

Monte Carlo II Scattering Codes

- Plane parallel scattering atmosphere
- Optical depths & physical distances
- Emergent flux & intensity
- Internal intensity moments



Constant density slab, vertical optical depth $\tau_{\max} = n \sigma z_{\max}$
 Normalized length units $z = z / z_{\max}$.

Emit packet

Packet scatters in slab until:

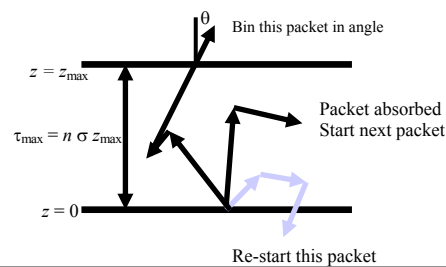
absorbed: terminate, start new packet

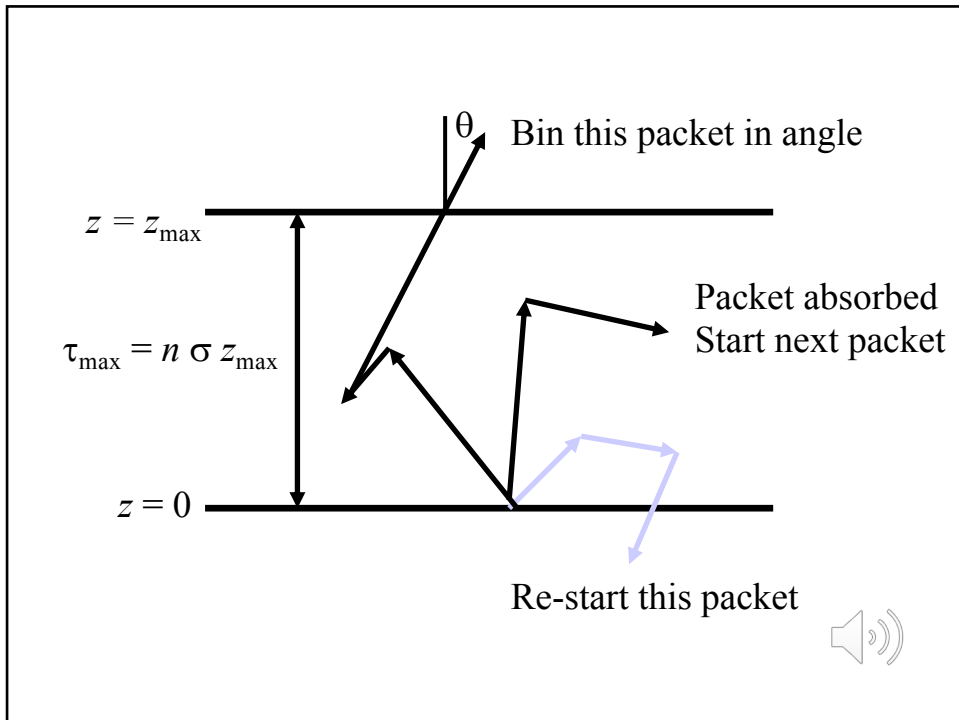
$z < 0$: re-emit packet

$z > 1$: escapes, "bin" packet

Loop over packets

Pick optical depths, test for absorption, test if still in slab





Emitting Packets: Packets need an initial starting location and direction. Uniform specific intensity from a surface.

Start packet at $(x, y, z) = (0, 0, 0)$

$$I_v(\mu) = \frac{dE}{\mu dA dt dv d\Omega} \Rightarrow \frac{dE}{dA dt dv d\Omega} \propto \frac{dN}{d\Omega} \propto \mu I_v(\mu)$$

Sample μ from $P(\mu) = \mu I(\mu)$ using cumulative distribution.

Normalization: emitting outward from lower boundary, so $0 < \mu < 1$

$$\xi = \frac{\int_0^\mu P(\mu) d\mu}{\int_0^1 P(\mu) d\mu} = \mu^2 \Rightarrow \mu = \sqrt{\xi}$$



Distance Traveled: Random optical depth $\tau = -\log \xi$,
and $\tau = n \sigma L$, so distance traveled is:

$$L = \frac{\tau}{\tau_{\max}} z_{\max}$$

Scattering: Assume isotropic scattering, so new packet
direction is:

$$\theta = \cos^{-1}(2\xi - 1)$$

$$\phi = 2\pi \xi$$

Two different ξ values!!

Absorb or Scatter: Scatter if $\xi < a$, otherwise packet
absorbed, exit “do while in slab” loop and start a new
packet.



Structure of FORTRAN 77 program:

```
do i = 1, npackets
1   call emit_packet
      do while ( (z .ge. 0.) .and. (z .le. zmax) ) ! packet is in slab
          L = -log(ran) * zmax / taumax
          z = z + L * nz ! update packet position, x,y,z
          if ((z.lt.0.) .or. (z.gt.zmax)) goto 2 ! packet exits
          if (ran .lt. albedo) then
              call scatter
          else
              goto 3 ! terminate packet
          end if
      end do
2   if (z .le. 0.) goto 1 ! re-start packet
      bin packet according to direction
3   continue ! exit for absorbed packets, start a new packet
end do
```



Intensity Moments

The moments of the radiation field are:

$$J_v = \frac{1}{4\pi} \int I_v \, d\Omega \quad H_v = \frac{1}{4\pi} \int I_v \mu \, d\Omega \quad K_v = \frac{1}{4\pi} \int I_v \mu^2 \, d\Omega$$

Compute these moments throughout the slab. First split the slab into layers, then tally number of packets, weighted by powers of their direction cosines to obtain J , H , K . Contribution to specific intensity from a single packet is:

$$\Delta I_v = \frac{\Delta E}{|\mu| \Delta A \Delta t \Delta v \Delta \Omega} = \frac{F_v}{|\mu| N_0 \Delta \Omega} = \frac{\pi B_v}{|\mu| N_0 \Delta \Omega}$$



Substitute into intensity moment equations and convert the integral to a summation to get:

$$J_v = \frac{B_v}{4N_0} \sum_r \frac{1}{|\mu_r|} \quad H_v = \frac{B_v}{4N_0} \sum_r \frac{\mu_r}{|\mu_r|} \quad K_v = \frac{B_v}{4N_0} \sum_r \frac{\mu_r^2}{|\mu_r|}$$

Note the mean flux, H , is just the net energy passing each level: number of packets traveling up minus number traveling down.



Lecture 13 revision quiz

- Check the normalization and formula for choosing angles from the distribution $\mu I(\mu)$.
- For a packet traveling in a direction given by polar and azimuthal angles (θ, ϕ) , in Cartesian coordinates what are the x , y , and z components of the unit vector for the direction of travel?
- Explain why the Monte Carlo estimator of mean intensity given in the notes will be susceptible to noise.

