

# Computational light scattering (PAP315)

## Lecture 2a

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$$\begin{aligned}
 I &\propto E_{\parallel} E_{\parallel}^* + E_{\perp} E_{\perp}^* \\
 Q &\propto E_{\parallel} E_{\parallel}^* - E_{\perp} E_{\perp}^* \\
 U &\propto E_{\parallel} E_{\perp}^* + E_{\perp} E_{\parallel}^* \\
 V &\propto i(E_{\parallel} E_{\perp}^* - E_{\perp} E_{\parallel}^*)
 \end{aligned}$$

$I$  = intensity

$Q$  and  $U$  = the degree and direction of linear polarization

$V$  = the degree and handedness of the circular polarization.

$$\sqrt{Q^2 + U^2 + V^2} / I = \text{degree of polarization}$$

$$\sqrt{Q^2 + U^2} / I = \text{degree of linear polarization}$$

$$V / I = \text{degree of circular polarization}$$

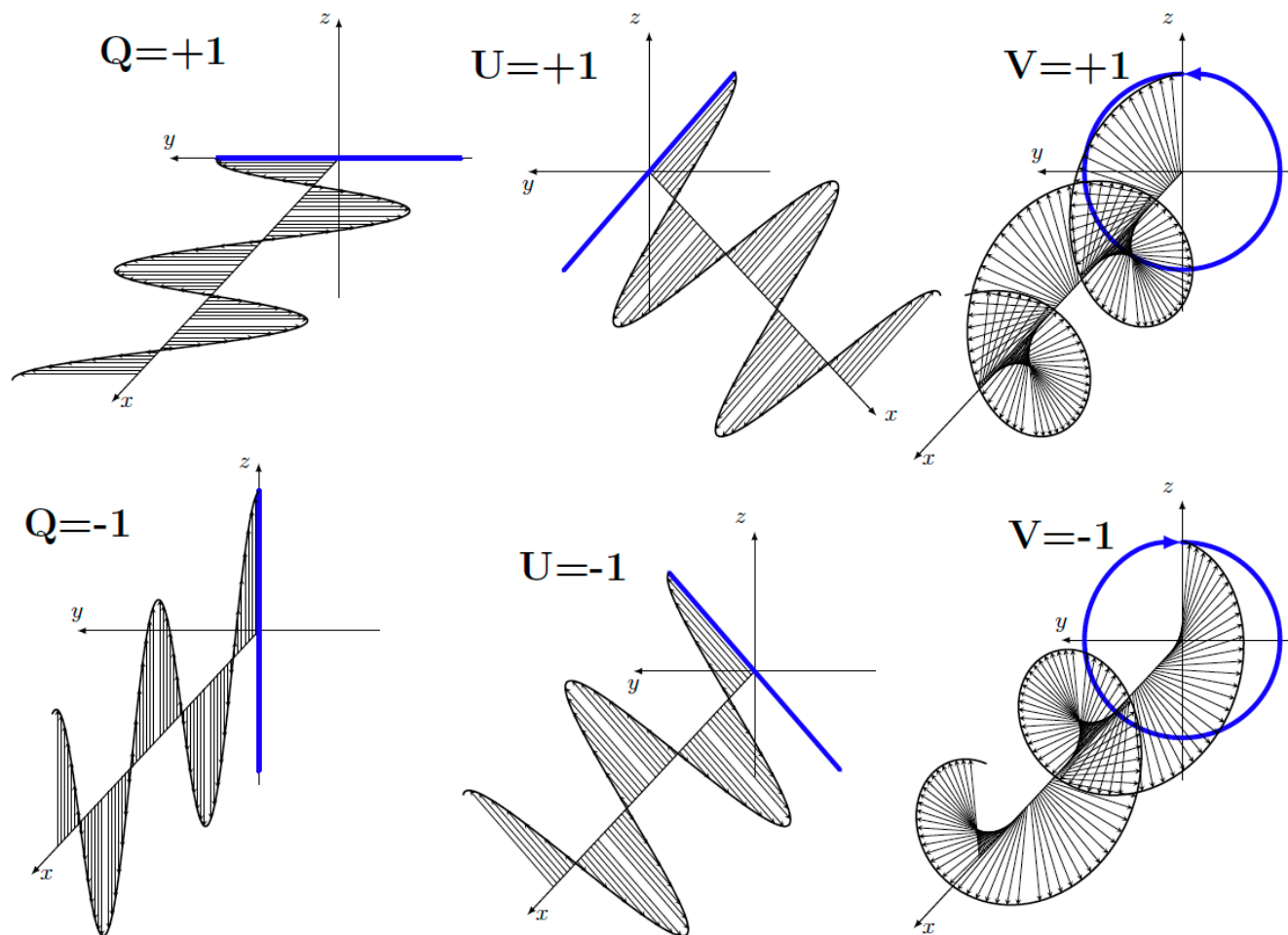


Figure 2.1: Stokes parameters explained visually by drawing the plane of propagation. While  $Q$  and  $U$  propagate in a plane, the plane of  $V$  rotates and thus has a circular pattern. The sign controls the orientation of the plane, whereas intensity  $I$  defines the amplitude of the oscillation. For a visual aid,  $U=-1$  propagates in the same direction as  $U=+1$ , but the  $x$ -axis is shifted to make the pattern more distinctive.

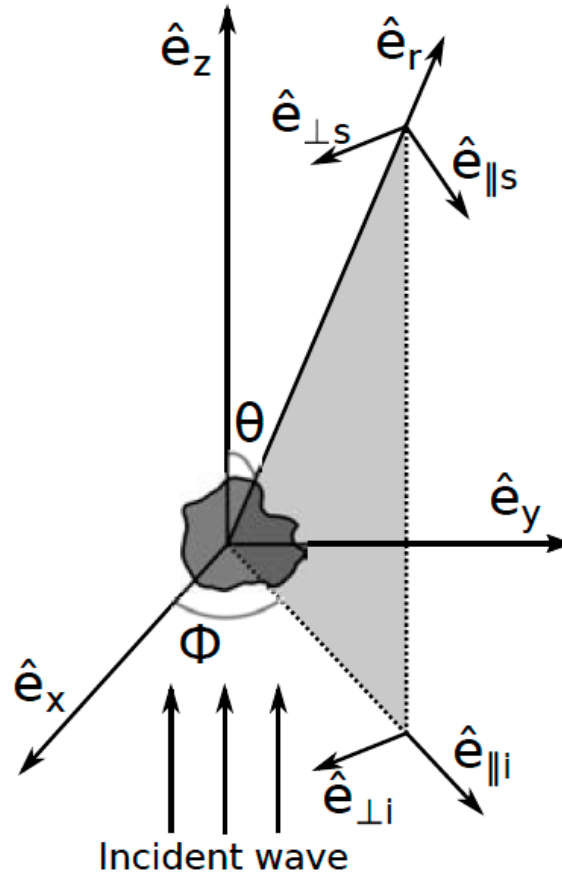


Figure 2.2: Illustration of the incident wave and the scattering plane. (Bohren and Huffman, 1983)

With Stokes parameters, we obtain the 4×4 Mueller matrix form for the scattering equation:

$$\begin{pmatrix} I_s \\ Q_s \\ U_s \\ V_s \end{pmatrix} = \frac{C_{sca}}{4\pi d^2} \begin{pmatrix} P_{11} & P_{12} & P_{13} & P_{14} \\ P_{21} & P_{22} & P_{23} & P_{24} \\ P_{31} & P_{32} & P_{33} & P_{34} \\ P_{41} & P_{42} & P_{43} & P_{44} \end{pmatrix} \begin{pmatrix} I_i \\ Q_i \\ U_i \\ V_i \end{pmatrix}$$

$C_{sca}$  = scattering cross section

$d$  = distance from the scatterer

$\mathbf{P}$  = phase matrix