Scattering Kernels in 3D

This is code to accompany the book:

A Hitchhiker's Guide to Multiple Scattering

www.eugenedeon.com/hitchhikers

Isotropic Scattering

```
pIsotropic[u_] := 1/(4 Pi)
```

Normalization condition

```
Integrate[2 Pi pIsotropic[u], {u, -1, 1}]
```

```
1
```

Mean-cosine

```
Integrate[2 Pi pIsotropic[u] u, {u, -1, 1}]
```

```
0
```

Legendre expansion coefficients

```
Integrate[
 2 Pi (2 k + 1) pIsotropic[Cos[y]] LegendreP[k, Cos[y]] Sin[y] /. k → 0, {y, 0, Pi}]
```

```
1
```

```
Integrate[
 2 Pi (2 k + 1) pIsotropic[Cos[y]] LegendreP[k, Cos[y]] Sin[y] /. k → 1, {y, 0, Pi}]
```

```
0
```

sampling

```
cdf = Integrate[2 Pi pIsotropic[u], {u, -1, x}]
```

$$\frac{1+x}{2}$$

```
Solve[cdf == e, x]
```

```
{{x → -1 + 2 e}}
```

```
Clear[u]; Show[
 Plot[pIsotropic[u], {u, -1, 1}, PlotStyle → Thick]
 , Frame → True,
 FrameLabel → {{p[u],}, {"u = Cos[θ]", "Isotropic Scattering"}}]
```