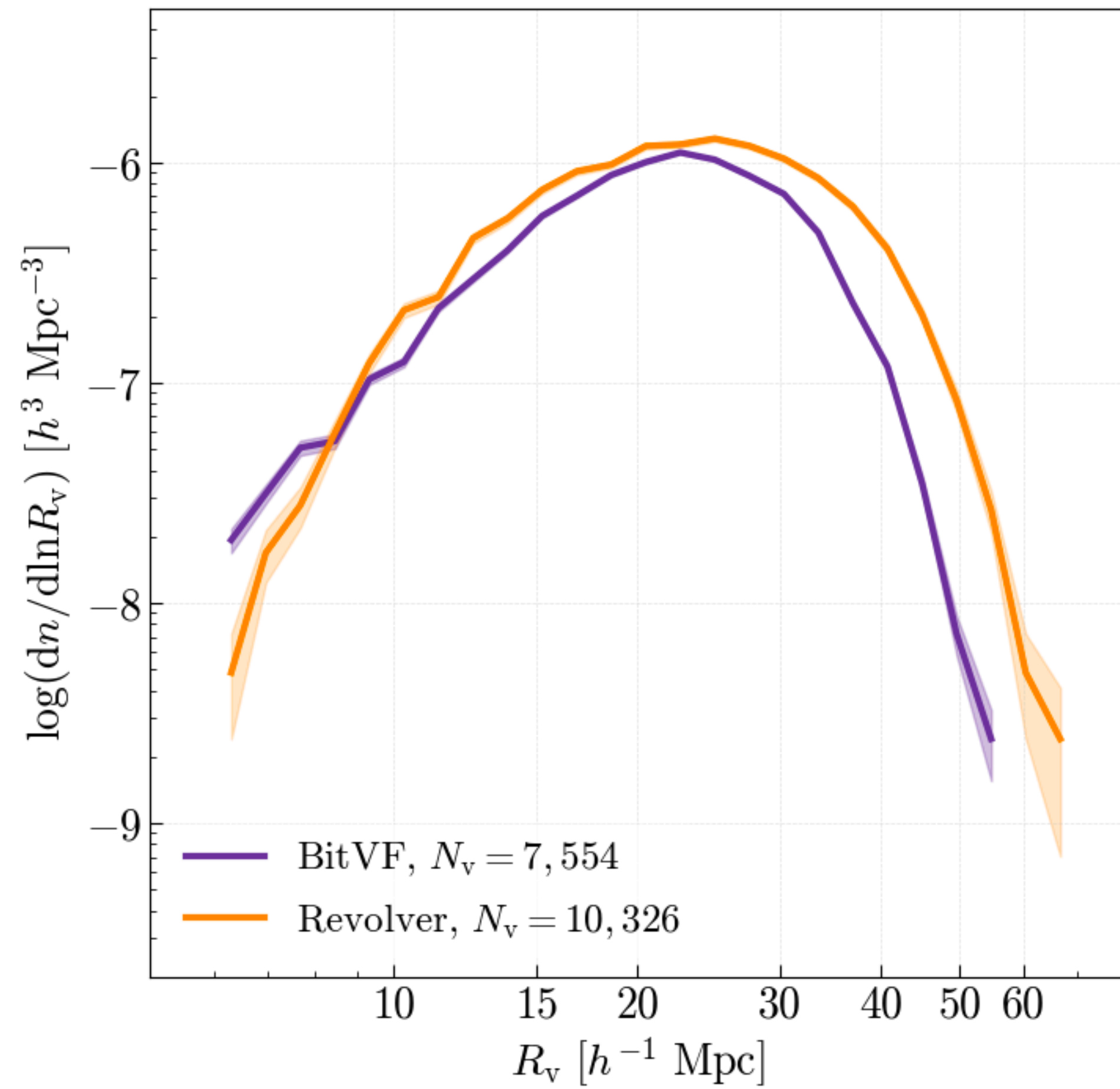






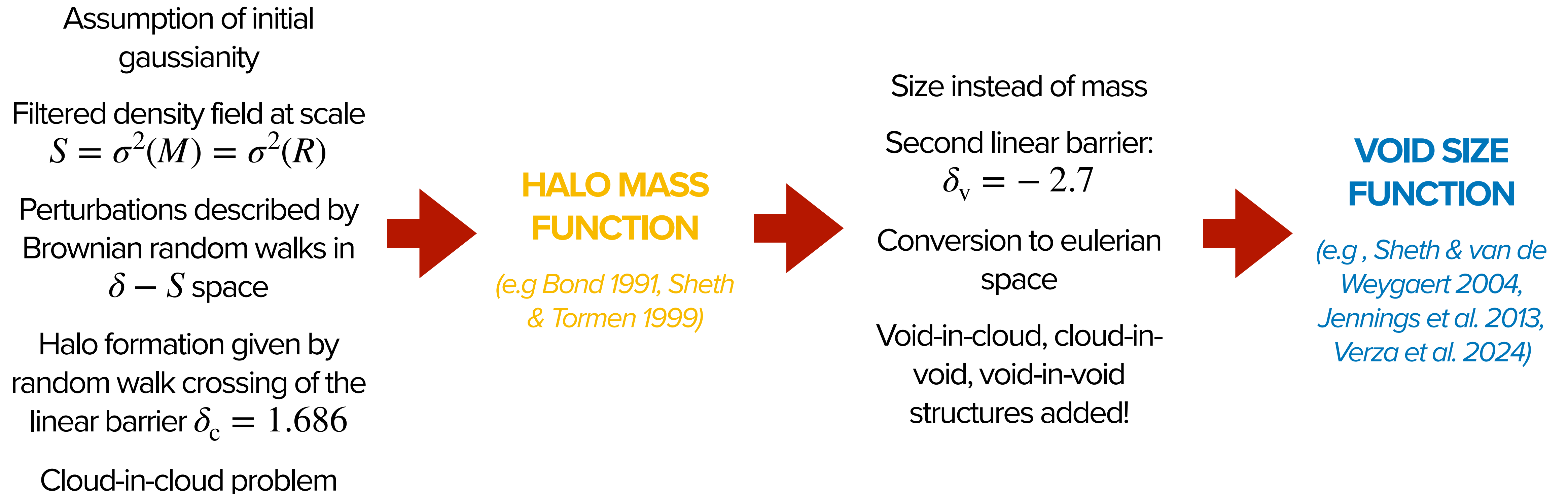








## Evaluation of model-like VSF (Excursion-set based)





## VOID SIZE FUNCTION

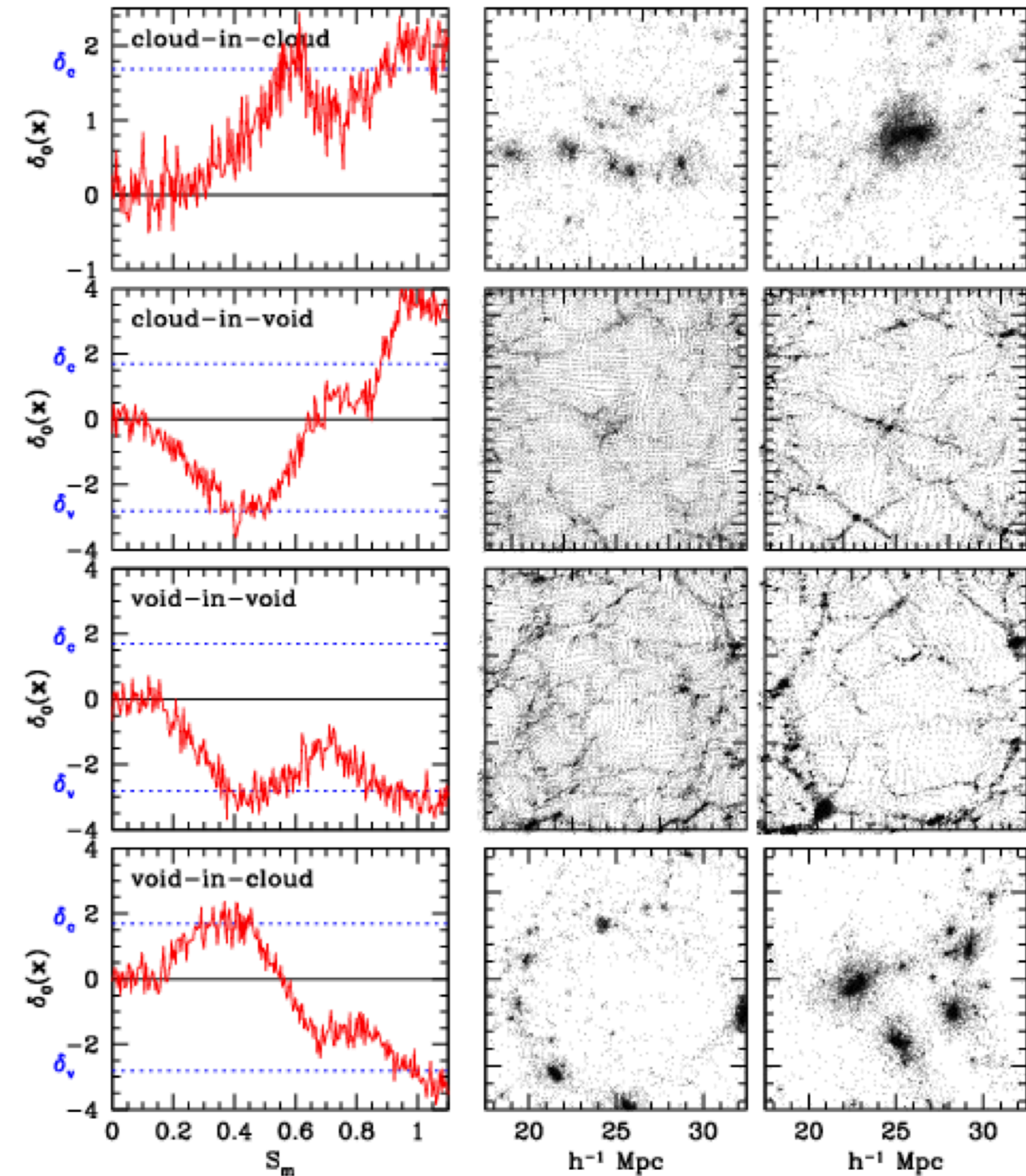
Filtered density field

Void formation barrier

Overlap criteria

Void-in-void

Void-in-cloud

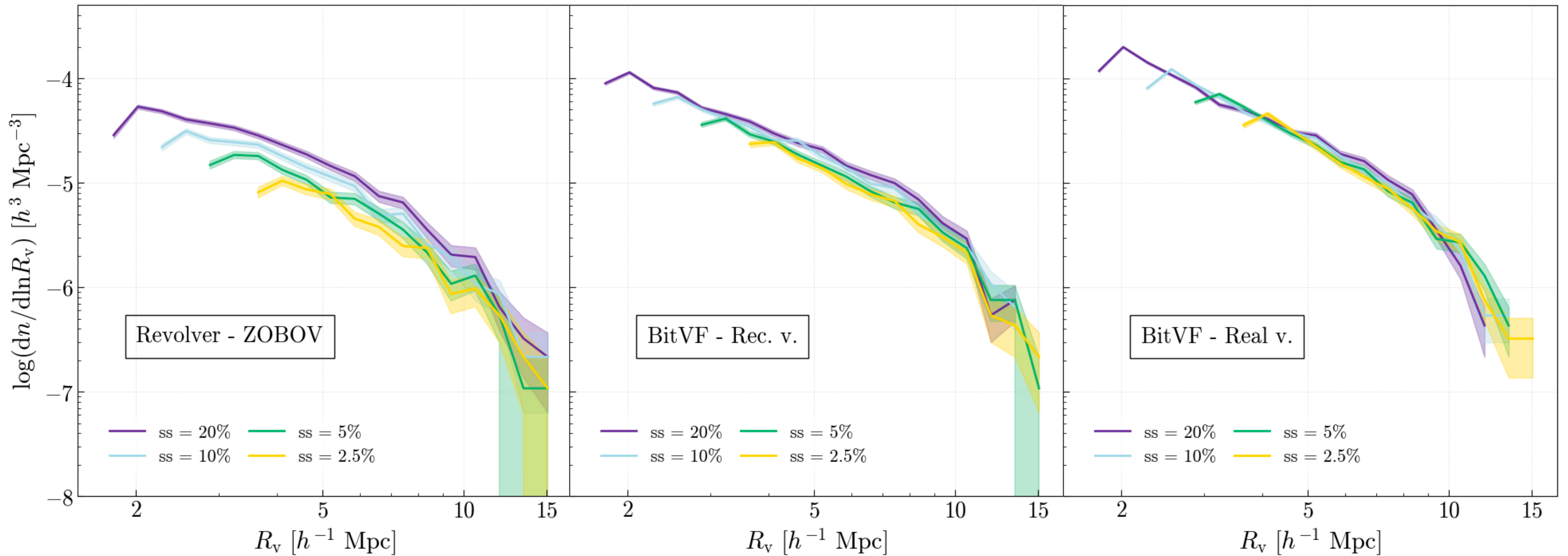


Credits: Sheth & van de Weygaert 2004



# SIMPLE BOX APPLICATION: STABILITY TEST

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## BUZZARD Mocks (DeRose et al. 2019)

DESI-like mock

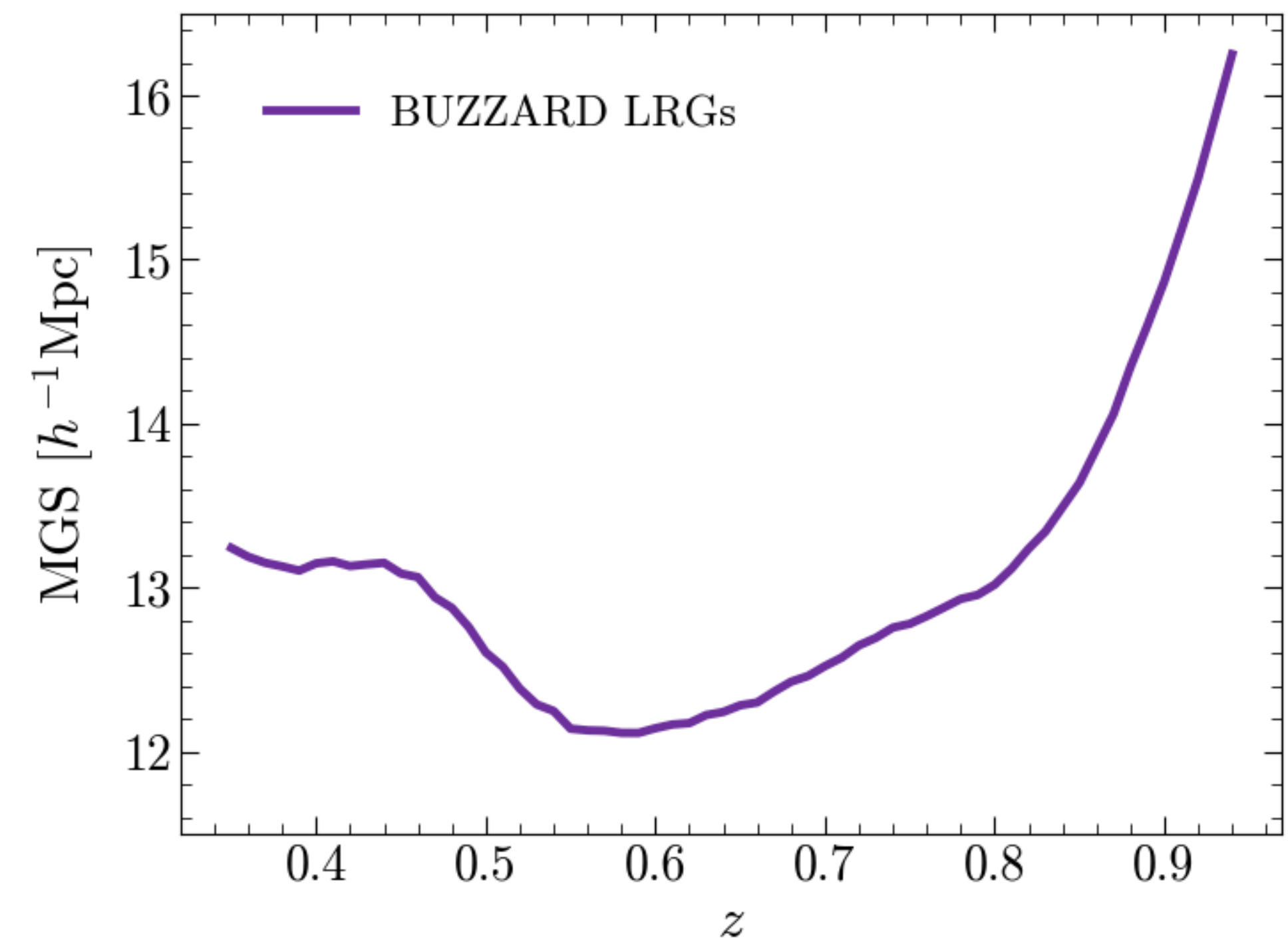
Full LRG sample,  $0.25 < z < 1.15$

$\sim 6.1 \times 10^6$  galaxies

Analysis performed at  $0.35 < z < 0.95$

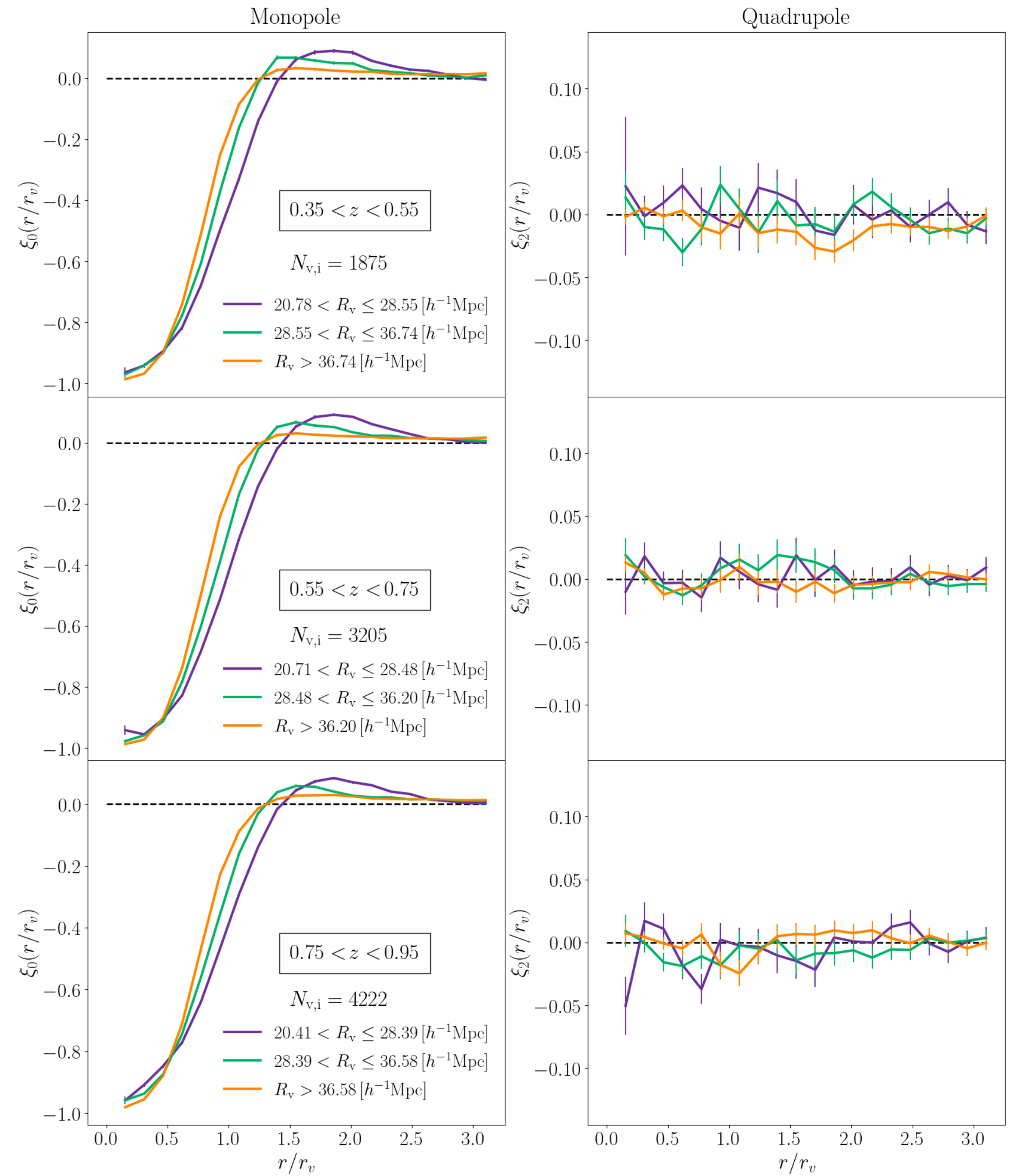
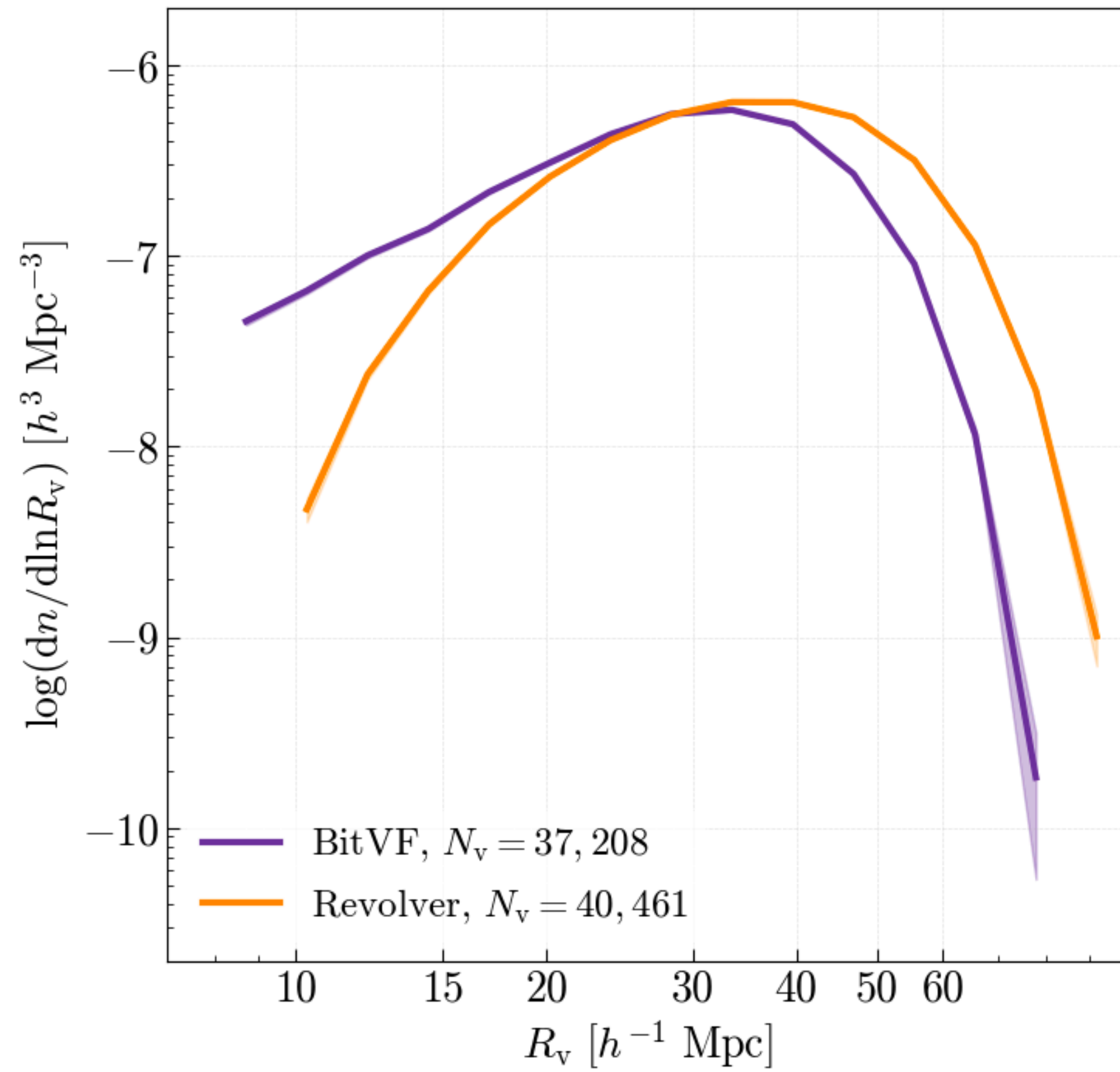
One quarter of the sky

Real-, redshift-,reconstructed-space





# LIGHT-CONE APPLICATION: REAL SPACE





## Voids elongated: RSD

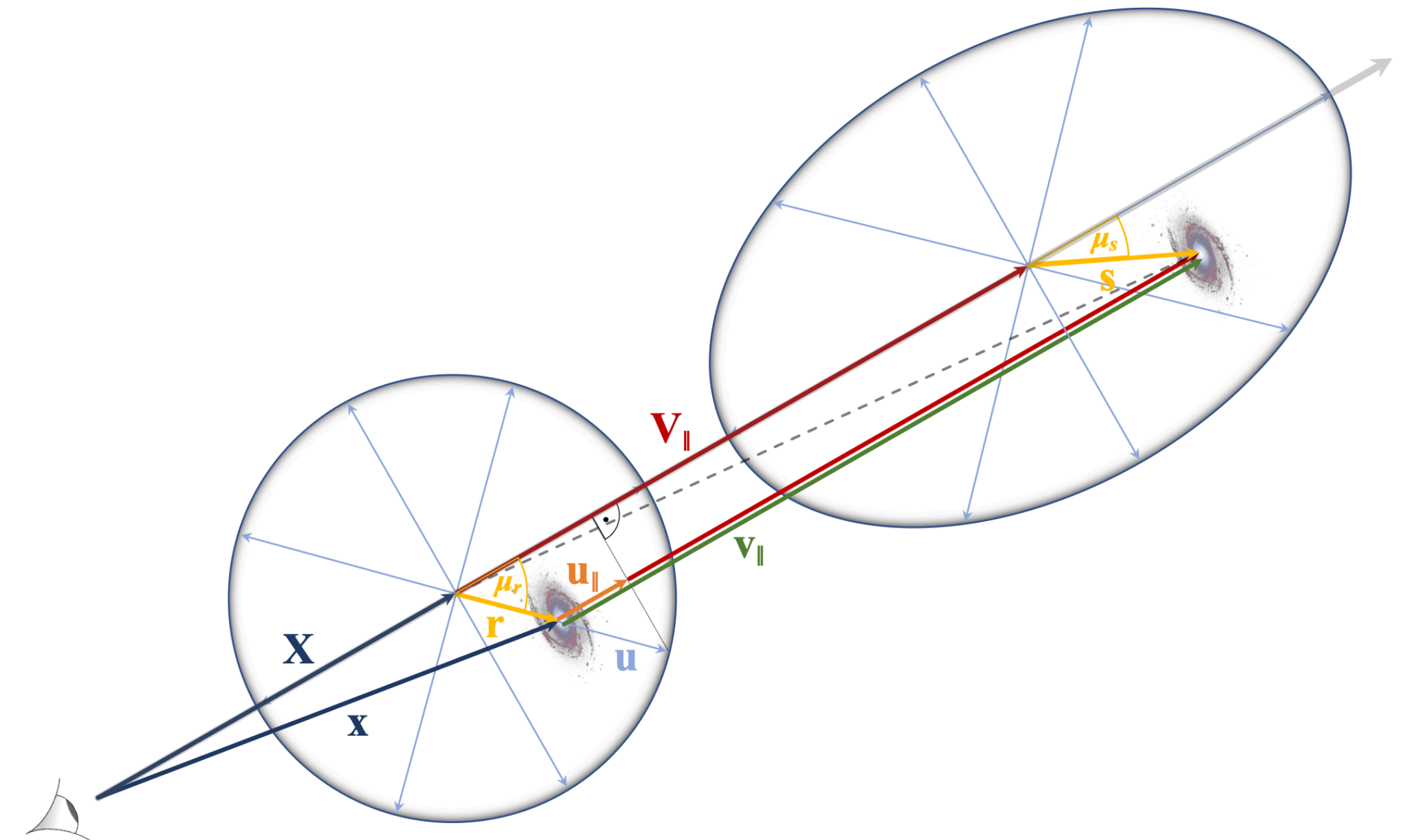
Change in radius

Lost of small voids

Big voids break down in smaller structures

Shifting of the center

Selection effect



*Credits: Hamaus et al. 2020*



## Voids elongated: RSD

Change in radius

Lost of small voids

Big voids break down in smaller structures

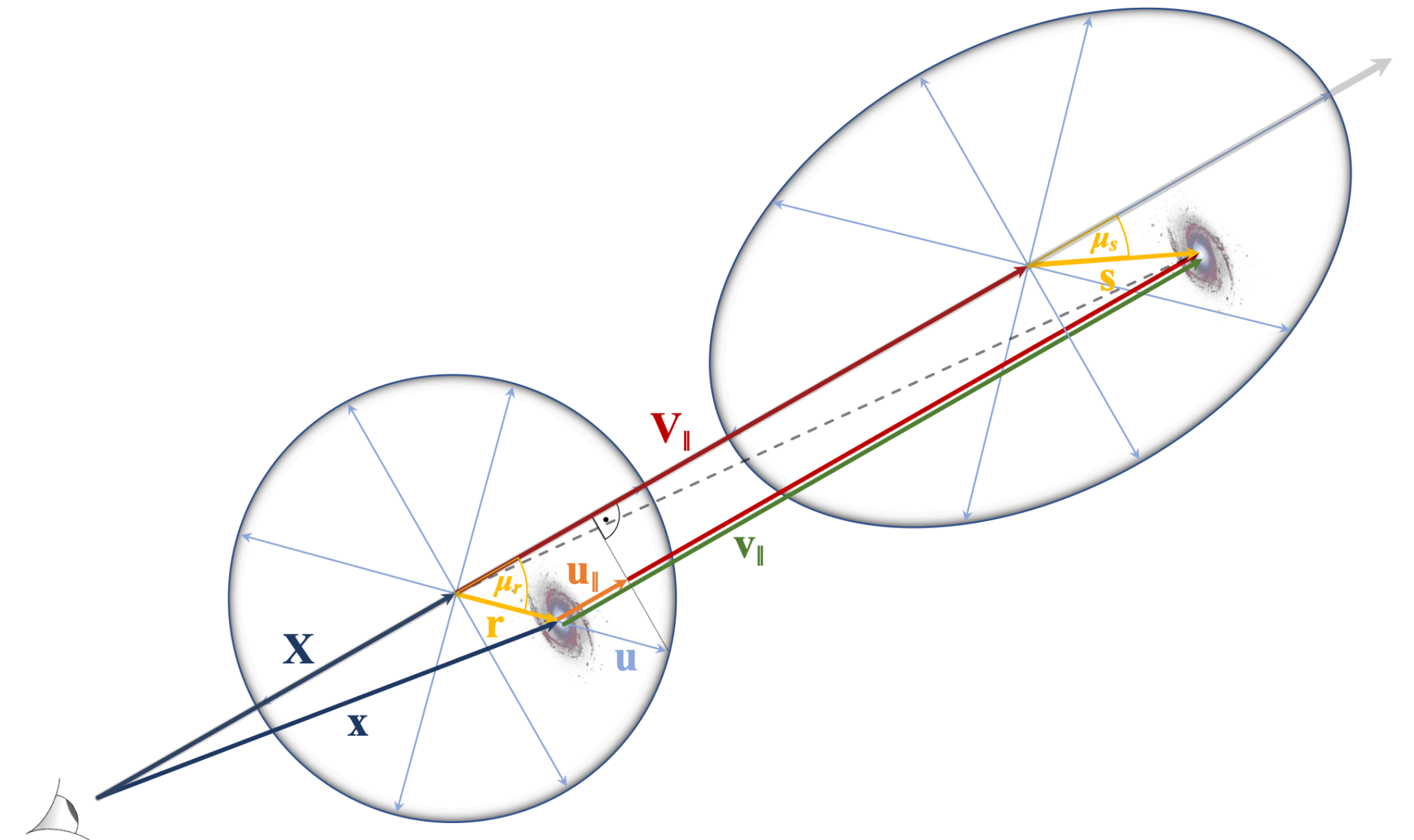
Shifting of the center

Selection effect

**If the method works...**

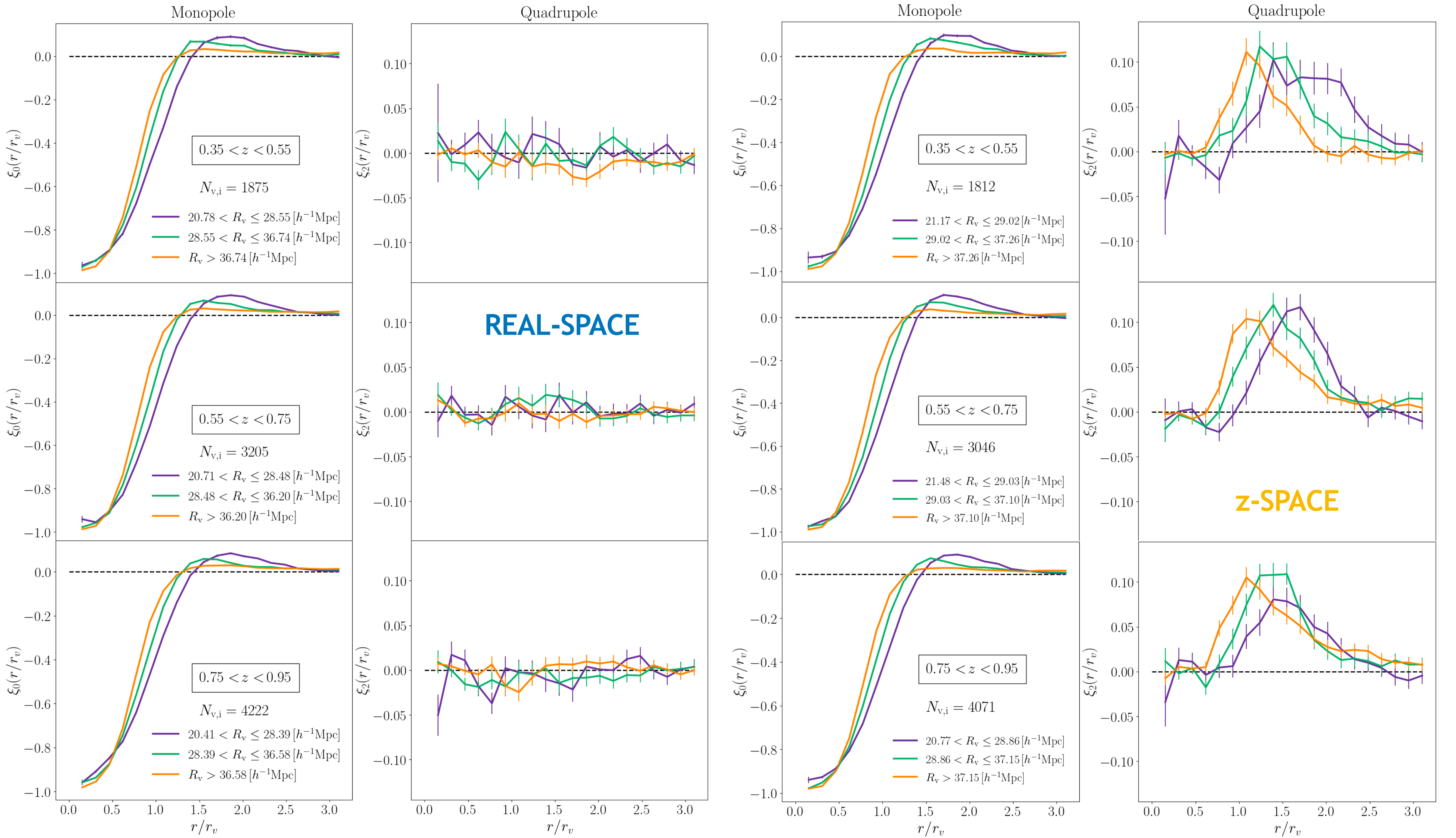
Small impact on the void number

Similar VSF between real- and z-space

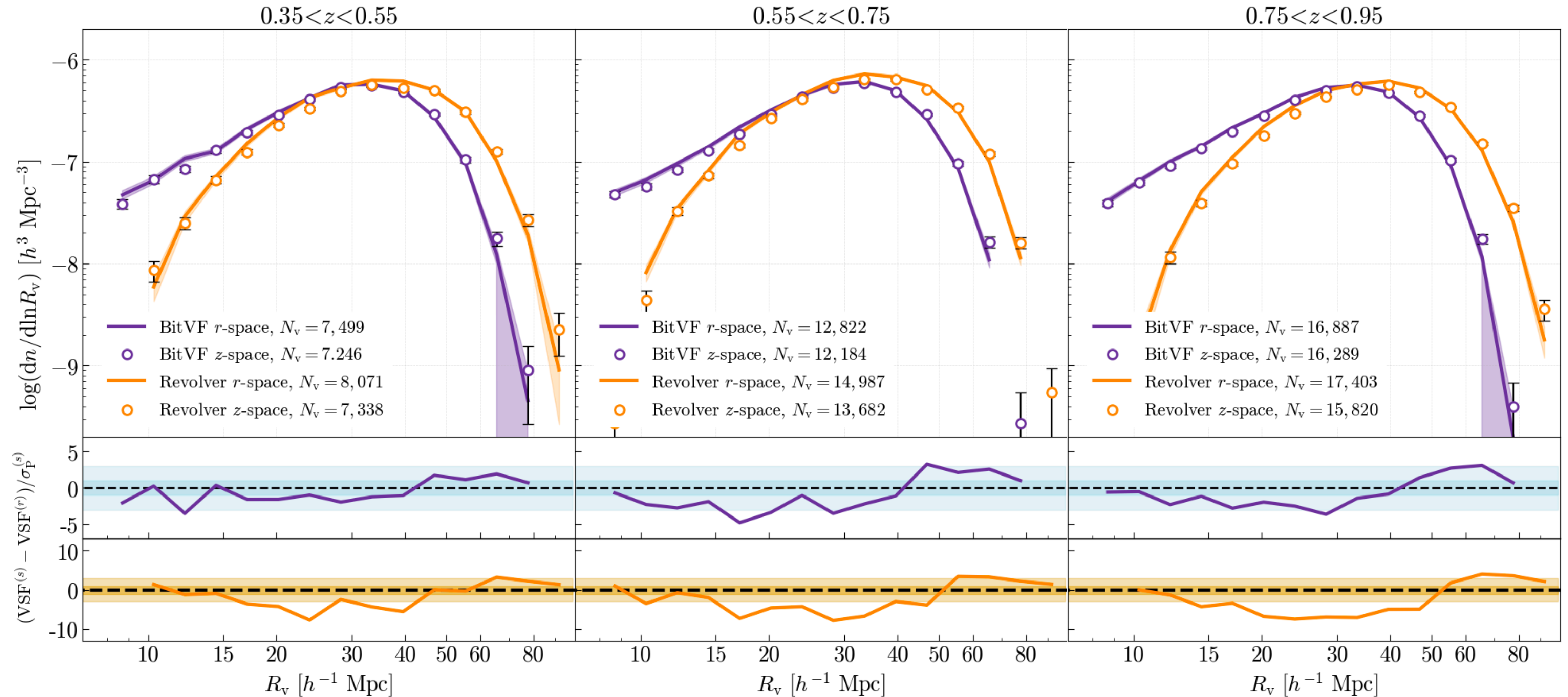


*Credits: Hamaus et al. 2020*











Back-in-time!

$$\vec{r} = \vec{s} + \frac{f(z)}{(b(z) + f(z))} \Psi_{\text{BT}}^{\parallel}$$

Correction to Nusser&Davis 1994  
(Biased displacement)

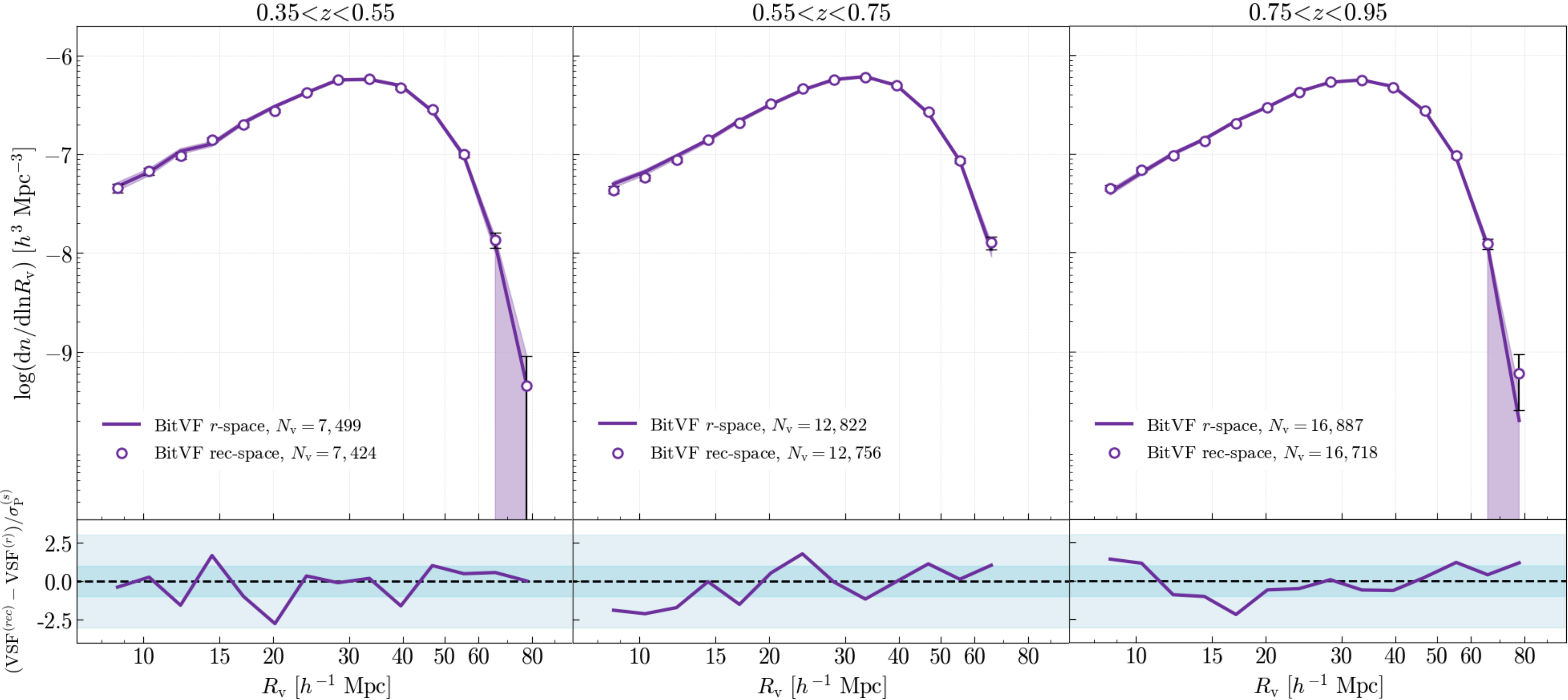
Done in 2 steps (for now)

Goal: recovering of real-space

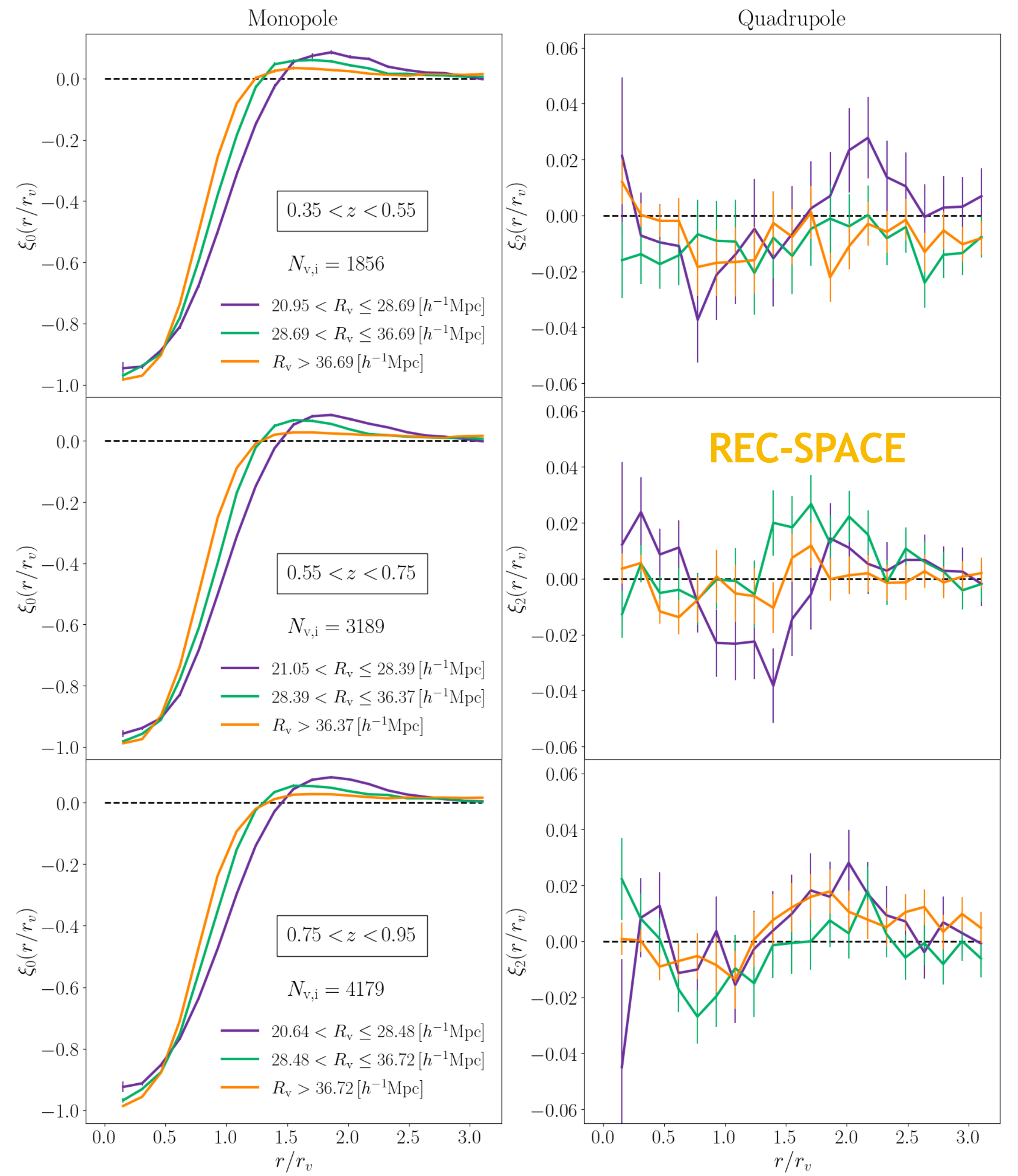
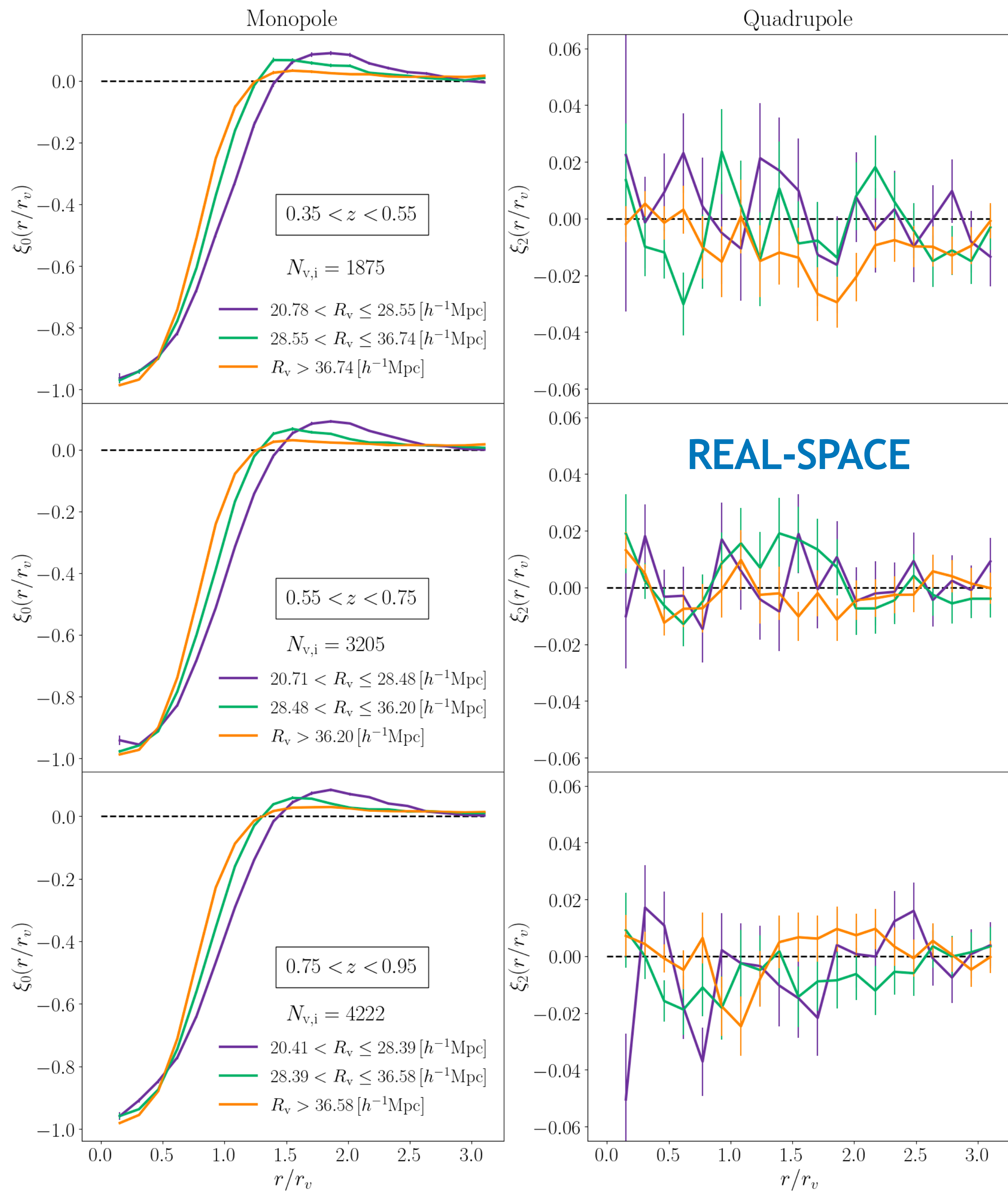
Strong indicator: zero VGCF quadrupole

Very preliminary results











## BitVF: New dynamical method for cosmic void identification

New fast (and simple) OT algorithm

Validated on boxes against Revolver

RSD impact on LRG-voids mitigated by a factor of 2

Successful real-space reconstruction

## To do:

Play with different configurations

Application at scenarios with complex selection function (Antonio catalogs!) and footprints

Application to real data

Out soon in GitHub and as part of the CosmoBolognaLib (Marulli et al. 2016)