This problem set requires the code from Problem Set 4.

## **1** Problem 1: Filters

• Define the spherical top hat window as

$$W(r) = \text{const.} \quad (r < R) \tag{1}$$

$$= 0 \qquad (r \ge R) \tag{2}$$

and normalize the window to  $\int d^3x W(r) = 1$ . Derive the window function in Fourier space W(k) (given in class, but do the integrals). Plot it out as a function of kR.

## **2** Problem 2: Variance

• Write a code to calculate

$$\sigma_R^2 \equiv \int \frac{d^3k}{(2\pi)^3} |W(k)|^2 P(k)$$
(3)

$$= \int d\ln k |W(k)|^2 \Delta^2(k) \tag{4}$$

using the power spectrum code of the last problem set. Take R to be defined in  $h^{-1}$  Mpc. Be careful with checking convergence of the integral, you can see from above that it rings in a nasty manner. For the  $\Omega_m = 0.27$ , h = 0.7, n = 0.966,  $A_S = (4.657 \times 10^{-5})^2$  (note -5 not -4) cosmology of the previous problem set, plot  $\sigma_R$  between  $0.1 < R/(h^{-1}$ Mpc) < 100. What is the value of  $\sigma_8$ , where "8" denotes the  $R = 8h^{-1}$  Mpc.

• Convert scale to mass in non-relativistic matter inside the spherical tophat assuming the average background density. For the given cosmology plot  $\sigma(M)$  where M is in units of  $h^{-1}M_{\odot}$ . For what mass is  $\sigma = 1$ ?