

SELF-CONSISTENT MODELLING OF THE MILKY WAY

STRUCTURE USING LIVE POTENTIALS

EVA DURÁN CAMACHO, ANA DUARTE CABRAL



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We use the hydrodynamical AREPO moving-mesh code to perform numerical simulations of the Milky Way. In our models, the structures are obtained via the evolution of a live stellar disc and bulge, as well as a live dark matter halo and a gaseous disc, all of which move self-consistently under isothermal conditions. We produce longitudevelocity (lv) plots of the projected gas surface densities to extract the skeletons of the main features (arms, bar), as well as the contours defining the terminal velocities of the gas. We then compare these with observations via minimisation of the symmetrised distance between the observed and simulated features for a best fit







MAPPING THE GALACTIC STRUCTURE

We extract the skeletons tracing the main features of the $CO^{[3]}$ lv map, as well as in our simulations. We then follow a series of steps:

- Smooth the image with a Gaussian 2D Kernel 1.
- II. Create a binary image after finding the peaks via a Hessian matrix.

III. Final skeleton is obtained computing the medial axis of the previous image.

OBS

SIM

FINDING THE BEST MODEL

For each model, we look at a range of times and viewing angles and we compute three different metrics comparing with observations:

A. Symmetrized Modified Hausdorff Distance^[5] (SMHD) between OBS and SIM skeletons. The lower the metric, the better the fit.

B. Terminal velocity comparing the lv-space occupied by OBS and SIM, favouring the SBLD model

C. Gas column density distribution for each model versus the observed total gas $(CO+HI^{[4]})$. These favour models with a flatter profile.





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