# Effects of Blending on Cosmic Shear in DES and LSST 

David Kirkby

University of California, Irvine

$$
4 \text { Dec } 2013
$$

LSST DESC Meeting, Pittsburgh

- Current shape measurement algorithms assume that galaxies do not overlap.
- Stage-IV lensing surveys probe higher surface densities, but with more overlaps.
- Are we ready to take advantage of the full LSST depth? (LSST/DES signal ~ 28)
- Where should we focus our effort in further developing photo-z and shape measurement algorithms?

First Pass: analyze galaxies independently


## LSST CatSim



| Survey | Effective <br> Area $\left(\mathrm{m}^{2}\right)$ | Pixel <br> Size(") |  | Exposure <br> Time $(\mathrm{s})$ | Sky Brightness <br> $\left(\mathrm{mag}^{\left(\operatorname{arcsec}^{2}\right)}\right.$ | Med. Seeing <br> $(\mathrm{FWHM})$ | Zero <br> Point |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CFHTLS | 8.022 | 0.185 | i | 4300 | 20.3 | 0.64 | 10.0 |
|  |  |  | r | 2000 | 20.8 | 0.71 | 13.5 |
| DES | 10.014 | 0.263 | i | 1000 | 20.1 | 0.79 | 12.5 |
|  |  |  | r | 800 | 21.1 | 0.79 | 16.8 |
| LSST | 33.212 | 0.200 | i | 6900 | 20.0 | 0.67 | 41.5 |
|  |  |  | r | 6900 | 21.3 | 0.70 | 55.8 |

GalSim $\uparrow$ Simulated DES-r 800 s

## includes <br> sky noise




## Second Pass: quantify effects of overlaps



- each galaxy's footprint = pixels where its detected signal > sqrt(full-depth sky)/2
- two galaxies are overlapping if their footprints have any pixels in common


## Preview of results

- Predicted effective galaxy surface densities*:
$\left.\begin{array}{l}\text { - LSST: } N_{\text {eff }} \sim 23(r), 18 \text { (i) / sq.arcmin. } \\ \text { - DES: } N_{\text {eff }} \sim 8.0 \text { (r), } 5.5 \text { (i) / sq.arcmin. }\end{array}\right)$ x3
- LSST cosmic shear signal is concentrated at:
- $\mathrm{S} / \mathrm{N}>10$
- $\sigma_{\mathrm{gal}} / \sigma_{\mathrm{psf}} \sim 0.5-\mathrm{I} .5$
focus
- z-contamination ~ $1 \%$
- $<z>\sim$ I. I (r) , I. 0 (i) and $\mathrm{i}<27.0, \mathrm{r}<26.5$
* $\sim 15 \%$ masking for stars not included









Maximum shape measurement error ratio k


Maximum shape measurement error ratio k
.5

LSST-i


Maximum shape measurement error ratio k



Shape measurement error ratio $\mathrm{k}=\sigma_{m} / \sigma_{i}$


Shape measurement error ratio $\mathrm{k}=\sigma_{m} / \sigma_{i}$


Shape measurement error ratio $\mathrm{k}=\sigma_{m} / \sigma_{i}$





## Redshift contamination from overlaps

- Overlaps with $|\Delta z|<0.1$ are considered harmless (e.g., from satellites)
- Measure fraction of galaxy's weighted* flux due to overlapping galaxies with $|\Delta z|>0.1$
- Fraction measures redshift contamination:
- $>10 \%$ is unusable for photo-z
- $\mathrm{I}-\mathrm{I} 0 \%$ is "challenging"
* flux of secondary galaxy weighted with primary galaxy's profile.



## LSST-r

## redshift <br> contamination:

I-I0\%
$>10 \%$


## Comparison with other $\mathrm{N}_{\text {eff }}$ estimates for LSST

- LSST Science Book: Neff ~ 40 / sq.arcmin.
- Chang++ 2013: $\mathrm{N}_{\text {eff }} \sim 3 \mathrm{I} /$ sq.arcmin.
- $\sigma_{\mathrm{m}}<\sigma_{\mathrm{i}}(\mathrm{k}=\mathrm{I})$, simple geometric treatment of overlaps.
- This work: $\mathrm{N}_{\text {eff }} \sim 23$ (r), 18 (i).
- $\sigma_{m}<\sigma_{i}$, redshift contamination $<1 \%$


## Next steps

- validate / improve input galaxy catalog
- model effects of stars on overlaps
- estimate systematic biases on shape measurement and photo-z due to overlaps
- focus limited CPU on best $20 \%$ of seeing?
- paper draft in progress...


## Summary of results

- Predicted effective galaxy surface densities*:
$\left.\begin{array}{l}\text { - LSST: } N_{\text {eff }} \sim 23 \text { (r), } 18 \text { (i) / sq.arcmin. } \\ \text { - DES: } N_{\text {eff }} \sim 8.0 \text { (r), } 5.5 \text { (i) / sq.arcmin. }\end{array}\right)$ x3
- LSST cosmic shear signal is concentrated at:
- $\mathrm{S} / \mathrm{N}>10$
- $\left.\sigma_{\mathrm{gal}} / \sigma_{\mathrm{psf}} \sim 0.5-1.5\right\}$ effort here!
- z-contamination $\sim 1 \%$
- <z> ~ I.I(r), I. 0 (i) and $\mathrm{i}<27.0, \mathrm{r}<26.5$
* $\sim 15 \%$ masking for stars not included

