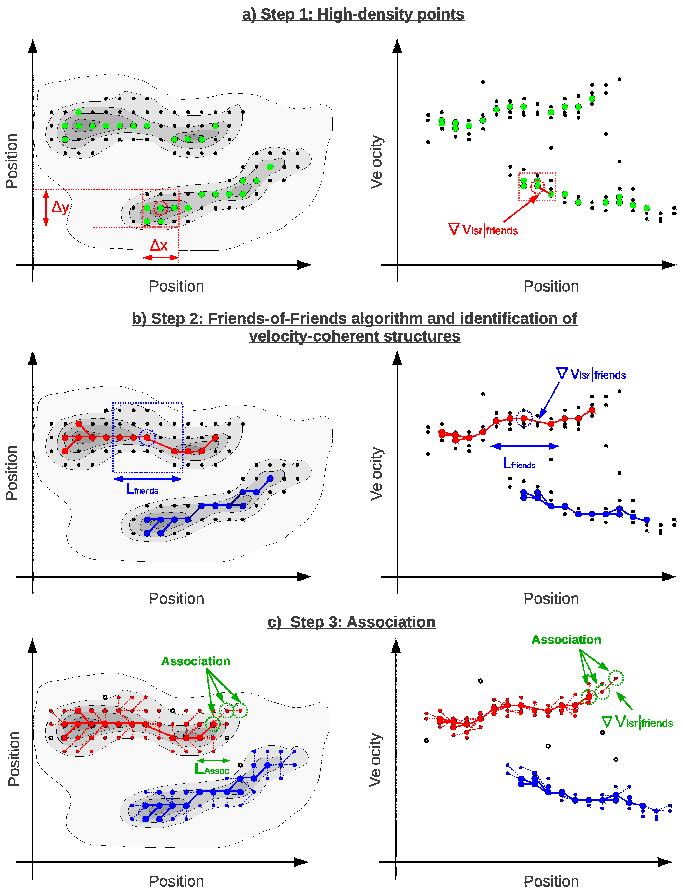
a) Step 1: High-density points
Position
Δy
Δx
Position
Ve ocity
∇ Vlsr|friends
Position
b) Step 2: Friends-of-Friends algorithm and identification of velocity-coherent structures
Position
Lfriends
Position
Ve ocity
∇ Vlsr|friends
Lfriends
Position
c) Step 3: Association
Position
Association
LAssoc
Position
Ve ocity
Association
∇ Vlsr|friends
Position