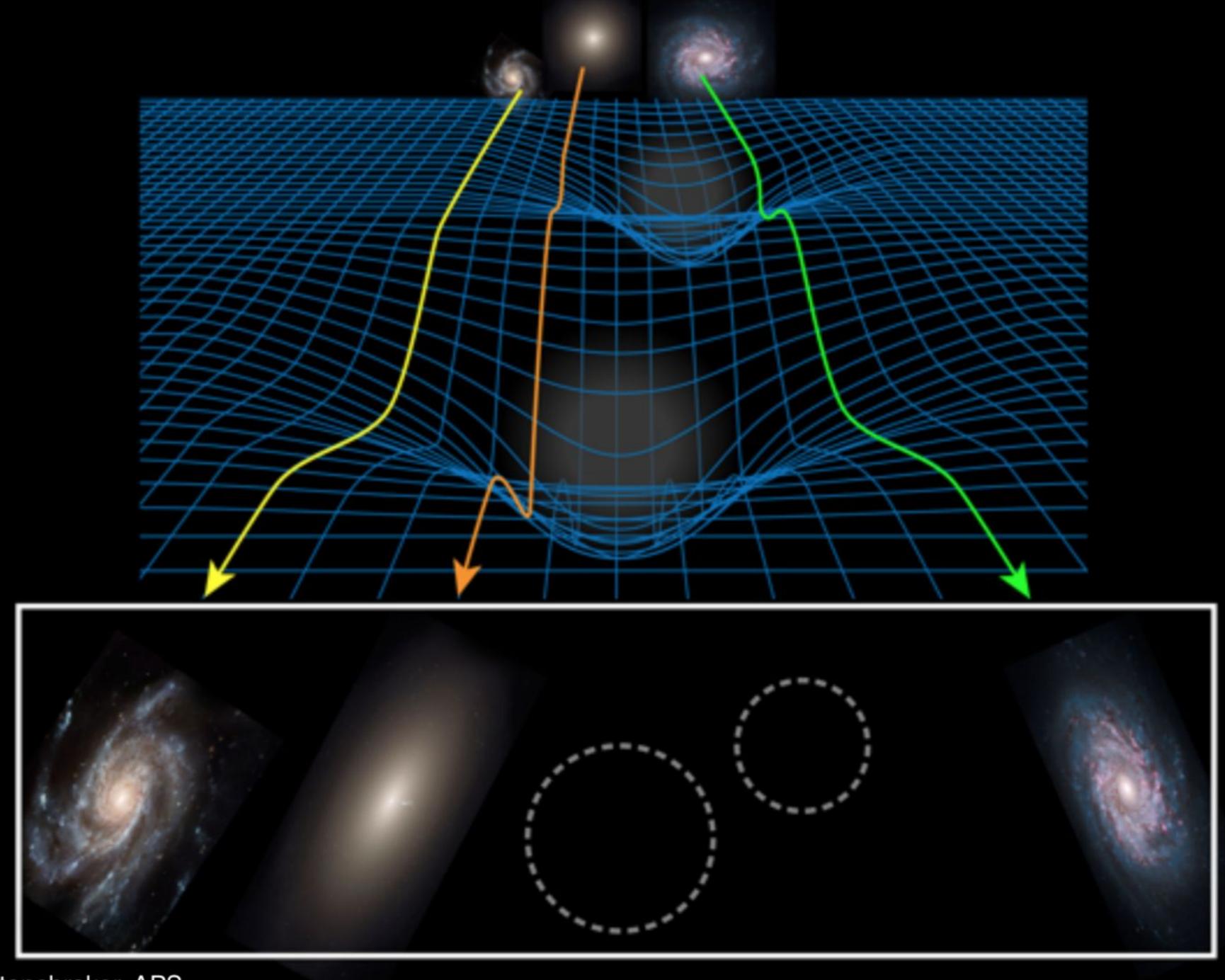


KiDS cosmology & tests of gravity

Marika Asgari



Credit: Stonebraker, APS

Cosmic Shear Analytical Overlapping Halo Model Spectroscopy Nuisance High Object Catalogue resolution deep imaging P(z)Galaxies Your **Favourite** Cosmology Statistic Shapes Stars Colours Multi-band imaging N-body Image Simulations Mocks and "null tests" Blinding!

Combined Probes

	Cosmic shear	Galaxy-Galaxy lensing	Galaxy clustering
2pt Correlation	Shape-Shape	Shape-Position	Position-Position
Astrophysical effects	Intrinsic Alignments, Baryons	Intrinsic Alignments, Baryons & Galaxy bias	Baryons & Galaxy bias
Systematics	Shape measurement, Redshifts	Shape measurement, Redshifts	RSD modelling Completeness

Phenomenological models

Redshift space distortions (RSD):

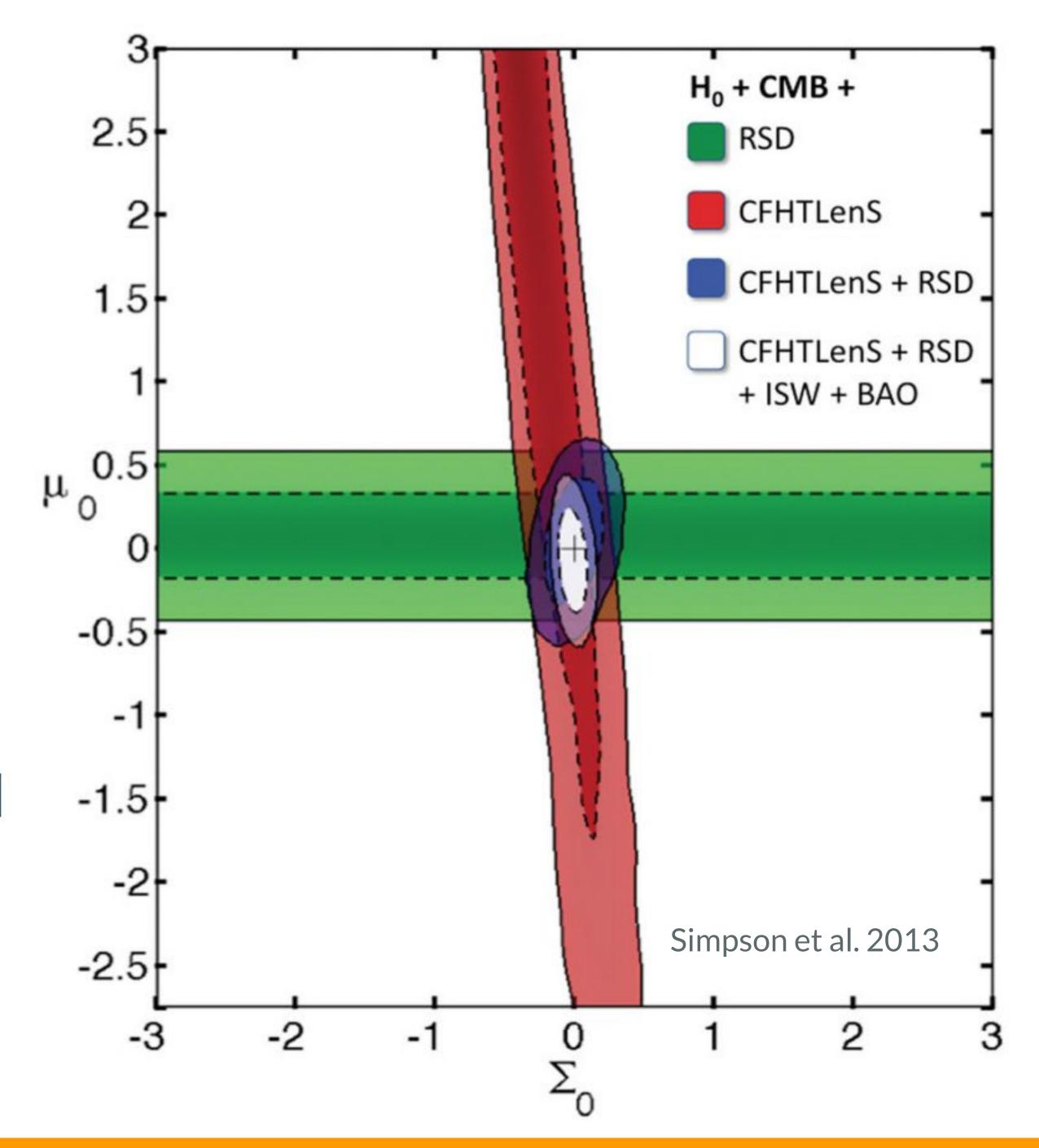
$$\Psi(k, a) = [1 + \mu(k, a)] \Psi_{GR}(k, a)$$

Cosmic shear:

$$[\Psi(k, a) + \Phi(k, a)] =$$

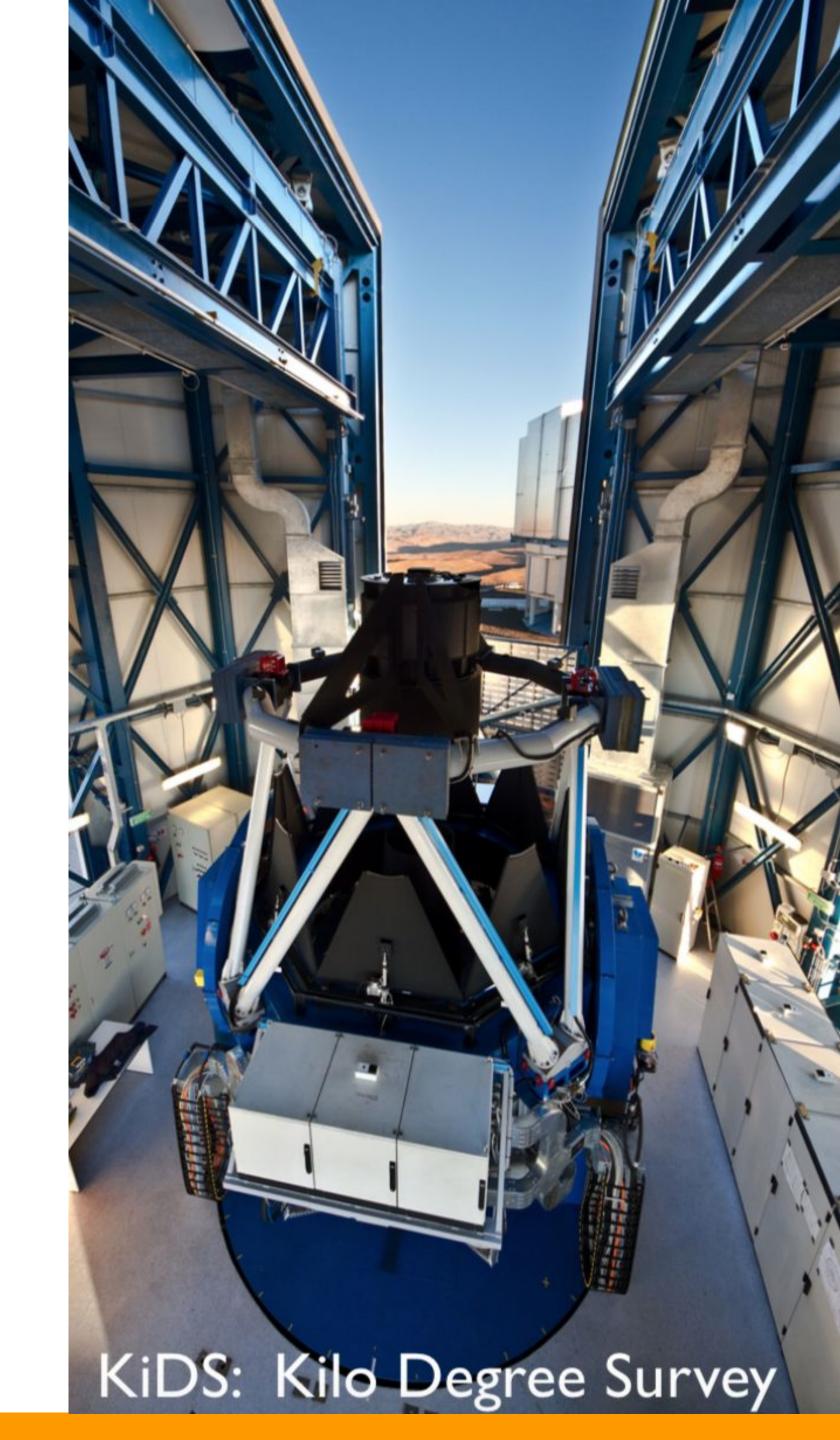
$$[1 + \Sigma(k, a)] [\Psi_{GR}(k, a) + \Phi_{GR}(k, a)]$$

$$\Sigma = \mu = 0 \text{ is GR}$$

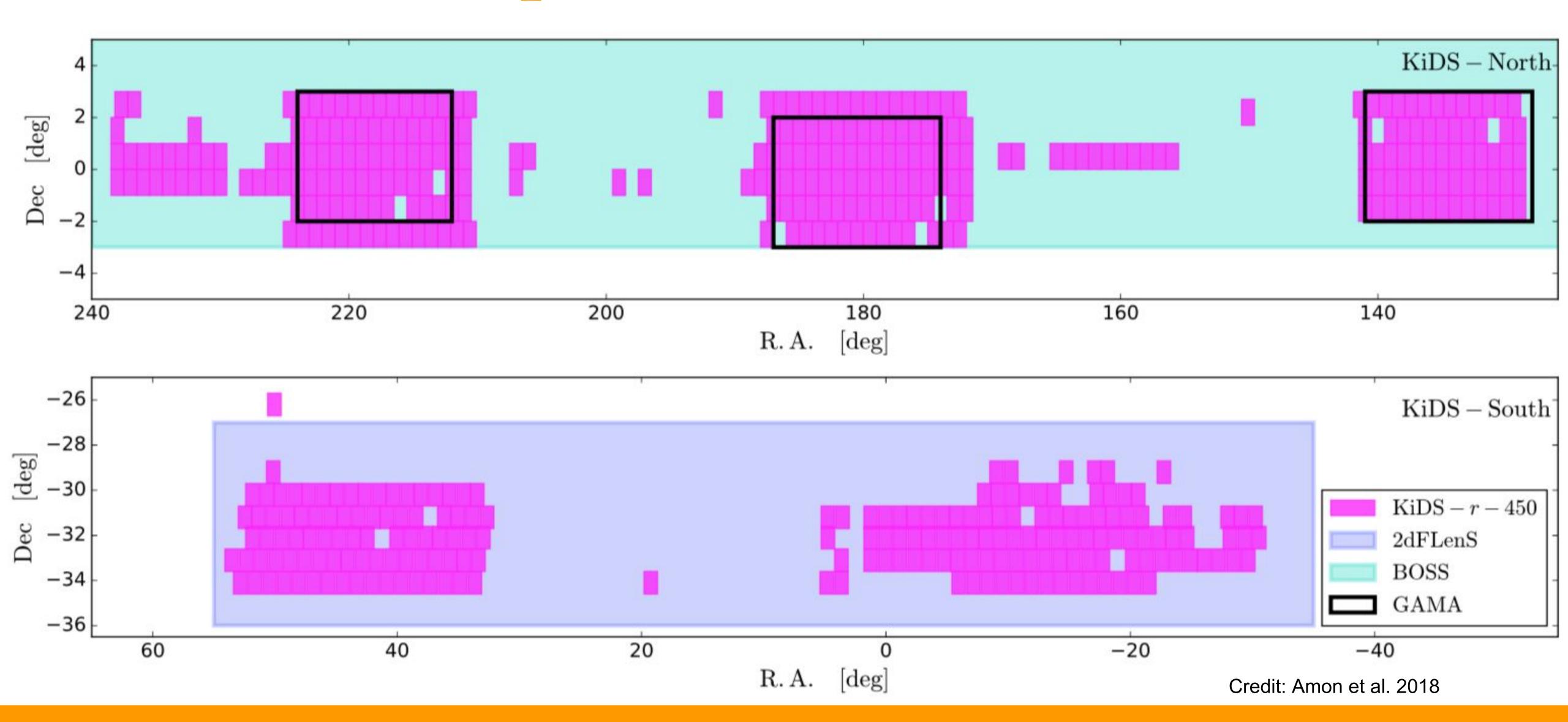


KiDS: Key Facts

- Weak lensing specific survey
- 450 deg² observed
- shear cats are public
- goal: reach 1350 deg²
- 15 million galaxies
- 9 photometric bands



KiDS-450 footprint

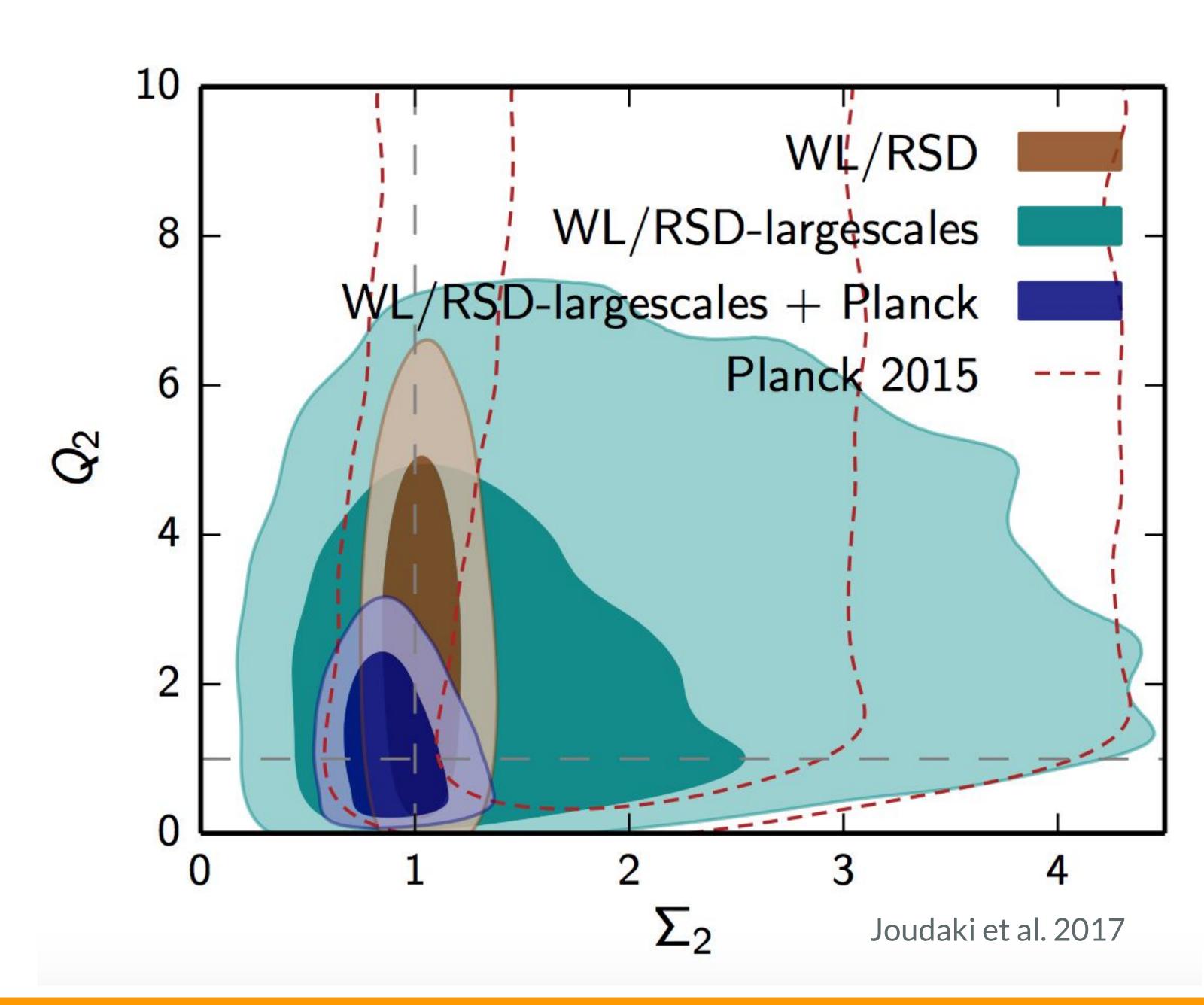


Combined probes

- cosmic shear: KiDS
- Galaxy positions: 2dFLenS and BOSS

Q: modifies the Poisson eq

 $\Sigma = Q = 1$ is GR

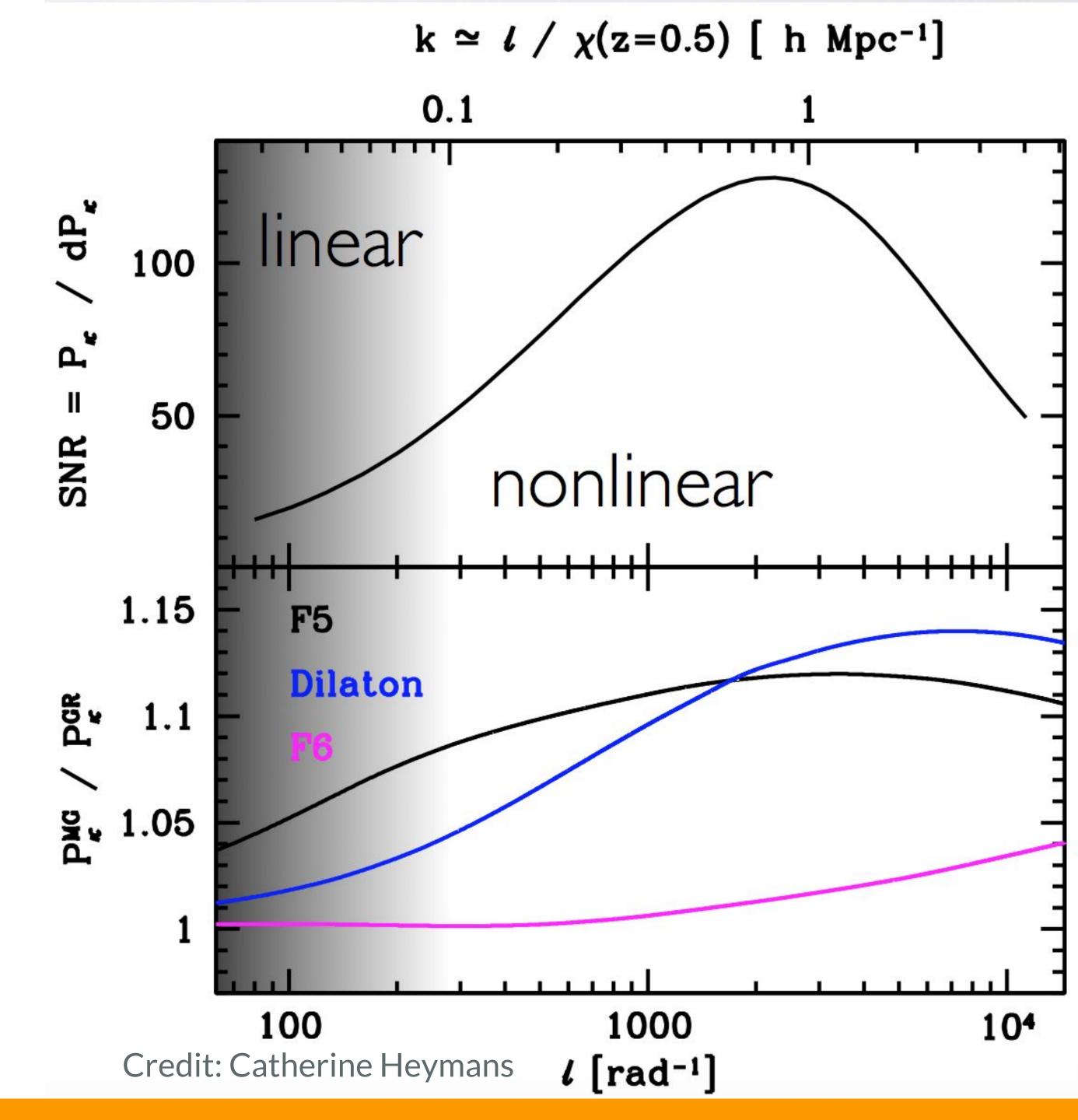


Complications!

Input Theory

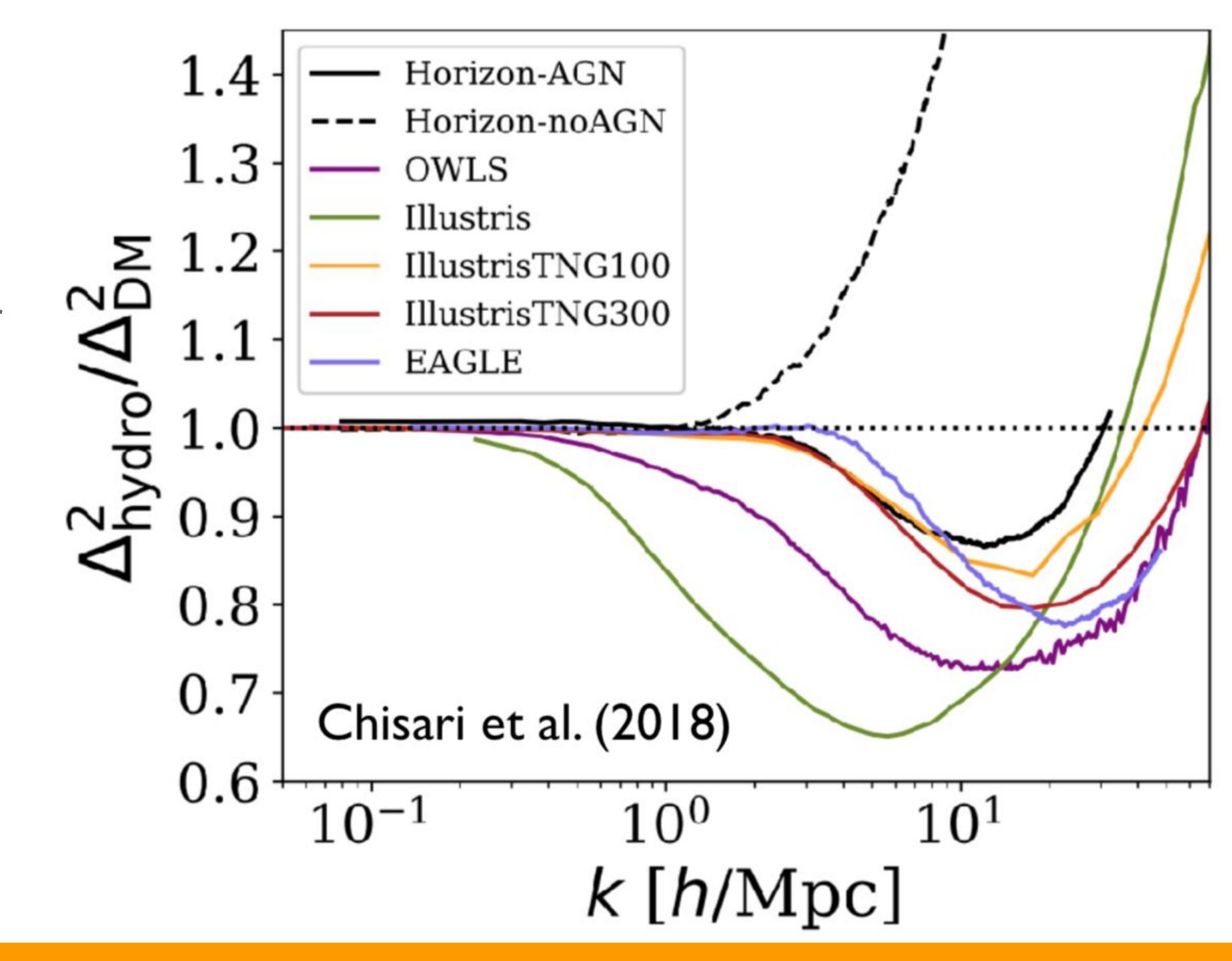
To model cosmic shear we need the lensing power spectrum!

Nonlinear matter power spectrum is important.

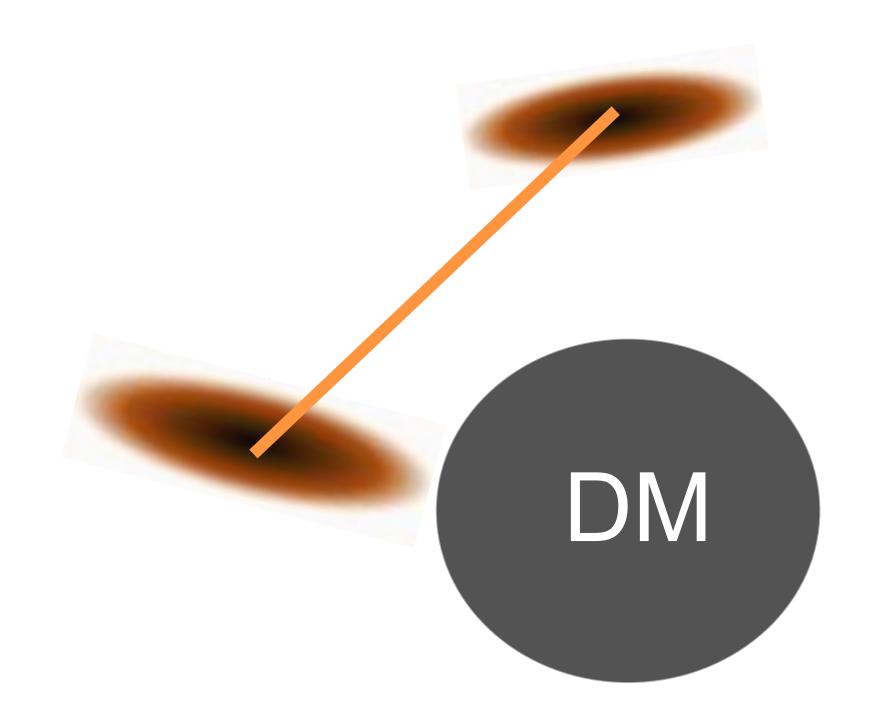


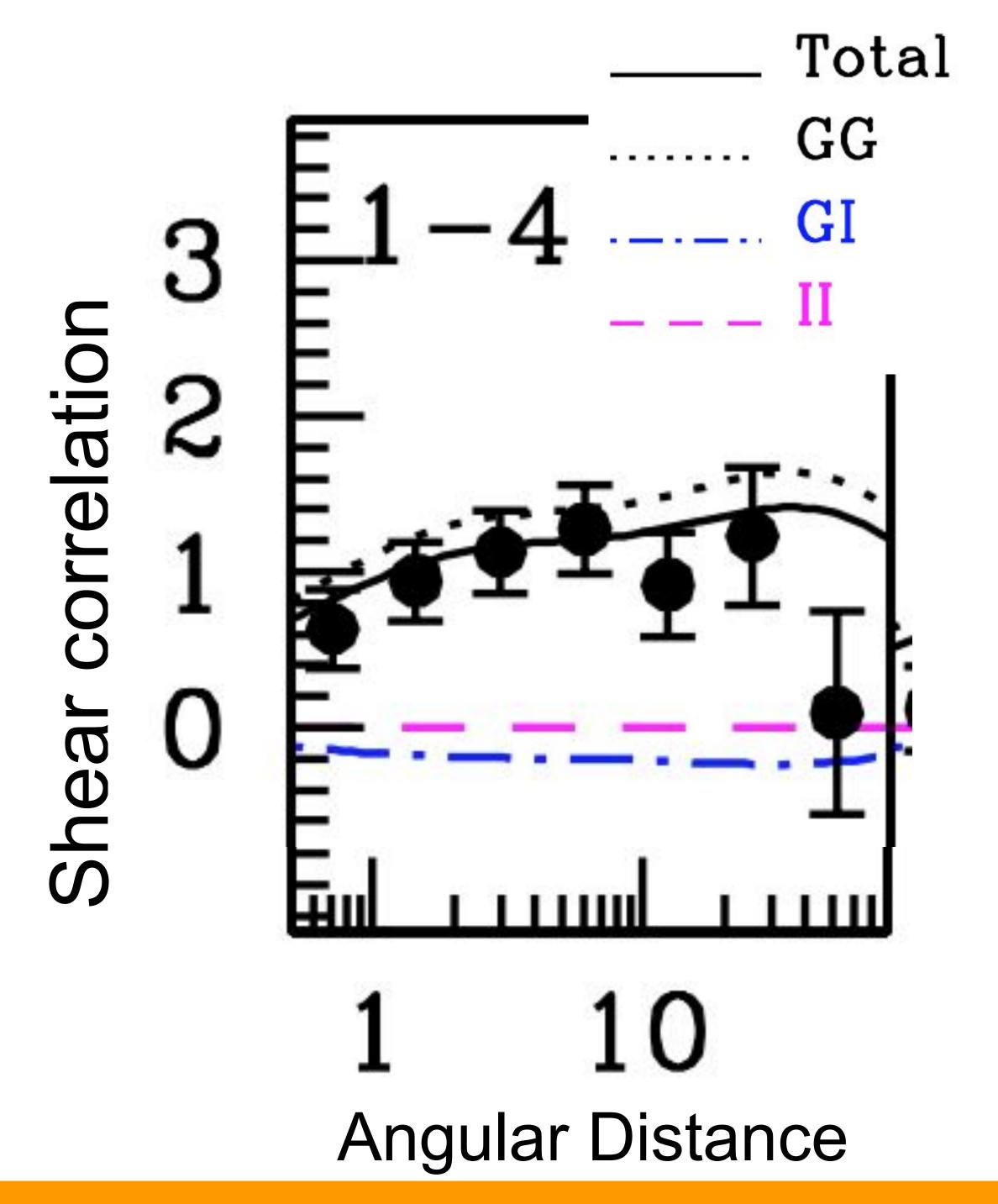
Baryons!

Hydro sims do not agree with each other



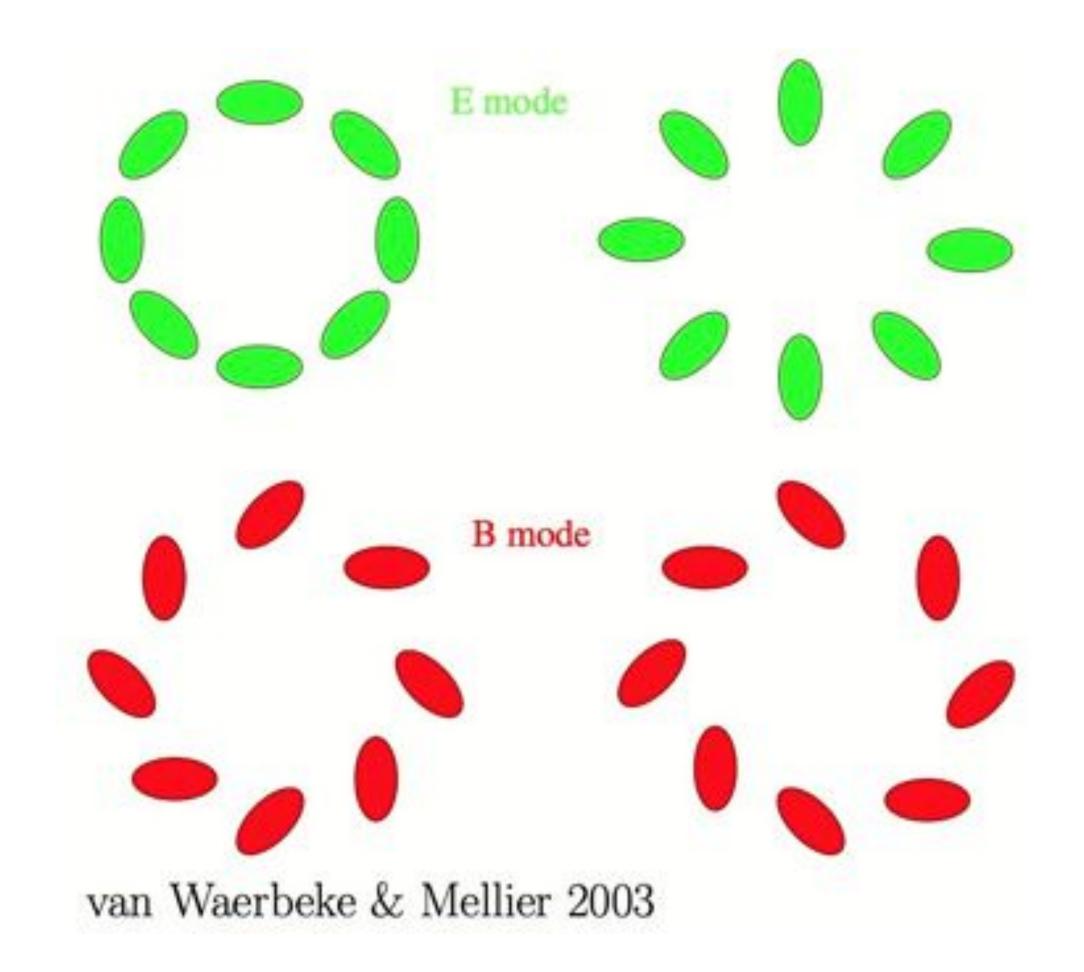
Intrinsic Alignments





Systematic in Cosmic shear

- Lensing can only* produce E-modes
- B-mode can be used to diagnose the data



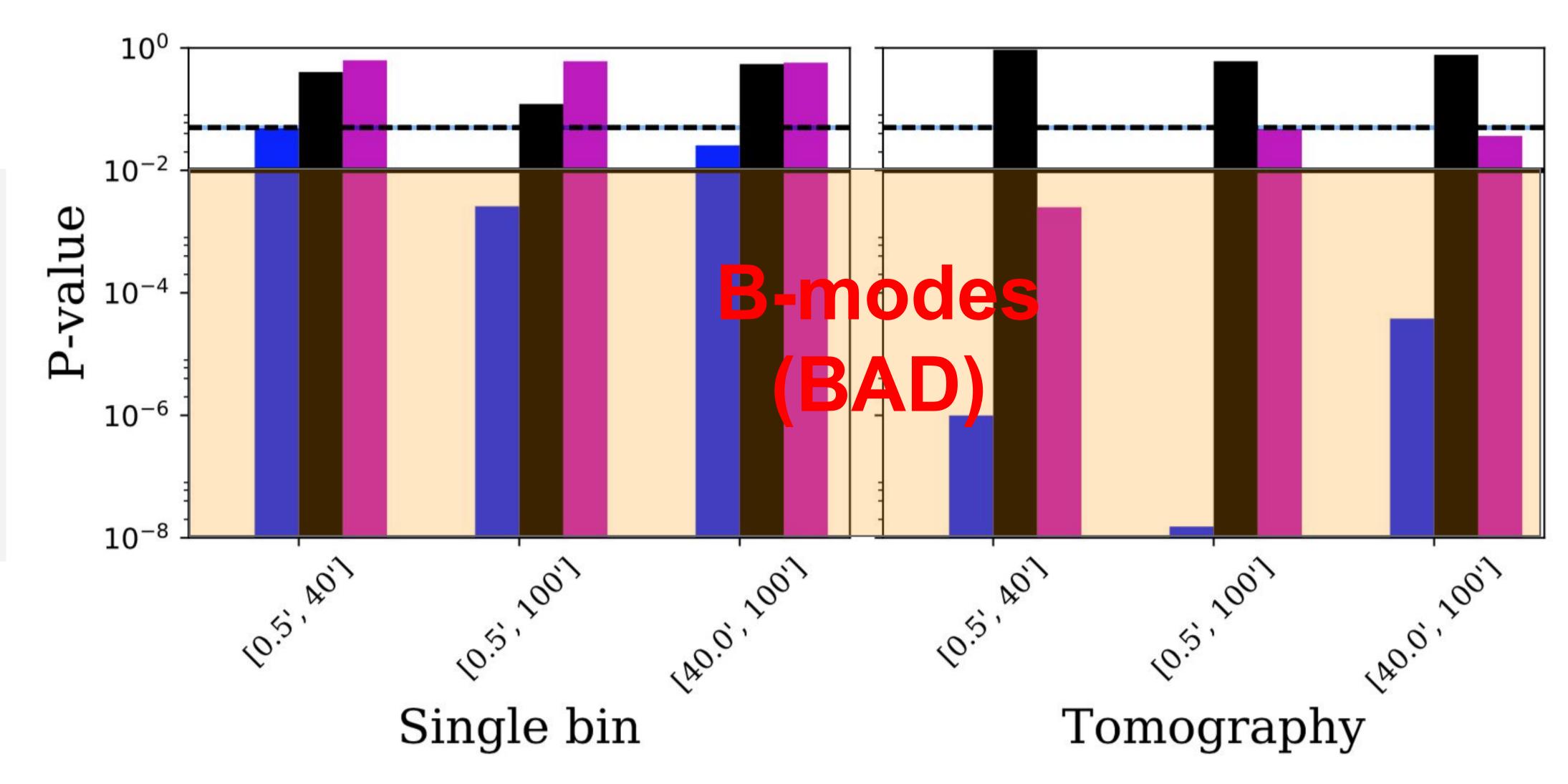
B-modes in public cosmic shear data

Asgari et al. 2018 (in prep)

Blue: DES-SV

Black: KiDS-450

Magenta: CFHTLenS



Final remarks

- Data analysis is complicated!
- Attempt at observing beyond LCDM models have been done

Questions for the audience:

- How do you include cosmic back reaction in this framework?
- How does it affect lensing?
- Is there a signature that is unique to it?