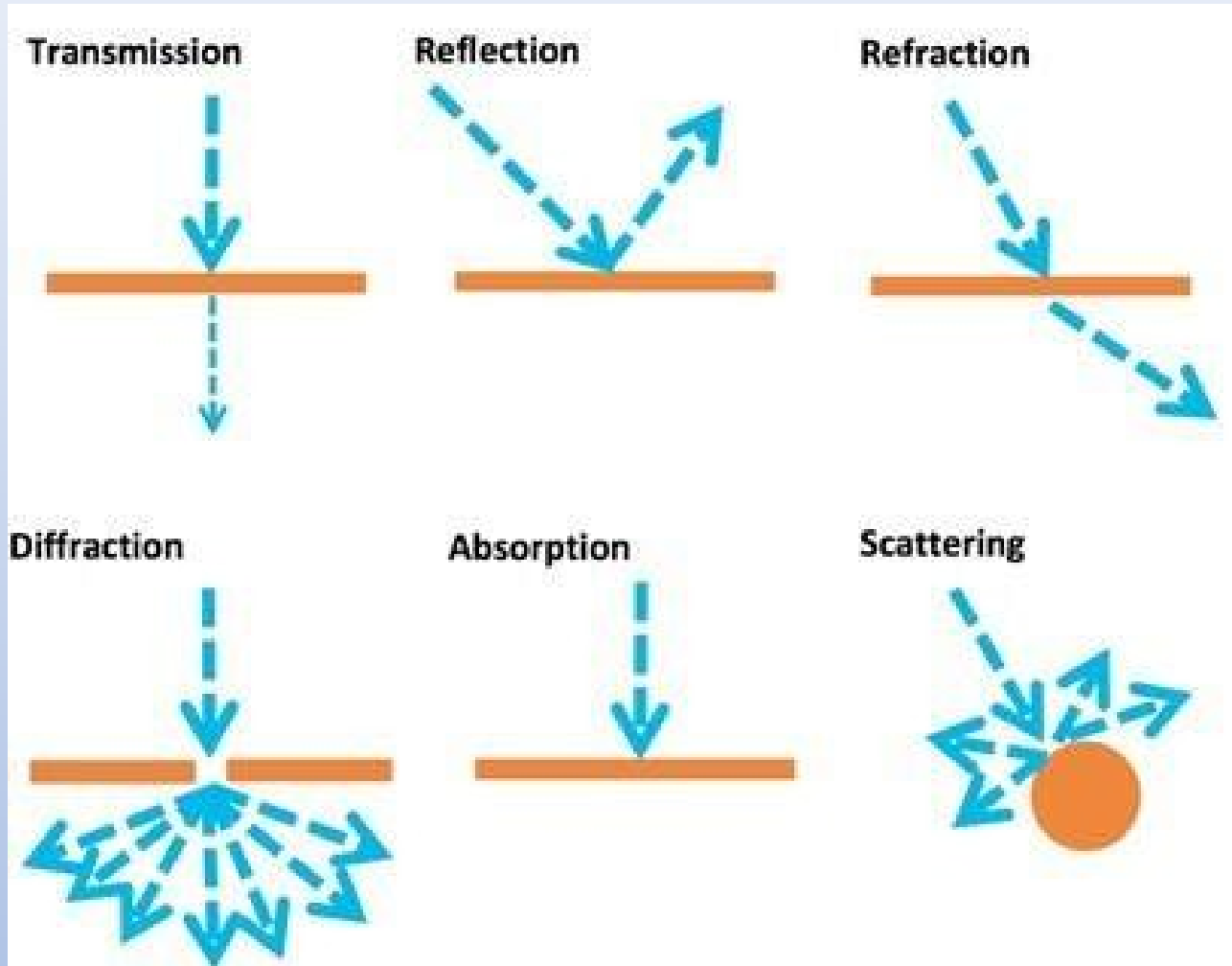


MONTE CARLO SIMULATION OF THE RADIATION OUTGOING FROM A WINDOW OF AN INTERNALLY ILLUMINATED BOX



Patrizio Spada

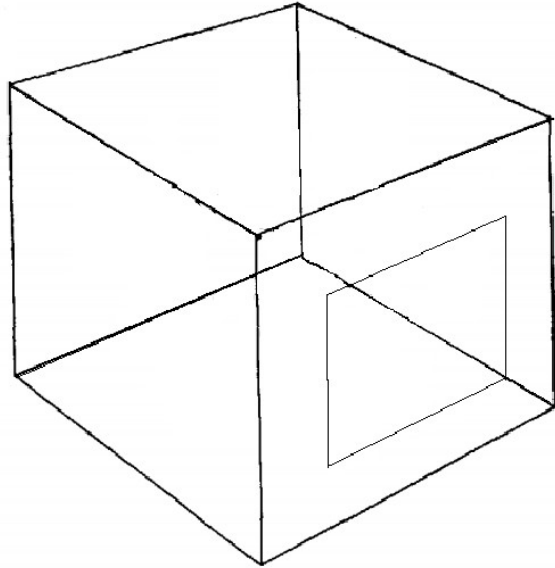
LIGHT-MATTER INTERACTION



Transmission, refraction and diffraction are not going to be considered. Reflection and scattering are classified as

- elastic/anelastic;
- isotropic/anisotropic.

SET-UP DESCRIPTION



- The box is a hollow cubic body filled with gas.
- A source of photons is placed in the center of the cube; the emission is impulsive at the time $t=0$
- On one face there is a square windows (for photons detection).

Features of photons emission and interaction with walls:

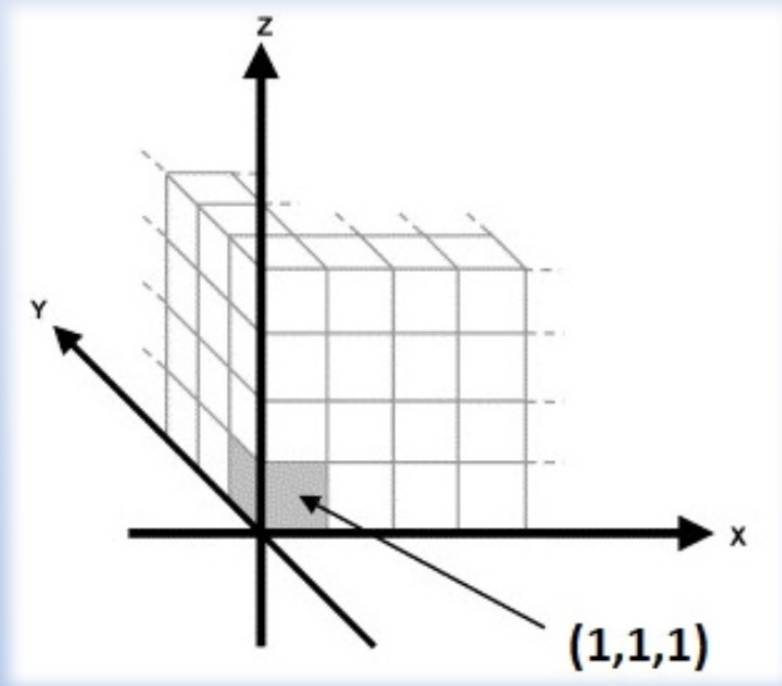
- the injection of photons happen isotropically;
- The el. radiation is monochromatic.

Features of interaction of photons with walls:

- photons interact with gas particles with isotropic and elastic scattering;
- photons interact with walls with isotropic and elastic reflection or with absorption.

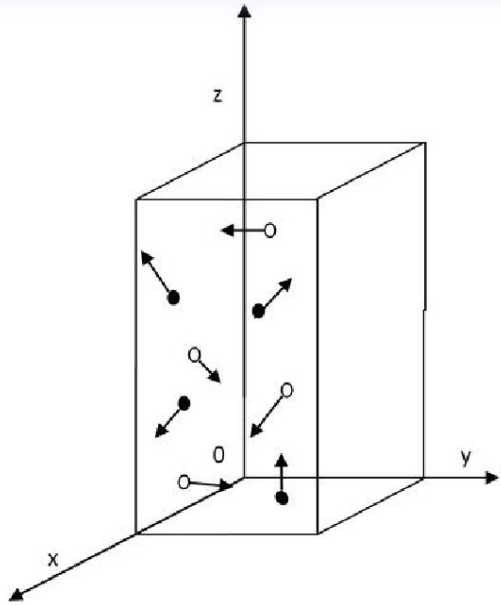
AIM AND METHOD

1. Evaluation of the time evolution of the average intensity of the photons crossing the window, where the term “average” is referred to the mean over the two spacial coordinates of the window;
2. evaluation of the distribution of the numbers of events.



1. Discretization of the space;
2. definition of the region variable of the domain and the r. v. of the cavity, implementation of physical phenomena with a fortran 90 source code;
3. analysis of the results.

ASSUMPTION OF NEGLIGENCE OF SOME ASPECT QUANTITY

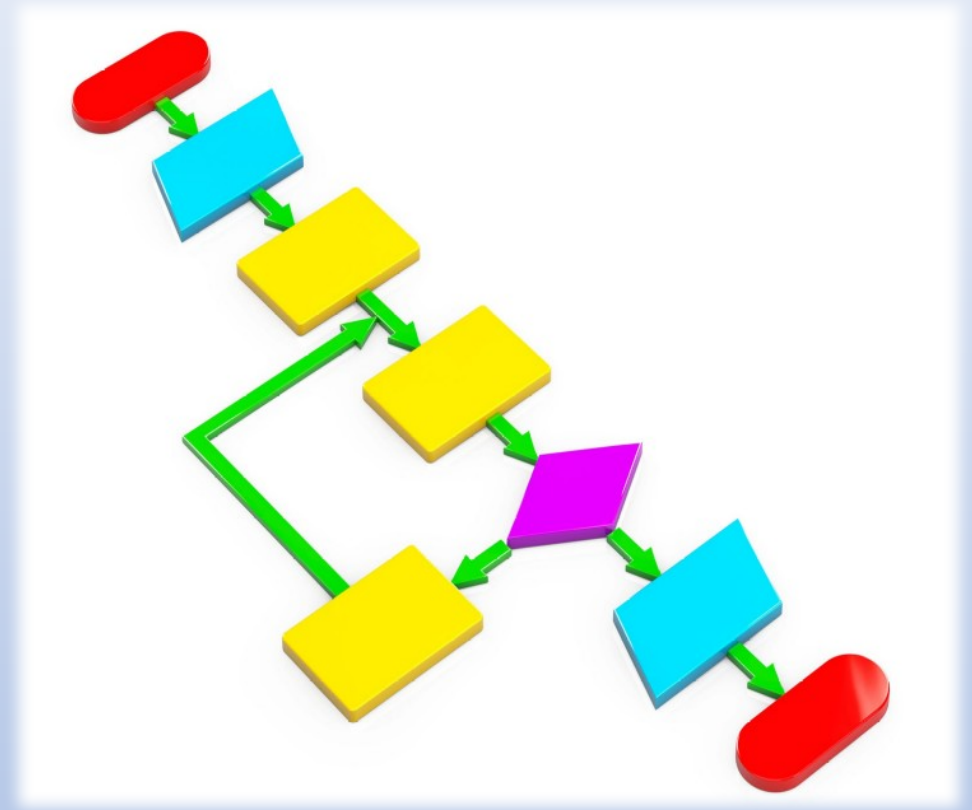


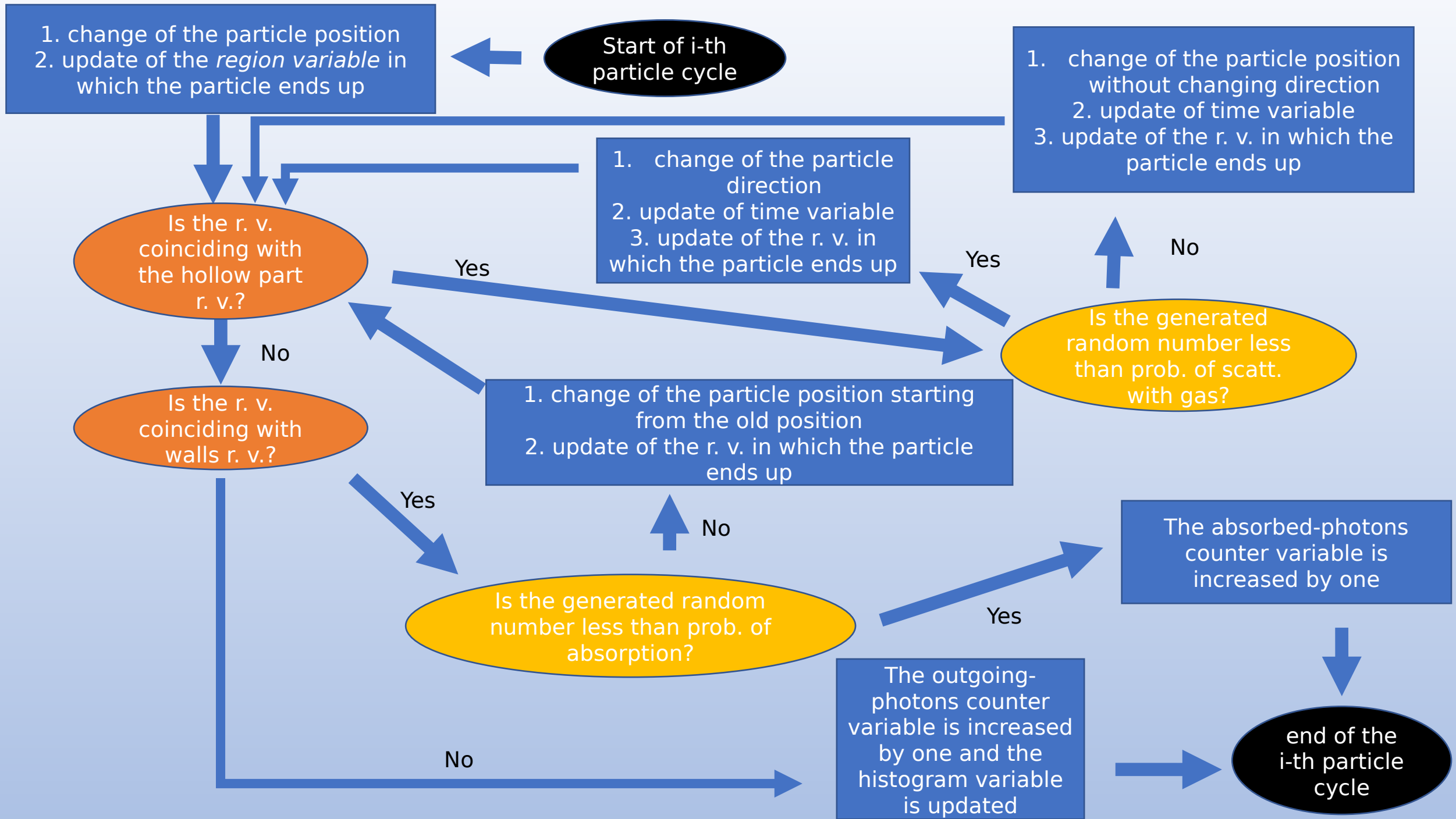
- Negligibility of fluctuations between all the following processes durations:
 - every type of considered interaction;
 - single photon motion without interaction.
- Negligibility of interaction between each photon and all the others.
- Negligibility of all quantities associated to photons that are missed for lack of computational time (small part if compared to the total data amount).

ALGORITHM

Structure of the algorithm:

- 1. variable type declarations, variable initialization;
- 2. geometry implementation;
- 3. physical behaviour implementation
 - particle cycle (negligibility of interaction between photons),
 - history cycle;
- 4. average calculation;
- 5. rescaling of the time variable;
- 6. data elaboration for plots.

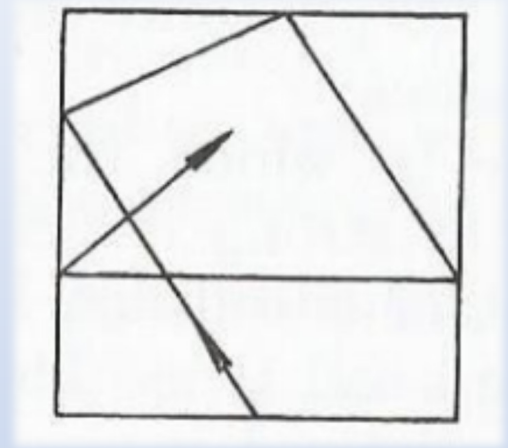




RESULTS

Results are obtained after implementing the following checks:

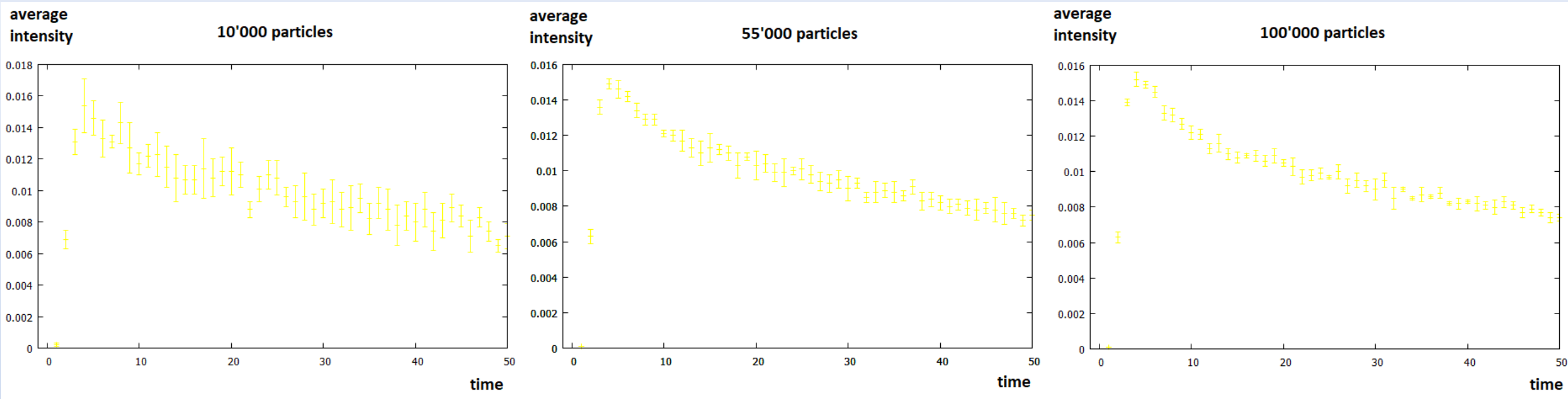
- check for the eventuality of having particles whose particle cycles have total amount of time greater than a value fixed a priori;
- check for eventuality of having particles which go out of the domain.



The photons scattering probability with the gas particles is set such that the mean free path is very large w.r.t. the cube edge length.

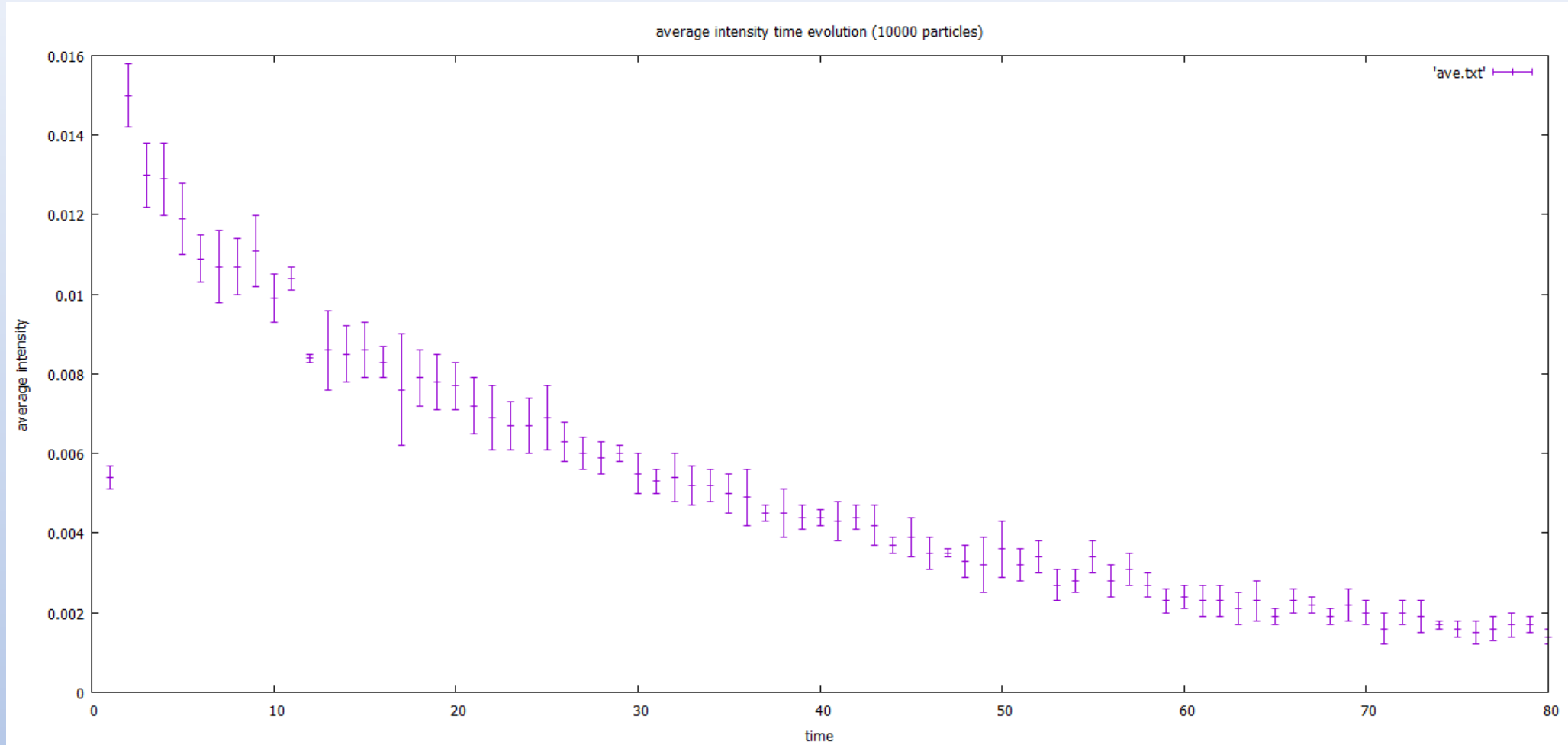
The average intensities time evolution and the distribution the numbers of the events refer to three values of the source intensity: 10'000, 55'000 and 100'000 particles per unit of time increment.

AVERAGE INTENSITIES TIME EVOLUTION



Average intensities in the plots are evaluated as means over an interval of 10 unitary increments of time. No particles out of time are detected.

TIME EVOLUTION ON A LARGER TIME SCALE



Means taken over an interval of 25 unitary increments of time.
No particles out of time are detected.

DISTRIBUTIONS OF THE NUMBERS OF THE EVENTS

```
maxtime, elem time chang, omega0, gas scatt prob  absorb prob
12000          1    0.996  0.0002014838    0.004000000190
```

```
Edge length, Thickness, y-dist, z-dist
5.00000000 1.00000000 2.00000 2.00000
```

```
Numb of part      Num of events: gas scatt, wall absorb., wall scatt, wind cross
10000              1813          2637          679736          7363
```

```
Numb of part      Num of events: gas scatt, wall absorb., wall scatt, wind cross
55000              9696          14832          3682582          40168
```

```
Numb of part      Num of events: gas scatt, wall absorb., wall scatt, wind cross
100000             17741          27099          6738935          72901
```

THANKS FOR YOUR ATTENTION