



# Lecture 6

# Introduction to Scattering

Collin Roesler

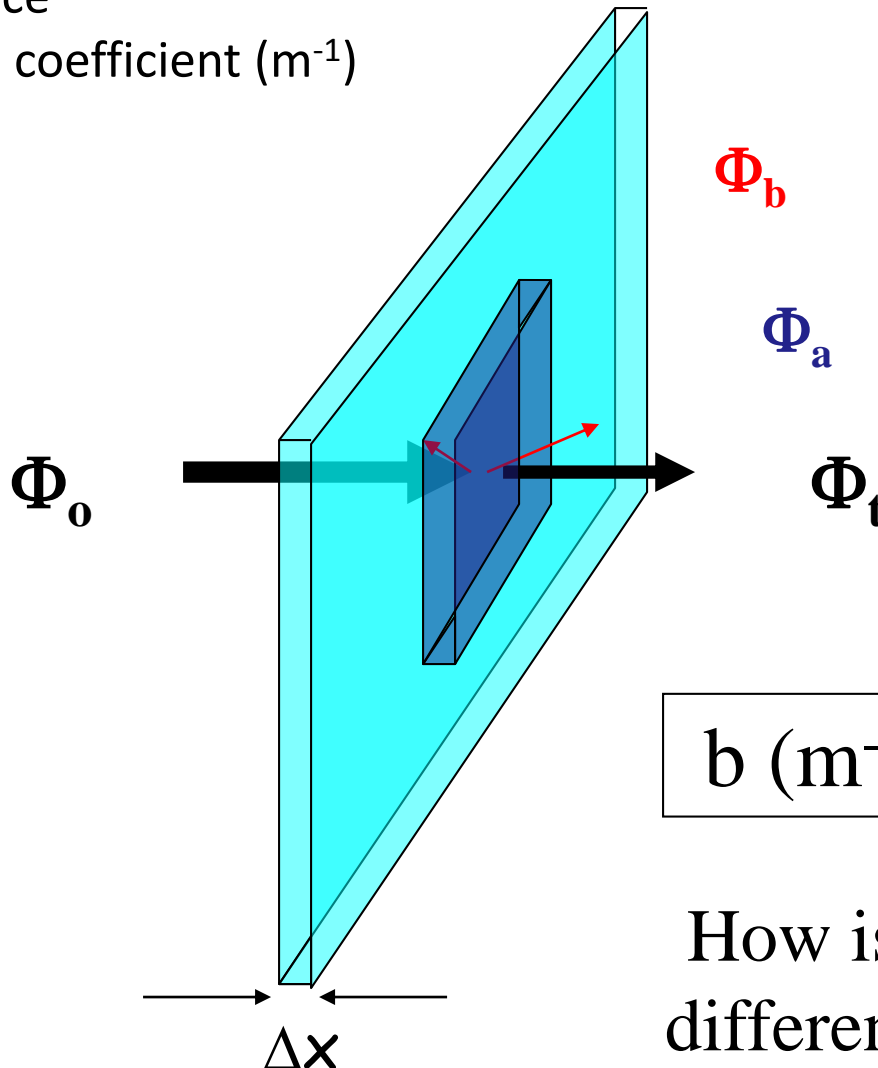
# Scattering Theory

B = scatterance

$b$  = scattering coefficient ( $\text{m}^{-1}$ )

$$B = \Phi_b / \Phi_o$$

$$b = B/\Delta x$$



$$b \text{ (m}^{-1}\text{)} = (-1/x) \ln(\Phi_t/\Phi_o)$$

How is this measurement difference from beam c, a?

# Geometry of scattering

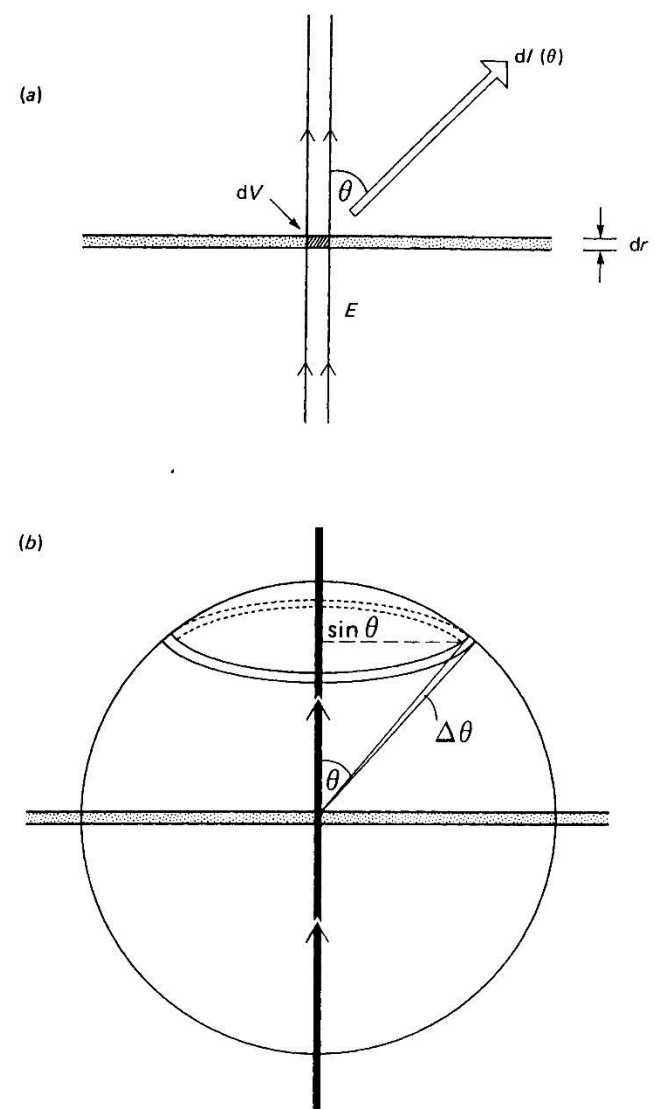


Fig. 1.5. The geometrical relations underlying the volume scattering function. (a) A parallel light beam of irradiance  $E$  and cross-sectional area  $dA$  passes through a thin layer of medium, thickness  $dr$ . The illuminated element of volume is  $dV$ .  $dI(\theta)$  is the radiant intensity due to light scattered at angle  $\theta$ . (b) The point at which the light beam passes through the thin layer of medium can be imagined as being at the centre of a sphere of unit radius. The light scattered between  $\theta$  and  $\theta + \Delta\theta$  illuminates a circular strip, radius  $\sin \theta$  and width  $\Delta\theta$ , around the surface of the sphere. The area of the strip is  $2\pi \sin \theta \Delta\theta$  which is equivalent to the solid angle (in steradians) corresponding to the angular interval  $\Delta\theta$ .

# Volume Scattering Function (VSF)

$\beta(\theta, \phi)$  = power per unit steradian emanating from a volume illuminated by irradiance

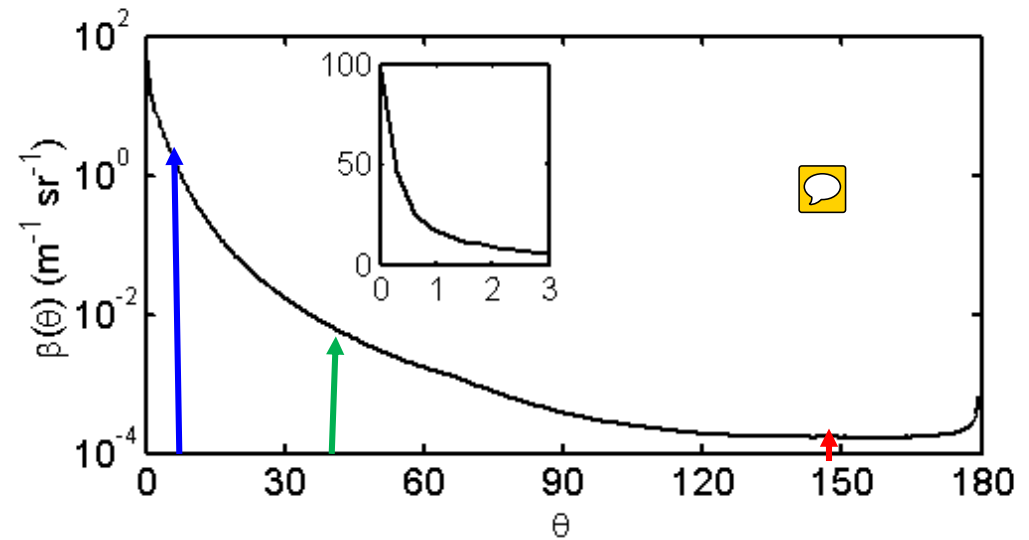
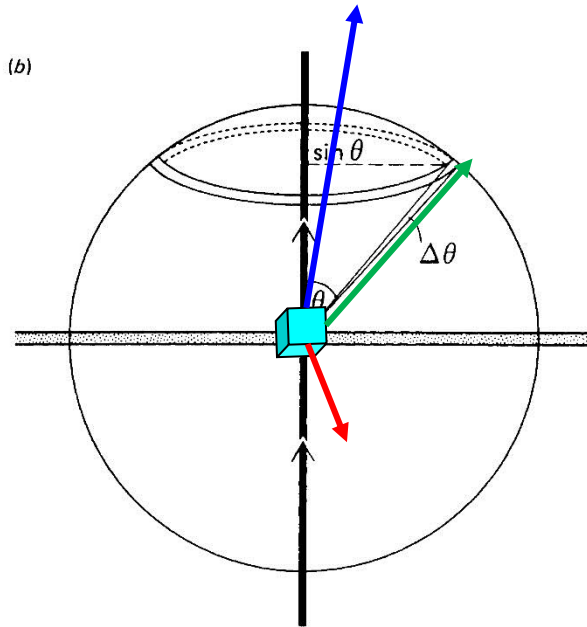


Fig. 1.5. The geometrical relations underlying the volume scattering function. (a) A parallel light beam of irradiance  $E$  and cross-sectional area  $dA$  passes through a thin layer of medium, thickness  $dr$ . The illuminated element of volume is  $dV$ .  $dI(\theta)$  is the radiant intensity due to light scattered at angle  $\theta$ . (b) The point at which the light beam passes through the thin layer of medium can be imagined as being at the centre of a sphere of unit radius. The light scattered between  $\theta$  and  $\theta + \Delta\theta$  illuminates a circular strip, radius  $\sin \theta$  and width  $\Delta\theta$ , around the surface of the sphere. The area of the strip is  $2\pi \sin \theta \Delta\theta$  which is equivalent to the solid angle (in steradians) corresponding to the angular interval  $\Delta\theta$ .

$$\beta(\theta, \phi) = \frac{1}{\Phi_0} \frac{d\Phi}{dr d\Omega}$$

$$b = \int_{4\pi} \beta(\theta, \phi) d\Omega \quad \text{What is } d\Omega?$$

$$b = \int_0^{2\pi} \int_0^\pi \beta(\theta, \phi) \sin \theta d\theta d\phi$$

# Calculate Scattering, b, from the volume scattering function

this is what the open ocean looks like but not necessary other places

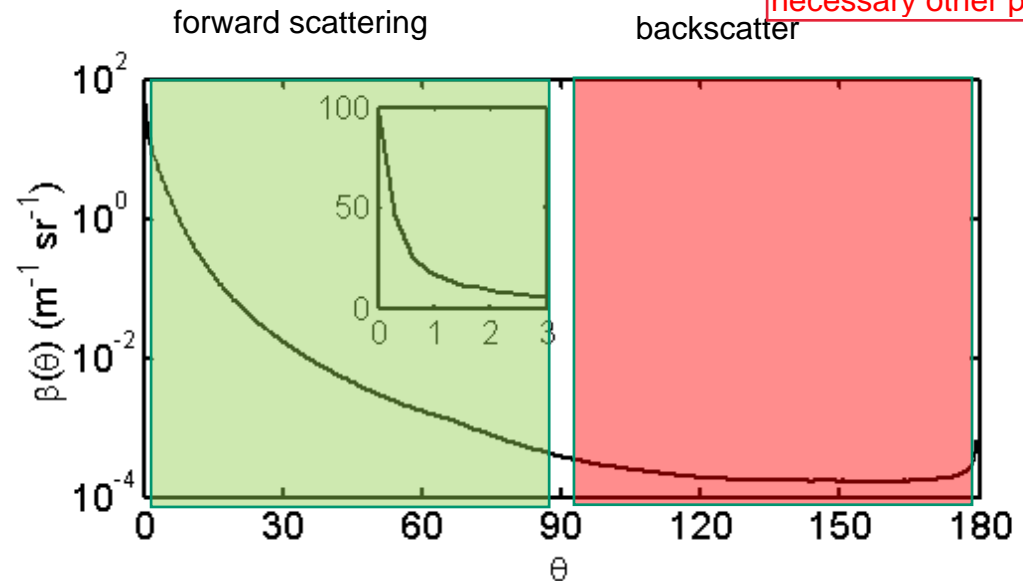
$$b = \int_{4\pi} \beta(\theta, \phi) \delta\Omega$$

If there is azimuthal symmetry

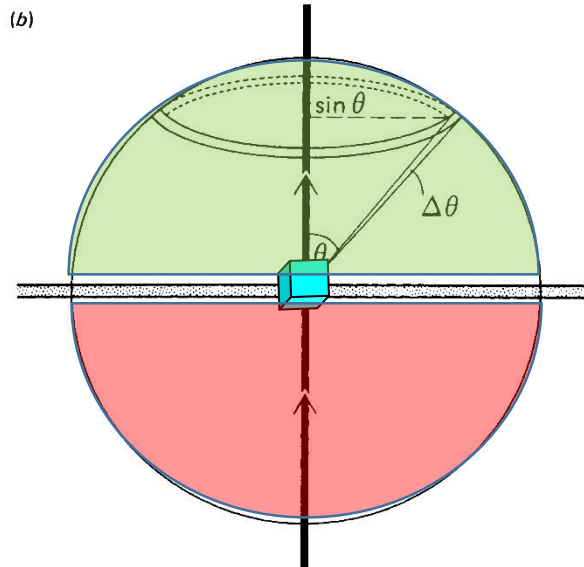
$$b = 2\pi \int_0^\pi \beta(\theta, \phi) \sin\theta \delta\theta$$

$$b_f = 2\pi \int_0^{\pi/2} \beta(\theta, \phi) \sin\theta \delta\theta$$

$$b_b = 2\pi \int_{\pi/2}^\pi \beta(\theta, \phi) \sin\theta \delta\theta$$






(b)



Phase function:  $\tilde{\beta}(\theta, \phi) = \beta(\theta, \phi)/b$

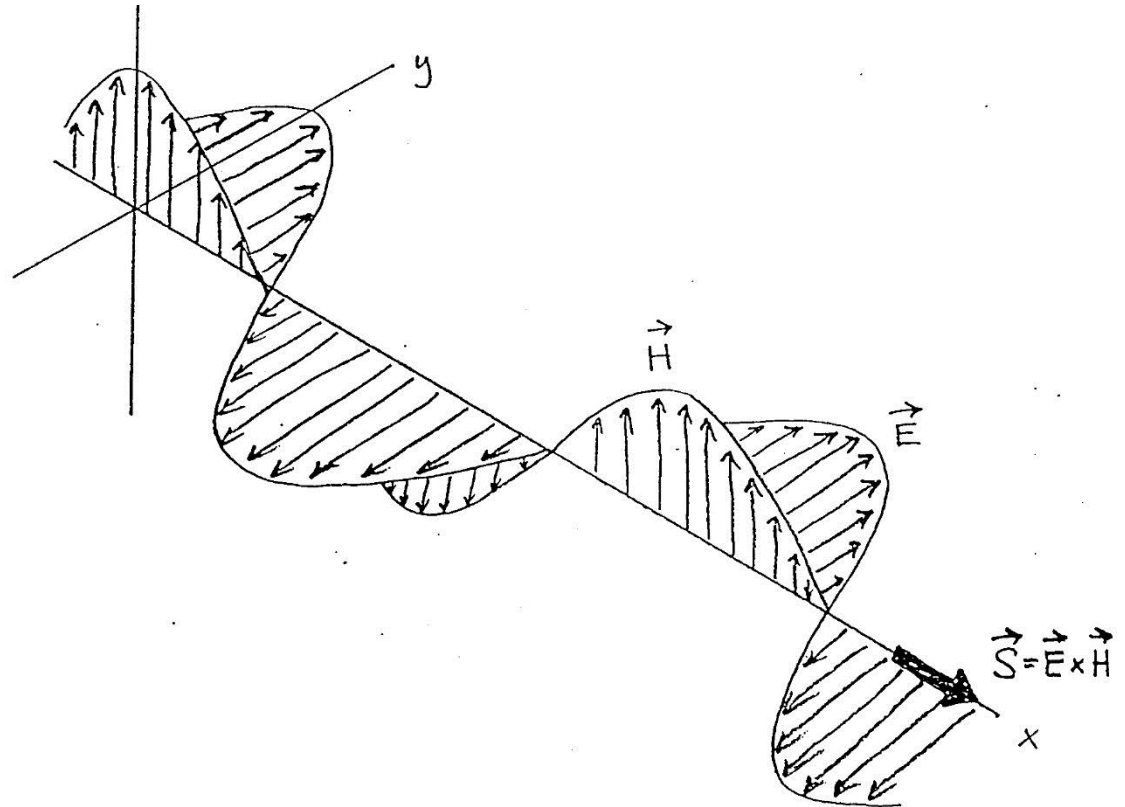
These are spectral!

# Particle parameters that influence scattering

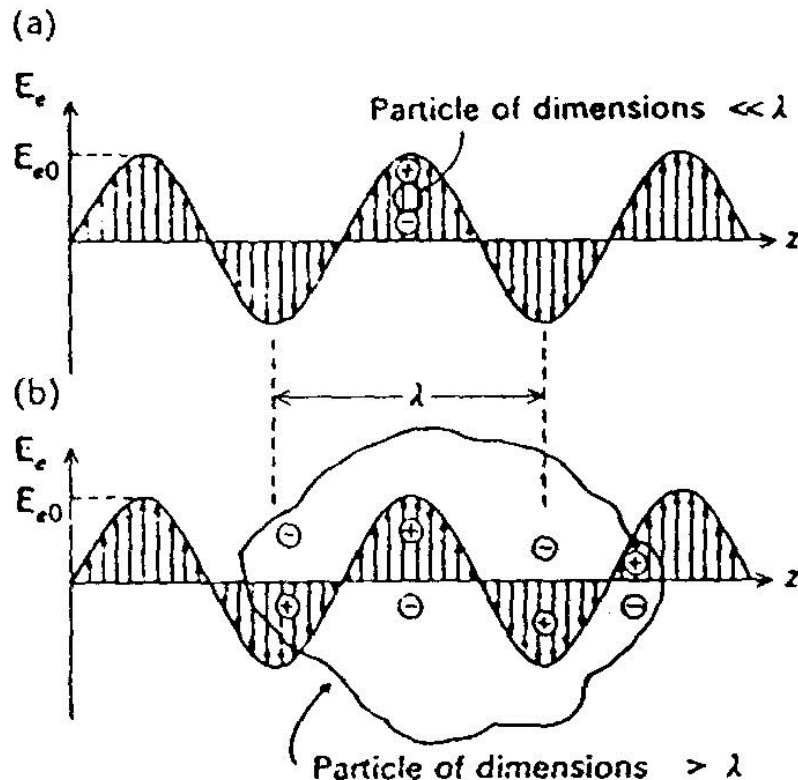
- Concentration  zero order source of variability
- Diameter : wavelength  not absolute size, but size relative to the size of the wavelength
- refractive index relative to surrounding medium
- absorption of radiation through particle
- Particle shape  area we know the least about

# Electromagnetic Radiation

- Oscillating magnetic and electric fields
- Perpendicular to direction of propagation
- May be polarized



# Interactions between EM radiation and particles



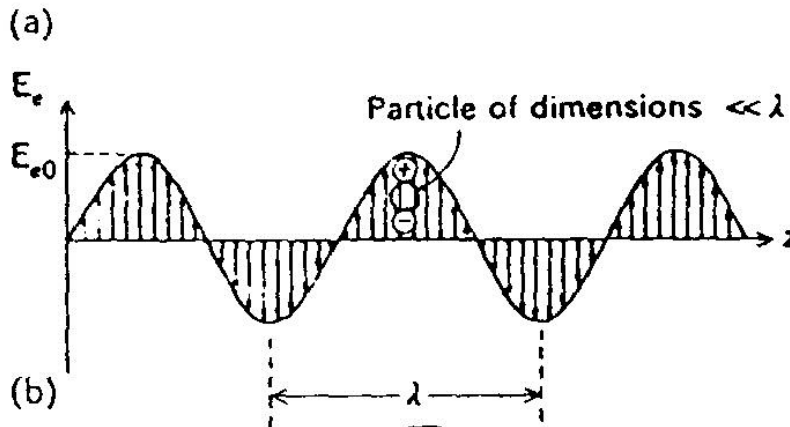
Consider the relationship  
between particle size  
and EMR wavelength

Fig. 4.3.2. Dimensions of scattering centres compared with the electrical field distribution of the electromagnetic wave.



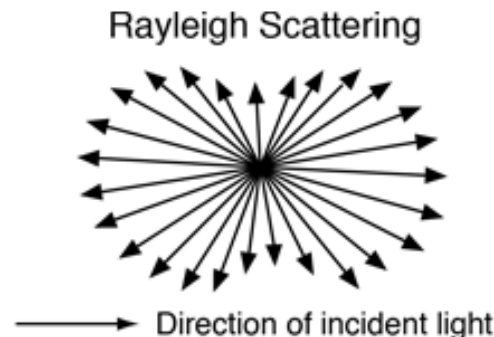
# Interaction of light with small particles: Rayleigh scatterers

- $d \ll \lambda$
- Energy from propagating EM wave sets up oscillating dipole in particle



# Small Particles: Rayleigh scatterers

- $d \ll \lambda$
- Propagating EM wave sets up oscillating dipole in particle
- Oscillating dipole induces EM radiation from particle (scattered radiation)



# Small Particles: Rayleigh scatterers

- Angular distribution of radiation is called the volume scattering function (VSF or  $\beta(\theta)$ )
- Equal in forward and backward directions

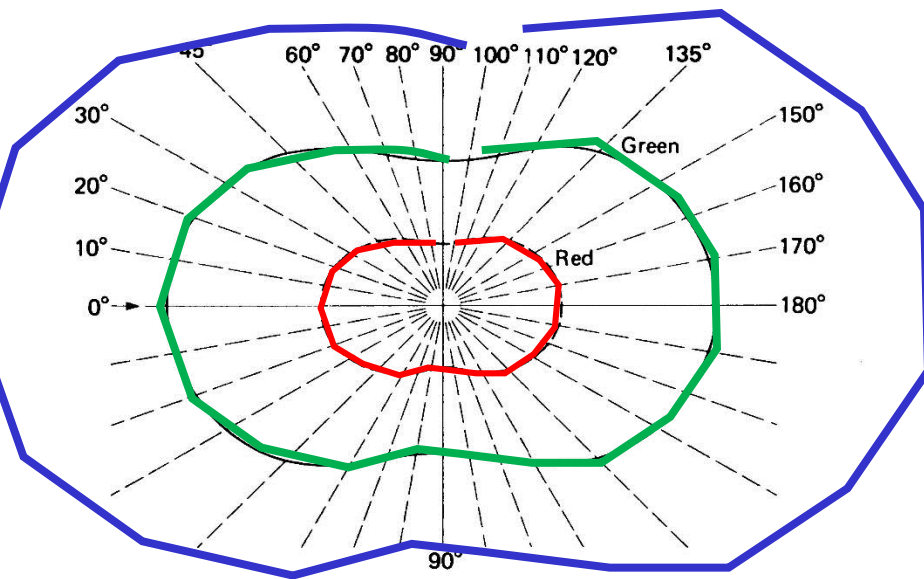


Fig. 2.2. Polar plot of intensity as a function of scattering angle for small particles ( $r \approx 0.025 \mu\text{m}$ ) for green ( $\lambda \approx 0.5 \mu\text{m}$ ) and red ( $\lambda \approx 0.7 \mu\text{m}$ ) light. (By permission, from *Solar radiation*, N. Robinson, Elsevier, Amsterdam, 1966.)

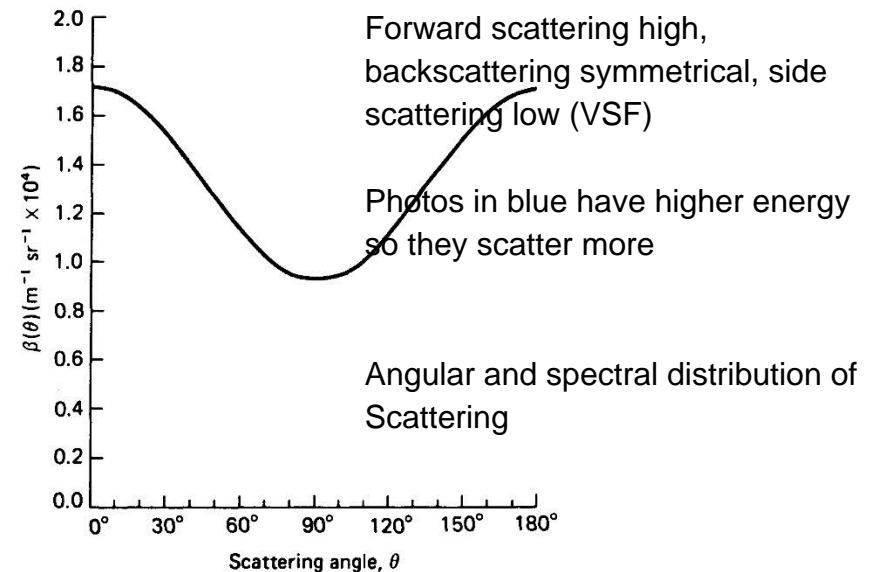
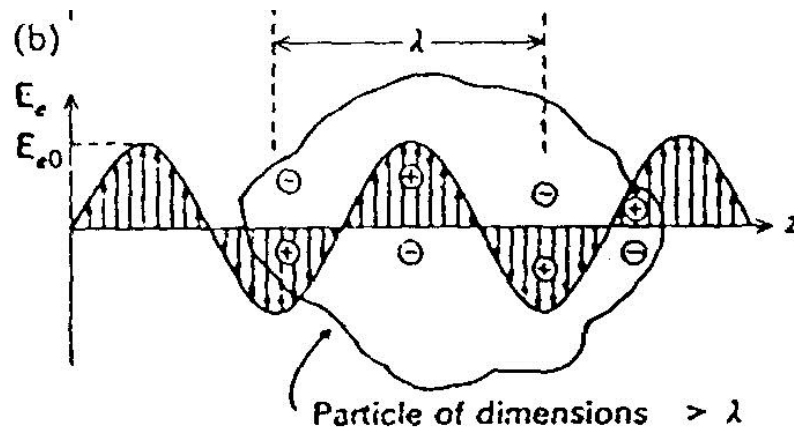


Fig. 4.8. Volume scattering function of pure water for light of wavelength 550 nm. The values are calculated on the basis of density fluctuation scattering, assuming that  $\beta(90^\circ) = 0.93 \times 10^{-4} \text{ m}^{-1} \text{ sr}^{-1}$  and that  $\beta(\theta) = \beta(90^\circ)(1 + 0.835 \cos^2 \theta)$  (following Morel, 1974).

# Interaction of light with large particles

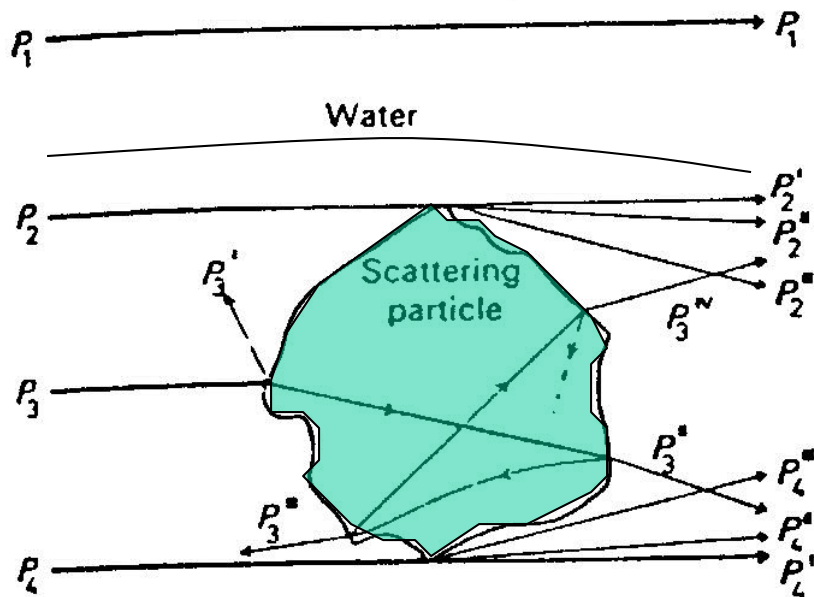


- $d \gg \lambda$
- EMR induces multiple dipole oscillations
- Some EMR penetrates particle

multiple processes  
- can diffract,  
absorb,

Fig. 4.3.2. Dimensions of scattering centres compared with the electrical field distribution of the electromagnetic wave.

# Large particle scattering



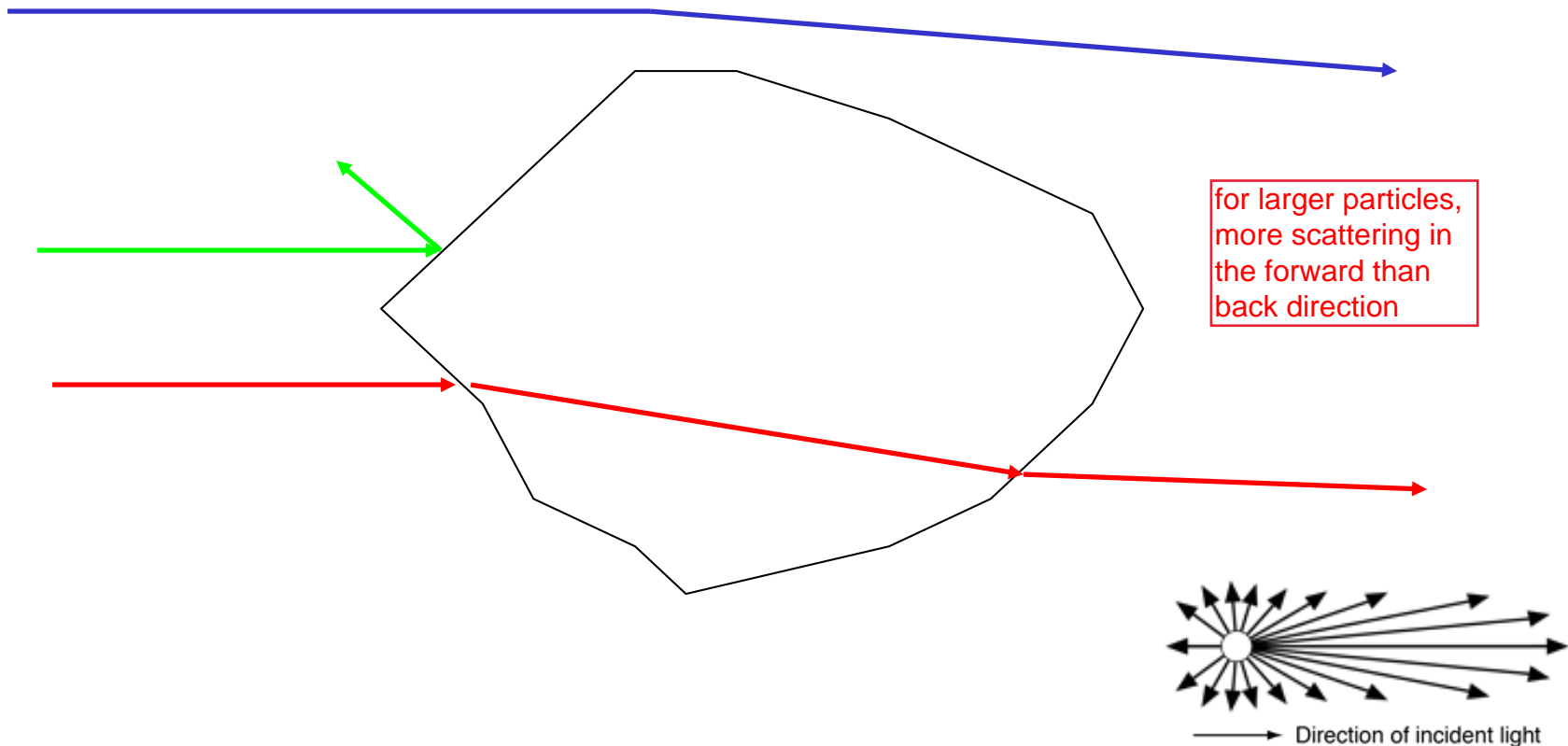
Diffraction bends around particle  
 Refraction bends in particle, refract and exit  
 Reflection

Fig. 4.3.1. A model of light scattering due to reflection, refraction and diffraction by large particles suspended in water.  $P_1 - P_4$ —incident rays;  $P_2' - P_2'''$ ,  $P_4' - P_4'''$ —rays scattered owing to diffraction at the particle's edges;  $P_3' - P_3''$ —rays scattered owing to refraction and reflection.

# Large Particle Scattering

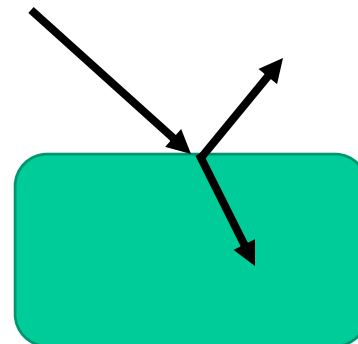
Three effects: **refraction**, **reflection** and **diffraction**

You can have more interaction between the waves because you have many dipoles oscillating. You can have constructive and destructive interference in large particles. You can have multiple paths of internal reflection in large particles

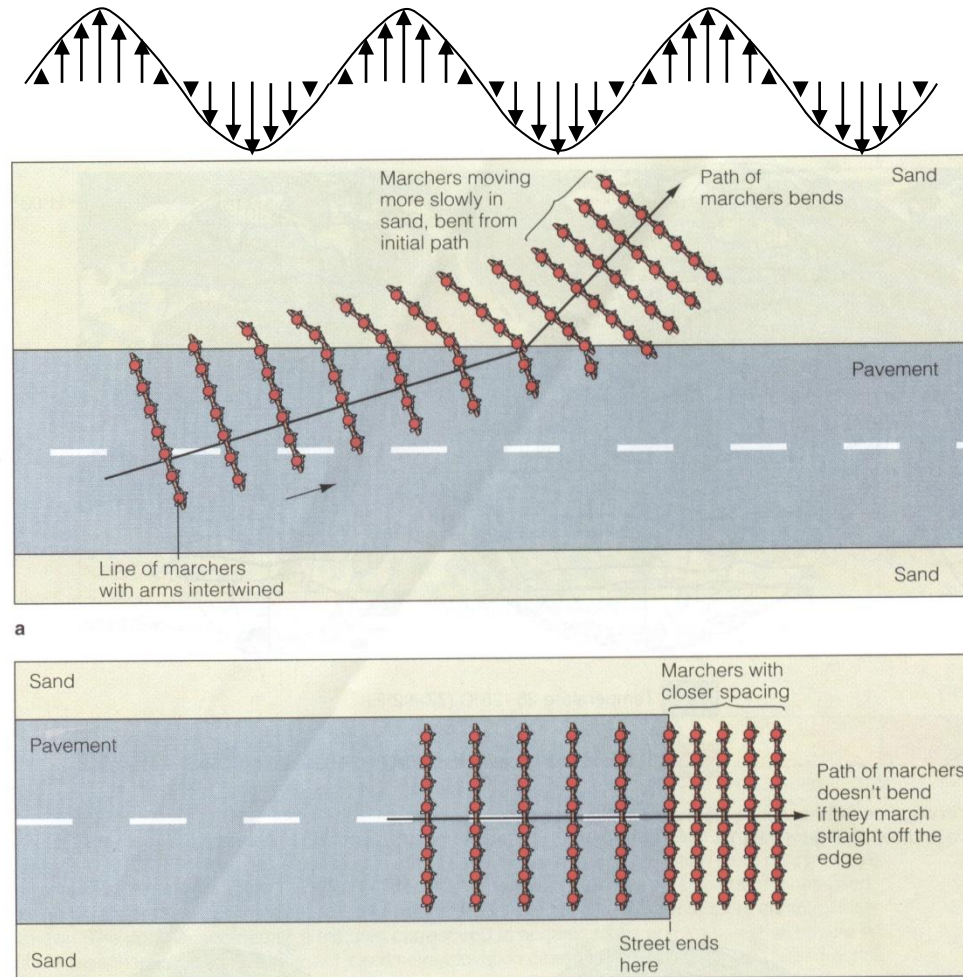


# Fresnel's Law

- Quantifies reflection and transmission of EM radiation across an interface between two media with different refractive indices
  - $EMR_{\text{Incident}} = EMR_{\text{transmitted}} + EMR_{\text{reflected}}$
  - Function of relative indices of refraction and incidence angle



# Snell's Law: refractive index impact on wave propagation, describes angle of transmission





# Refraction

speed in the water

speed in the air

- As EMR crosses an interface (say from water to a particle) it will change celerity
- $\lambda_{\text{medium}} = \lambda \frac{c_{\text{medium}}}{c} = \frac{\lambda}{n}$
- If it slows down, the wavelength shortens up
- Thus it will bend (refract)
- Once it exits the particle, it will return to its original celerity and wavelength, but likely at a different angle and or phase than original

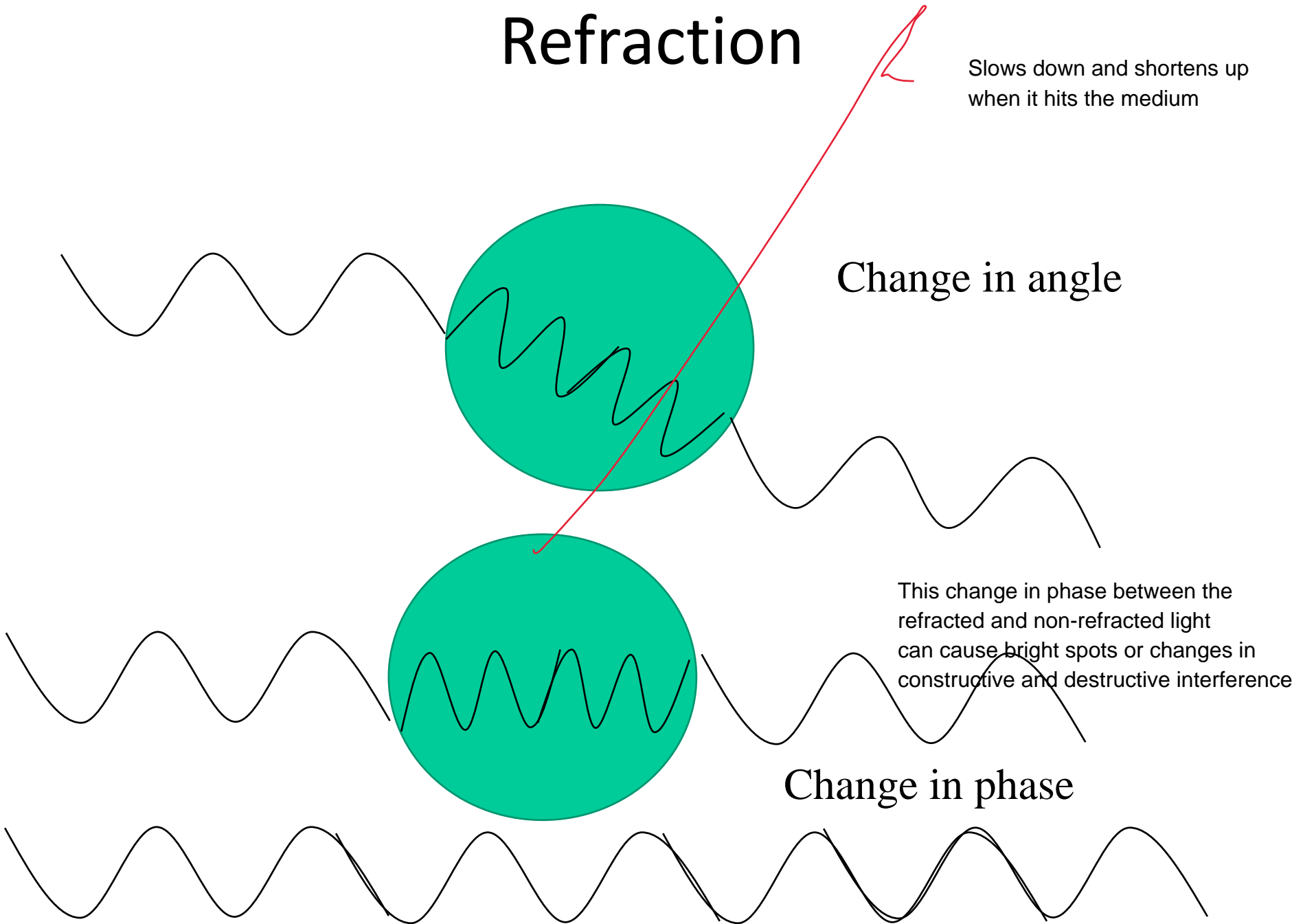
# Refraction

Slows down and shortens up when it hits the medium


Change in angle

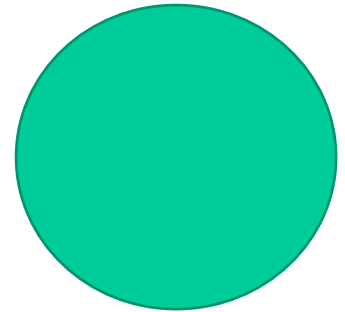
This change in phase between the refracted and non-refracted light can cause bright spots or changes in constructive and destructive interference

Change in phase



# Optical cross section

- Optical cross section for scattering?
- If every photon incident on the particle scatters  $\rightarrow$  geometric cross section
- Optical/geometric cross section = 1
- What about for absorbing particle? 





# Diffraction

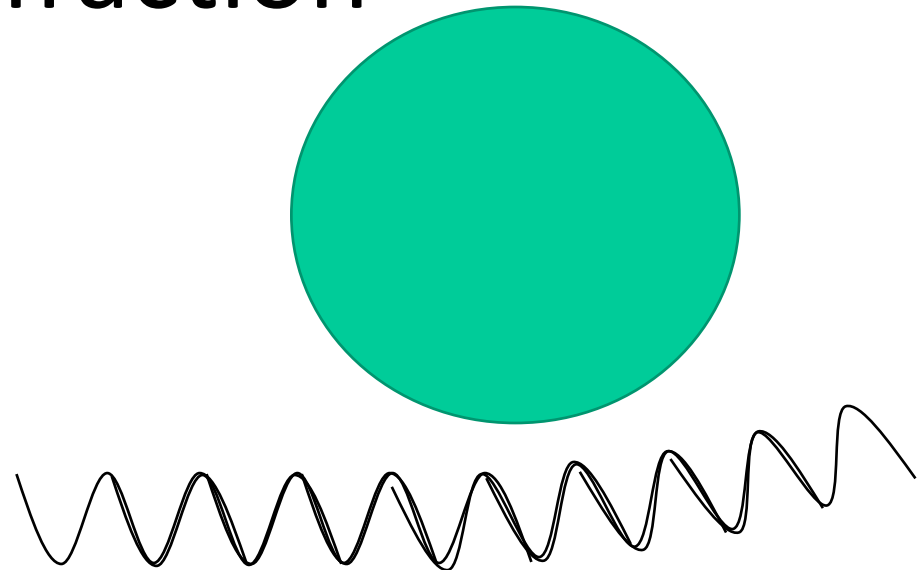
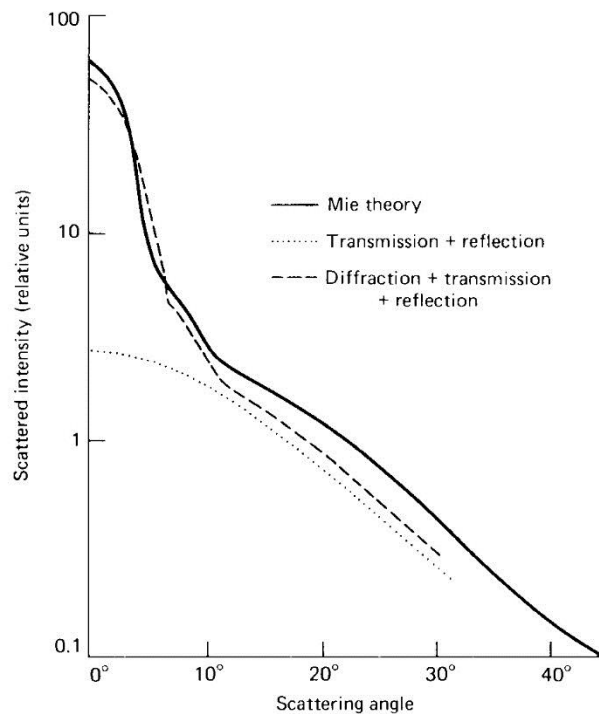
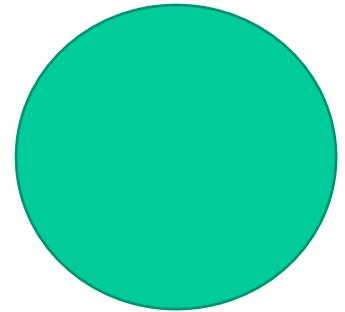


Fig. 4.1. Angular distribution of scattered intensity from transparent spheres calculated from Mie theory (Ashley & Cobb, 1958) or on the basis of transmission and reflection, or diffraction, transmission and reflection (Hodkinson & Greenleaves, 1963). The particles have a refractive index (relative to the surrounding medium) of 1.20, and have diameters 5–12 times the wavelength of the light. After Hodkinson & Greenleaves (1963).



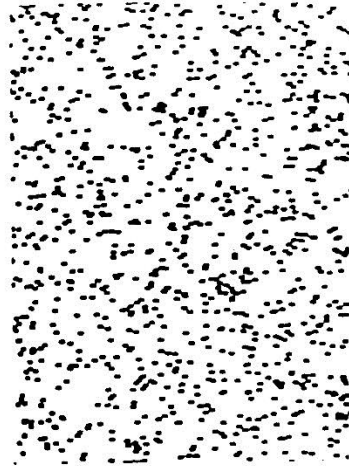
# Optical cross section

- Optical cross section for scattering if you include diffraction?
- Diffraction can occur 2 radii away
- Optical/geometric cross section = 2
- What about for absorbing particle?

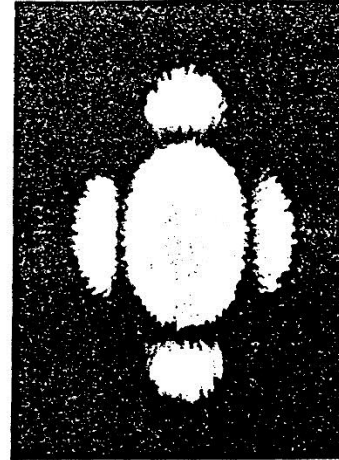


# Effect of non-sphericity on diffraction (forward scattering pattern)

Rectangles/  
cylinders

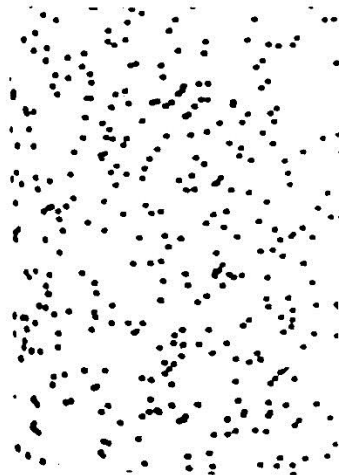


(a)

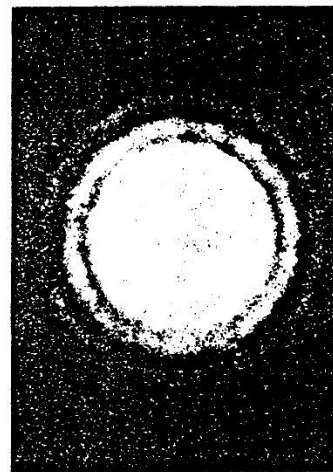


(b)

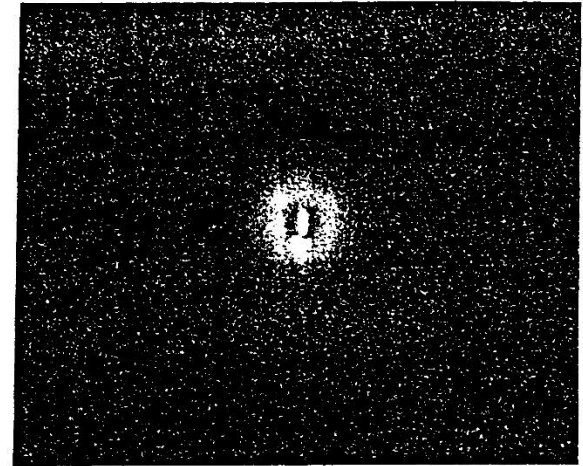
Circles/  
spheres



(c)



(d)



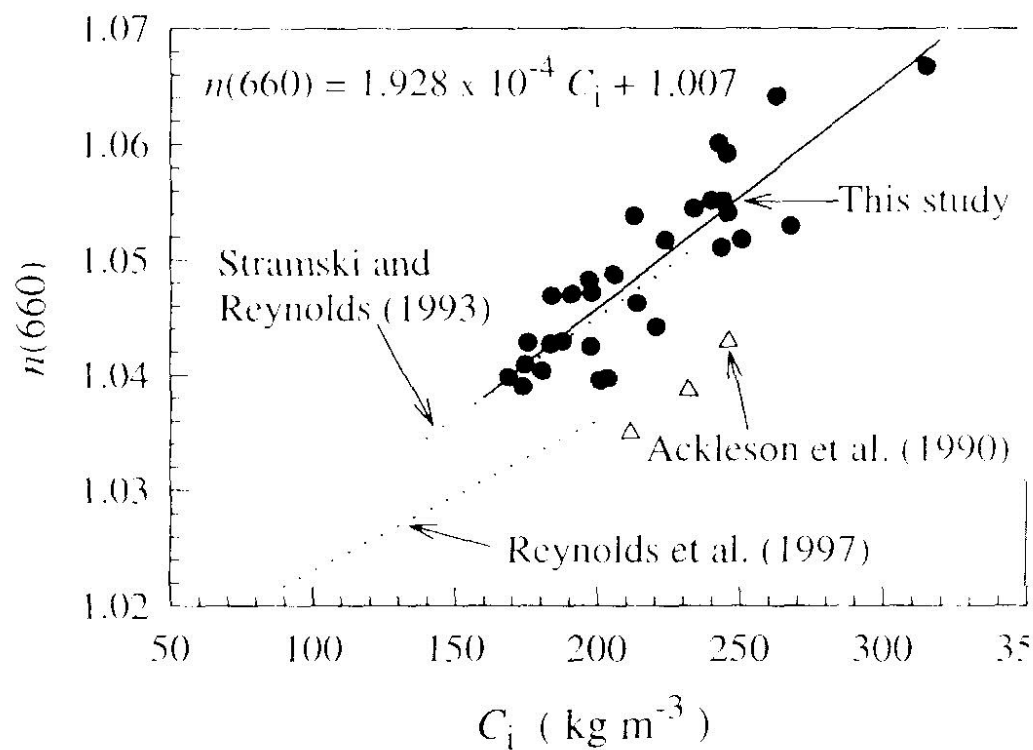
(e)

**Figure 10.41** (a) A random array of rectangular apertures. (b) The resulting white-light Fraunhofer pattern. (c) A random array of circular apertures. (d) The resulting white-light Fraunhofer pattern. (Photos courtesy The Ealing Corporation and Richard B. Hoover.) (e) A candle flame viewed through a fogged piece of glass. The spectral colors are visible as concentric rings. (Photo by E. H.)

# Basis for design of LISST



# What influences a particle's refractive index?



- Variations in particle composition:  
Stramski et al. 2002.

carbon rich  
particles scatter  
light more  
effectively

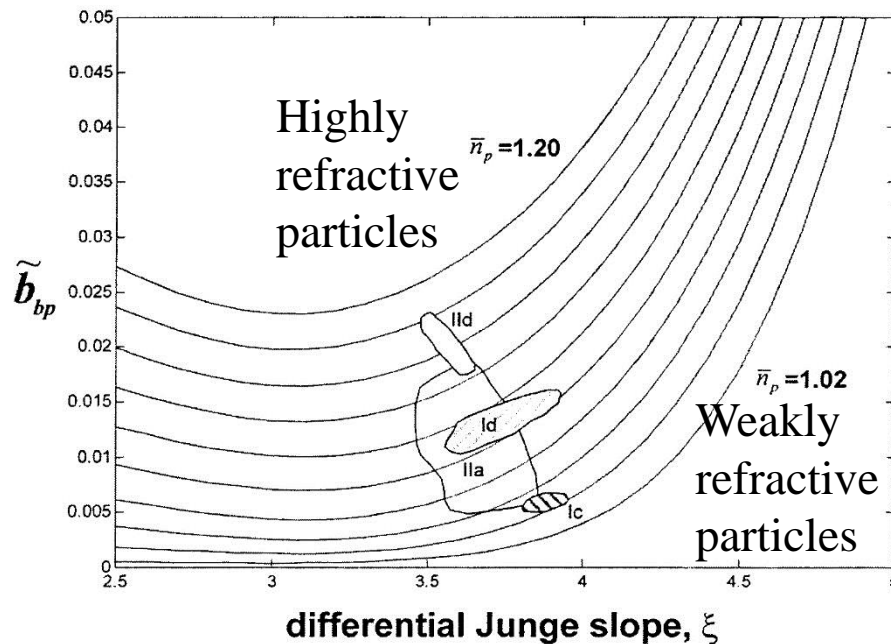


# What influences a particle's refractive index?



Phyto are weakly refractive (<1% backscattering)

sediment is highly refractive



**Figure 9.** Estimated bulk refractive indices  $\hat{n}_p(\bar{b}_{bp}, \gamma)$  for four specific regions of the water column from the Gulf of California: (1) the case I stations below 100 m (Id), (2) the case I stations at the chlorophyll maximum (Ic), (3) the case II stations south of the sill (IIa), and (4) the bottom water at the case II stations north of the sill (IId). All data were meter-averaged except the Id group, where data were averaged to 5 m.

## Variations in bulk composition:

Twardowski et al. 2001.

Mineral particles are highly refractive

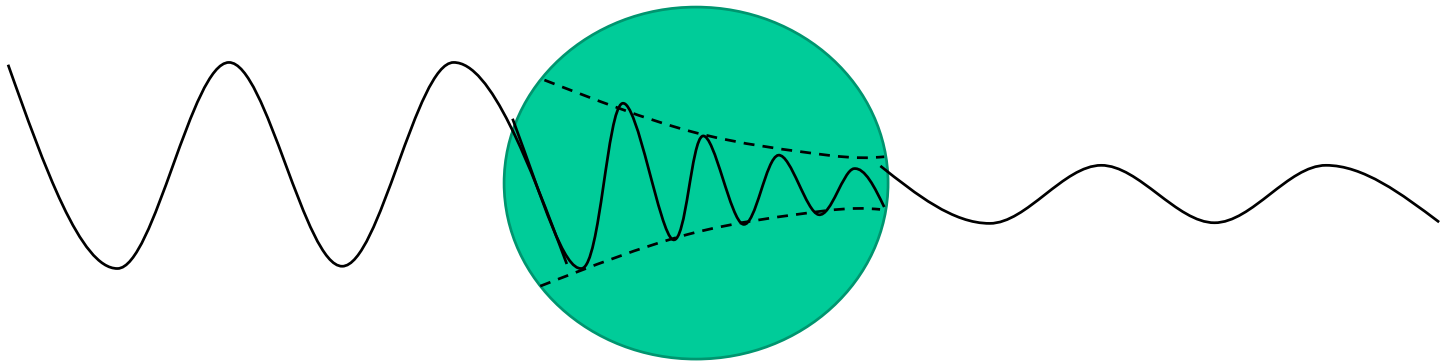
Chlorophyll maximum - weekly refractive

Middle section (detrital, somewhat refractive)

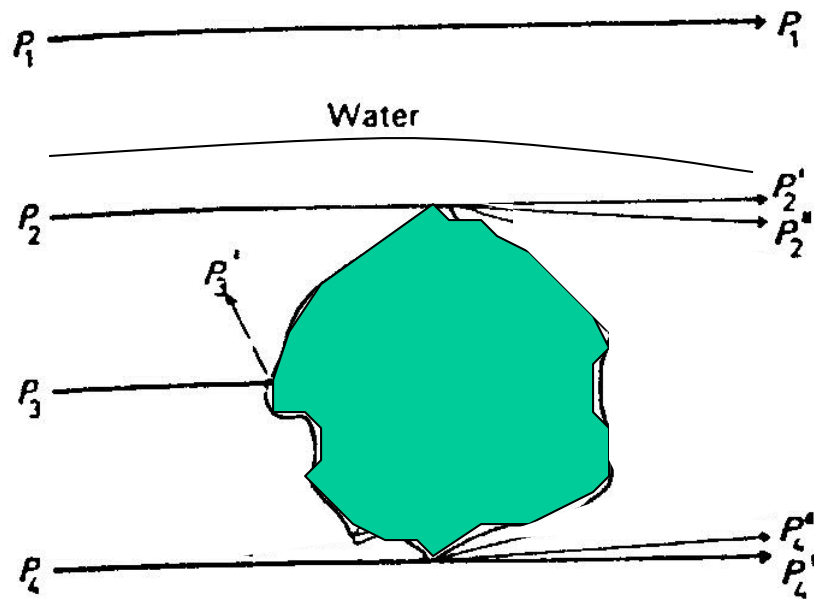
# Effect of absorption

- Parameterized by  $n'$ , the imaginary refractive index relative to surrounding medium
- Describes attenuation of EM radiation as it passes through particle
- Reduces scattered radiation

# Draw absorption



# Effect of Absorption in the extreme



Only diffraction

Fig. 4.3.1. A model of light scattering due to reflection, refraction and diffraction by large particles suspended in water.  $P_1 - P_4$ —incident rays;  $P_2' - P_2''$ ,  $P_4' - P_4''$ —rays scattered owing to diffraction at the particle's edges;  $P_3' - P_3''$ —rays scattered owing to refraction and reflection.

# What are the constituent properties that we need to consider

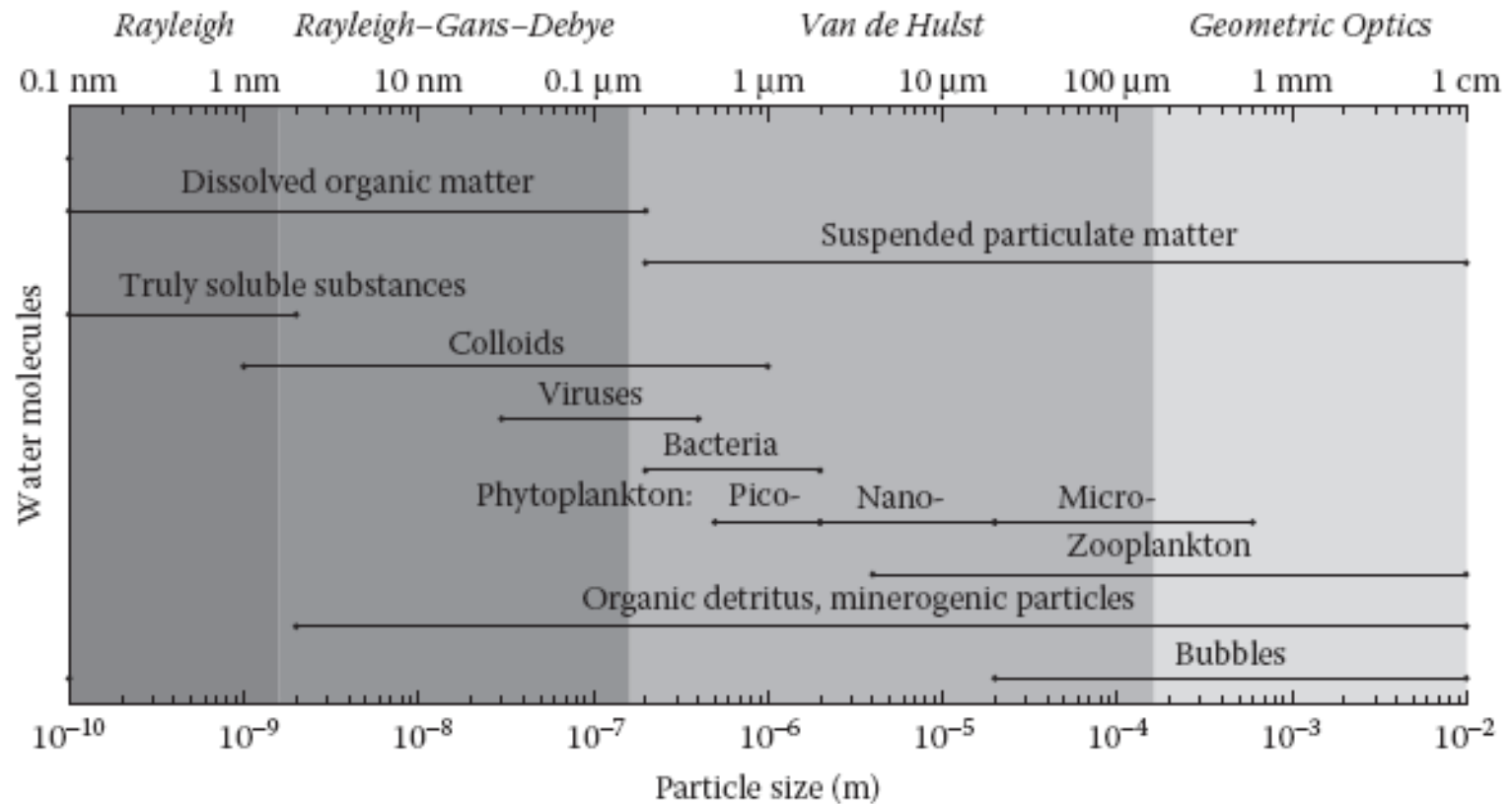
- Particle size
- Particle composition
  - Index of refraction (real part)
  - Index of refraction (imaginary part)
- Particle shape
- Internal structures

# What are the particles in the ocean that are responsible for light scattering

- Water molecules
  - Dissolved matter
    - Inorganic salts
    - Organic matter (CDOM, colloids)
  - Particles
    - Organic
      - Cells and organisms (viruses, bacteria, phytoplankton, to...)
      - Detrital aggregates
    - Inorganic
      - Sediments
      - Minerals
      - Air bubbles
- scattering by CDOM active area of research

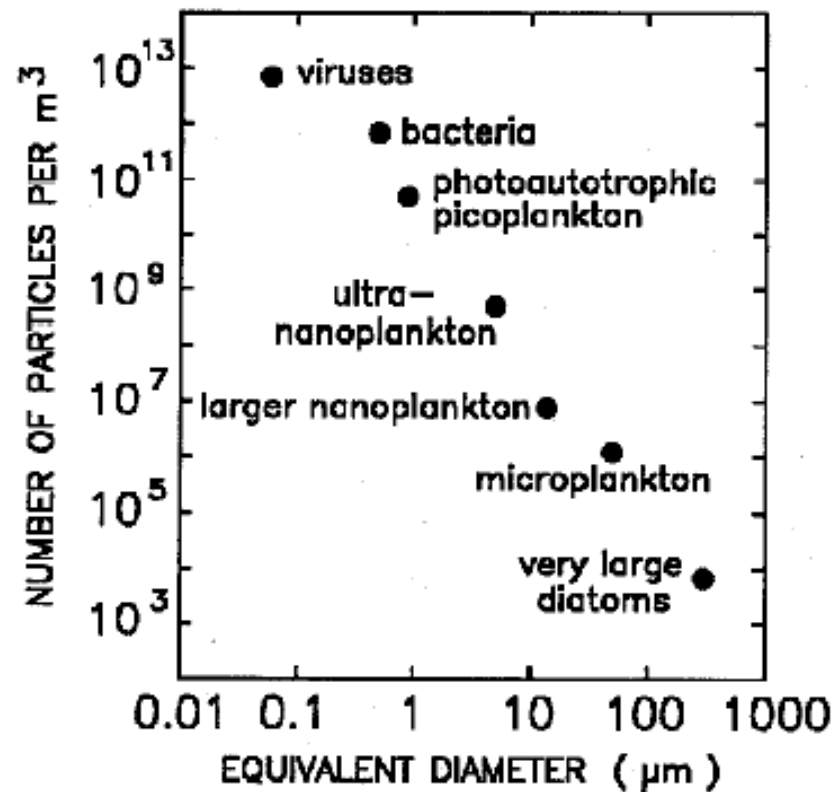
# Size matters

## Applicable scattering theory



Particle Size Range

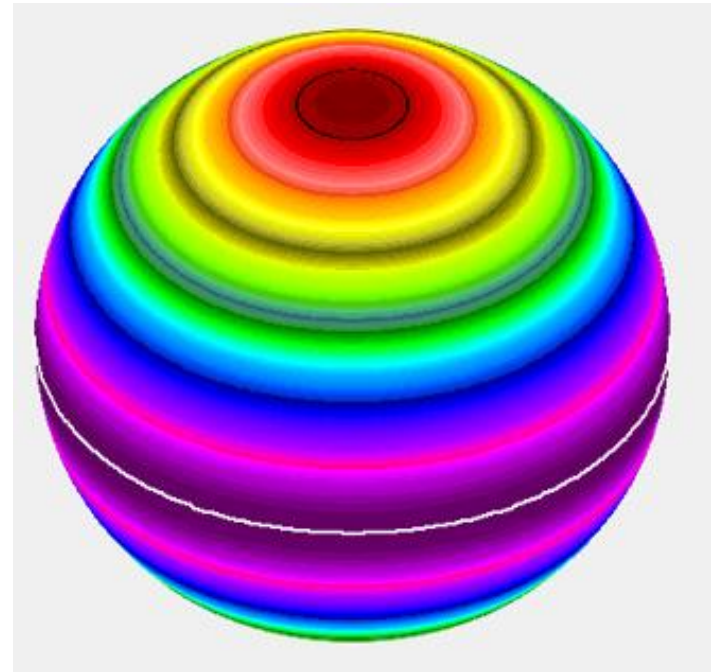
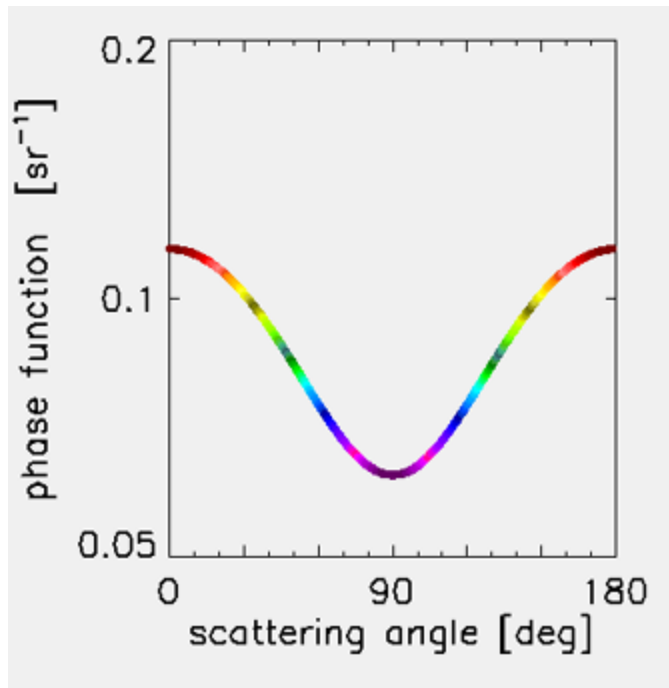
# Particle size in the ocean





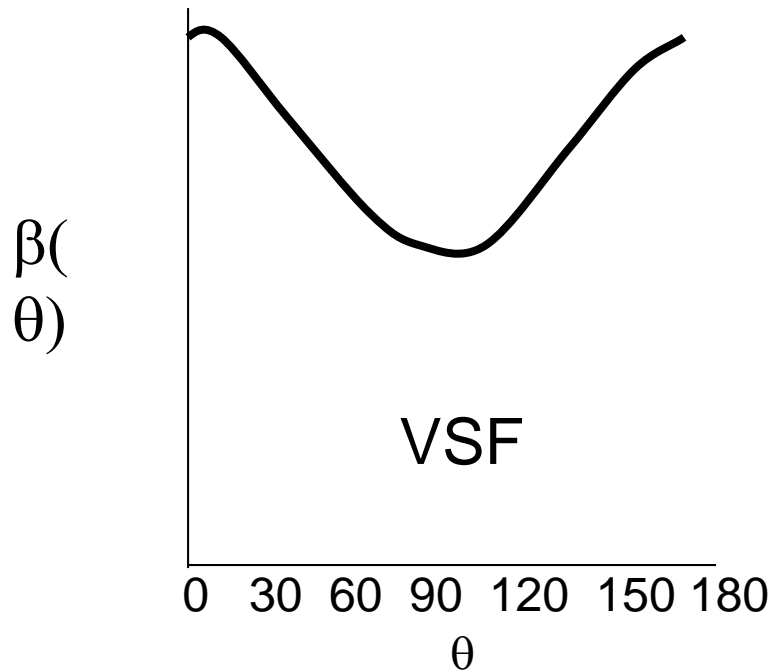
# Scattering in the ocean: water molecules

## Rayleigh Scattering

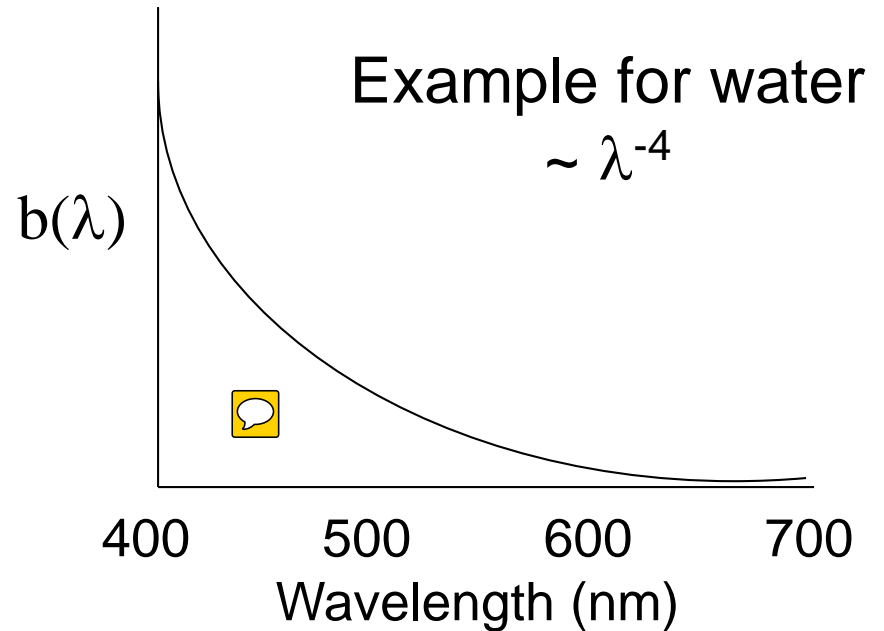




# Small Particle Scattering follows Rayleigh Theory

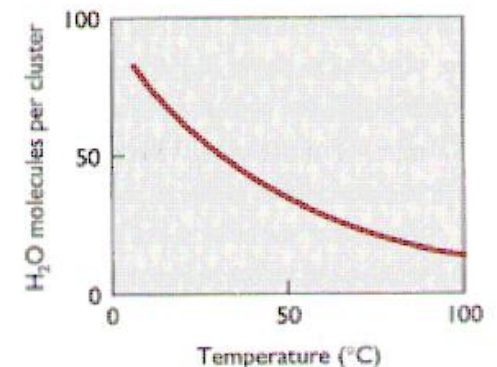
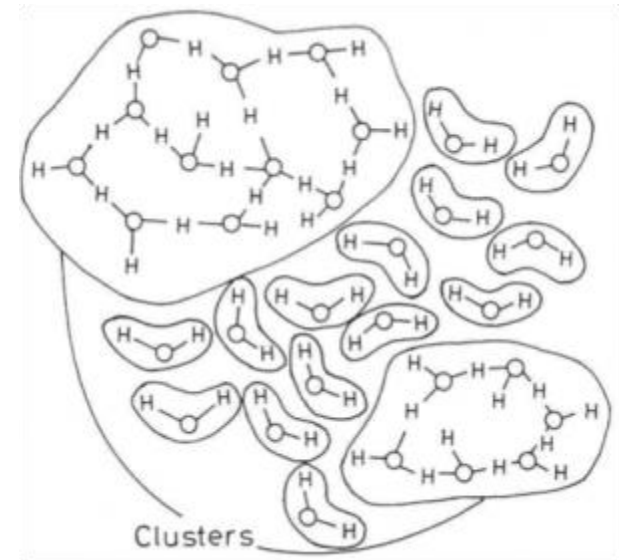


small particles -  
high scattering in  
blue and low in the  
red



# Scattering in the ocean: water

- Clusters formed from hydrogen bonds between the polar water molecule (Frank-Wen flickering cluster model)
- A function of temperature (kinetic energy)

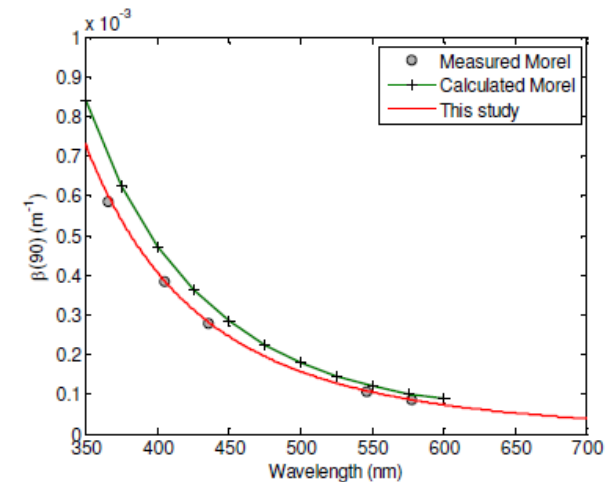
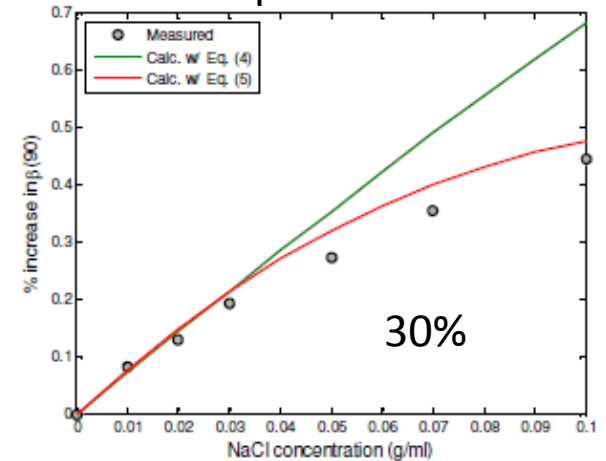
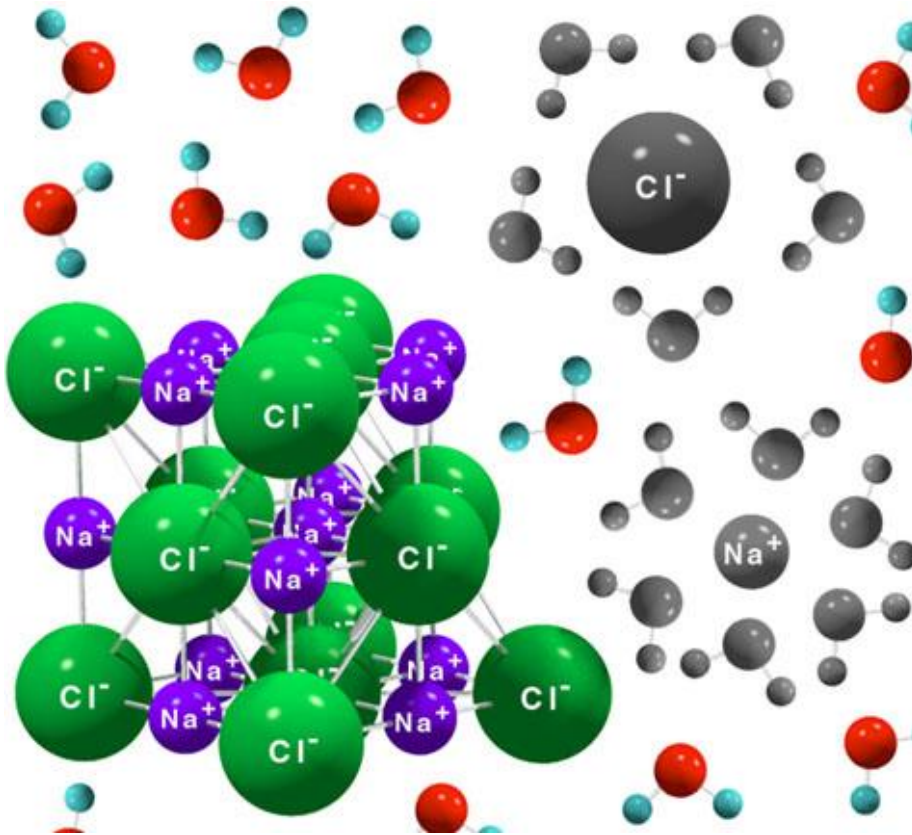


(e) SIZE OF WATER CLUSTERS

more salt = more  
scattering

# Scattering in the ocean: dissolved salts

Increased  $b$  relative  
to pure water

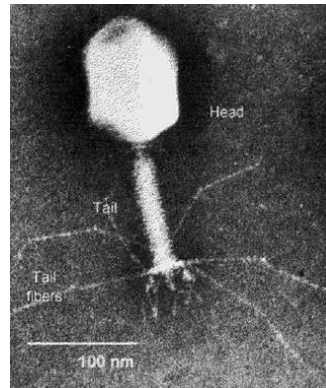
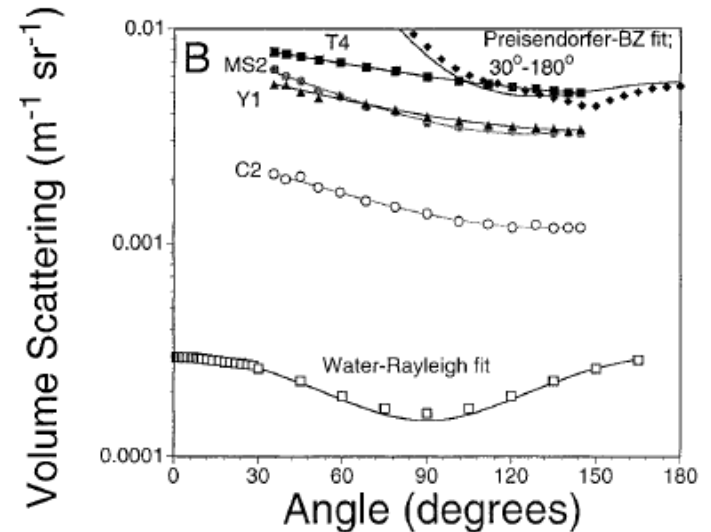
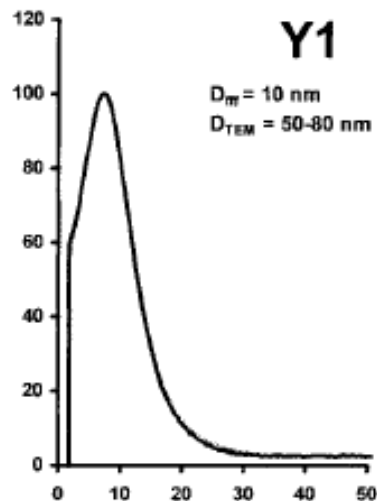
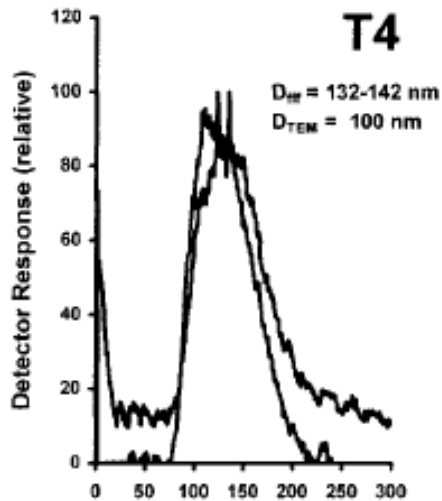


Model of salt dissociation

<http://www.chemistry.wustl.edu/~edudev/LabTutorials/Water/PublicWaterSupply/PublicWaterSupply.html>

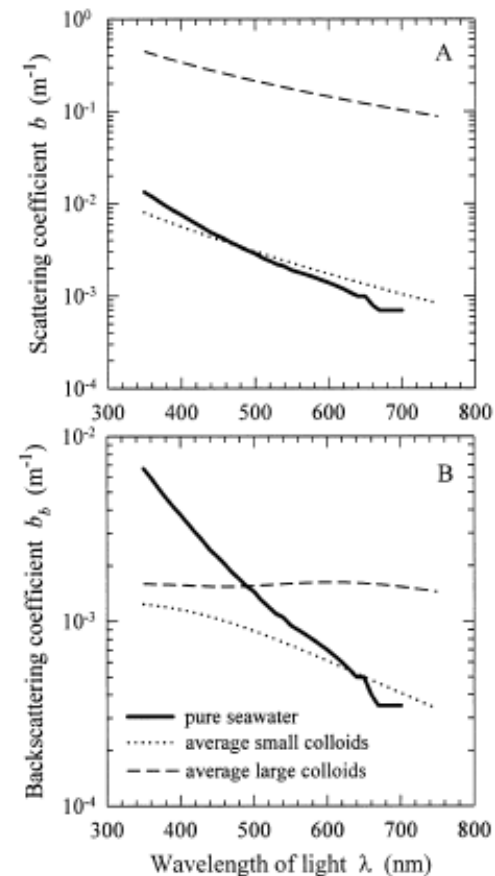
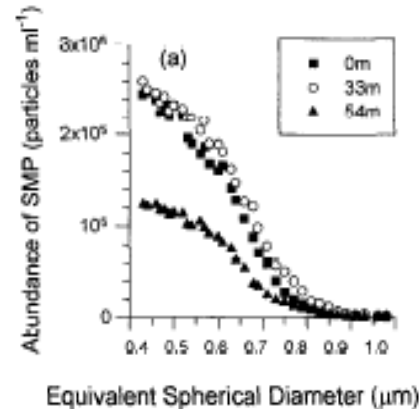
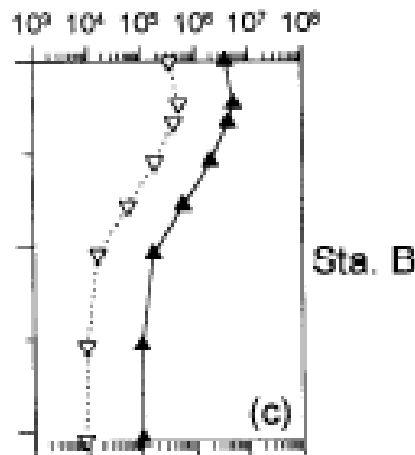
Zhang et al 2009 OptExp

# Scattering in the ocean: marine viruses



# Scattering in the ocean: submicron particles ( $\sim$ colloids)

total volume ( $\mu\text{m}^3 \text{ ml}^{-1}$ )  
of SMP



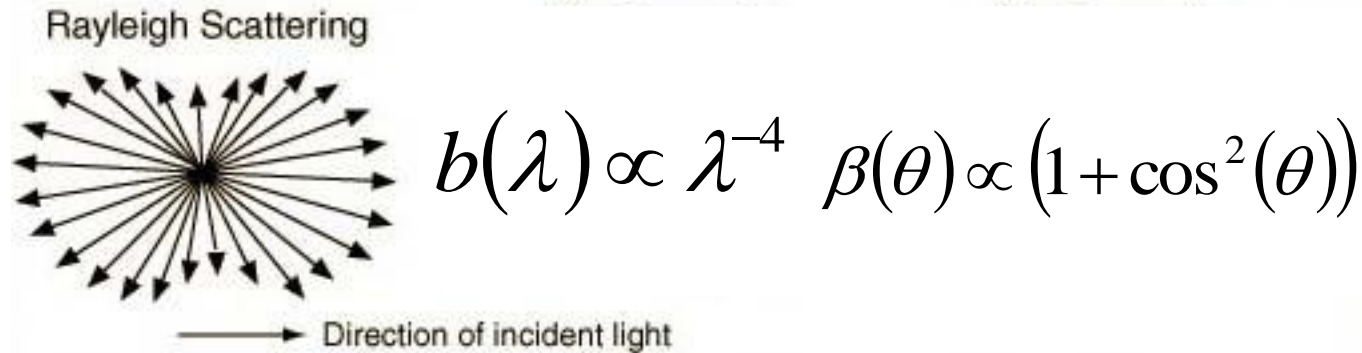
Yamasaki et al 1998

Stramski and Wozniak 2005

# Scattering by CDOM:

From Emmanuel Boss

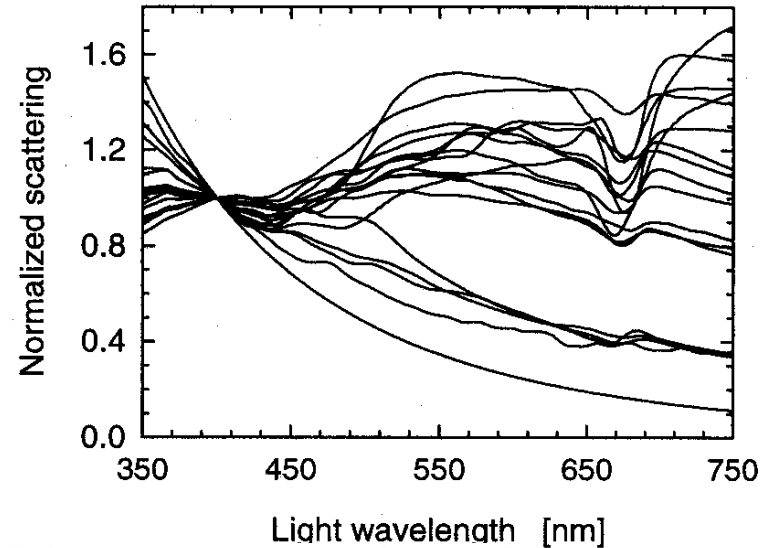
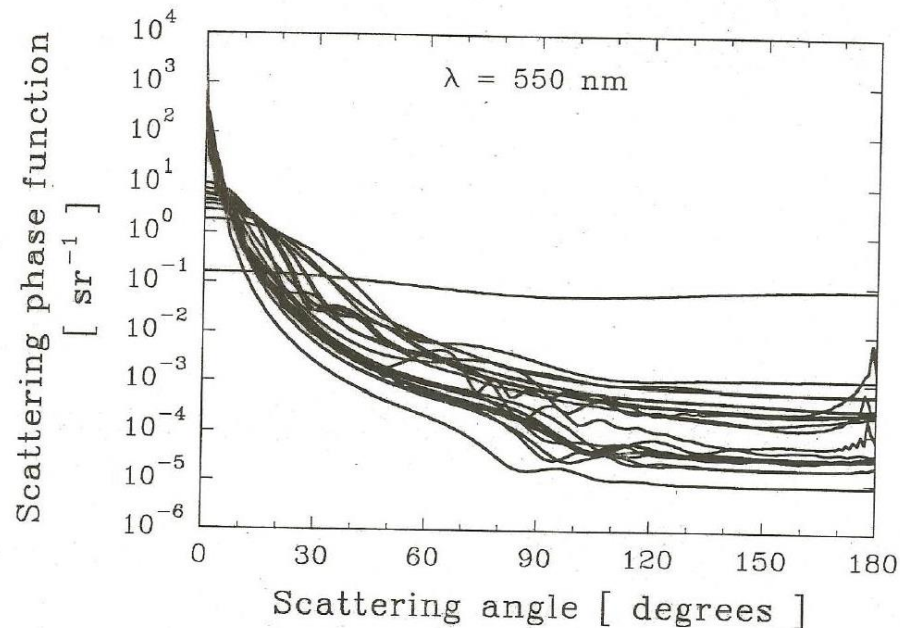
Scattering by molecules whose  $D \ll \lambda$ . Rayleigh scattering:



No evidence in the literature that scattering is significant (the only place I have ever found significant dissolved scattering ( $c_g > a_g$ ) was in pore water).



# Scattering in the ocean: phytoplankton



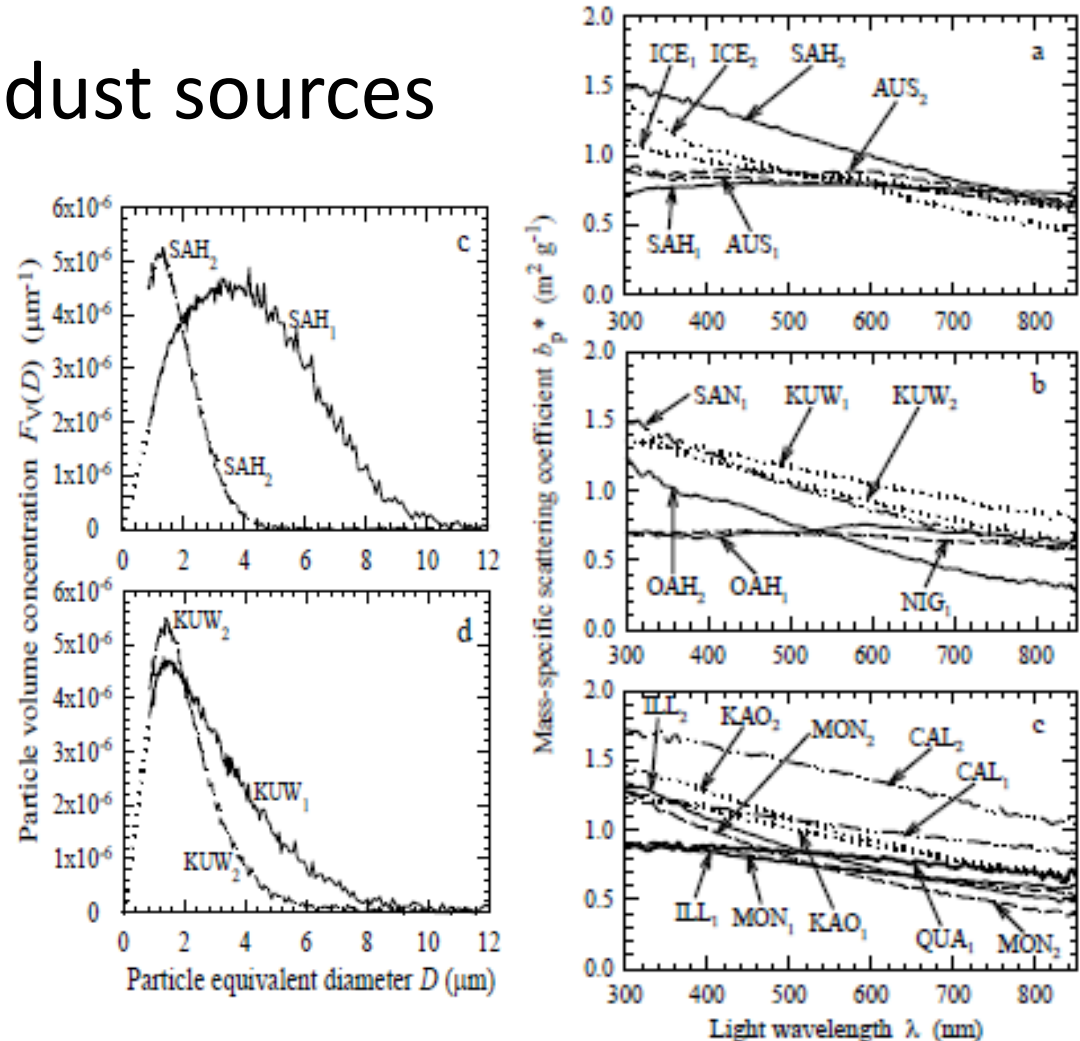
Viruses  
 Heterotrophic bacteria  
 Prochlorococcus (2 strains)  
 Synechococcus (Cyanophyceae, 5 strains)  
 Anacystis marina (Cyanophyceae)  
 Pavlova pinguis (Haptophyceae)  
 Thalassiosira pseudonana (Bacillariophyceae)  
 Pavlova lutheri (Haptophyceae)  
 Isochrysis galbana (Haptophyceae)  
 Emiliania huxleyi (Haptophyceae)  
 Porphyridium cruentum (Rhodophyceae)  
 Chromonas fragarioides (Cryptophyceae)  
 Prymnesium parvum (Haptophyceae)  
 Dunaliella bioculata (Chlorophyceae)  
 Dunaliella tertiolecta (Chlorophyceae)  
 Chaetoceros curvisetum (Bacillariophyceae)  
 Hymenomonas elongata (Haptophyceae)  
 Prorocentrum micans (Dinophyceae)



# Scattering in the ocean: inorganic minerals

large particles don't  
have a spectral  
dependence

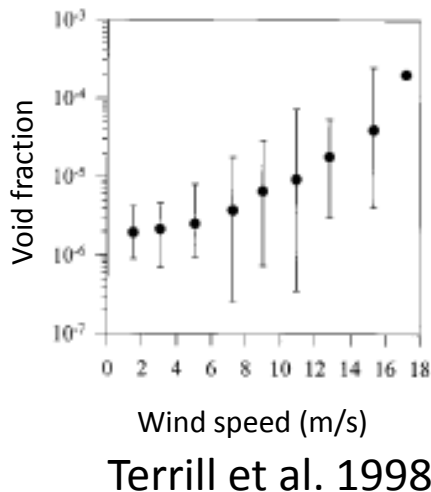
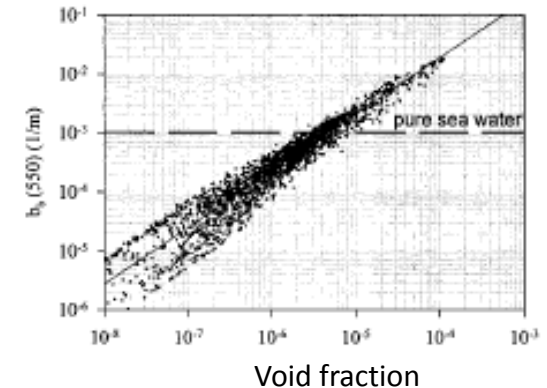
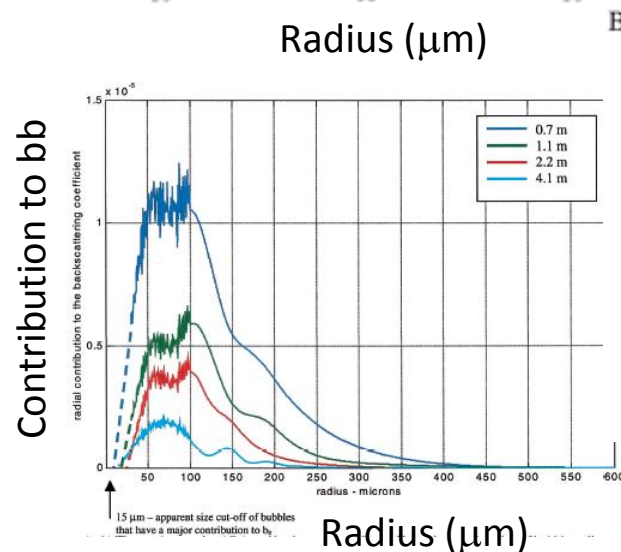
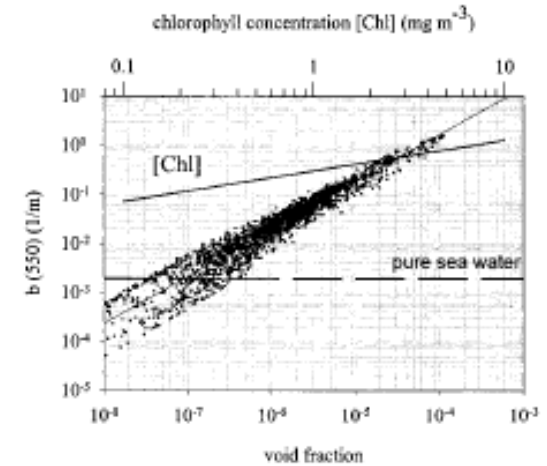
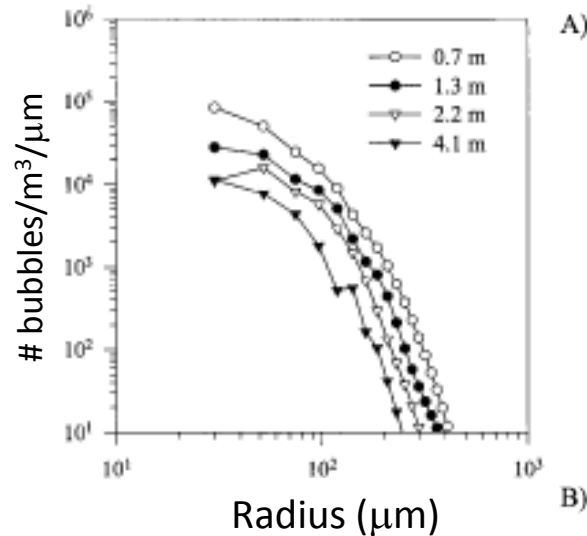
- Terrestrial dust sources



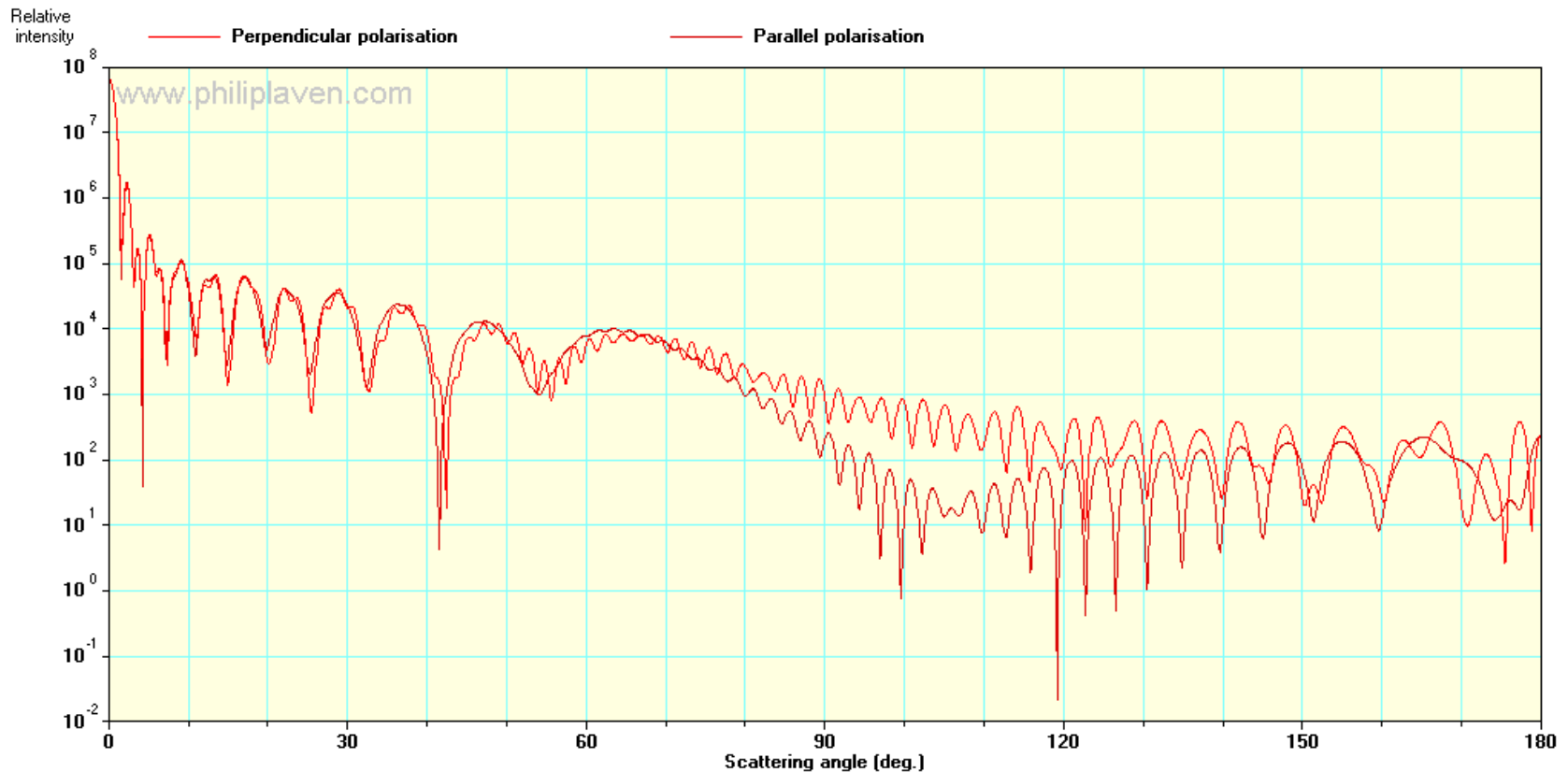
# Scattering in the ocean: air bubbles

- Acoustics
  - Size
  - distribution
- Modeled  $b$

Terrill et al. 2001



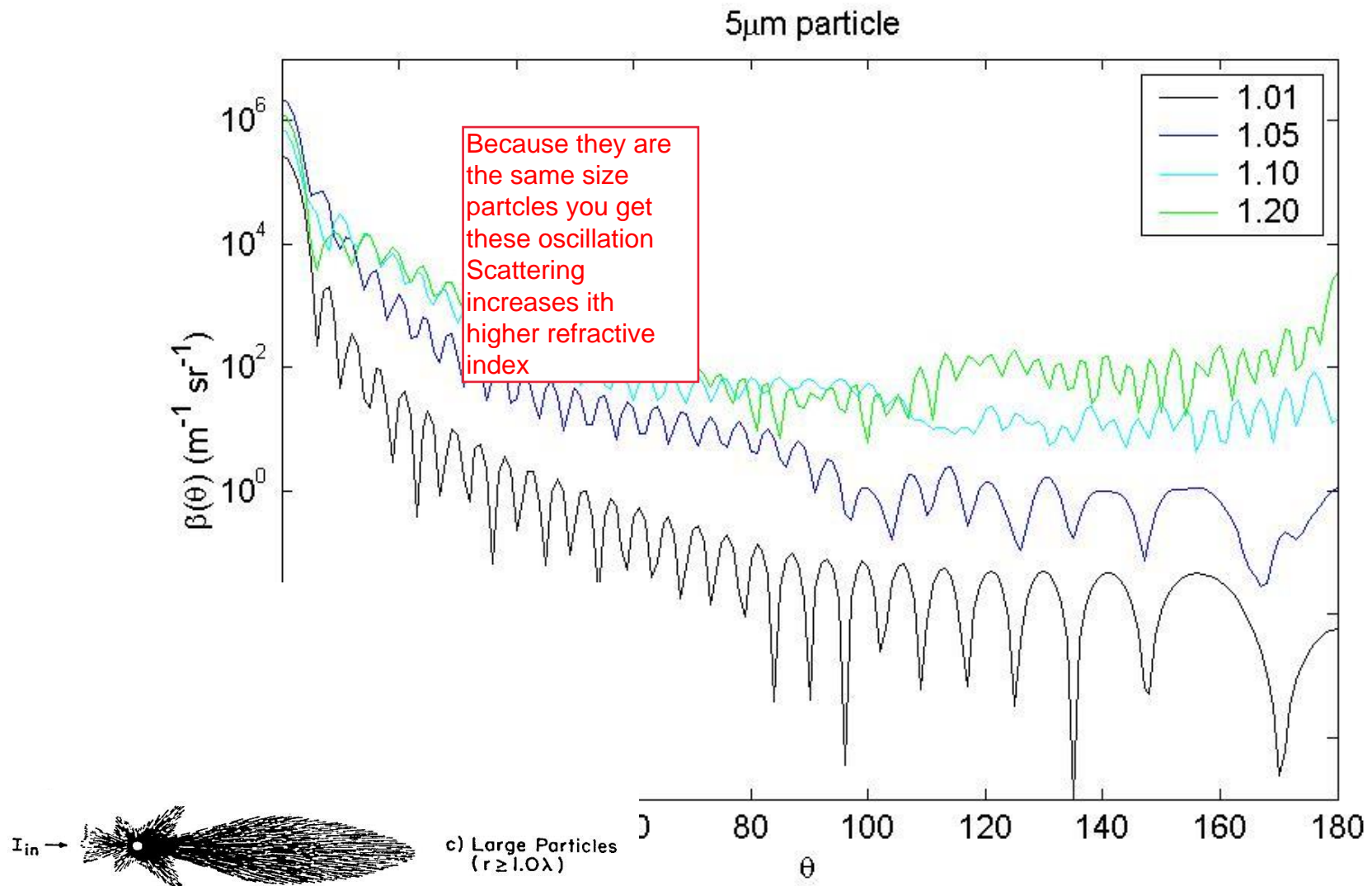
# Scattering in the ocean: air bubbles



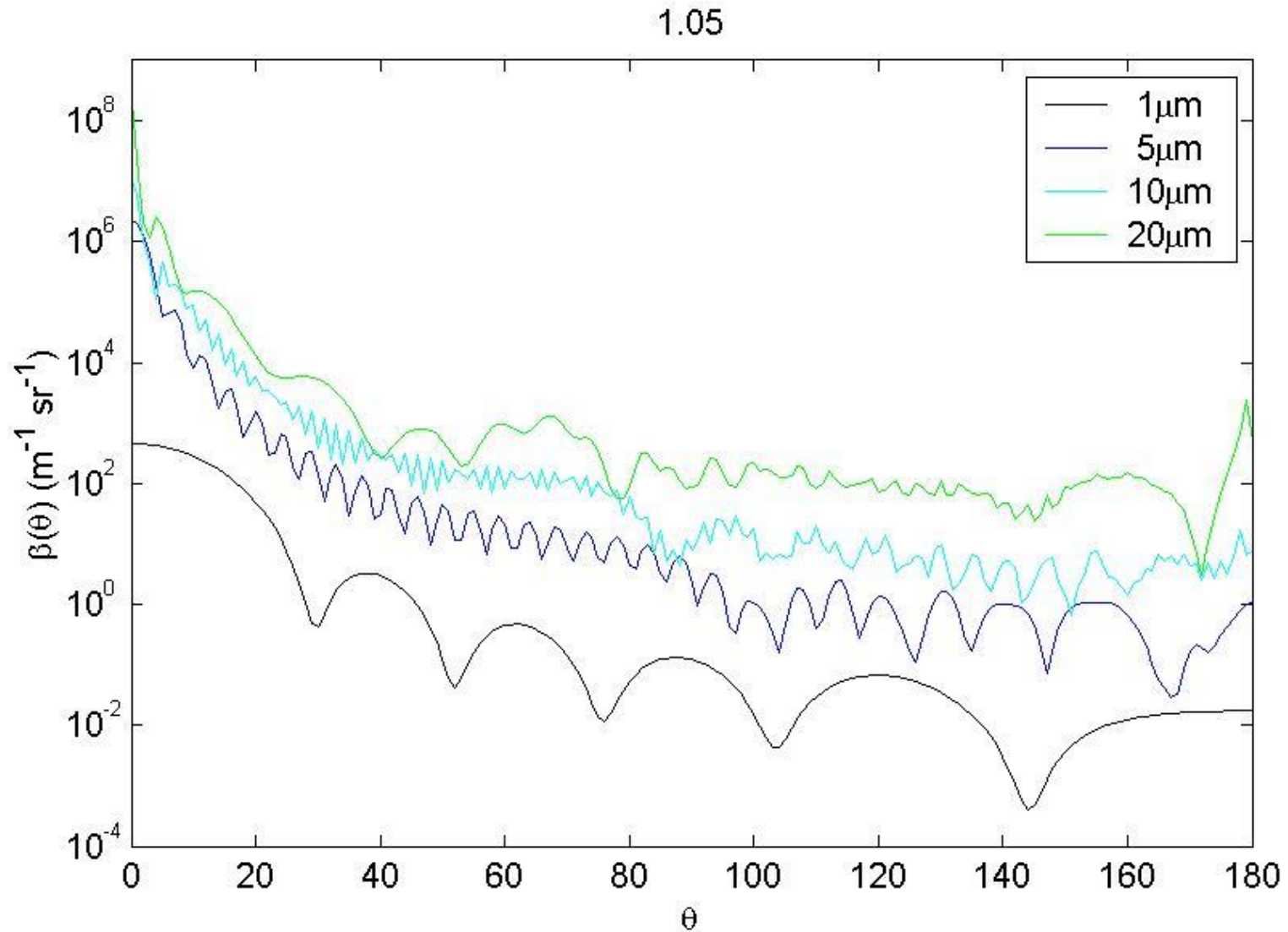
# Mie Theory describes the interaction between EM and particles

- Homogeneous spheres
- Size index  $\rho \sim d / \lambda$
- Real refractive index relative to surrounding medium ( $n = m_p / m_w$ )
  - Slows wave propagation
- Imaginary refractive index relative to surrounding medium ( $n' = m_p' / m_w'$ )
  - Attenuation of wave propagation

# VSF of 5 $\mu\text{m}$ particle as a function of refractive index



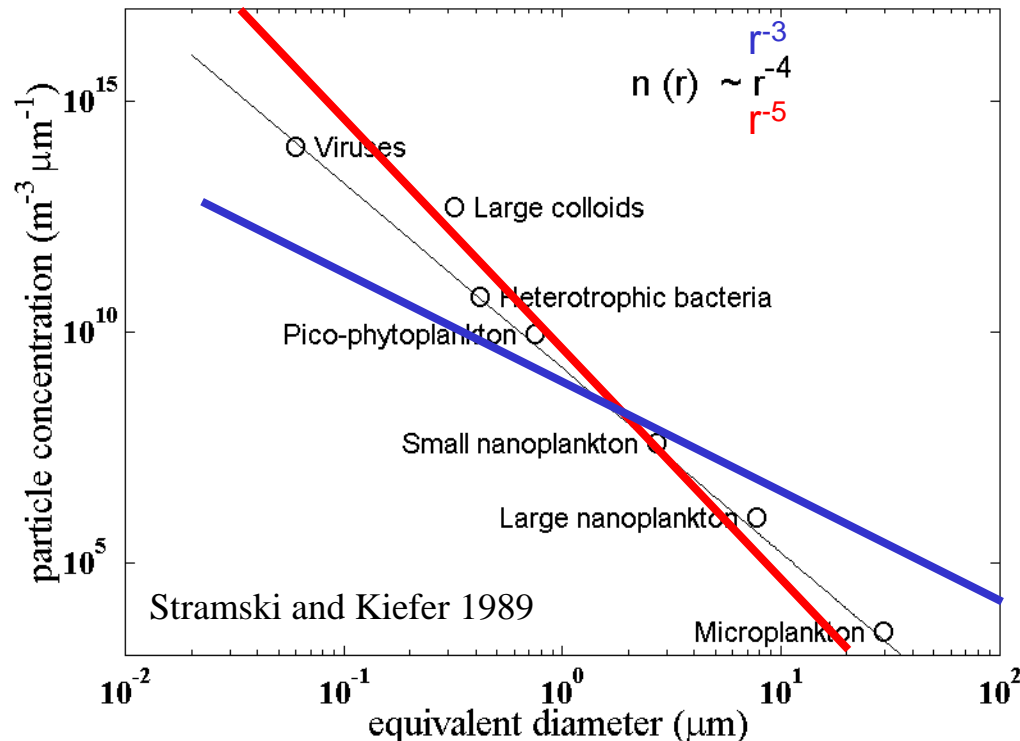
# VSF of particles with refractive index 1.05



# $\beta(\theta)$ response to particle size distribution

First let's talk about particle size distributions

Slope of line  
steeper with  
smaller particles

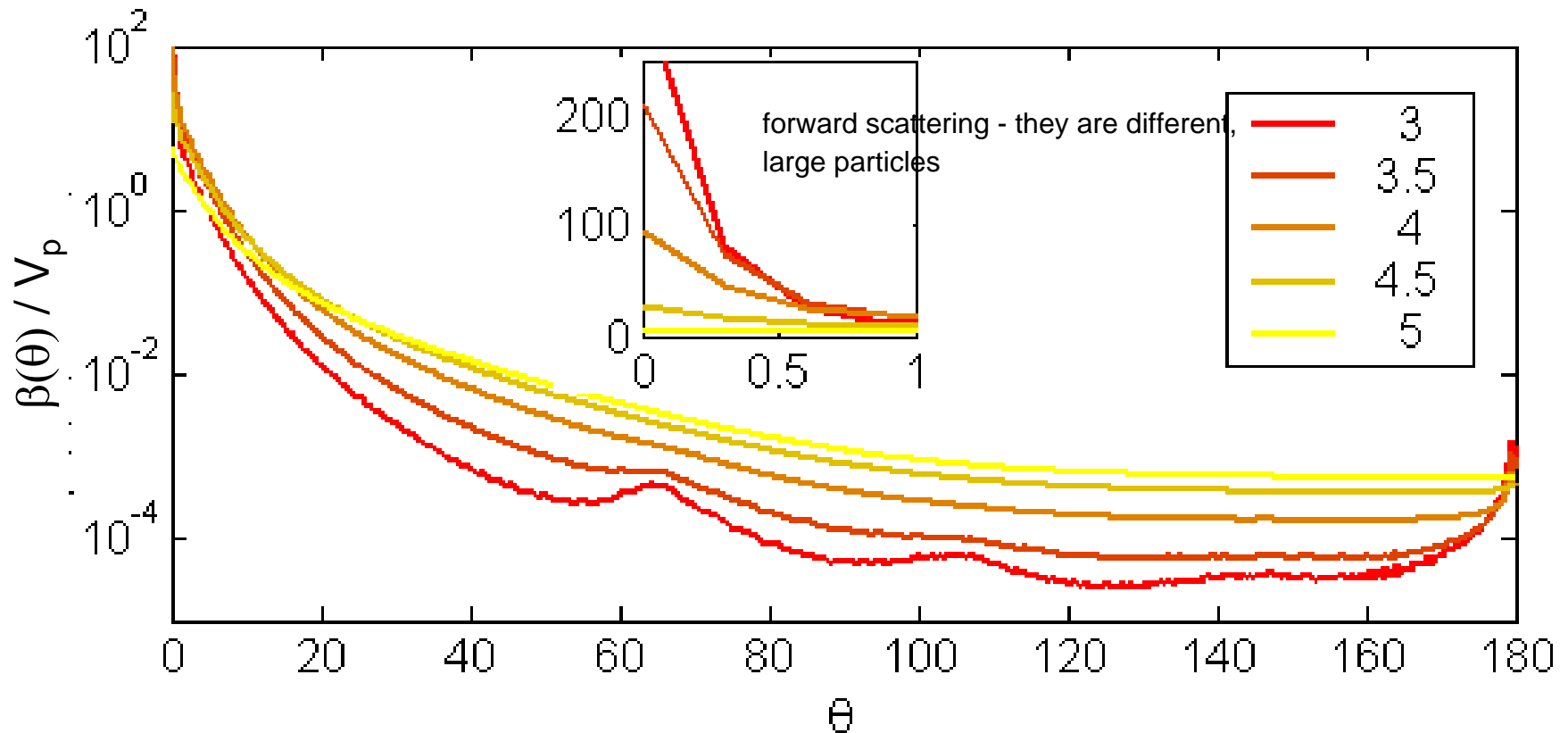


# $\beta(\theta)$ and response to particle size distribution

Yellow dominated  
by small particles,  
red is dominated  
by large particles

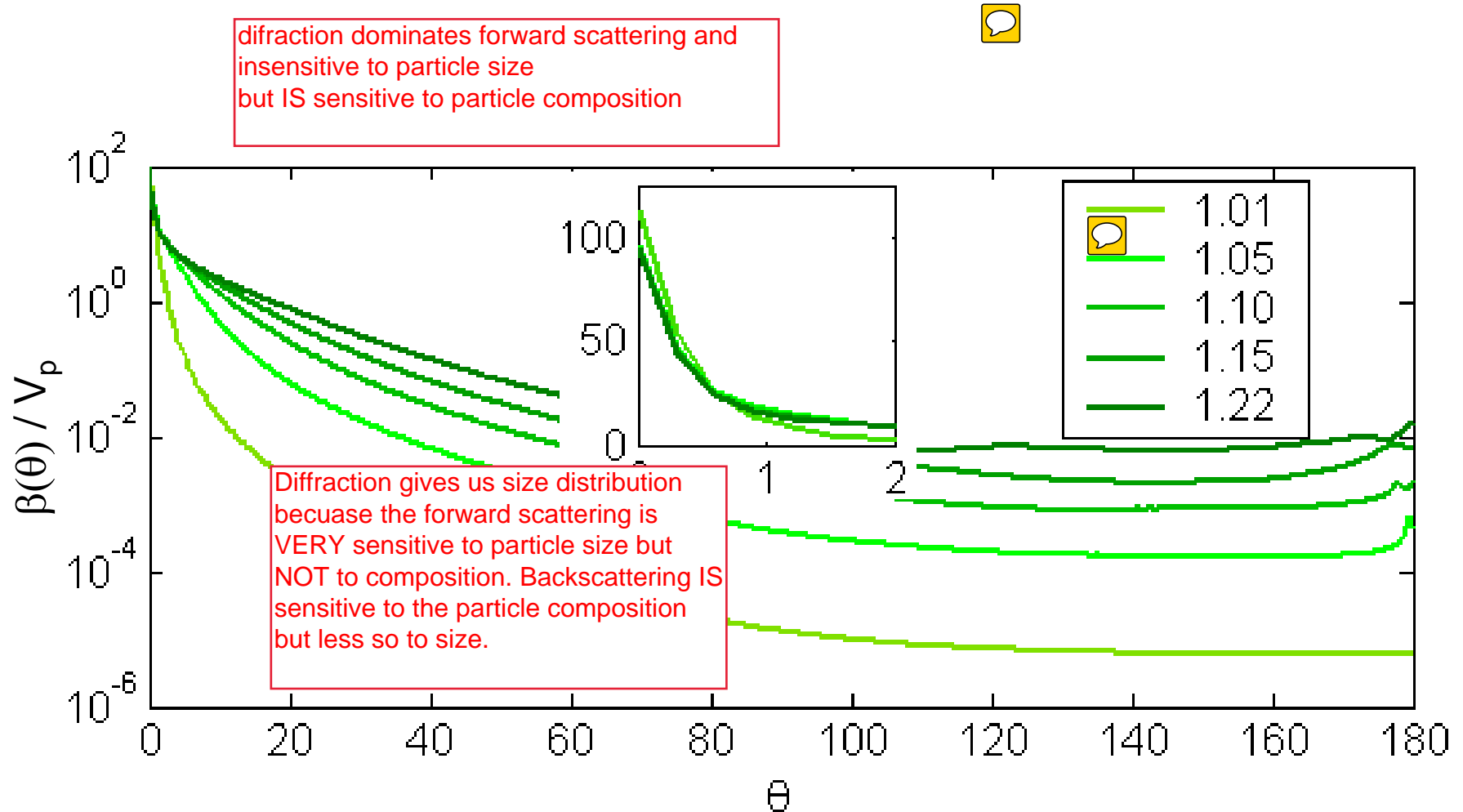
Steeper VSF

Relatively more forward scattering  
by larger particles



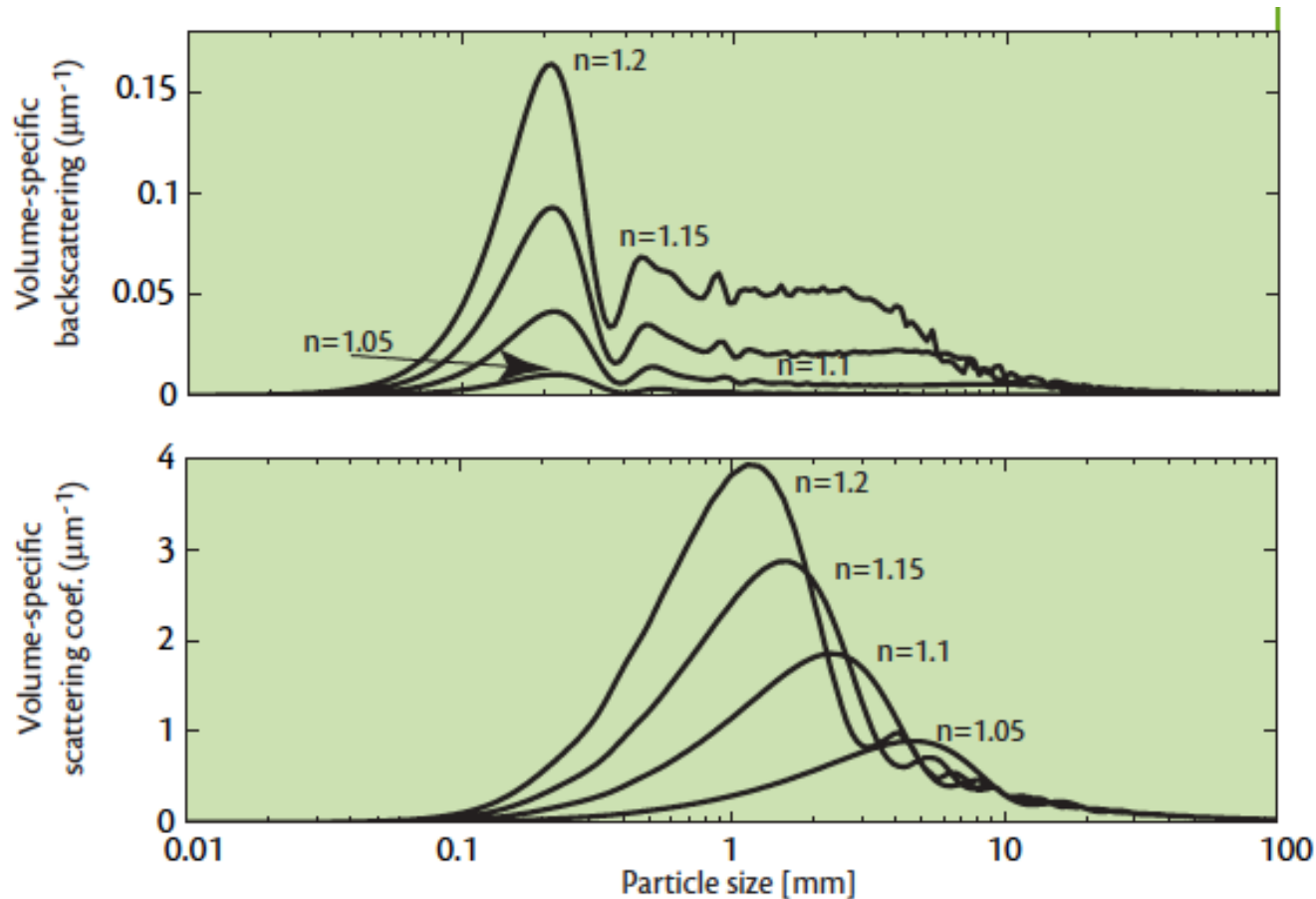


# $\beta(\theta)$ response to index of refraction





# Scattering in the ocean: which particles contribute



# Consider what information scattering can provide and what do you want to measure

- $b$
- $b_f$  forward scattering
- $b_b$  backscattering
- $\beta(\theta)$  VSF -can derive everything else from it

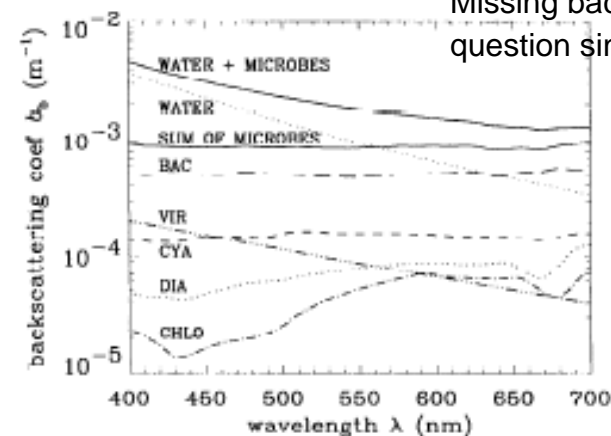
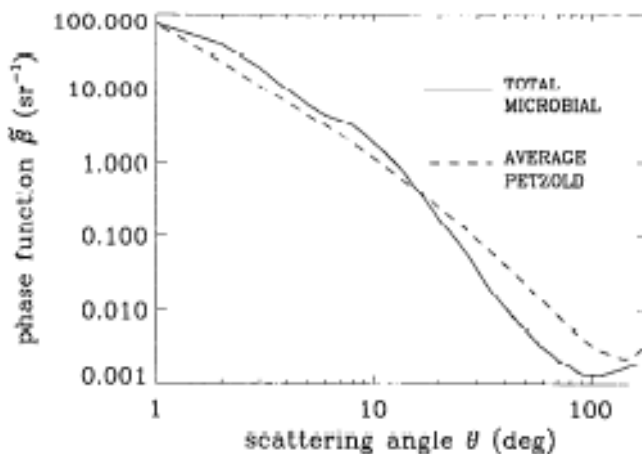
# Scattering closure

Why do we observe higher backscatter? This paper shows that we observe much higher backscatter than if we add up all the stuff in the ocean. IF we add it up, we get a lower backscatter. We can't explain this!

- Reductionist view (Stramski and Mobley 1997; Mobley and Stramski 1997)
  - Particle-specific volume scattering
  - Particle concentration

bubbles and foam.  
phytoplankton internal  
structure and shape

New work suggests small  
particles are why  
Missing backscattering! open  
question since 1991



# Importance of scattering in the ocean

- Competing forces of absorption and scattering on the downward propagation of light in the ocean

# Importance of scattering in the ocean

- Competing forces of absorption and scattering on the downward propagation of light in the ocean
- Backscattering and the upward propagation of light from the ocean

Normalized water-leaving radiance in the Mediterranean Sea (Sept 2003)

412 nm

490 nm

