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- ◆ What improvements can be done in following years to make our models more accurate.
 - ◆ It's not a question about how fast our computers can become but more about observations or quantum mechanics and chemistry. Do you see some ways of making a progress there?

Don't try to predict what commands do

- ◆ They didn't evolve that way
- ◆ Check Hazy1
- ◆ Then check the output
- ◆ To see that it did what you wanted

Species in Cloudy

- ◆ Hazy 1 Sec 2.5

Use the Cloudy yahoo group

- ◆ https://groups.yahoo.com/neo/groups/cloudy_simulations/info

Main output, print line xxx

Reading in a predicted spectrum

- ◆ Save transmitted continuum
- ◆ table read "func_trans_punch.trn"
- ◆ Tsuite / auto
 - func_trans_punch.in, func_trans_read.in

Line profiles

- ◆ Post process line & continuum output

Velocity fields

- ◆ Default is static, with thermal broadening
- ◆ Turbulence can be added
 - makes line optical depths smaller, so lines escape more easily, continuum fluorescent excitation more important
- ◆ Wind - ballistic supersonic outflows
- ◆ ~sonic flows
- ◆ Line transfer with "Large Velocity Gradient" (LVG) or "Sobolev approximation"
 - 2 names for same thing

Fine and coarse continuum grids

Speed ups

- ◆ Hazy 1, Sec 19.17

The optimizer

- ◆ Hazy 1 Chap 17

Project poster

- ◆ One page landscape format PDF with results of the project
- ◆ One per group, to be posted on web site

Some closing thoughts

- ◆ **Quantitative spectroscopy - read the message in the starlight – what does the spectrum tell us?**

- ◆ **Like all fields, a steep learning curve, but the rewards will be great - be able to decipher the message**
 - Like medieval priests, an elevated position since only a few can read the sacred texts