

Mie codes and their input / output

- Publicly available Mie codes:
 - http://www.giss.nasa.gov/staff/mmishchenko/t_matrix.html (f77)
 - <http://www.scattport.org/index.php/light-scattering-software/mie-type-codes> (Fortran, Python, Matlab, C++, ...)
 - BHMIE – written by Born & Huffman, modified by Draine @ Princeton
- Typical inputs: wavelength, radius of the sphere, complex refractive index
- Example outputs: phase matrix elements, ϖ , g , coefficients of the scattered field (a, b)

Effective Radius & Variance

$$\langle r \rangle = \frac{\int_0^{\infty} r n(r) dr}{\int_0^{\infty} n(r) dr}$$

Mean particle radius – doesn't have much physical relevance for radiative effects

$$r_{eff} = \frac{\int_0^{\infty} \pi r^3 n(r) dr}{\int_0^{\infty} \pi r^2 n(r) dr}$$

For large range of particle sizes, light scattering goes like πr^2 . Defines an “effective radius”

$$v_{eff} = \frac{\int_0^{\infty} (r - r_{eff})^2 \pi r^2 n(r) dr}{r_{eff}^2 \int_0^{\infty} \pi r^2 n(r) dr}$$

“Effective variance”

$$n(r) = \text{const } r^{\frac{1-3b}{b}} e^{-\frac{r}{ab}} \quad \text{Modified Gamma distribution}$$

a = effective radius

b = effective variance

Common Particle Size Distributions

Extinctions, absorptions and scatterings by all particles simply add- volume coefficients

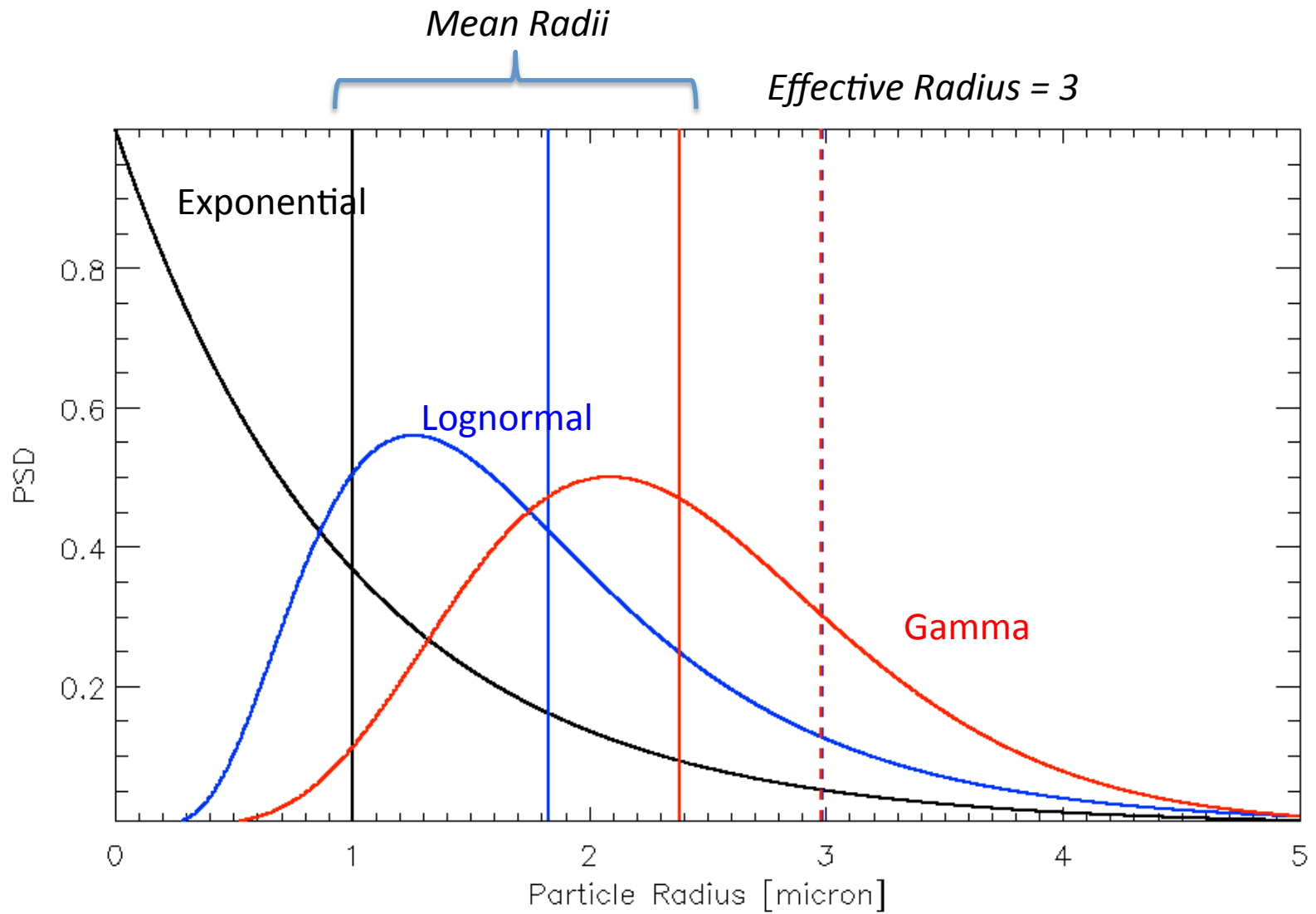
$$\beta_{e,a,s}(\lambda) = \int_0^{\infty} n(r) \pi r^2 Q_{e,a,s}(r, \lambda) dr$$

$n(r)$ = the particle size distribution
particles per unit volume
per unit size

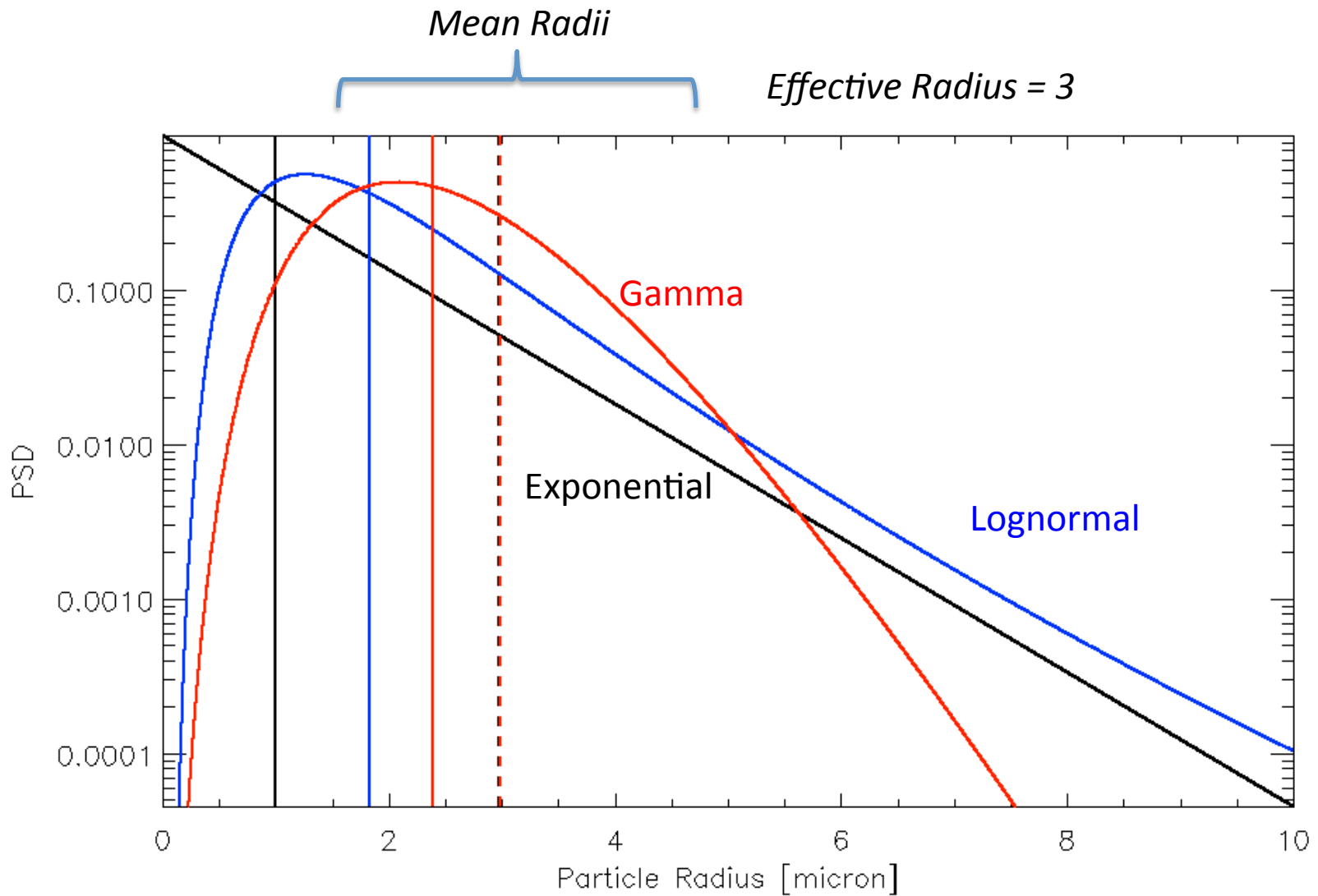
$$n(r) = \frac{N}{r_m} e^{-r/r_m} \quad \text{Exponential distribution (rain)}$$

$$n(r) = \text{const } r^{\frac{1-3v_e}{v_e}} e^{-\frac{r}{r_e v_e}} = \text{const } r^{\mu} e^{-\Lambda r} \quad \text{Gamma distribution (clouds)}$$

$$n(r) = \frac{N}{r \sigma \sqrt{2\pi}} \exp\left(-\frac{(\ln r - \mu)^2}{2\sigma^2}\right) \quad \text{Lognormal distribution (aerosols, sometimes clouds)}$$

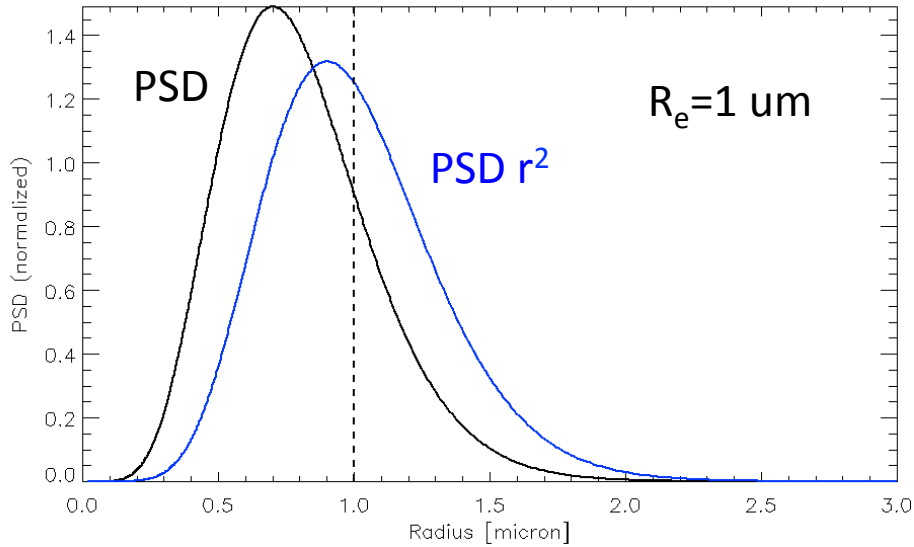


All PSDs are normalized (same area under curves)



- Lognormal & Exponential have long tails!
- (this is why their means are lower)

Effect on Phase Functions



- Smooths out wiggles
- Forward scattering peak slightly bigger!

