Inverse Adding-Doubling

(Version 3-14-3)

1.   iad program.

Here is a relatively robust command-line utility that shows how the iad and ad subroutines might be called. It suffers because it is written in `CWEB` and I used the macro expansion feature instead of creating separate functions. Oh well.

I create an empty file `iad_main.h` to simplify the Makefile

⟨ `iad_main.h` 1 ⟩ ≡

2.   All the actual output for this web file goes into `iad_main.c`

⟨ `iad_main.c` 2 ⟩ ≡
  ⟨ Include files for *main* 3 ⟩
  ⟨ print version function 20 ⟩
  ⟨ print usage function 21 ⟩
  ⟨ stringdup together function 27 ⟩
  ⟨ seconds elapsed function 28 ⟩
  ⟨ print error legend function 26 ⟩
  ⟨ print dot function 30 ⟩
  ⟨ calculate coefficients function 22 ⟩
  ⟨ parse string into array function 29 ⟩
  ⟨ print results header function 24 ⟩
  ⟨ Print results function 25 ⟩
  int *main*(**int** *argc*, **char** ∗∗*argv*)
  {
    ⟨ Declare variables for *main* 4 ⟩
    ⟨ Handle options 5 ⟩
    Initialize_Measure(&*m*);
    ⟨ Command-line changes to *m* 18 ⟩
    Initialize_Result(*m*, &*r*);
    ⟨ Command-line changes to *r* 13 ⟩
    if (*cl_forward_calc* ≠ `UNINITIALIZED`) {
      ⟨ Calculate and Print the Forward Calculation 6 ⟩
      return `EXIT_SUCCESS`;
    }
    ⟨ prepare file for reading 10 ⟩
    if (*process_command_line*) {
      ⟨ Count command-line measurements 19 ⟩
      ⟨ Calculate and write optical properties 11 ⟩
      return `EXIT_SUCCESS`;
    }
    if (*Read_Header*(*stdin*, &*m*, &*params*) ≡ 0) {
      start_time = *clock*();
      while (*Read_Data_Line*(*stdin*, &*m*, *params*) ≡ 0) {
        ⟨ Command-line changes to *m* 18 ⟩
        ⟨ Calculate and write optical properties 11 ⟩
      }
    }
    if (*cl_verbosity* > 0) *fprintf*(*stderr*, `"\n\n"`);
    if (*any_error* ∧ *cl_verbosity* > 1) *print_error_legend*();
    return `EXIT_SUCCESS`;
  }

3.   The first two defines are to stop Visual C++ from silly complaints

⟨ Include files for *main* 3 ⟩ ≡
#**define** _CRT_SECURE_NO_WARNINGS
#**define** _CRT_NONSTDC_NO_WARNINGS
#**define** NO_SLIDES 0
#**define** ONE_SLIDE_ON_TOP 1
#**define** TWO_IDENTICAL_SLIDES 2
#**define** ONE_SLIDE_ON_BOTTOM 3
#**define** ONE_SLIDE_NEAR_SPHERE 4
#**define** ONE_SLIDE_NOT_NEAR_SPHERE 5
#**define** MR_IS_ONLY_RD 1
#**define** MT_IS_ONLY_TD 2
#**define** NO_UNSCATTERED_LIGHT 3
#**include** <stdio.h>
#**include** <string.h>
#**include** <stdlib.h>
#**include** <unistd.h>
#**include** <time.h>
#**include** <math.h>
#**include** <ctype.h>
#**include** "ad_globl.h"
#**include** "ad_prime.h"
#**include** "iad_type.h"
#**include** "iad_pub.h"
#**include** "iad_io.h"
#**include** "iad_calc.h"
#**include** "iad_util.h"
#**include** "mygetopt.h"
#**include** "version.h"
#**include** "mc_lost.h"
#**include** "ad_frsnl.h"

See also section 32.

This code is used in sections 2 and 31.

4. ⟨Declare variables for *main* 4⟩ ≡
  struct measure_type *m*;
  struct invert_type *r*;
  char *∗g_out_name* = Λ;
  char *c*;
  long *n_photons* = 100000;
  int *MC_iterations* = 19;
  int *any_error* = 0;
  int *process_command_line* = 0;
  int *params* = 0;
  int *cl_quadrature_points* = UNINITIALIZED;
  int *cl_verbosity* = 2;
  double *cl_forward_calc* = UNINITIALIZED;
  double *cl_default_a* = UNINITIALIZED;
  double *cl_default_g* = UNINITIALIZED;
  double *cl_default_b* = UNINITIALIZED;
  double *cl_default_mua* = UNINITIALIZED;
  double *cl_default_mus* = UNINITIALIZED;
  double *cl_tolerance* = UNINITIALIZED;
  double *cl_slide_OD* = UNINITIALIZED;
  double *cl_cos_angle* = UNINITIALIZED;
  double *cl_beam_d* = UNINITIALIZED;
  double *cl_sample_d* = UNINITIALIZED;
  double *cl_sample_n* = UNINITIALIZED;
  double *cl_slide_d* = UNINITIALIZED;
  double *cl_slide_n* = UNINITIALIZED;
  double *cl_slides* = UNINITIALIZED;
  double *cl_default_fr* = UNINITIALIZED;
  double *cl_rstd_t* = UNINITIALIZED;
  double *cl_rstd_r* = UNINITIALIZED;
  double *cl_rc_fraction* = UNINITIALIZED;
  double *cl_tc_fraction* = UNINITIALIZED;
  double *cl_search* = UNINITIALIZED;
  double *cl_mus0* = UNINITIALIZED;
  double *cl_musp0* = UNINITIALIZED;
  double *cl_mus0_pwr* = UNINITIALIZED;
  double *cl_mus0_lambda* = UNINITIALIZED;
  double *cl_UR1* = UNINITIALIZED;
  double *cl_UT1* = UNINITIALIZED;
  double *cl_Tc* = UNINITIALIZED;
  double *cl_method* = UNINITIALIZED;
  double *cl_num_spheres* = UNINITIALIZED;
  double *cl_sphere_one*[5] = {UNINITIALIZED, UNINITIALIZED, UNINITIALIZED, UNINITIALIZED,
      UNINITIALIZED};
  double *cl_sphere_two*[5] = {UNINITIALIZED, UNINITIALIZED, UNINITIALIZED, UNINITIALIZED,
      UNINITIALIZED};
  clock_t *start_time* = *clock*( );
  char *command_line_options*[ ] = "?1:2:a:A:b:B:c:C:d:D:e:E:f:F:g:G:hi:n:N:M:o:p:q:r:R:s:S:t:T\
      :u:vV:x:Xz";

See also section 33.

This code is used in sections 2 and 31.

5.   use the *my_getopt*( ) to process options.

⟨ Handle options 5 ⟩ ≡
  while $((c = my\_getopt(argc, argv, command\_line\_options)) \neq \mathtt{EOF})$ {
    int *n*;
    char *cc*;

    switch (*c*) {
    case '1': *parse_string_into_array*(*optarg*, *cl_sphere_one*, 5);
      break;
    case '2': *parse_string_into_array*(*optarg*, *cl_sphere_two*, 5);
      break;
    case 'a': *cl_default_a* = *strtod*(*optarg*, Λ);
      break;
    case 'A': *cl_default_mua* = *strtod*(*optarg*, Λ);
      break;
    case 'b': *cl_default_b* = *strtod*(*optarg*, Λ);
      break;
    case 'B': *cl_beam_d* = *strtod*(*optarg*, Λ);
      break;
    case 'c': *cl_rc_fraction* = *strtod*(*optarg*, Λ);
      if (*cl_rc_fraction* < 0.0 ∨ *cl_rc_fraction* > 1.0) {
        fprintf(*stderr*, "required:␣0␣<=␣fraction␣of␣unscattered␣refl.␣in␣M_R␣<=␣1\n");
        exit(EXIT_SUCCESS);
      }
      break;
    case 'C': *cl_tc_fraction* = *strtod*(*optarg*, Λ);
      if (*cl_tc_fraction* < 0.0 ∨ *cl_tc_fraction* > 1.0) {
        fprintf(*stderr*, "required:␣0␣<=␣fraction␣of␣unscattered␣trans.␣in␣M_T␣<=␣1\n");
        exit(EXIT_SUCCESS);
      }
      break;
    case 'd': *cl_sample_d* = *strtod*(*optarg*, Λ);
      break;
    case 'D': *cl_slide_d* = *strtod*(*optarg*, Λ);
      break;
    case 'e': *cl_tolerance* = *strtod*(*optarg*, Λ);
      break;
    case 'E': *cl_slide_OD* = *strtod*(*optarg*, Λ);
      break;
    case 'f': *cl_default_fr* = *strtod*(*optarg*, Λ);
      break;
    case 'F':   /∗ initial digit means this is mus is constant ∗/
      if (*isdigit*(*optarg*[0])) {
        cl_default_mus = *strtod*(*optarg*, Λ);
        break;
      }   /∗ should be a string like 'R 1000 1.2 -1.8' ∗/
      n = *sscanf*(*optarg*, "%c␣%lf␣%lf␣%lf", &*cc*, &*cl_mus0_lambda*, &*cl_mus0*, &*cl_mus0_pwr*);
      if (*n* ≠ 4 ∨ (*cc* ≠ 'P' ∧ *cc* ≠ 'R')) {
        fprintf(*stderr*, "Screwy␣argument␣for␣-F␣option.␣␣Try␣something␣like\n");
        fprintf(*stderr*, "␣-F␣1.0␣␣␣␣␣␣␣␣␣␣␣␣␣␣for␣mus␣=1.0\n");
        fprintf(*stderr*, "␣-F␣'P␣500␣1.0␣-1.3'␣for␣mus␣=1.0*(lambda/500)^(-1.3)\n");
        fprintf(*stderr*, "␣-F␣'R␣500␣1.0␣-1.3'␣for␣mus'=1.0*(lambda/500)^(-1.3)\n");
        exit(EXIT_FAILURE);

```
    }
    if (cc ≡ 'R' ∨ cc ≡ 'r') {
       cl_musp0 = cl_mus0;
       cl_mus0 = UNINITIALIZED;
    }
    break;
case 'g': cl_default_g = strtod(optarg, Λ);
    break;
case 'G':
    if (optarg[0] ≡ '0') cl_slides = NO_SLIDES;
    else if (optarg[0] ≡ '2') cl_slides = TWO_IDENTICAL_SLIDES;
    else if (optarg[0] ≡ 't' ∨ optarg[0] ≡ 'T') cl_slides = ONE_SLIDE_ON_TOP;
    else if (optarg[0] ≡ 'b' ∨ optarg[0] ≡ 'B') cl_slides = ONE_SLIDE_ON_BOTTOM;
    else if (optarg[0] ≡ 'n' ∨ optarg[0] ≡ 'N') cl_slides = ONE_SLIDE_NEAR_SPHERE;
    else if (optarg[0] ≡ 'f' ∨ optarg[0] ≡ 'F') cl_slides = ONE_SLIDE_NOT_NEAR_SPHERE;
    else {
       fprintf(stderr, "Argument␣for␣-G␣option␣must␣be␣\n");
       fprintf(stderr, "␣␣␣␣'t'␣---␣light␣always␣hits␣top␣slide␣first\n");
       fprintf(stderr, "␣␣␣␣'b'␣---␣light␣always␣hits␣bottom␣slide␣first\n");
       fprintf(stderr, "␣␣␣␣'n'␣---␣slide␣always␣closest␣to␣sphere\n");
       fprintf(stderr, "␣␣␣␣'f'␣---␣slide␣always␣farthest␣from␣sphere\n");
       exit(EXIT_FAILURE);
    }
    break;
case 'i': cl_cos_angle = strtod(optarg, Λ);
    if (cl_cos_angle < 0 ∨ cl_cos_angle > 90)
       fprintf(stderr, "Incident␣angle␣must␣be␣between␣0␣and␣90␣degrees\n");
    else cl_cos_angle = cos(cl_cos_angle * 3.1415926535/180.0);
    break;
case 'M': MC_iterations = (int) strtod(optarg, Λ);
    break;
case 'n': cl_sample_n = strtod(optarg, Λ);
    break;
case 'N': cl_slide_n = strtod(optarg, Λ);
    break;
case 'o': g_out_name = strdup(optarg);
    break;
case 'p': n_photons = (int) strtod(optarg, Λ);
    break;
case 'q': cl_quadrature_points = (int) strtod(optarg, Λ);
    if (cl_quadrature_points % 4 ≠ 0) {
       fprintf(stderr, "Number␣of␣quadrature␣points␣must␣be␣a␣multiple␣of␣4\n");
       exit(EXIT_FAILURE);
    }
    if ((cl_cos_angle ≠ UNINITIALIZED) ∧ (cl_quadrature_points % 12 ≠ 0)) {
       fprintf(stderr, "Quadrature␣must␣be␣12,␣24,␣36,...␣for␣oblique␣incidence\n");
       exit(EXIT_FAILURE);
    }
    break;
case 'r': cl_UR1 = strtod(optarg, Λ);
    process_command_line = 1;
    break;
```

```
          case 'R': cl_rstd_r = strtod(optarg, Λ);
             break;
          case 's': cl_search = (int) strtod(optarg, Λ);
             break;
          case 'S': cl_num_spheres = (int) strtod(optarg, Λ);
             break;
          case 't': cl_UT1 = strtod(optarg, Λ);
             process_command_line = 1;
             break;
          case 'T': cl_rstd_t = strtod(optarg, Λ);
             break;
          case 'u': cl_Tc = strtod(optarg, Λ);
             process_command_line = 1;
             break;
          case 'v': print_version();
             break;
          case 'V': cl_verbosity = strtod(optarg, Λ);
             break;
          case 'x': Set_Debugging((int) strtod(optarg, Λ));
             break;
          case 'X': cl_method = COMPARISON;
             break;
          case 'z': cl_forward_calc = 1;
             process_command_line = 1;
             break;
          default: fprintf(stderr, "unknown␣option␣'%c'\n", c);      /* fall through */
          case 'h': case '?': print_usage();
             break;
          }
       }
    argc −= optind;
    argv += optind;
```

This code is used in section 2.

6.   We are doing a forward calculation. We still need to set the albedo and optical depth appropriately. Obviously when the -a switch is used then the albedo should be fixed as a constant equal to $cl\_default\_a$. The other cases are less clear. If scattering and absorption are both specified, then calculate the albedo using these values. If the scattering is not specified, then we assume that the sample is an unscattering sample and therefore the albedo is zero. On the other hand, if the scattering is specified and the absorption is not, then the albedo is set to one.

⟨ Calculate and Print the Forward Calculation 6 ⟩ ≡

```
    if (cl_default_a ≡ UNINITIALIZED) {
       if (cl_default_mus ≡ UNINITIALIZED) r.a = 0;
       else if (cl_default_mua ≡ UNINITIALIZED) r.a = 1;
       else r.a = cl_default_mus/(cl_default_mua + cl_default_mus);
    }
    else r.a = cl_default_a;
```

See also sections 7, 8, and 9.

This code is used in section 2.

7. This is slightly more tricky because there are four things that can affect the optical thickness — *cl_default_b*, the default mua, default mus and the thickness. If the sample thickness is unspecified, then the only reasonable thing to do is to assume that the sample is very thick. Otherwise, we use the sample thickness to calculate the optical thickness.

⟨ Calculate and Print the Forward Calculation 6 ⟩ +≡

  if (*cl_default_b* ≡ UNINITIALIZED) {

    if (*cl_sample_d* ≡ UNINITIALIZED) *r.b* = HUGE_VAL;

    else if (*r.a* ≡ 0) {

      if (*cl_default_mua* ≡ UNINITIALIZED) *r.b* = HUGE_VAL;

      else *r.b* = *cl_default_mua* ∗ *cl_sample_d*;

    }

    else {

      if (*cl_default_mus* ≡ UNINITIALIZED) *r.b* = HUGE_VAL;

      else *r.b* = *cl_default_mus* / *r.a* ∗ *cl_sample_d*;

    }

  }

  else *r.b* = *cl_default_b*;

8. The easiest case, use the default value or set it to zero

⟨ Calculate and Print the Forward Calculation 6 ⟩ +≡

  if (*cl_default_g* ≡ UNINITIALIZED) *r.g* = 0;

  else *r.g* = *cl_default_g*;

9. ⟨ Calculate and Print the Forward Calculation 6 ⟩ +≡

  r.slab.a = *r.a*;

  r.slab.b = *r.b*;

  r.slab.g = *r.g*;

  {

    double *mu_sp*, *mu_a*, *m_r*, *m_t*;

    Calculate_MR_MT(*m*, *r*, *MC_iterations*, &*m_r*, &*m_t*);

    Calculate_Mua_Musp(*m*, *r*, &*mu_sp*, &*mu_a*);

    if (*cl_verbosity* > 0) {

      Write_Header(*m*, *r*, −1);

      print_results_header(*stdout*);

    }

    print_optical_property_result(*stdout*, *m*, *r*, *m_r*, *m_t*, *mu_a*, *mu_sp*, 0, 0);

  }

10.   Make sure that the file is not named '-' and warn about too many files

⟨ prepare file for reading 10 ⟩ ≡
  if (*argc* > 1) {
    fprintf (*stderr*, "Only␣a␣single␣file␣can␣be␣processed␣at␣a␣time\n");
    fprintf (*stderr*, "try␣'apply␣iad␣file1␣file2␣...␣fileN'\n");
    exit (EXIT_FAILURE);
  }
  if (*argc* ≡ 1 ∧ *strcmp* (*argv* [0], "−") ≠ 0) {   /∗ filename exists and != "-" ∗/
    int *n*;
    char ∗*base_name*, ∗*rt_name*;

    base_name = *strdup* (*argv* [0]);
    n = (**int**)(*strlen* (*base_name*) − *strlen* (".rxt"));
    if (*n* > 0 ∧ *strstr* (*base_name* + *n*, ".rxt") ≠ Λ) *base_name* [*n*] = '\0';
    rt_name = *strdup_together* (*base_name*, ".rxt");
    if (*freopen* (*argv* [0], "r", *stdin*) ≡ Λ ∧ *freopen* (*rt_name*, "r", *stdin*) ≡ Λ) {
      fprintf (*stderr*, "Could␣not␣open␣either␣'%s'␣or␣'%s'\n", *argv* [0], *rt_name*);
      exit (EXIT_FAILURE);
    }
    if (*g_out_name* ≡ Λ) *g_out_name* = *strdup_together* (*base_name*, ".txt");
    free (*rt_name*);
    free (*base_name*);
    process_command_line = 0;
  }
  if (*g_out_name* ≠ Λ) {
    if (*freopen* (*g_out_name*, "w", *stdout*) ≡ Λ) {
      fprintf (*stderr*, "Could␣not␣open␣file␣'%s'␣for␣output\n", *g_out_name*);
      exit (EXIT_FAILURE);
    }
  }

This code is used in section 2.

11.   Need to explicitly reset *r.search* each time through the loop, because it will get altered by the calculation process. We want to be able to let different lines have different constraints. In particular consider the file `newton.tst`. In that file the first two rows contain three real measurements and the last two have the collimated transmission explicitly set to zero — in other words there are really only two measurements.

⟨ Calculate and write optical properties 11 ⟩ ≡
```
  {
    ⟨ Local Variables for Calculation 12 ⟩
    if (Debug(DEBUG_ANY)) {
      fprintf (stderr , "\n-------------------NEXT␣DATA␣POINT--------------------\n");
      if (m.lambda ≠ 0) fprintf (stderr , "lambda=%6.1f␣", m.lambda);
      fprintf (stderr , "MR=%8.5f␣MT=%8.5f\n\n", m.m_r , m.m_t);
    }
    Initialize_Result (m, &r);
    ⟨ Command-line changes to r 13 ⟩
    if (cl_method ≡ COMPARISON ∧ m.d_sphere_r ≠ 0 ∧ m.as_r ≡ 0) {
      fprintf (stderr , "A␣dual-beam␣measurement␣is␣specified,␣but␣no␣port␣sizes.\n");
      fprintf (stderr , "You␣might␣forsake␣the␣-X␣option␣and␣use␣zero␣spheres␣(which␣gives\n");
      fprintf (stderr , "the␣same␣result␣except␣lost␣light␣is␣not␣taken␣into␣account).\n");
      fprintf (stderr , "Alternatively,␣bite␣the␣bullet␣and␣enter␣your␣sphere␣parameters,\n");
      fprintf (stderr , "with␣the␣knowledge␣that␣only␣the␣beam␣diameter␣and␣sample␣port\n");
      fprintf (stderr , "diameter␣will␣be␣used␣to␣estimate␣lost␣light␣from␣the␣edges.\n");
      exit (EXIT_SUCCESS);
    }
    if (cl_method ≡ COMPARISON ∧ m.num_spheres ≡ 2) {
      fprintf (stderr , "A␣dual-beam␣measurement␣is␣specified,␣but␣a␣two␣sphere␣experiment\n");
      fprintf (stderr , "is␣specified.␣Since␣this␣seems␣impossible,␣I␣will␣make␣it\n");
      fprintf (stderr , "impossible␣for␣you␣unless␣you␣specify␣0␣or␣1␣sphere.\n");
      exit (EXIT_SUCCESS);
    }
    ⟨ Write Header 14 ⟩
    Inverse_RT (m, &r);
    if (r.error ≡ IAD_NO_ERROR) {
      calculate_coefficients (m, r, &LR, &LT, &mu_sp, &mu_a);
      ⟨ Improve result using Monte Carlo 15 ⟩
    }
    print_optical_property_result (stdout , m, r, LR, LT, mu_a , mu_sp , mc_iter , rt_total);
    if (Debug(DEBUG_LOST_LIGHT)) fprintf (stderr , "\n");
    else  print_dot (start_time , r.error , mc_total , rt_total , 99, cl_verbosity , &any_error );
  }
```

See also section 35.

This code is used in sections 2 and 31.

12.

⟨ Local Variables for Calculation 12 ⟩ ≡
  static int $rt\_total = 0$;
  static int $mc\_total = 0$;
  int $mc\_iter = 0$;
  double $ur1 = 0$;
  double $ut1 = 0$;
  double $uru = 0$;
  double $utu = 0$;
  double $mu\_a = 0$;
  double $mu\_sp = 0$;
  double LR $= 0$;
  double LT $= 0$;

  $rt\_total\text{++}$;

This code is used in section 11.

13.   ⟨ Command-line changes to r 13 ⟩ ≡
  if $(cl\_quadrature\_points \neq \texttt{UNINITIALIZED})$ $r.method.quad\_pts = cl\_quadrature\_points$;
  else $r.method.quad\_pts = 8$;
  if $(cl\_default\_a \neq \texttt{UNINITIALIZED})$ $r.default\_a = cl\_default\_a$;
  if $(cl\_default\_mua \neq \texttt{UNINITIALIZED})$ {
    $r.default\_mua = cl\_default\_mua$;
    if $(cl\_sample\_d \neq \texttt{UNINITIALIZED})$ $r.default\_ba = cl\_default\_mua * cl\_sample\_d$;
    else $r.default\_ba = cl\_default\_mua * m.slab\_thickness$;
  }
  if $(cl\_default\_b \neq \texttt{UNINITIALIZED})$ $r.default\_b = cl\_default\_b$;
  if $(cl\_default\_g \neq \texttt{UNINITIALIZED})$ $r.default\_g = cl\_default\_g$;
  if $(cl\_tolerance \neq \texttt{UNINITIALIZED})$ {
    $r.tolerance = cl\_tolerance$;
    $r.MC\_tolerance = cl\_tolerance$;
  }
  if $(cl\_musp0 \neq \texttt{UNINITIALIZED})$
    $cl\_mus0 = (r.default\_g \neq \texttt{UNINITIALIZED})\,?\,cl\_musp0/(1 - r.default\_g) : cl\_musp0$;
  if $(cl\_mus0 \neq \texttt{UNINITIALIZED} \wedge m.lambda \neq 0)$
    $cl\_default\_mus = cl\_mus0 * pow(m.lambda/cl\_mus0\_lambda, cl\_mus0\_pwr)$;
  if $(cl\_default\_mus \neq \texttt{UNINITIALIZED})$ {
    $r.default\_mus = cl\_default\_mus$;
    if $(cl\_sample\_d \neq \texttt{UNINITIALIZED})$ $r.default\_bs = cl\_default\_mus * cl\_sample\_d$;
    else $r.default\_bs = cl\_default\_mus * m.slab\_thickness$;
  }
  if $(cl\_search \neq \texttt{UNINITIALIZED})$ $r.search = cl\_search$;

This code is used in sections 2 and 11.

14.   ⟨ Write Header 14 ⟩ ≡

  if $(rt\_total \equiv 1 \land cl\_verbosity > 0)$ {

    $Write\_Header(m, r, params)$;

    if $(MC\_iterations > 0)$ {

      if $(n\_photons \geq 0)$

        $fprintf(stdout, \texttt{"\#}_{\sqcup\sqcup}\texttt{Photons}_{\sqcup}\texttt{used}_{\sqcup}\texttt{to}_{\sqcup}\texttt{estimate}_{\sqcup}\texttt{lost}_{\sqcup}\texttt{light}_{\sqcup}\texttt{=}_{\sqcup\sqcup\sqcup}\texttt{\%ld\textbackslash n"}, n\_photons)$;

      else $fprintf(stdout, \texttt{"\#}_{\sqcup\sqcup\sqcup\sqcup\sqcup\sqcup}\texttt{Time}_{\sqcup}\texttt{used}_{\sqcup}\texttt{to}_{\sqcup}\texttt{estimate}_{\sqcup}\texttt{lost}_{\sqcup}\texttt{light}_{\sqcup}\texttt{=}_{\sqcup\sqcup\sqcup}\texttt{\%ld}_{\sqcup}\texttt{ms\textbackslash n"}, -n\_photons)$;

    }

    else $fprintf(stdout, \texttt{"\#}_{\sqcup\sqcup}\texttt{Photons}_{\sqcup}\texttt{used}_{\sqcup}\texttt{to}_{\sqcup}\texttt{estimate}_{\sqcup}\texttt{lost}_{\sqcup}\texttt{light}_{\sqcup}\texttt{=}_{\sqcup\sqcup\sqcup}\texttt{0\textbackslash n"})$;

    $fprintf(stdout, \texttt{"\#\textbackslash n"})$;

    $print\_results\_header(stdout)$;

  }

This code is used in section 11.

15.   Use Monte Carlo to figure out how much light leaks out. We use the sphere corrected values as the starting values and only do try Monte Carlo when spheres are used, the albedo unknown or non-zero, and there has been no error. The sphere parameters must be known because otherwise the beam size and the port size are unknown.

⟨ Improve result using Monte Carlo 15 ⟩ ≡

  if $(m.as\_r \neq 0 \land r.default\_a \neq 0 \land m.num\_spheres > 0)$ {

    double $mu\_sp\_last = mu\_sp$;

    double $mu\_a\_last = mu\_a$;

    if $(Debug(\texttt{DEBUG\_LOST\_LIGHT}))$ {

      $print\_results\_header(stderr)$;

      $print\_optical\_property\_result(stderr, m, r, \texttt{LR}, \texttt{LT}, mu\_a, mu\_sp, mc\_iter, rt\_total)$;

    }

    while $(mc\_iter < MC\_iterations)$ {

      $MC\_Lost(m, r, n\_photons, \&ur1, \&ut1, \&uru, \&utu, \&m.ur1\_lost, \&m.ut1\_lost, \&m.uru\_lost,$

        $\&m.utu\_lost)$;

      $mc\_total \mathbin{+}\mathbin{+}$;

      $mc\_iter \mathbin{+}\mathbin{+}$;

      $Inverse\_RT(m, \&r)$;

      $calculate\_coefficients(m, r, \&\texttt{LR}, \&\texttt{LT}, \&mu\_sp, \&mu\_a)$;

      if $(fabs(mu\_a\_last - mu\_a)/(mu\_a + 0.0001) < r.MC\_tolerance \land fabs(mu\_sp\_last - mu\_sp)/(mu\_sp +$

        $0.0001) < r.MC\_tolerance)$ **break**;

      $mu\_a\_last = mu\_a$;

      $mu\_sp\_last = mu\_sp$;

      if $(Debug(\texttt{DEBUG\_LOST\_LIGHT}))$

        $print\_optical\_property\_result(stderr, m, r, \texttt{LR}, \texttt{LT}, mu\_a, mu\_sp, mc\_iter, rt\_total)$;

      else $print\_dot(start\_time, r.error, mc\_total, rt\_total, mc\_iter, cl\_verbosity, \&any\_error)$;

      if $(r.error \neq \texttt{IAD\_NO\_ERROR})$ **break**;

    }

  }

This code is used in section 11.

16.   ⟨Testing MC code 16⟩ ≡
  {
    struct AD_slab_type *s*;
    double *ur1*, *ut1*, *uru*, *utu*;
    double *adur1*, *adut1*, *aduru*, *adutu*;

    s.a = 0.0;
    s.b = 0.5;
    s.g = 0.0;
    s.phase_function = HENYEY_GREENSTEIN;
    s.n_slab = 1.0;
    s.n_top_slide = 1.0;
    s.n_bottom_slide = 1.0;
    s.b_top_slide = 0;
    s.b_bottom_slide = 0;
    MC_RT(*s*, &*ur1*, &*ut1*, &*uru*, &*utu*);
    RT(32, &*s*, &*adur1*, &*adut1*, &*aduru*, &*adutu*);
    fprintf(*stderr*, "\na=%5.4f␣b=%5.4f␣g=%5.4f␣n=%5.4f␣ns=%5.4f\n", *s.a*, *s.b*, *s.g*, *s.n_slab*,
        s.n_top_slide);
    fprintf(*stderr*, "␣␣␣UR1␣␣␣␣␣␣␣␣␣␣␣␣␣UT1␣␣␣␣␣␣␣␣␣␣␣␣␣␣URU␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣UTU\n");
    fprintf(*stderr*, "␣␣AD␣␣␣MC␣␣␣␣␣␣␣␣␣AD␣␣␣MC␣␣␣␣␣␣␣␣␣AD␣␣␣MC␣␣␣␣␣␣␣␣␣␣AD␣␣␣MC␣\n");
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f␣␣␣", *adur1*, *ur1*, *adut1*, *ut1*);
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f\n␣", *aduru*, *uru*, *adutu*, *utu*);
    s.b = 100.0;
    s.n_slab = 1.5;
    fprintf(*stderr*, "\na=%5.4f␣b=%5.4f␣g=%5.4f␣n=%5.4f␣ns=%5.4f\n", *s.a*, *s.b*, *s.g*, *s.n_slab*,
        s.n_top_slide);
    MC_RT(*s*, &*ur1*, &*ut1*, &*uru*, &*utu*);
    RT(32, &*s*, &*adur1*, &*adut1*, &*aduru*, &*adutu*);
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f␣␣␣", *adur1*, *ur1*, *adut1*, *ut1*);
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f\n␣", *aduru*, *uru*, *adutu*, *utu*);
    s.n_slab = 2.0;
    fprintf(*stderr*, "\na=%5.4f␣b=%5.4f␣g=%5.4f␣n=%5.4f␣ns=%5.4f\n", *s.a*, *s.b*, *s.g*, *s.n_slab*,
        s.n_top_slide);
    MC_RT(*s*, &*ur1*, &*ut1*, &*uru*, &*utu*);
    RT(32, &*s*, &*adur1*, &*adut1*, &*aduru*, &*adutu*);
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f␣␣␣", *adur1*, *ur1*, *adut1*, *ut1*);
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f\n␣", *aduru*, *uru*, *adutu*, *utu*);
    s.n_slab = 1.5;
    s.n_top_slide = 1.5;
    s.n_bottom_slide = 1.5;
    fprintf(*stderr*, "\na=%5.4f␣b=%5.4f␣g=%5.4f␣n=%5.4f␣ns=%5.4f\n", *s.a*, *s.b*, *s.g*, *s.n_slab*,
        s.n_top_slide);
    MC_RT(*s*, &*ur1*, &*ut1*, &*uru*, &*utu*);
    RT(32, &*s*, &*adur1*, &*adut1*, &*aduru*, &*adutu*);
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f␣␣␣", *adur1*, *ur1*, *adut1*, *ut1*);
    fprintf(*stderr*, "%5.4f␣%5.4f␣␣␣%5.4f␣%5.4f\n␣", *aduru*, *uru*, *adutu*, *utu*);
    s.n_slab = 1.3;
    s.n_top_slide = 1.5;
    s.n_bottom_slide = 1.5;
    fprintf(*stderr*, "\na=%5.4f␣b=%5.4f␣g=%5.4f␣n=%5.4f␣ns=%5.4f\n", *s.a*, *s.b*, *s.g*, *s.n_slab*,
        s.n_top_slide);
    MC_RT(*s*, &*ur1*, &*ut1*, &*uru*, &*utu*);

$RT(32, \&s, \&adur1, \&adut1, \&aduru, \&adutu);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\_\_\_"}, adur1, ur1, adut1, ut1);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\textbackslash n\_"}, aduru, uru, adutu, utu);$

$s.a = 0.5;$

$s.b = 1.0;$

$s.n\_slab = 1.0;$

$s.n\_top\_slide = 1.0;$

$s.n\_bottom\_slide = 1.0;$

$fprintf(stderr, \texttt{"\textbackslash na=\%5.4f\_b=\%5.4f\_g=\%5.4f\_n=\%5.4f\_ns=\%5.4f\textbackslash n"}, s.a, s.b, s.g, s.n\_slab,$
  $s.n\_top\_slide);$

$MC\_RT(s, \&ur1, \&ut1, \&uru, \&utu);$

$RT(32, \&s, \&adur1, \&adut1, \&aduru, \&adutu);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\_\_\_"}, adur1, ur1, adut1, ut1);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\textbackslash n\_"}, aduru, uru, adutu, utu);$

$s.g = 0.5;$

$fprintf(stderr, \texttt{"\textbackslash na=\%5.4f\_b=\%5.4f\_g=\%5.4f\_n=\%5.4f\_ns=\%5.4f\textbackslash n"}, s.a, s.b, s.g, s.n\_slab,$
  $s.n\_top\_slide);$

$MC\_RT(s, \&ur1, \&ut1, \&uru, \&utu);$

$RT(32, \&s, \&adur1, \&adut1, \&aduru, \&adutu);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\_\_\_"}, adur1, ur1, adut1, ut1);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\textbackslash n\_"}, aduru, uru, adutu, utu);$

$s.n\_slab = 1.5;$

$fprintf(stderr, \texttt{"\textbackslash na=\%5.4f\_b=\%5.4f\_g=\%5.4f\_n=\%5.4f\_ns=\%5.4f\textbackslash n"}, s.a, s.b, s.g, s.n\_slab,$
  $s.n\_top\_slide);$

$MC\_RT(s, \&ur1, \&ut1, \&uru, \&utu);$

$RT(32, \&s, \&adur1, \&adut1, \&aduru, \&adutu);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\_\_\_"}, adur1, ur1, adut1, ut1);$

$fprintf(stderr, \texttt{"\%5.4f\_\%5.4f\_\_\_\%5.4f\_\%5.4f\textbackslash n\_"}, aduru, uru, adutu, utu);$

  }

17.   ⟨ old formatting 17 ⟩ ≡

  if $(cl\_verbosity > 0 \land count \% 100 \equiv 0)$ $fprintf(stderr, \texttt{"\textbackslash n"});$

  if $(cl\_verbosity > 0)$ $printf(format2, m.m\_r, m.m\_t, m.m\_u, r.a, r.b, r.g, r.final\_distance);$

  else $printf(\texttt{"\%9.5f\textbackslash t\%9.5f\textbackslash t\%9.5f\textbackslash t\%9.5f\textbackslash n"}, r.a, r.b, r.g, r.final\_distance);$

18.   Stuff the command line arguments that should be constant over the entire inversion process into the measurement record and set up the result record to handle the arguments properly so that the optical properties can be determined.

⟨ Command-line changes to m 18 ⟩ ≡

   if ($cl\_cos\_angle \neq$ UNINITIALIZED) {

      $m.slab\_cos\_angle = cl\_cos\_angle$;

      if ($cl\_quadrature\_points \equiv$ UNINITIALIZED) $cl\_quadrature\_points = 12$;

      if ($cl\_quadrature\_points \neq 12 * (cl\_quadrature\_points/12)$) {

         $fprintf$($stderr$,

            "If␣you␣use␣the␣-i␣option␣to␣specify␣an␣oblique␣incidence␣angle,␣then\n");

         $fprintf$($stderr$, "the␣number␣of␣quadrature␣points␣must␣be␣a␣multiple␣of␣12\n");

         $exit$(EXIT_SUCCESS);

      }

   }

   if ($cl\_sample\_n \neq$ UNINITIALIZED) $m.slab\_index = cl\_sample\_n$;

   if ($cl\_slide\_n \neq$ UNINITIALIZED) {

      $m.slab\_bottom\_slide\_index = cl\_slide\_n$;

      $m.slab\_top\_slide\_index = cl\_slide\_n$;

   }

   if ($cl\_slide\_OD \neq$ UNINITIALIZED) {

      $m.slab\_bottom\_slide\_b = cl\_slide\_OD$;

      $m.slab\_top\_slide\_b = cl\_slide\_OD$;

   }

   if ($cl\_sample\_d \neq$ UNINITIALIZED) $m.slab\_thickness = cl\_sample\_d$;

   if ($cl\_beam\_d \neq$ UNINITIALIZED) $m.d\_beam = cl\_beam\_d$;

   if ($cl\_slide\_d \neq$ UNINITIALIZED) {

      $m.slab\_bottom\_slide\_thickness = cl\_slide\_d$;

      $m.slab\_top\_slide\_thickness = cl\_slide\_d$;

   }

   if ($cl\_slides \equiv$ NO_SLIDES) {

      $m.slab\_bottom\_slide\_index = 1.0$;

      $m.slab\_bottom\_slide\_thickness = 0.0$;

      $m.slab\_top\_slide\_index = 1.0$;

      $m.slab\_top\_slide\_thickness = 0.0$;

   }

   if ($cl\_slides \equiv$ ONE_SLIDE_ON_TOP $\vee$ $cl\_slides \equiv$ ONE_SLIDE_NEAR_SPHERE) {

      $m.slab\_bottom\_slide\_index = 1.0$;

      $m.slab\_bottom\_slide\_thickness = 0.0$;

   }

   if ($cl\_slides \equiv$ ONE_SLIDE_ON_BOTTOM $\vee$ $cl\_slides \equiv$ ONE_SLIDE_NOT_NEAR_SPHERE) {

      $m.slab\_top\_slide\_index = 1.0$;

      $m.slab\_top\_slide\_thickness = 0.0$;

   }

   if ($cl\_slides \equiv$ ONE_SLIDE_NEAR_SPHERE $\vee$ $cl\_slides \equiv$ ONE_SLIDE_NOT_NEAR_SPHERE) $m.flip\_sample = 1$;

   else $m.flip\_sample = 0$;

   if ($cl\_method \neq$ UNINITIALIZED) $m.method = ($**int**$) cl\_method$;

   if ($cl\_rstd\_t \neq$ UNINITIALIZED) $m.rstd\_t = cl\_rstd\_t$;

   if ($cl\_rstd\_r \neq$ UNINITIALIZED) $m.rstd\_r = cl\_rstd\_r$;

   if ($cl\_sphere\_one[4] \neq$ UNINITIALIZED) {

      double $d\_sample\_r, d\_entrance\_r, d\_detector\_r$;

      $m.d\_sphere\_r = cl\_sphere\_one[0]$;

      $d\_sample\_r = cl\_sphere\_one[1]$;

$d\_entrance\_r = cl\_sphere\_one[2];$
$d\_detector\_r = cl\_sphere\_one[3];$
$m.rw\_r = cl\_sphere\_one[4];$
$m.as\_r = (d\_sample\_r/m.d\_sphere\_r/2) * (d\_sample\_r/m.d\_sphere\_r/2);$
$m.ae\_r = (d\_entrance\_r/m.d\_sphere\_r/2) * (d\_entrance\_r/m.d\_sphere\_r/2);$
$m.ad\_r = (d\_detector\_r/m.d\_sphere\_r/2) * (d\_detector\_r/m.d\_sphere\_r/2);$
$m.aw\_r = 1.0 - m.as\_r - m.ae\_r - m.ad\_r;$
$m.d\_sphere\_t = m.d\_sphere\_r;$
$m.as\_t = m.as\_r;$
$m.ae\_t = m.ae\_r;$
$m.ad\_t = m.ad\_r;$
$m.aw\_t = m.aw\_r;$
$m.rw\_t = m.rw\_r;$
if $(cl\_num\_spheres \equiv \text{UNINITIALIZED})$ $m.num\_spheres = 1;$
}
if $(cl\_sphere\_two[4] \neq \text{UNINITIALIZED})$ {
  double $d\_sample\_t, d\_entrance\_t, d\_detector\_t;$

  $m.d\_sphere\_t = cl\_sphere\_two[0];$
  $d\_sample\_t = cl\_sphere\_two[1];$
  $d\_entrance\_t = cl\_sphere\_two[2];$
  $d\_detector\_t = cl\_sphere\_two[3];$
  $m.rw\_t = cl\_sphere\_two[4];$
  $m.as\_t = (d\_sample\_t/m.d\_sphere\_t/2) * (d\_sample\_t/m.d\_sphere\_t/2);$
  $m.ae\_t = (d\_entrance\_t/m.d\_sphere\_t/2) * (d\_entrance\_t/m.d\_sphere\_t/2);$
  $m.ad\_t = (d\_detector\_t/m.d\_sphere\_t/2) * (d\_detector\_t/m.d\_sphere\_t/2);$
  $m.aw\_t = 1.0 - m.as\_t - m.ae\_t - m.ad\_t;$
  if $(cl\_num\_spheres \equiv \text{UNINITIALIZED})$ $m.num\_spheres = 2;$
}
if $(cl\_num\_spheres \neq \text{UNINITIALIZED})$ {
  $m.num\_spheres = (\textbf{int}) \, cl\_num\_spheres;$
  if $(m.num\_spheres > 0 \wedge m.method \equiv \text{UNKNOWN})$ $m.method = \text{SUBSTITUTION};$
}
if $(cl\_rc\_fraction \neq \text{UNINITIALIZED})$ $m.fraction\_of\_rc\_in\_mr = cl\_rc\_fraction;$
if $(cl\_tc\_fraction \neq \text{UNINITIALIZED})$ $m.fraction\_of\_tc\_in\_mt = cl\_tc\_fraction;$
if $(cl\_UR1 \neq \text{UNINITIALIZED})$ $m.m\_r = cl\_UR1;$
if $(cl\_UT1 \neq \text{UNINITIALIZED})$ $m.m\_t = cl\_UT1;$
if $(cl\_Tc \neq \text{UNINITIALIZED})$ $m.m\_u = cl\_Tc;$
if $(cl\_default\_fr \neq \text{UNINITIALIZED})$ $m.f\_r = cl\_default\_fr;$

This code is used in section 2.

19. put the values for command line reflection and transmission into the measurement record.

⟨ Count command-line measurements 19 ⟩ ≡

  $m.num\_measures = 3$;
  if $(m.m\_t \equiv 0)$ $m.num\_measures$ −−;
  if $(m.m\_u \equiv 0)$ $m.num\_measures$ −−;
  $params = m.num\_measures$;
  if $(m.num\_measures \equiv 3)$ {   /∗ need to fill slab entries to calculate the optical thickness ∗/
    struct AD_slab_type s;

    $s.n\_slab = m.slab\_index$;
    $s.n\_top\_slide = m.slab\_top\_slide\_index$;
    $s.n\_bottom\_slide = m.slab\_bottom\_slide\_index$;
    $s.b\_top\_slide = m.slab\_top\_slide\_b$;
    $s.b\_bottom\_slide = m.slab\_bottom\_slide\_b$;
    $s.cos\_angle = m.slab\_cos\_angle$;
    $cl\_default\_b = What\_Is\_B(s, m.m\_u)$;
  }

This code is used in section 2.

20. ⟨ print version function 20 ⟩ ≡
  static void $print\_version($**void**$)$
  {
    $fprintf(stderr,$ "iad␣%s\n"$, Version)$;
    $fprintf(stderr,$ "Copyright␣1993−2024␣Scott␣Prahl,␣scott.prahl@oit.edu\n"$)$;
    $fprintf(stderr,$ "␣␣␣␣␣␣␣␣␣␣␣(see␣Applied␣Optics,␣32:559−568,␣1993)\n\n"$)$;
    $fprintf(stderr,$ "This␣is␣free␣software;␣see␣the␣source␣for␣copying␣conditions.\n"$)$;
    $fprintf(stderr,$ "There␣is␣no␣warranty;␣not␣even␣for␣MERCHANTABILITY␣or␣FITNESS.\n"$)$;
    $fprintf(stderr,$ "FOR␣A␣PARTICULAR␣PURPOSE.\n"$)$;
    $exit($EXIT_SUCCESS$)$;
  }

This code is used in section 2.

21. ⟨ print usage function 21 ⟩ ≡

  static void *print_usage*(**void**)

  {

    fprintf(*stderr*, "iad␣%s\n\n", *Version*);

    fprintf(*stderr*, "iad␣finds␣optical␣properties␣from␣measurements\n\n");

    fprintf(*stderr*, "Usage:␣␣iad␣[options]␣input\n\n");

    fprintf(*stderr*, "Options:\n");

    fprintf(*stderr*, "␣␣-1␣'#␣#␣#␣#␣#'␣␣␣reflection␣sphere␣parameters␣\n");

    fprintf(*stderr*, "␣␣-2␣'#␣#␣#␣#␣#'␣␣␣transmission␣sphere␣parameters␣\n");

    fprintf(*stderr*, "␣␣␣␣␣␣'sphere␣d,␣sample␣d,␣entrance␣d,␣detector␣d,␣wall␣r'\n");

    fprintf(*stderr*, "␣␣-a␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣use␣this␣albedo␣\n");

    fprintf(*stderr*, "␣␣-A␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣use␣this␣absorption␣coefficient␣\n");

    fprintf(*stderr*, "␣␣-b␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣use␣this␣optical␣thickness␣\n");

    fprintf(*stderr*, "␣␣-B␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣beam␣diameter␣\n");

    fprintf(*stderr*, "␣␣-c␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣fraction␣of␣unscattered␣refl␣in␣MR\n");

    fprintf(*stderr*, "␣␣-C␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣fraction␣of␣unscattered␣trans␣in␣MT\n");

    fprintf(*stderr*, "␣␣-d␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣thickness␣of␣sample␣\n");

    fprintf(*stderr*, "␣␣-D␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣thickness␣of␣slide␣\n");

    fprintf(*stderr*, "␣␣-e␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣error␣tolerance␣(default␣0.0001)␣\n");

    fprintf(*stderr*, "␣␣-E␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣optical␣depth␣(=mua*D)␣for␣slides\n");

    fprintf(*stderr*,

       "␣␣-f␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣allow␣a␣fraction␣0.0-1.0␣of␣light␣to␣hit␣sphere␣wall␣first\n");

    fprintf(*stderr*, "␣␣-F␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣use␣this␣scattering␣coefficient␣\n");

    fprintf(*stderr*, "␣␣-F␣'P␣lambda0␣mus0␣gamma'␣␣␣mus=mus0*(lambda/lambda0)^gamma\n");

    fprintf(*stderr*, "␣␣-F␣'R␣lambda0␣musp0␣gamma'␣␣musp=musp0*(lambda/lambda0)^gamma\n");

    fprintf(*stderr*, "␣␣-g␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣scattering␣anisotropy␣(default␣0)␣\n");

    fprintf(*stderr*, "␣␣-G␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣type␣of␣boundary␣'0',␣'2',␣'t',␣'b',␣'n',␣'f'␣\n");

    fprintf(*stderr*, "␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣'0'␣or␣'2'␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣---␣number␣of␣slides\n");

    fprintf(*stderr*, "␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣'t'␣(top)␣or␣'b'␣(bottom)␣---␣one␣slide␣\

       that␣is␣hit␣by␣light␣first\n");

    fprintf(*stderr*, "␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣'n'␣(near)␣or␣'f'␣(far)␣␣␣␣---␣one␣slide␣\

       position␣relative␣to␣sphere\n");

    fprintf(*stderr*, "␣␣-h␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣display␣help\n");

    fprintf(*stderr*, "␣␣-i␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣light␣is␣incident␣at␣this␣angle␣in␣degrees\n");

    fprintf(*stderr*, "␣␣-M␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣number␣of␣Monte␣Carlo␣iterations\n");

    fprintf(*stderr*, "␣␣-n␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣specify␣index␣of␣refraction␣of␣slab\n");

    fprintf(*stderr*, "␣␣-N␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣specify␣index␣of␣refraction␣of␣slides\n");

    fprintf(*stderr*, "␣␣-o␣filename␣␣␣␣␣␣explicitly␣specify␣filename␣for␣output\n");

    fprintf(*stderr*, "␣␣-p␣#␣␣␣␣␣␣␣␣␣␣␣␣␣#␣of␣Monte␣Carlo␣photons␣(default␣100000)\n");

    fprintf(*stderr*, "␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣a␣negative␣number␣is␣max␣MC␣time␣in␣milliseconds\n");

    fprintf(*stderr*, "␣␣-q␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣number␣of␣quadrature␣points␣(default=8)\n");

    fprintf(*stderr*, "␣␣-r␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣total␣reflection␣measurement\n");

    fprintf(*stderr*, "␣␣-R␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣actual␣reflectance␣for␣100%%␣measurement␣\n");

    fprintf(*stderr*, "␣␣-S␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣number␣of␣spheres␣used\n");

    fprintf(*stderr*, "␣␣-t␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣total␣transmission␣measurement\n");

    fprintf(*stderr*, "␣␣-T␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣actual␣transmission␣for␣100%%␣measurement␣\n");

    fprintf(*stderr*, "␣␣-u␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣unscattered␣transmission␣measurement\n");

    fprintf(*stderr*, "␣␣-v␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣version␣information\n");

    fprintf(*stderr*, "␣␣-V␣0␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣verbosity␣low␣---␣no␣output␣to␣stderr\n");

    fprintf(*stderr*, "␣␣-V␣1␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣verbosity␣moderate␣\n");

    fprintf(*stderr*, "␣␣-V␣2␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣verbosity␣high\n");

    fprintf(*stderr*, "␣␣-x␣#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣set␣debugging␣level\n");

```
    fprintf (stderr, "␣␣-X␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣dual␣beam␣configuration\n");
    fprintf (stderr, "␣␣-z␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣do␣forward␣calculation\n");
    fprintf (stderr, "Examples:\n");
    fprintf (stderr, "␣␣iad␣file.rxt␣␣␣␣␣␣␣␣␣␣␣Results␣will␣be␣put␣in␣file.txt\n");
    fprintf (stderr, "␣␣iad␣file␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Same␣as␣above\n");
    fprintf (stderr, "␣␣iad␣-c␣0.9␣file.rxt␣␣␣␣␣␣Assume␣M_R␣includes␣90%%␣of␣uns\
        cattered␣reflectance\n");
    fprintf (stderr, "␣␣iad␣-C␣0.8␣file.rxt␣␣␣␣␣␣Assume␣M_T␣includes␣80%%␣of␣uns\
        cattered␣transmittance\n");
    fprintf (stderr, "␣␣iad␣-e␣0.0001␣file.rxt␣␣␣␣Better␣convergence␣to␣R␣&␣T␣values\n");
    fprintf (stderr,
        "␣␣iad␣-f␣1.0␣file.rxt␣␣␣␣␣␣␣All␣light␣hits␣reflectance␣sphere␣wall␣first\n");
    fprintf (stderr, "␣␣iad␣-o␣out␣file.rxt␣␣␣␣␣␣␣Calculated␣values␣in␣out\n");
    fprintf (stderr, "␣␣iad␣-r␣0.3␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣R_total=0.3,␣b=inf,␣find␣albedo\n");
    fprintf (stderr, "␣␣iad␣-r␣0.3␣-t␣0.4␣␣␣␣␣␣␣␣␣␣R_total=0.3,␣T_total=0.4,␣find␣a,b,g\n");
    fprintf (stderr, "␣␣iad␣-r␣0.3␣-t␣0.4␣-n␣1.5␣␣␣R_total=0.3,␣T_total=0.4,␣n=1.5,␣find␣a,b\n");
    fprintf (stderr, "␣␣iad␣-r␣0.3␣-t␣0.4␣␣␣␣␣␣␣␣␣␣R_total=0.3,␣T_total=0.4,␣find␣a,b\n");
    fprintf (stderr, "␣␣iad␣-p␣1000␣file.rxt␣␣␣␣␣␣Only␣1000␣photons\n");
    fprintf (stderr, "␣␣iad␣-p␣-100␣file.rxt␣␣␣␣␣␣Allow␣only␣100ms␣per␣iteration\n");
    fprintf (stderr, "␣␣iad␣-q␣4␣file.rxt␣␣␣␣␣␣␣␣␣Four␣quadrature␣points\n");
    fprintf (stderr, "␣␣iad␣-M␣0␣file.rxt␣␣␣␣␣␣␣␣␣␣No␣MC␣␣␣␣␣(iad)\n");
    fprintf (stderr, "␣␣iad␣-M␣1␣file.rxt␣␣␣␣␣␣␣␣␣␣MC␣once␣␣␣(iad␣->␣MC␣->␣iad)\n");
    fprintf (stderr, "␣␣iad␣-M␣2␣file.rxt␣␣␣␣␣␣␣␣␣␣MC␣twice␣(iad␣->␣MC␣->␣iad␣->␣MC␣->␣iad)\n");
    fprintf (stderr, "␣␣iad␣-M␣0␣-q␣4␣file.rxt␣␣␣␣␣Fast␣and␣crude␣conversion\n");
    fprintf (stderr,
        "␣␣iad␣-G␣t␣file.rxt␣␣␣␣␣␣␣␣␣␣One␣top␣slide␣with␣properties␣from␣file.rxt\n");
    fprintf (stderr,
        "␣␣iad␣-G␣b␣-N␣1.5␣-D␣1␣file␣Use␣1␣bottom␣slide␣with␣n=1.5␣and␣thickness=1\n");
    fprintf (stderr, "␣␣iad␣-x␣␣␣1␣file.rxt␣␣␣␣␣␣␣Show␣sphere␣and␣MC␣effects\n");
    fprintf (stderr, "␣␣iad␣-x␣␣␣2␣file.rxt␣␣␣␣␣␣␣DEBUG_GRID\n");
    fprintf (stderr, "␣␣iad␣-x␣␣␣4␣file.rxt␣␣␣␣␣␣␣DEBUG_ITERATIONS\n");
    fprintf (stderr, "␣␣iad␣-x␣␣␣8␣file.rxt␣␣␣␣␣␣␣DEBUG_LOST_LIGHT\n");
    fprintf (stderr, "␣␣iad␣-x␣␣16␣file.rxt␣␣␣␣␣␣␣DEBUG_SPHERE_EFFECTS\n");
    fprintf (stderr, "␣␣iad␣-x␣␣32␣file.rxt␣␣␣␣␣␣␣DEBUG_BEST_GUESS\n");
    fprintf (stderr, "␣␣iad␣-x␣␣64␣file.rxt␣␣␣␣␣␣␣DEBUG_EVERY_CALC\n");
    fprintf (stderr, "␣␣iad␣-x␣128␣file.rxt␣␣␣␣␣␣␣DEBUG_SEARCH\n");
    fprintf (stderr, "␣␣iad␣-x␣255␣file.rxt␣␣␣␣␣␣␣All␣debugging␣output\n");
    fprintf (stderr,
        "␣␣iad␣-X␣-i␣8␣file.rxt␣␣␣␣␣␣Dual␣beam␣spectrometer␣with␣8␣degree␣incidence\n\n");
    fprintf (stderr,
        "␣␣iad␣-z␣-a␣0.9␣-b␣1␣-i␣45␣␣Forward␣calc␣assuming␣45␣degree␣incidence\n\n");
    fprintf (stderr, "␣␣apply␣iad␣x.rxt␣y.rxt␣␣␣␣␣Process␣multiple␣files\n\n");
    fprintf (stderr, "Report␣bugs␣to␣<scott.prahl@oit.edu>\n\n");
    exit (EXIT_SUCCESS);
  }
```

This code is used in section 2.

22.   Just figure out the damn scattering and absorption

⟨ calculate coefficients function 22 ⟩ ≡
```
static void  Calculate_Mua_Musp(struct measure_type m, struct invert_type r, double
        *musp, double *mua)
{
   if (r.b ≡ HUGE_VAL) {
      if (r.a ≤ 1 · 10⁻⁵) {
```
$$*musp = 0.0;$$
$$*mua = 1.0;$$
```
         return;
      }
      if (r.default_mus ≠ UNINITIALIZED) {
```
$$*musp = r.default\_mus * (1 − r.g);$$
$$*mua = r.default\_mus/r.a − r.default\_mus;$$
```
         return;
      }
      if (r.default_mua ≠ UNINITIALIZED) {
```
$$*musp = (r.default\_mua/(1 − r.a) − r.default\_mua) * (1 − r.g);$$
$$*mua = r.default\_mua;$$
```
         return;
      }
```
$$*musp = 1.0 − r.g;$$
$$*mua = (1.0 − r.a)/r.a;$$
```
      return;
   }
```
$$*musp = r.a * r.b/m.slab\_thickness * (1.0 − r.g);$$
$$*mua = (1 − r.a) * r.b/m.slab\_thickness;$$
```
}
```
See also section 23.

This code is used in section 2.

23.   This can only be called immediately after *Inverse_RT* You have been warned! Notice that *Calculate_Distance*█ does not pass any slab properties.

⟨ calculate coefficients function 22 ⟩ +≡
```
static void calculate_coefficients(struct measure_type m, struct invert_type r, double *LR, double
        *LT, double *musp, double *mua)
{
   double delta;
```
$$*LR = 0;$$
$$*LT = 0;$$
```
   Calculate_Distance(LR, LT, &delta);
   Calculate_Mua_Musp(m, r, musp, mua);
}
```

24. ⟨print results header function 24⟩ ≡

  static void *print_results_header*(**FILE** *∗fp*)

  {

    fprintf(*fp*, "#␣␣␣␣␣␣\tMeasured␣\t␣␣␣M_R␣␣␣\tMeasured␣\t␣␣␣M_T␣␣␣\tEstimat\
        ed\tEstimated\tEstimated");

    if (*Debug*(DEBUG_LOST_LIGHT)) *fprintf*(*fp*,
        "\t␣␣Lost␣␣␣\t␣␣Lost␣␣␣\t␣␣Lost␣␣␣\t␣␣Lost␣␣␣\t␣␣␣MC␣␣␣␣\t␣␣␣IAD␣␣␣\t␣␣Error␣␣");

    fprintf(*fp*, "\n");

    fprintf(*fp*, "##wave\t␣␣␣M_R␣␣␣\t␣␣␣fit␣␣␣\t␣␣␣M_T␣␣␣\t␣␣␣fit␣␣␣\t␣␣mu_a␣\
        ␣␣\t␣␣mu_s'␣␣\t␣␣␣␣␣g␣␣␣␣");

    if (*Debug*(DEBUG_LOST_LIGHT)) *fprintf*(*fp*,
        "\t␣␣␣UR1␣␣␣\t␣␣␣URU␣␣␣\t␣␣␣UT1␣␣␣\t␣␣␣UTU␣␣␣\t␣␣␣␣␣#␣␣␣␣␣\t␣␣␣␣␣#␣␣␣␣␣\t␣␣State␣␣");

    fprintf(*fp*, "\n");

    fprintf(*fp*, "#␣[nm]\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣1/mm␣\
        ␣␣\t␣␣1/mm␣␣␣\t␣␣[---]␣␣");

    if (*Debug*(DEBUG_LOST_LIGHT)) *fprintf*(*fp*,
        "\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣[---]␣␣\t␣␣[---]␣␣");

    fprintf(*fp*, "\n");

  }

This code is used in section 2.

25. When debugging lost light, it is handy to see how each iteration changes the calculated values for the optical properties. We do that here if we are debugging, otherwise we just print a number or something to keep the user from wondering what is going on.

⟨Print results function 25⟩ ≡

  void *print_optical_property_result*(**FILE** *∗fp*, **struct measure_type** *m*, **struct invert_type** *r*, **double**
      LR, **double** LT, **double** *mu_a*, **double** *mu_sp*, **int** *mc_iter*, **int** *line*)

  {

    if (*m.lambda* ≠ 0) *fprintf*(*fp*, "%6.1f\t", *m.lambda*);

    else *fprintf*(*fp*, "%6d\t", *line*);

    if (*mu_a* ≥ 200) *mu_a* = 199.9999;

    if (*mu_sp* ≥ 1000) *mu_sp* = 999.9999;

    fprintf(*fp*, "%␣9.4f\t%␣9.4f\t", *m.m_r*, LR);

    fprintf(*fp*, "%␣9.4f\t%␣9.4f\t", *m.m_t*, LT);

    fprintf(*fp*, "%␣9.4f\t", *mu_a*);

    fprintf(*fp*, "%␣9.4f\t", *mu_sp*);

    fprintf(*fp*, "%␣9.4f\t", *r.g*);

    if (*Debug*(DEBUG_LOST_LIGHT)) {

      fprintf(*fp*, "%␣9.4f\t%␣9.4f\t", *m.ur1_lost*, *m.uru_lost*);

      fprintf(*fp*, "%␣9.4f\t%␣9.4f\t", *m.ut1_lost*, *m.utu_lost*);

      fprintf(*fp*, "␣%2d␣␣\t", *mc_iter*);

      fprintf(*fp*, "␣%4d\t", *r.iterations*);

    }

    fprintf(*fp*, "#␣%c␣\n", *what_char*(*r.error*));

    fflush(*fp*);

  }

This code is used in section 2.

26. ⟨ print error legend function 26 ⟩ ≡
```
static void print_error_legend(void)
{
  fprintf(stderr, "−−−−−−−−−−−−−−−−−␣Sorry,␣but␣...␣errors␣encountered␣−−−−−−−−−−−−−−\n");
  fprintf(stderr, "␣␣␣*␣␣==>␣Success␣␣␣␣␣␣␣␣␣␣␣␣");
  fprintf(stderr, "␣␣0−9␣==>␣Monte␣Carlo␣Iteration\n");
  fprintf(stderr, "␣␣␣R␣␣==>␣M_R␣is␣too␣big␣␣␣");
  fprintf(stderr, "␣␣␣r␣␣==>␣M_R␣is␣too␣small\n");
  fprintf(stderr, "␣␣␣T␣␣==>␣M_T␣is␣too␣big␣␣␣");
  fprintf(stderr, "␣␣␣t␣␣==>␣M_T␣is␣too␣small\n");
  fprintf(stderr, "␣␣␣U␣␣==>␣M_U␣is␣too␣big␣␣␣");
  fprintf(stderr, "␣␣␣u␣␣==>␣M_U␣is␣too␣small\n");
  fprintf(stderr, "␣␣␣!␣␣==>␣M_R␣+␣M_T␣>␣1␣␣␣␣␣");
  fprintf(stderr, "␣␣␣+␣␣==>␣Did␣not␣converge\n\n");
}
```
This code is used in section 2.

27. returns a new string consisting of s+t

⟨ stringdup together function 27 ⟩ ≡
```
static char *strdup_together(char *s, char *t)
{
  char *both;
  if (s ≡ Λ) {
    if (t ≡ Λ) return Λ;
    return strdup(t);
  }
  if (t ≡ Λ) return strdup(s);
  both = malloc(strlen(s) + strlen(t) + 1);
  if (both ≡ Λ) fprintf(stderr, "Could␣not␣allocate␣memory␣for␣both␣strings.\n");
  strcpy(both, s);
  strcat(both, t);
  return both;
}
```
This code is used in section 2.

28. assume that start time has already been set

⟨ seconds elapsed function 28 ⟩ ≡
```
static double seconds_elapsed(clock_t start_time)
{
  clock_t finish_time = clock();
  return (double)(finish_time − start_time)/CLOCKS_PER_SEC;
}
```
This code is used in section 2.

29.   given a string and an array, this fills the array with numbers from the string. The numbers should be separated by spaces.

Returns 0 upon successfully filling n entries, returns 1 for any error.

⟨ parse string into array function 29 ⟩ ≡
```
static int parse_string_into_array(char *s, double *a, int n)
{
    char *t, *last, *r;
    int i = 0;

    t = s;
    last = s + strlen(s);
    while (t < last) {        /* a space should mark the end of number */
        r = t;
        while (*r ≠ '␣' ∧ *r ≠ '\0') r++;
        *r = '\0';        /* parse the number and save it */
        if (sscanf(t, "%lf", &(a[i])) ≡ 0) return 1;
        i++;        /* are we done ? */
        if (i ≡ n) {
            if (a[i − 1] ≤ 0 ∨ a[i − 1] > 1) {
                fprintf(stderr,
                    "Sphere␣wall␣reflectivity␣(r_w=%g)␣must␣be␣a␣fraction␣less␣than␣one.\n",
                    a[i − 1]);
                exit(EXIT_FAILURE);
            }
            return 0;
        }    /* move pointer just after last number */
        t = r + 1;
    }
    return 1;
}
```
This code is used in section 2.

30. ⟨ print dot function 30 ⟩ ≡
  static char *what_char*(**int** *err*)
  {
    if (*err* ≡ IAD_NO_ERROR) **return** '*';
    if (*err* ≡ IAD_TOO_MANY_ITERATIONS) **return** '+';
    if (*err* ≡ IAD_MR_TOO_BIG) **return** 'R';
    if (*err* ≡ IAD_MR_TOO_SMALL) **return** 'r';
    if (*err* ≡ IAD_MT_TOO_BIG) **return** 'T';
    if (*err* ≡ IAD_MT_TOO_SMALL) **return** 't';
    if (*err* ≡ IAD_MU_TOO_BIG) **return** 'U';
    if (*err* ≡ IAD_MU_TOO_SMALL) **return** 'u';
    if (*err* ≡ IAD_TOO_MUCH_LIGHT) **return** '!';
    return '?';
  }
  static void *print_dot*(**clock_t** *start_time*, **int** *err*, **int** *count*, **int** *points*, **int** *final*, **int** *verbosity*, **int**
      ∗*any_error*)
  {
    static int *counter* = 0;
    (**void**) *count*;
    counter ++;
    if (*err* ≠ IAD_NO_ERROR) ∗*any_error* = *err*;
    if (*verbosity* ≡ 0) **return**;
    if (*final* ≡ 99) *fprintf*(*stderr*, "%c", *what_char*(*err*));
    else {
      counter −−;
      fprintf(*stderr*, "%1d\b", *final* % 10);
    }
    if (*final* ≡ 99) {
      if (*counter* % 50 ≡ 0) {
        double *rate* = (*seconds_elapsed*(*start_time*)/*points*);
        fprintf(*stderr*, "␣␣%3d␣done␣(%5.2f␣s/pt)\n", *points*, *rate*);
      }
      else if (*counter* % 10 ≡ 0) *fprintf*(*stderr*, "␣");
    }
    fflush(*stderr*);
  }

This code is used in section 2.

31. Simple command-line shell program.

Here is a quick skeleton that I put together to show how the inverse adding-doubling code works. I have only cursorily tested this. If you find obvious bugs, they are probably real but should not extend beyond this code snippet.

All the output for this web file goes into `iad_main.c`

⟨ `iad_main_mus.c` 31 ⟩ ≡
  ⟨ Include files for *main* 3 ⟩
  int *main* (**int** *argc*, **char** ∗∗*argv*)
  {
    ⟨ Declare variables for *main* 4 ⟩
    if (*Read_Header* (&*m*, &*r*) ≡ TRUE) {
      ⟨ Process the header 34 ⟩
      m.num_measures = 2;
      m.m_r = 0.0;
      m.slab_thickness = 0.1;
      while (*fp* ≠ EOF) {
        fp = *scanf* ("%lf␣%lf␣%lf␣%lf", &*lambda*, &*r.mu_a*, &*m.default_g*, &*m.m_t*);
        fp = *readln* (&*line*);
        ⟨ Calculate and write optical properties 11 ⟩
      }
    }
    return EXIT_SUCCESS;
  }

32. ⟨ Include files for *main* 3 ⟩ +≡
#**include** <stdio.h>
#**include** <string.h>
#**include** <stdlib.h>
#**include** "ad_globl.h"
#**include** "iad_type.h"
#**include** "iad_pub.h"
#**include** "iad_io.h"

33. ⟨ Declare variables for *main* 4 ⟩ +≡
  struct measure_type *m*;
  struct invert_type *r*;
  int *lines*;
  char ∗*format1* = "␣␣␣␣R␣␣␣␣\t␣␣␣␣T␣␣␣␣\t␣␣␣␣Tc␣␣␣␣\t␣␣␣␣␣a␣␣␣␣\t␣␣␣␣␣b␣␣␣␣\t␣\
      ␣␣␣␣g␣␣␣␣\t␣␣␣␣␣!/?\n";
  char ∗*format2* = "␣%9.5f\t␣%9.5f\t␣%9.5f\t␣%9.5f\t␣%9.5f\t␣%9.5f\t␣%9c\n";
  char *found* = '?';
  int *fp*;
  double *lambda*;
  int *line* = 1;

34. ⟨ Process the header 34 ⟩ ≡
  m.slab_thickness = 1;
  Initialize_Result (*m*, &*r*);
  Write_Header (*m*, *r*);
  lines = 1;
  printf (*format1* , *m.m_r*, *m.m_t*, *m.m_u*, *r.a*, *r.b*, *r.g*);
  This code is used in section 31.

35. ⟨ Calculate and write optical properties 11 ⟩ +≡

```
{
    r.search = FIND_mus;
    Inverse_RT(m, &r);
    if (r.found ≡ TRUE) found = '!';
    else found = '?';
    printf(format2, m.m_r, m.m_t, m.m_u, r.a, r.b, r.g, found);
    fflush(stdout);
}
```

36. IAD Types.   This file has no routines. It is responsible for creating the header file `iad_type.h` and nothing else. Altered 3/3/95 to change the version number below. Change June 95 to improve cross referencing using CTwill. Change August 97 to add root finding with known absorption

37.   These are the various optical properties that can be found with this program. `FIND_AUTO` allows one to let the computer figure out what it should be looking for.

These determine what metric is used in the minimization process.

These give the two different types of illumination allowed.

Finally, for convenience I create a Boolean type.

⟨ `iad_type.h`   37 ⟩ ≡
#**undef** FALSE
#**undef** TRUE
    ⟨ Preprocessor definitions ⟩
    ⟨ Structs to export from IAD Types   40 ⟩

38.
#**define** FIND_A   0
#**define** FIND_B   1
#**define** FIND_AB   2
#**define** FIND_AG   3
#**define** FIND_AUTO   4
#**define** FIND_BG   5
#**define** $FIND\_BaG$ 6
#**define** $FIND\_BsG$ 7
#**define** $FIND\_Ba$ 8
#**define** $FIND\_Bs$ 9
#**define** FIND_G   10
#**define** FIND_B_WITH_NO_ABSORPTION   11
#**define** FIND_B_WITH_NO_SCATTERING   12
#**define** RELATIVE   0
#**define** ABSOLUTE   1
#**define** COLLIMATED   0
#**define** DIFFUSE   1
#**define** FALSE   0
#**define** TRUE   1
#**define** IAD_MAX_ITERATIONS   500

39.   Need error codes for this silly program

#**define** IAD_NO_ERROR   0
#**define** IAD_TOO_MANY_ITERATIONS   1
#**define** IAD_AS_NOT_VALID   16
#**define** IAD_AE_NOT_VALID   17
#**define** IAD_AD_NOT_VALID   18
#**define** IAD_RW_NOT_VALID   19
#**define** IAD_RD_NOT_VALID   20
#**define** IAD_RSTD_NOT_VALID   21
#**define** IAD_GAMMA_NOT_VALID   22
#**define** IAD_F_NOT_VALID   23
#**define** IAD_BAD_PHASE_FUNCTION   24
#**define** IAD_QUAD_PTS_NOT_VALID   25
#**define** IAD_BAD_G_VALUE   26
#**define** IAD_TOO_MANY_LAYERS   27
#**define** IAD_MEMORY_ERROR   28
#**define** IAD_FILE_ERROR   29
#**define** IAD_EXCESSIVE_LIGHT_LOSS   30
#**define** IAD_RT_LT_MINIMUM   31
#**define** IAD_MR_TOO_SMALL   32
#**define** IAD_MR_TOO_BIG   33
#**define** IAD_MT_TOO_SMALL   34
#**define** IAD_MT_TOO_BIG   35
#**define** IAD_MU_TOO_SMALL   36
#**define** IAD_MU_TOO_BIG   37
#**define** IAD_TOO_MUCH_LIGHT   38
#**define** IAD_TSTD_NOT_VALID   39
#**define** UNINITIALIZED   −99
#**define** DEBUG_A_LITTLE   1
#**define** DEBUG_GRID   2
#**define** DEBUG_ITERATIONS   4
#**define** DEBUG_LOST_LIGHT   8
#**define** DEBUG_SPHERE_EFFECTS   16
#**define** DEBUG_BEST_GUESS   32
#**define** DEBUG_EVERY_CALC   64
#**define** DEBUG_SEARCH   128
#**define** DEBUG_RD_ONLY   256
#**define** DEBUG_GRID_CALC   512
#**define** DEBUG_ANY   #FFFFFFFF
#**define** UNKNOWN   0
#**define** COMPARISON   1
#**define** SUBSTITUTION   2

40.   The idea of the structure **measure_type** is collect all the information regarding a single measurement together in one spot. No information regarding how the inversion procedure is supposed to be done is contained in this structure, unlike in previous incarnations of this program.

⟨ Structs to export from IAD Types 40 ⟩ ≡
  typedef struct measure_type {
    double *slab_index*;
    double *slab_thickness*;
    double *slab_top_slide_index*;
    double *slab_top_slide_b*;
    double *slab_top_slide_thickness*;
    double *slab_bottom_slide_index*;
    double *slab_bottom_slide_b*;
    double *slab_bottom_slide_thickness*;
    double *slab_cos_angle*;
    int *num_spheres*;
    int *num_measures*;
    int *method*;
    int *flip_sample*;
    double *d_beam*;
    double *fraction_of_rc_in_mr*;
    double *fraction_of_tc_in_mt*;
    double m_r, m_t, m_u;
    double *lambda*;
    double $as\_r, ad\_r, ae\_r, aw\_r, rd\_r, rw\_r, rstd\_r, f\_r$;
    double $as\_t, ad\_t, ae\_t, aw\_t, rd\_t, rw\_t, rstd\_t, f\_t$;
    double *ur1_lost*, *uru_lost*, *ut1_lost*, *utu_lost*;
    double *d_sphere_r*, *d_sphere_t*;
  } **IAD_measure_type**;
See also sections 41 and 42.

This code is used in section 37.

41. This describes how the inversion process should proceed and also contains the results of that inversion process.

⟨Structs to export from IAD Types 40⟩ +≡

```
typedef struct invert_type {
    double a;        /* the calculated albedo */
    double b;        /* the calculated optical depth */
    double g;        /* the calculated anisotropy */
    int found;
    int search;
    int metric;
    double tolerance;
    double MC_tolerance;
    double final_distance;
    int iterations;
    int error;
    struct AD_slab_type slab;
    struct AD_method_type method;
    double default_a;
    double default_b;
    double default_g;
    double default_ba;
    double default_bs;
    double default_mua;
    double default_mus;
} IAD_invert_type;
```

42. A few types that used to be enum's are now int's.

⟨Structs to export from IAD Types 40⟩ +≡

```
typedef int search_type;
typedef int boolean_type;
typedef int illumination_type;
typedef struct guess_t {
    double distance;
    double a;
    double b;
    double g;
} guess_type;
extern double FRACTION;
```

43.   IAD Public.

This contains the routine *Inverse_RT* that should generally be the basic entry point into this whole mess. Call this routine with the proper values and true happiness is bound to be yours.

Altered accuracy of the standard method of root finding from 0.001 to 0.00001. Note, it really doesn't help to change the method from `ABSOLUTE` to `RELATIVE`, but I did anyway. (3/3/95)

⟨ `iad_pub.c`   43 ⟩ ≡
#**include** `<stdio.h>`
#**include** `<math.h>`
#**include** `"nr_util.h"`
#**include** `"ad_globl.h"`
#**include** `"ad_frsnl.h"`
#**include** `"iad_type.h"`
#**include** `"iad_util.h"`
#**include** `"iad_calc.h"`
#**include** `"iad_find.h"`
#**include** `"iad_pub.h"`
#**include** `"iad_io.h"`
#**include** `"stdlib.h"`
#**include** `"mc_lost.h"`
  ⟨ Definition for *Inverse_RT* 47 ⟩
  ⟨ Definition for *measure_OK* 52 ⟩
  ⟨ Definition for *determine_search* 59 ⟩
  ⟨ Definition for *Initialize_Result* 63 ⟩
  ⟨ Definition for *Initialize_Measure* 71 ⟩
  ⟨ Definition for *ez_Inverse_RT* 69 ⟩
  ⟨ Definition for *Spheres_Inverse_RT* 73 ⟩
  ⟨ Definition for *Spheres_Inverse_RT2* 86 ⟩
  ⟨ Definition for *Calculate_MR_MT* 80 ⟩
  ⟨ Definition for *MinMax_MR_MT* 84 ⟩
  ⟨ Definition for *Calculate_Minimum_MR* 82 ⟩

44.   All the information that needs to be written to the header file `iad_pub.h`. This eliminates the need to maintain a set of header files as well.

⟨ `iad_pub.h`   44 ⟩ ≡
  ⟨ Prototype for *Inverse_RT* 46 ⟩;
  ⟨ Prototype for *measure_OK* 51 ⟩;
  ⟨ Prototype for *determine_search* 58 ⟩;
  ⟨ Prototype for *Initialize_Result* 62 ⟩;
  ⟨ Prototype for *ez_Inverse_RT* 68 ⟩;
  ⟨ Prototype for *Initialize_Measure* 70 ⟩;
  ⟨ Prototype for *Calculate_MR_MT* 79 ⟩;
  ⟨ Prototype for *MinMax_MR_MT* 83 ⟩;
  ⟨ Prototype for *Calculate_Minimum_MR* 81 ⟩;
  ⟨ Prototype for *Spheres_Inverse_RT2* 85 ⟩;

45.   Here is the header file needed to access one interesting routine in the `libiad.so` library.

⟨ `lib_iad.h`   45 ⟩ ≡
  ⟨ Prototype for *ez_Inverse_RT* 68 ⟩;
  ⟨ Prototype for *Spheres_Inverse_RT* 72 ⟩;
  ⟨ Prototype for *Spheres_Inverse_RT2* 85 ⟩;

46.   Inverse RT.   *Inverse_RT* is the main function in this whole package. You pass the variable m containing your experimentally measured values to the function *Inverse_RT*. It hopefully returns the optical properties in r that are appropriate for your experiment.

⟨Prototype for *Inverse_RT* 46⟩ ≡
   void *Inverse_RT* (**struct measure_type** m, **struct invert_type** $*r$)

This code is used in sections 44 and 47.

47.   ⟨Definition for *Inverse_RT* 47⟩ ≡
  ⟨Prototype for *Inverse_RT* 46⟩
  {
    if $(0 \wedge Debug(\texttt{DEBUG\_LOST\_LIGHT}))$ {
      fprintf (*stderr*, "**␣Inverse_RT␣(%d␣spheres)␣**\n", *m.num_spheres*);
      fprintf (*stderr*, "␣␣␣␣␣M_R␣␣␣␣␣␣␣=␣%8.5f,␣MT␣␣␣␣␣␣␣␣=␣%8.5f\n", *m.m_r*, *m.m_t*);
      fprintf (*stderr*, "␣␣␣␣␣UR1␣lost␣=␣%8.5f,␣UT1␣lost␣=␣%8.5f\n", *m.ur1_lost*, *m.ut1_lost*);
    }
    $r{\rightarrow}found = \texttt{FALSE}$;
    if $(r{\rightarrow}search \equiv \texttt{FIND\_AUTO})$ $r{\rightarrow}search = determine\_search(m, *r)$;
    if $(r{\rightarrow}search \equiv \texttt{FIND\_B\_WITH\_NO\_ABSORPTION})$ {
      $r{\rightarrow}default\_a = 1$;
      $r{\rightarrow}search = \texttt{FIND\_B}$;
    }
    if $(r{\rightarrow}search \equiv \texttt{FIND\_B\_WITH\_NO\_SCATTERING})$ {
      $r{\rightarrow}default\_a = 0$;
      $r{\rightarrow}search = \texttt{FIND\_B}$;
    }
    ⟨Exit with bad input data 48⟩
    ⟨Find the optical properties 49⟩
    if $(r{\rightarrow}final\_distance \leq r{\rightarrow}tolerance)$ $r{\rightarrow}found = \texttt{TRUE}$;
  }

This code is used in section 43.

48.   There is no sense going to all the trouble to try a multivariable minimization if the input data is bogus. So I wrote a single routine *measure_OK* to do just this.

⟨Exit with bad input data 48⟩ ≡
  $r{\rightarrow}error = measure\_OK(m, *r)$;
  if $(r{\rightarrow}method.quad\_pts < 4)$ $r{\rightarrow}error = \texttt{IAD\_QUAD\_PTS\_NOT\_VALID}$;
  if $(r{\rightarrow}error \neq \texttt{IAD\_NO\_ERROR})$ **return**;

This code is used in section 47.

49.   Now I fob the real work off to the unconstrained minimization routines. Ultimately, I would like to replace all these by constrained minimization routines. Actually the first five already are constrained. The real work will be improving the last five because these are 2-D minimization routines.

⟨ Find the optical properties 49 ⟩ ≡
  switch (*r→search*) {
  case FIND_A: *U_Find_A*(*m, r*);
    break;
  case FIND_B: *U_Find_B*(*m, r*);
    break;
  case FIND_G: *U_Find_G*(*m, r*);
    break;
  case *FIND_Ba*: *U_Find_Ba*(*m, r*);
    break;
  case *FIND_Bs*: *U_Find_Bs*(*m, r*);
    break;
  case FIND_AB: *U_Find_AB*(*m, r*);
    break;
  case FIND_AG: *U_Find_AG*(*m, r*);
    break;
  case FIND_BG: *U_Find_BG*(*m, r*);
    break;
  case *FIND_BsG*: *U_Find_BsG*(*m, r*);
    break;
  case *FIND_BaG*: *U_Find_BaG*(*m, r*);
    break;
  }
  if (*r→iterations* ≡ IAD_MAX_ITERATIONS) *r→error* = IAD_TOO_MANY_ITERATIONS;

This code is used in section 47.

50. Validation.

51.   Now the question is — just what is bad data? Here's the prototype.

⟨ Prototype for *measure_OK* 51 ⟩ ≡
   int *measure_OK* (**struct measure_type** *m*, **struct invert_type** *r*)

This code is used in sections 44 and 52.

52.   It would just be nice to stop computing with bad data. This does not work in practice because it turns out that there is often bogus data in a full wavelength scan. Often the reflectance is too low for short wavelengths and at long wavelengths the detector (photomultiplier tube) does not work worth a damn.

The two sphere checks are more complicated. For example, we can no longer categorically state that the transmittance is less than one or that the sum of the reflectance and transmittance is less than one. Instead we use the transmittance to bound the values for the reflectance — see the routine *MinMax_MR_MT* below.

⟨ Definition for *measure_OK* 52 ⟩ ≡
  ⟨ Prototype for *measure_OK* 51 ⟩
  {
    double *ru*, *tu*;
    if (*m.num_spheres* ≠ 2) {
      ⟨ Check MT for zero or one spheres 54 ⟩
      ⟨ Check MR for zero or one spheres 53 ⟩
    }
    else {
      int *error* = *MinMax_MR_MT* (*m*, *r*);
      if (*error* ≠ `IAD_NO_ERROR`) **return** *error*;
    }
    ⟨ Check MU 55 ⟩
    if (*m.num_spheres* ≠ 0) {
      ⟨ Check sphere parameters 56 ⟩
    }
    return `IAD_NO_ERROR`;
  }

This code is used in section 43.

53. The reflectance is constrained by the index of refraction of the material and the transmission. The upper bound for the reflectance is just one minus the transmittance. The specular (unscattered) reflectance from the boundaries imposes minimum for the reflectance. Obviously, the reflected light cannot be less than that from the first boundary. This might be calculated by assuming an infinite layer thickness. But we can do better.

There is a definite bound on the minimum reflectance from a sample. If you have a sample with a given transmittance m_t, the minimum reflectance possible is found by assuming that the sample does not scatter any light.

Knowledge of the indicies of refraction makes it a relatively simple matter to determine the optical thickness $b = mu\_a * d$ of the slab. The minimum reflection is obtained by including all the specular reflectances from all the surfaces.

If the default albedo has been specified as zero, then there is really no need to check MR because it is ignored.

$\langle$ Check MR for zero or one spheres $53\,\rangle \equiv$

```
{
    double mr, mt;
    Calculate_Minimum_MR(m, r, &mr, &mt);
        /* one parameter search only needs one good measurement */
    if (r.search ≡ FIND_A ∨ r.search ≡ FIND_G ∨ r.search ≡ FIND_B ∨ r.search ≡ FIND_Bs ∨ r.search ≡
            FIND_Ba) {
        if (m.m_r < mr ∧ m.m_t ≤ 0) return IAD_MR_TOO_SMALL;
    }
    else {
        if (r.default_a ≡ UNINITIALIZED ∨ r.default_a > 0) {
            if (m.m_r < mr) return IAD_MR_TOO_SMALL;
        }
    }
}
```

This code is used in section 52.

54. The transmittance is also constrained by the index of refraction of the material. The minimum transmittance is zero, but the maximum transmittance cannot exceed the total light passing through the sample when there is no scattering or absorption. This is calculated by assuming an infinitely thin (to eliminate any scattering or absorption effects).

There is a problem when spheres are present. The estimated values for the transmittance using Sp_mu_RT are not actually limiting cases. This will require a bit of fixing, but for now that test is omitted if the number of spheres is more than zero.

$\langle$ Check MT for zero or one spheres $54\,\rangle \equiv$

```
if (m.m_t < 0) return IAD_MT_TOO_SMALL;
Sp_mu_RT_Flip(m.flip_sample, r.slab.n_top_slide, r.slab.n_slab, r.slab.n_bottom_slide, r.slab.b_top_slide, 0,
        r.slab.b_bottom_slide, r.slab.cos_angle, &ru, &tu);
if (m.num_spheres ≡ 0 ∧ m.m_t > tu) {
    fprintf(stderr, "ntop=%7.5f,␣nslab=%7.5f,␣nbottom=%7.5f\n", r.slab.n_top_slide, r.slab.n_slab,
            r.slab.n_bottom_slide);
    fprintf(stderr, "tu_max=%7.5f,␣m_t=%7.5f,␣t_std=%7.5f\n", tu, m.m_t, m.rstd_t);
    return IAD_MT_TOO_BIG;
}
```

This code is used in section 52.

55. The unscattered transmission is now always included in the total transmittance. Therefore the unscattered transmittance must fall betwee zero and `M_T`

⟨ Check MU 55 ⟩ ≡
  if $(m.m\_u < 0)$ **return** `IAD_MU_TOO_SMALL`;
  if $(m.m\_u > m.m\_t)$ **return** `IAD_MU_TOO_BIG`;

This code is used in section 52.

56. Make sure that reflection sphere parameters are reasonable

⟨ Check sphere parameters 56 ⟩ ≡
  if $(m.as\_r < 0 \lor m.as\_r \geq 0.2)$ **return** `IAD_AS_NOT_VALID`;
  if $(m.ad\_r < 0 \lor m.ad\_r \geq 0.2)$ **return** `IAD_AD_NOT_VALID`;
  if $(m.ae\_r < 0 \lor m.ae\_r \geq 0.2)$ **return** `IAD_AE_NOT_VALID`;
  if $(m.rw\_r < 0 \lor m.rw\_r > 1.0)$ **return** `IAD_RW_NOT_VALID`;
  if $(m.rd\_r < 0 \lor m.rd\_r > 1.0)$ **return** `IAD_RD_NOT_VALID`;
  if $(m.rstd\_r < 0 \lor m.rstd\_r > 1.0)$ **return** `IAD_RSTD_NOT_VALID`;
  if $(m.rstd\_t < 0 \lor m.rstd\_t > 1.0)$ **return** `IAD_TSTD_NOT_VALID`;
  if $(m.f\_r < 0 \lor m.f\_r > 1)$ **return** `IAD_F_NOT_VALID`;

See also section 57.

This code is used in section 52.

57. Make sure that transmission sphere parameters are reasonable

⟨ Check sphere parameters 56 ⟩ +≡
  if $(m.as\_t < 0 \lor m.as\_t \geq 0.2)$ **return** `IAD_AS_NOT_VALID`;
  if $(m.ad\_t < 0 \lor m.ad\_t \geq 0.2)$ **return** `IAD_AD_NOT_VALID`;
  if $(m.ae\_t < 0 \lor m.ae\_t \geq 0.2)$ **return** `IAD_AE_NOT_VALID`;
  if $(m.rw\_t < 0 \lor m.rw\_r > 1.0)$ **return** `IAD_RW_NOT_VALID`;
  if $(m.rd\_t < 0 \lor m.rd\_t > 1.0)$ **return** `IAD_RD_NOT_VALID`;
  if $(m.rstd\_t < 0 \lor m.rstd\_t > 1.0)$ **return** `IAD_TSTD_NOT_VALID`;
  if $(m.f\_t < 0 \lor m.f\_t > 1)$ **return** `IAD_F_NOT_VALID`;

58.   Searching Method.

The original idea was that this routine would automatically determine what optical parameters could be figured out from the input data. This worked fine for a long while, but I discovered that often it was convenient to constrain the optical properties in various ways. Consequently, this routine got more and more complicated.

What should be done is to figure out whether the search will be 1D or 2D and split this routine into two parts.

It would be nice to enable the user to constrain two parameters, but the infrastructure is missing at this point.

⟨ Prototype for *determine_search* 58 ⟩ ≡
    search_type *determine_search*(**struct measure_type** m, **struct invert_type** r)

This code is used in sections 44 and 59.

59. This routine is responsible for selecting the appropriate optical properties to determine.

⟨ Definition for *determine_search* 59 ⟩ ≡
  ⟨ Prototype for *determine_search* 58 ⟩
  {
      double *rt*, *tt*, *rd*, *td*, *tc*, *rc*;
      int *search* = 0;
      int *independent* = *m.num_measures*;
      if (*Debug*(DEBUG_SEARCH)) {
        fprintf (*stderr*, "\n***␣Determine_Search()\n");
        fprintf (*stderr*, "␣␣␣␣starting␣with␣%d␣measurement(s)\n", *m.num_measures*);
        fprintf (*stderr*, "␣␣␣␣m_r=%.5f\n", *m.m_r*);
        fprintf (*stderr*, "␣␣␣␣m_t=%.5f\n", *m.m_t*);
      }
      Estimate_RT(*m*, *r*, &*rt*, &*tt*, &*rd*, &*rc*, &*td*, &*tc*);
      if (*m.m_u* ≡ 0 ∧ *independent* ≡ 3) {
        if (*Debug*(DEBUG_SEARCH)) *fprintf* (*stderr*, "␣␣␣␣no␣information␣in␣tc\n");
        independent −−;
      }
      if (*rd* ≡ 0 ∧ *independent* ≡ 2) {
        if (*Debug*(DEBUG_SEARCH)) *fprintf* (*stderr*, "␣␣␣␣no␣information␣in␣rd\n");
        independent −−;
      }
      if (*td* ≡ 0 ∧ *independent* ≡ 2) {
        if (*Debug*(DEBUG_SEARCH)) *fprintf* (*stderr*, "␣␣␣␣no␣information␣in␣td\n");
        independent −−;
      }
      if (*independent* ≡ 1 ∨ *independent* ≡ −1) {
        ⟨ One parameter search 60 ⟩
      }
      else if (*independent* ≡ 2) {
        ⟨ Two parameter search 61 ⟩
      }   /∗ three real parameters with information! ∗/
      else {
        search = FIND_AG;
      }
      if (*Debug*(DEBUG_SEARCH)) {
        fprintf (*stderr*, "␣␣␣␣independent␣measurements␣=␣%3d\n", *independent*);
        fprintf (*stderr*, "␣␣␣␣m_r=%8.5f␣m_t=%8.5f␣(rd␣=␣%8.5f␣td=%8.5f)\n", *m.m_r*, *m.m_t*, *rd*, *td*);
        if (*search* ≡ FIND_A) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_A\n");
        if (*search* ≡ FIND_B) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_B\n");
        if (*search* ≡ FIND_AB) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_AB\n");
        if (*search* ≡ FIND_AG) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_AG\n");
        if (*search* ≡ FIND_AUTO) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_AUTO\n");
        if (*search* ≡ FIND_BG) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_BG\n");
        if (*search* ≡ *FIND_BaG*) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_BaG\n");
        if (*search* ≡ *FIND_BsG*) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_BsG\n");
        if (*search* ≡ *FIND_Ba*) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_Ba\n");
        if (*search* ≡ *FIND_Bs*) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_Bs\n");
        if (*search* ≡ FIND_G) *fprintf* (*stderr*, "␣␣␣␣search␣=␣FIND_G\n");
        if (*search* ≡ FIND_B_WITH_NO_ABSORPTION)
          fprintf (*stderr*, "␣␣␣␣search␣=␣FIND_B_WITH_NO_ABSORPTION\n");

```
    if (search ≡ FIND_B_WITH_NO_SCATTERING)
        fprintf (stderr, "␣␣␣␣search␣=␣FIND_B_WITH_NO_SCATTERING\n");
    }
  return search;
}
```

This code is used in section 43.

60. The fastest inverse problems are those in which just one measurement is known. This corresponds to a simple one-dimensional minimization problem. The only complexity is deciding exactly what should be allowed to vary. The basic assumption is that the anisotropy has been specified or will be assumed to be zero.

If the anistropy is assumed known, then one other assumption will allow us to figure out the last parameter to solve for.

Ultimately, if no default values are given, then we look at the value of the total transmittance. If this is zero, then we assume that the optical thickness is infinite and solve for the albedo. Otherwise we will just make a stab at solving for the optical thickness assuming the albedo is one.

⟨ One parameter search 60 ⟩ ≡

```
  if (r.default_a ≠ UNINITIALIZED) {
    if (r.default_a ≡ 0) search = FIND_B_WITH_NO_SCATTERING;
    else if (r.default_a ≡ 1) search = FIND_B_WITH_NO_ABSORPTION;
    else if (tt ≡ 0) search = FIND_G;
    else search = FIND_B;
  }
  else if (r.default_b ≠ UNINITIALIZED) search = FIND_A;
  else if (r.default_bs ≠ UNINITIALIZED) search = FIND_Ba;
  else if (r.default_ba ≠ UNINITIALIZED) search = FIND_Bs;
  else if (td ≡ 0) search = FIND_A;
  else if (rd ≡ 0) search = FIND_B_WITH_NO_SCATTERING;
  else search = FIND_B_WITH_NO_ABSORPTION;
```

This code is used in section 59.

61. If the absorption depth $\mu_a d$ is constrained return *FIND_BsG*. Recall that I use the bizarre mnemonic $bs = \mu_s d$ here and so this means that the program will search over various values of $\mu_s d$ and g.

   If there are just two measurements then I assume that the anisotropy is not of interest and the only thing to calculate is the reduced albedo and optical thickness based on an assumed anisotropy.

⟨ Two parameter search 61 ⟩ ≡
```
  if (r.default_a ≠ UNINITIALIZED) {
    if (r.default_a ≡ 0) search = FIND_B;
    else if (r.default_g ≠ UNINITIALIZED) search = FIND_B;
    else  search = FIND_BG;
  }
  else if (r.default_b ≠ UNINITIALIZED) {
    if (r.default_g ≠ UNINITIALIZED) search = FIND_A;
    else  search = FIND_AG;
  }
  else if (r.default_ba ≠ UNINITIALIZED) {
    if (r.default_g ≠ UNINITIALIZED) search = FIND_Bs;
    else  search = FIND_BsG;
  }
  else if (r.default_bs ≠ UNINITIALIZED) {
    if (r.default_g ≠ UNINITIALIZED) search = FIND_Ba;
    else  search = FIND_BaG;
  }
  else if (rt + tt > 1 ∧ 0 ∧ m.num_spheres ≠ 2) search = FIND_B_WITH_NO_ABSORPTION;
  else  search = FIND_AB;
```
This code is used in section 59.

62. This little routine just stuffs reasonable values into the structure we use to return the solution. This does not replace the values for *r.default_g* nor for *r.method.quad_pts*. Presumably these have been set correctly elsewhere.

⟨ Prototype for *Initialize_Result* 62 ⟩ ≡
   void *Initialize_Result*(**struct measure_type** *m*, **struct invert_type** *∗r*)
This code is used in sections 44 and 63.

63. ⟨ Definition for *Initialize_Result* 63 ⟩ ≡
  ⟨ Prototype for *Initialize_Result* 62 ⟩
  {
    ⟨ Fill *r* with reasonable values 64 ⟩
  }
This code is used in section 43.

64. Start with the optical properties.

⟨ Fill *r* with reasonable values 64 ⟩ ≡
```
  r→a = 0.0;
  r→b = 0.0;
  r→g = 0.0;
```
See also sections 65, 66, and 67.

This code is used in section 63.

65.   Continue with other useful stuff.

⟨ Fill r with reasonable values 64 ⟩ +≡
  r→*found* = `FALSE`;
  r→*tolerance* = 0.0001;
  r→*MC_tolerance* = 0.01;   /∗ percent ∗/
  r→*search* = `FIND_AUTO`;
  r→*metric* = `RELATIVE`;
  r→*final_distance* = 10;
  r→*iterations* = 0;
  r→*error* = `IAD_NO_ERROR`;

66.   The defaults might be handy

⟨ Fill r with reasonable values 64 ⟩ +≡
  r→*default_a* = `UNINITIALIZED`;
  r→*default_b* = `UNINITIALIZED`;
  r→*default_g* = `UNINITIALIZED`;
  r→*default_ba* = `UNINITIALIZED`;
  r→*default_bs* = `UNINITIALIZED`;
  r→*default_mua* = `UNINITIALIZED`;
  r→*default_mus* = `UNINITIALIZED`;

67.   It is necessary to set up the slab correctly so, I stuff reasonable values into this record as well.

⟨ Fill r with reasonable values 64 ⟩ +≡
  r→*slab.a* = 0.5;
  r→*slab.b* = 1.0;
  r→*slab.g* = 0;
  r→*slab.phase_function* = `HENYEY_GREENSTEIN`;
  r→*slab.n_slab* = *m.slab_index*;
  r→*slab.n_top_slide* = *m.slab_top_slide_index*;
  r→*slab.n_bottom_slide* = *m.slab_bottom_slide_index*;
  r→*slab.b_top_slide* = *m.slab_top_slide_b*;
  r→*slab.b_bottom_slide* = *m.slab_bottom_slide_b*;
  r→*slab.cos_angle* = *m.slab_cos_angle*;
  r→*method.a_calc* = 0.5;
  r→*method.b_calc* = 1;
  r→*method.g_calc* = 0.5;
  r→*method.quad_pts* = 8;
  r→*method.b_thinnest* = 1.0/32.0;

68.   EZ Inverse RT.   *ez_Inverse_RT* is a simple interface to the main function *Inverse_RT* in this package. It eliminates the need for complicated data structures so that the command line interface (as well as those to Perl and Mathematica) will be simpler. This function assumes that the reflection and transmission include specular reflection and that the transmission also include unscattered transmission.

Other assumptions are that the top and bottom slides have the same index of refraction, that the illumination is collimated. Of course no sphere parameters are included.

⟨Prototype for *ez_Inverse_RT* 68⟩ ≡
 void *ez_Inverse_RT* (**double** *n*, **double** *nslide*, **double** UR1, **double** UT1, **double** *Tc*, **double** *∗a*, **double**
  ∗b, **double** *∗g*, **int** *∗error*)

This code is used in sections 44, 45, and 69.

69.   ⟨Definition for *ez_Inverse_RT* 69⟩ ≡
 ⟨Prototype for *ez_Inverse_RT* 68⟩
 {
  struct measure_type *m*;
  struct invert_type *r*;

  ∗a = 0;
  ∗b = HUGE_VAL;
  ∗g = 0;
  Initialize_Measure (&*m*);
  m.slab_index = *n*;
  m.slab_top_slide_index = *nslide*;
  m.slab_bottom_slide_index = *nslide*;
  m.slab_cos_angle = 1.0;
  m.num_measures = 3;
  if (UT1 ≡ 0) *m.num_measures* −−;
  if (*Tc* ≡ 0) *m.num_measures* −−;
  m.m_r = UR1;
  m.m_t = UT1;
  m.m_u = *Tc*;
  Initialize_Result (*m*, &*r*);
  r.method.quad_pts = 8;
  Inverse_RT (*m*, &*r*);
  ∗error = *r.error*;
  if (*r.error* ≡ IAD_NO_ERROR) {
   ∗a = *r.a*;
   ∗b = *r.b*;
   ∗g = *r.g*;
  }
 }

This code is used in section 43.

70.   ⟨Prototype for *Initialize_Measure* 70⟩ ≡
 void *Initialize_Measure* (**struct measure_type** *∗m*)

This code is used in sections 44 and 71.

71.   ⟨ Definition for *Initialize_Measure* 71 ⟩ ≡
    ⟨ Prototype for *Initialize_Measure* 70 ⟩
    {
        double *default_sphere_d* = 8.0 ∗ 25.4;
        double *default_sample_d* = 0.0 ∗ 25.4;
        double *default_detector_d* = 0.1 ∗ 25.4;
        double *default_entrance_d* = 0.5 ∗ 25.4;
        double *sphere_area* = M_PI ∗ *default_sphere_d* ∗ *default_sphere_d*;

        m→slab_index = 1.0;
        m→slab_top_slide_index = 1.0;
        m→slab_top_slide_b = 0.0;
        m→slab_top_slide_thickness = 0.0;
        m→slab_bottom_slide_index = 1.0;
        m→slab_bottom_slide_b = 0.0;
        m→slab_bottom_slide_thickness = 0.0;
        m→slab_thickness = 1.0;
        m→slab_cos_angle = 1.0;
        m→num_spheres = 0;
        m→num_measures = 1;
        m→method = UNKNOWN;
        m→fraction_of_rc_in_mr = 1.0;
        m→fraction_of_tc_in_mt = 1.0;
        m→flip_sample = 0;
        m→m_r = 0.0;
        m→m_t = 0.0;
        m→m_u = 0.0;
        m→d_sphere_r = *default_sphere_d*;
        m→as_r = (M_PI ∗ *default_sample_d* ∗ *default_sample_d*/4.0)/*sphere_area*;
        m→ad_r = (M_PI ∗ *default_detector_d* ∗ *default_detector_d*/4.0)/*sphere_area*;
        m→ae_r = (M_PI ∗ *default_entrance_d* ∗ *default_entrance_d*/4.0)/*sphere_area*;
        m→aw_r = 1.0 − *m→as_r* − *m→ad_r* − *m→ae_r*;
        m→rd_r = 0.0;
        m→rw_r = 1.0;
        m→rstd_r = 1.0;
        m→f_r = 0.0;
        m→d_sphere_t = *default_sphere_d*;
        m→as_t = *m→as_r*;
        m→ad_t = *m→ad_r*;
        m→ae_t = *m→ae_r*;
        m→aw_t = *m→aw_r*;
        m→rd_t = 0.0;
        m→rw_t = 1.0;
        m→rstd_t = 1.0;
        m→f_t = 0.0;
        m→lambda = 0.0;
        m→d_beam = 0.0;
        m→ur1_lost = 0;
        m→uru_lost = 0;
        m→ut1_lost = 0;
        m→utu_lost = 0;
    }
This code is used in section 43.

72.   To avoid interfacing with C-structures it is necessary to pass the information as arrays. Here I have divided the experiment into (1) setup, (2) reflection sphere coefficients, (3) transmission sphere coefficients, (4) measurements, and (5) results.

⟨ Prototype for *Spheres_Inverse_RT* 72 ⟩ ≡
    void *Spheres_Inverse_RT* (**double** *∗setup*, **double** *∗analysis*, **double** *∗sphere_r*, **double** *∗sphere_t*, **double**
        ∗measurements, **double** *∗results*)

This code is used in sections 45 and 73.

73.   ⟨ Definition for *Spheres_Inverse_RT* 73 ⟩ ≡
  ⟨ Prototype for *Spheres_Inverse_RT* 72 ⟩
  {
    struct measure_type *m*;
    struct invert_type *r*;
    long *num_photons*;
    double *ur1*, *ut1*, *uru*, *utu*;
    int *i*, *mc_runs* = 1;

    Initialize_Measure (&*m*);
    ⟨ handle setup 74 ⟩
    ⟨ handle reflection sphere 77 ⟩
    ⟨ handle transmission sphere 78 ⟩
    ⟨ handle measurement 76 ⟩
    Initialize_Result (*m*, &*r*);
    results [0] = 0;
    results [1] = 0;
    results [2] = 0;
    ⟨ handle analysis 75 ⟩
    Inverse_RT (*m*, &*r*);
    for (*i* = 0; *i* < *mc_runs*; *i*++) {
      MC_Lost (*m*, *r*, *num_photons*, &*ur1*, &*ut1*, &*uru*, &*utu*, &*m.ur1_lost*, &*m.ut1_lost*, &*m.uru_lost*,
        &*m.utu_lost*);
      Inverse_RT (*m*, &*r*);
    }
    if (*r.error* ≡ `IAD_NO_ERROR`) {
      results [0] = (1 − *r.a*) ∗ *r.b*/*m.slab_thickness* ;
      results [1] = (*r.a*) ∗ *r.b*/*m.slab_thickness* ;
      results [2] = *r.g*;
    }
    results [3] = *r.error* ;
  }

This code is used in section 43.

74.   These are in exactly the same order as the parameters in the .rxt header

⟨ handle setup 74 ⟩ ≡

  {

    double d_sample_r, $d\_entrance\_r$, $d\_detector\_r$;

    double d_sample_t, $d\_entrance\_t$, $d\_detector\_t$;

    $m.slab\_index = setup[0]$;

    $m.slab\_top\_slide\_index = setup[1]$;

    $m.slab\_thickness = setup[2]$;

    $m.slab\_top\_slide\_thickness = setup[3]$;

    $m.d\_beam = setup[4]$;

    $m.rstd\_r = setup[5]$;

    $m.num\_spheres = (\textbf{int})\, setup[6]$;

    $m.d\_sphere\_r = setup[7]$;

    $d\_sample\_r = setup[8]$;

    $d\_entrance\_r = setup[9]$;

    $d\_detector\_r = setup[10]$;

    $m.rw\_r = setup[11]$;

    $m.d\_sphere\_t = setup[12]$;

    $d\_sample\_t = setup[13]$;

    $d\_entrance\_t = setup[14]$;

    $d\_detector\_t = setup[15]$;

    $m.rw\_t = setup[16]$;

    $r.default\_g = setup[17]$;

    $num\_photons = (\textbf{long})\, setup[18]$;

    $m.as\_r = (d\_sample\_r/m.d\_sphere\_r/2.0) * (d\_sample\_r/m.d\_sphere\_r/2.0)$;

    $m.ae\_r = (d\_entrance\_r/m.d\_sphere\_r/2.0) * (d\_entrance\_r/m.d\_sphere\_r/2.0)$;

    $m.ad\_r = (d\_detector\_r/m.d\_sphere\_r/2.0) * (d\_detector\_r/m.d\_sphere\_r/2.0)$;

    $m.aw\_r = 1.0 - m.as\_r - m.ae\_r - m.ad\_r$;

    $m.as\_t = (d\_sample\_t/m.d\_sphere\_t/2.0) * (d\_sample\_t/m.d\_sphere\_t/2.0)$;

    $m.ae\_t = (d\_entrance\_t/m.d\_sphere\_t/2.0) * (d\_entrance\_t/m.d\_sphere\_t/2.0)$;

    $m.ad\_t = (d\_detector\_t/m.d\_sphere\_t/2.0) * (d\_detector\_t/m.d\_sphere\_t/2.0)$;

    $m.aw\_t = 1.0 - m.as\_t - m.ae\_t - m.ad\_t$;

    $m.slab\_bottom\_slide\_index = m.slab\_top\_slide\_index$;

    $m.slab\_bottom\_slide\_thickness = m.slab\_top\_slide\_thickness$;

    $fprintf(stderr, \texttt{"****\_executing\_FIXME\_****/n"})$;

    $m.slab\_cos\_angle = 1.0$;   /* FIXME */

  }

This code is used in section 73.

75.   ⟨ handle analysis 75 ⟩ ≡

  $r.method.quad\_pts = (\textbf{int})\, analysis[0]$;

  $mc\_runs = (\textbf{int})\, analysis[1]$;

This code is used in section 73.

76.

$\langle$ handle measurement $76 \rangle \equiv$
  $m.m\_r = measurements[0];$
  $m.m\_t = measurements[1];$
  $m.m\_u = measurements[2];$
  $m.num\_measures = 3;$
  if $(m.m\_t \equiv 0)$ $m.num\_measures$ −−;
  if $(m.m\_u \equiv 0)$ $m.num\_measures$ −−;
This code is used in section 73.

77.

$\langle$ handle reflection sphere $77 \rangle \equiv$
  $m.as\_r = sphere\_r[0];$
  $m.ae\_r = sphere\_r[1];$
  $m.ad\_r = sphere\_r[2];$
  $m.rw\_r = sphere\_r[3];$
  $m.rd\_r = sphere\_r[4];$
  $m.rstd\_r = sphere\_r[5];$
  $m.f\_r = sphere\_r[7];$
This code is used in section 73.

78.

$\langle$ handle transmission sphere $78 \rangle \equiv$
  $m.as\_t = sphere\_t[0];$
  $m.ae\_t = sphere\_t[1];$
  $m.ad\_t = sphere\_t[2];$
  $m.rw\_t = sphere\_t[3];$
  $m.rd\_t = sphere\_t[4];$
  $m.rstd\_t = sphere\_t[5];$
  $m.f\_t = sphere\_t[7];$
This code is used in section 73.

79.   I needed a routine that would calculate the values of `M_R` and `M_T` without doing the whole inversion process. It seems odd that this does not exist yet.

    The values for the lost light $m.uru\_lost$ etc., should be calculated before calling this routine.

$\langle$ Prototype for $Calculate\_MR\_MT$ $79 \rangle \equiv$
  void $Calculate\_MR\_MT$(**struct measure_type** m, **struct invert_type** r, **int** $include\_MC$, **double**
      $*$`M_R`, **double** $*$`M_T`)
This code is used in sections 44 and 80.

80. ⟨Definition for *Calculate_MR_MT* 80⟩ ≡
  ⟨Prototype for *Calculate_MR_MT* 79⟩
  {
    double *distance*, *ur1*, *ut1*, *uru*, *utu*;
    struct measure_type *old_mm*;
    struct invert_type *old_rr*;
    if (*include_MC* ∧ *m.num_spheres* > 0) *MC_Lost*(*m*, *r*, −2000, &*ur1*, &*ut1*, &*uru*, &*utu*, &(*m.ur1_lost*),
        &(*m.ut1_lost*), &(*m.uru_lost*), &(*m.utu_lost*));
    Get_Calc_State(&*old_mm*, &*old_rr*);
    Set_Calc_State(*m*, *r*);
    Calculate_Distance(M_R, M_T, &*distance*);
    Set_Calc_State(*old_mm*, *old_rr*);
  }

This code is used in section 43.

81.   So, it turns out that the minimum measured M_R can be less than four percent for black glass! This is
because the sphere efficiency is much worse for the glass than for the white standard.

⟨Prototype for *Calculate_Minimum_MR* 81⟩ ≡
  void *Calculate_Minimum_MR*(**struct measure_type** *m*, **struct invert_type** *r*, **double** ∗*mr*, **double**
      ∗*mt*)

This code is used in sections 44 and 82.

82.   ⟨Definition for *Calculate_Minimum_MR* 82⟩ ≡
  ⟨Prototype for *Calculate_Minimum_MR* 81⟩
  {
    if (*r.default_b* ≡ UNINITIALIZED)
      if (*r.slab.n_slab* > 1.0) *r.slab.b* = HUGE_VAL;
      else *r.slab.b* = 1 · 10⁻⁵;
    else *r.slab.b* = *r.default_b*;
    if (*r.default_a* ≡ UNINITIALIZED) *r.slab.a* = 0;
    else *r.slab.a* = *r.default_a*;
    if (*r.default_g* ≡ UNINITIALIZED) *r.slab.g* = 0.0;
    else *r.slab.g* = *r.default_g*;
    if (*r.search* ≡ FIND_G) *r.slab.a* = 0;
    r.a = *r.slab.a*;
    r.b = *r.slab.b*;
    r.g = *r.slab.g*;
    Calculate_MR_MT(*m*, *r*, 0, *mr*, *mt*);
    ∗*mt* = 0;
  }

This code is used in section 43.

83.   The minimum possible value of MR for a given MT will be when the albedo is zero and the maximum value will be when the albedo is one. In the first case there will be no light loss and in the second we will assume that any light loss is neglible (to maximize MR).

The second case is perhaps over-simplified. Obviously for a fixed thickness as the albedo increases, the reflectance will increase. So how does $U\_Find\_B(\,)$ work when the albedo is set to 1?

The problem is that to calculate these values one must know the optical thickness. Fortunately with the recent addition of constrained minimization, we can do exactly this.

The only thing that remains is to sort out the light lost effect.

⟨ Prototype for $MinMax\_MR\_MT$ 83 ⟩ ≡
   int $MinMax\_MR\_MT$ (**struct measure_type** m, **struct invert_type** r)

This code is used in sections 44 and 84.

84.   ⟨ Definition for $MinMax\_MR\_MT$ 84 ⟩ ≡
   ⟨ Prototype for $MinMax\_MR\_MT$ 83 ⟩
   {
      double $distance$, $measured\_m\_r$, $min\_possible\_m\_r$, $max\_possible\_m\_r$, $temp\_m\_t$;

      if ($m.m\_r < 0$) **return** IAD_MR_TOO_SMALL;
      if ($m.m\_r * m.rstd\_r > 1$) **return** IAD_MR_TOO_BIG;
      if ($m.m\_t < 0$) **return** IAD_MT_TOO_SMALL;
      if ($m.m\_t \equiv 0$) **return** IAD_NO_ERROR;
      $measured\_m\_r = m.m\_r$;
      $m.m\_r = 0$;
      $r.search = $ FIND_B;
      $r.default\_a = 0$;
      $U\_Find\_B(m, \&r)$;
      $Calculate\_Distance(\&min\_possible\_m\_r, \&temp\_m\_t, \&distance)$;
      if ($measured\_m\_r < min\_possible\_m\_r$) **return** IAD_MR_TOO_SMALL;
      $r.default\_a = 1.0$;
      $U\_Find\_B(m, \&r)$;
      $Calculate\_Distance(\&max\_possible\_m\_r, \&temp\_m\_t, \&distance)$;
      if ($measured\_m\_r > max\_possible\_m\_r$) **return** IAD_MR_TOO_BIG;
      return IAD_NO_ERROR;
   }

This code is used in section 43.

85.   ⟨ Prototype for $Spheres\_Inverse\_RT2$ 85 ⟩ ≡
   void $Spheres\_Inverse\_RT2$ (**double** $*sample$, **double** $*illumination$, **double** $*sphere\_r$, **double**
         $*sphere\_t$, **double** $*analysis$, **double** $*measurement$, **double** $*a$, **double** $*b$, **double** $*g$)

This code is used in sections 44, 45, and 86.

86. ⟨ Definition for *Spheres_Inverse_RT2* 86 ⟩ ≡
  ⟨ Prototype for *Spheres_Inverse_RT2* 85 ⟩
  {
    struct measure_type *m*;
    struct invert_type *r*;
    long *num_photons*;
    double *ur1*, *ut1*, *uru*, *utu*;
    int *i*, *mc_runs* = 1;
    Initialize_Measure(&*m*);
    ⟨ handle2 sample 87 ⟩
    ⟨ handle2 illumination 88 ⟩
    ⟨ handle2 reflection sphere 89 ⟩
    ⟨ handle2 transmission sphere 90 ⟩
    ⟨ handle2 analysis 91 ⟩
    ⟨ handle2 measurement 92 ⟩
    Initialize_Result(*m*, &*r*);
    Inverse_RT(*m*, &*r*);
    for (*i* = 0; *i* < *mc_runs*; *i*++) {
      MC_Lost(*m*, *r*, *num_photons*, &*ur1*, &*ut1*, &*uru*, &*utu*, &*m.ur1_lost*, &*m.ut1_lost*, &*m.uru_lost*,
          &*m.utu_lost*);
      Inverse_RT(*m*, &*r*);
    }
    if (*r.error* ≡ `IAD_NO_ERROR`) {
      ∗a = *r.a*;
      ∗b = *r.b*;
      ∗g = *r.g*;
    }
  }
This code is used in section 43.

87. Just move the values from the sample array into the right places

⟨ handle2 sample 87 ⟩ ≡
  m.slab_index = *sample*[0];
  m.slab_top_slide_index = *sample*[1];
  m.slab_bottom_slide_index = *sample*[2];
  m.slab_thickness = *sample*[3];
  m.slab_top_slide_thickness = *sample*[4];
  m.slab_bottom_slide_thickness = *sample*[5];
  m.slab_top_slide_thickness = 0;
  m.slab_bottom_slide_thickness = 0;
This code is used in section 86.

88. Just move the values from the illumination array into the right places. Need to spend time to figure out how to integrate items 2, 3, and 4

⟨ handle2 illumination 88 ⟩ ≡
  m.d_beam = *illumination*[0];   /∗ m.lambda = illumination[1]; ∗/
    /∗ m.specular-reflection-excluded = illumination[2]; ∗/   /∗ m.direct-transmission-excluded =
        illumination[3]; ∗/   /∗ m.diffuse-illumination = illumination[4]; ∗/
  m.num_spheres = *illumination*[5];
This code is used in section 86.

89.

⟨ handle2 reflection sphere 89 ⟩ ≡
   {
      double d_sample_r, $d\_entrance\_r$, $d\_detector\_r$;

      $m.d\_sphere\_r = sphere\_r[0]$;
      $d\_sample\_r = sphere\_r[1]$;
      $d\_entrance\_r = sphere\_r[2]$;
      $d\_detector\_r = sphere\_r[3]$;
      $m.rw\_r = sphere\_r[4]$;
      $m.rd\_r = sphere\_r[5]$;
      $m.as\_r = (d\_sample\_r/m.d\_sphere\_r/2.0) * (d\_sample\_r/m.d\_sphere\_r/2.0)$;
      $m.ae\_r = (d\_entrance\_r/m.d\_sphere\_r/2.0) * (d\_entrance\_r/m.d\_sphere\_r/2.0)$;
      $m.ad\_r = (d\_detector\_r/m.d\_sphere\_r/2.0) * (d\_detector\_r/m.d\_sphere\_r/2.0)$;
      $m.aw\_r = 1.0 - m.as\_r - m.ae\_r - m.ad\_r$;
   }

This code is used in section 86.

90.

⟨ handle2 transmission sphere 90 ⟩ ≡
   {
      double d_sample_t, $d\_entrance\_t$, $d\_detector\_t$;

      $m.d\_sphere\_t = sphere\_t[0]$;
      $d\_sample\_t = sphere\_t[1]$;
      $d\_entrance\_t = sphere\_t[2]$;
      $d\_detector\_t = sphere\_t[3]$;
      $m.rw\_t = sphere\_t[4]$;
      $m.rd\_t = sphere\_t[5]$;
      $m.as\_t = (d\_sample\_t/m.d\_sphere\_t/2.0) * (d\_sample\_t/m.d\_sphere\_t/2.0)$;
      $m.ae\_t = (d\_entrance\_t/m.d\_sphere\_t/2.0) * (d\_entrance\_t/m.d\_sphere\_t/2.0)$;
      $m.ad\_t = (d\_detector\_t/m.d\_sphere\_t/2.0) * (d\_detector\_t/m.d\_sphere\_t/2.0)$;
      $m.aw\_t = 1.0 - m.as\_t - m.ae\_t - m.ad\_t$;
   }

This code is used in section 86.

91.

⟨ handle2 analysis 91 ⟩ ≡
   $r.method.quad\_pts = (\mathbf{int}) \, analysis[0]$;
   $mc\_runs = (\mathbf{int}) \, analysis[1]$;
   $num\_photons = (\mathbf{long}) \, analysis[2]$;

This code is used in section 86.

92.

⟨ handle2 measurement 92 ⟩ ≡
   $m.rstd\_r = measurement[0]$;
   $m.m\_r = measurement[1]$;
   $m.m\_t = measurement[2]$;
   $m.m\_u = measurement[3]$;
   $m.num\_measures = 3$;
   if $(m.m\_t \equiv 0)$ $m.num\_measures$ −−;
   if $(m.m\_u \equiv 0)$ $m.num\_measures$ −−;

This code is used in section 86.

93. IAD Input Output.
The special define below is to get Visual C to suppress silly warnings.

⟨ iad_io.c   93 ⟩ ≡
#**define** _CRT_SECURE_NO_WARNINGS
#**include** <string.h>
#**include** <stdio.h>
#**include** <ctype.h>
#**include** <math.h>
#**include** "ad_globl.h"
#**include** "iad_type.h"
#**include** "iad_io.h"
#**include** "iad_pub.h"
#**include** "version.h"
  ⟨ Definition for *skip_white* 103 ⟩
  ⟨ Definition for *read_number* 105 ⟩
  ⟨ Definition for *check_magic* 107 ⟩
  ⟨ Definition for *Read_Header* 97 ⟩
  ⟨ Definition for *Write_Header* 109 ⟩
  ⟨ Definition for *Read_Data_Line* 101 ⟩

94. ⟨ iad_io.h   94 ⟩ ≡
  ⟨ Prototype for *Read_Header* 96 ⟩;
  ⟨ Prototype for *Write_Header* 108 ⟩;
  ⟨ Prototype for *Read_Data_Line* 100 ⟩;

95. Reading the file header.

96. ⟨Prototype for *Read_Header* 96⟩ ≡
  int *Read_Header*(**FILE** *∗fp*, **struct measure_type** *∗m*, **int** *∗params*)

This code is used in sections 94 and 97.

97. Pretty straightforward stuff. The only thing that needs to be commented on is that only one slide thickness/index is specified in the file. This must be applied to both the top and bottom slides. Finally, to specify no slide, then either setting the slide index to 1.0 or the thickness to 0.0 should do the trick.

⟨Definition for *Read_Header* 97⟩ ≡
  ⟨Prototype for *Read_Header* 96⟩
  {
    double *x*;

    Initialize_Measure(*m*);
    if (*check_magic*(*fp*)) **return** 1;
    if (*read_number*(*fp*, &*m*→*slab_index*)) **return** 1;
    if (*read_number*(*fp*, &*m*→*slab_top_slide_index*)) **return** 1;
    if (*read_number*(*fp*, &*m*→*slab_thickness*)) **return** 1;
    if (*read_number*(*fp*, &*m*→*slab_top_slide_thickness*)) **return** 1;
    if (*read_number*(*fp*, &*m*→*d_beam*)) **return** 1;
    if (*m*→*slab_top_slide_thickness* ≡ 0.0) *m*→*slab_top_slide_index* = 1.0;
    if (*m*→*slab_top_slide_index* ≡ 1.0) *m*→*slab_top_slide_thickness* = 0.0;
    if (*m*→*slab_top_slide_index* ≡ 0.0) {
      m→*slab_top_slide_thickness* = 0.0;
      m→*slab_top_slide_index* = 1.0;
    }
    m→*slab_bottom_slide_index* = *m*→*slab_top_slide_index*;
    m→*slab_bottom_slide_thickness* = *m*→*slab_top_slide_thickness*;
    if (*read_number*(*fp*, &*m*→*rstd_r*)) **return** 1;
    if (*read_number*(*fp*, &*x*)) **return** 1;
    m→*num_spheres* = (**int**) *x*;
    m→*method* = SUBSTITUTION;
    ⟨Read coefficients for reflection sphere 98⟩
    ⟨Read coefficients for transmission sphere 99⟩
    if (*read_number*(*fp*, &*x*)) **return** 1;
    ∗params = (**int**) *x*;
    m→*num_measures* = (*∗params* ≥ 3) ? 3 : *∗params*;
    return 0;
  }

This code is used in section 93.

98. ⟨ Read coefficients for reflection sphere 98 ⟩ ≡
  {
    double d_sample_r, $d\_entrance\_r$, $d\_detector\_r$;

    if $(read\_number(fp, \&m{\rightarrow}d\_sphere\_r))$ **return** 1;
    if $(read\_number(fp, \&d\_sample\_r))$ **return** 1;
    if $(read\_number(fp, \&d\_entrance\_r))$ **return** 1;
    if $(read\_number(fp, \&d\_detector\_r))$ **return** 1;
    if $(read\_number(fp, \&m{\rightarrow}rw\_r))$ **return** 1;
    $m{\rightarrow}as\_r = (d\_sample\_r/m{\rightarrow}d\_sphere\_r/2.0) * (d\_sample\_r/m{\rightarrow}d\_sphere\_r/2.0)$;
    $m{\rightarrow}ae\_r = (d\_entrance\_r/m{\rightarrow}d\_sphere\_r/2.0) * (d\_entrance\_r/m{\rightarrow}d\_sphere\_r/2.0)$;
    $m{\rightarrow}ad\_r = (d\_detector\_r/m{\rightarrow}d\_sphere\_r/2.0) * (d\_detector\_r/m{\rightarrow}d\_sphere\_r/2.0)$;
    $m{\rightarrow}aw\_r = 1.0 - m{\rightarrow}as\_r - m{\rightarrow}ae\_r - m{\rightarrow}ad\_r$;
  }
This code is used in section 97.

99. ⟨ Read coefficients for transmission sphere 99 ⟩ ≡
  {
    double d_sample_t, $d\_entrance\_t$, $d\_detector\_t$;

    if $(read\_number(fp, \&m{\rightarrow}d\_sphere\_t))$ **return** 1;
    if $(read\_number(fp, \&d\_sample\_t))$ **return** 1;
    if $(read\_number(fp, \&d\_entrance\_t))$ **return** 1;
    if $(read\_number(fp, \&d\_detector\_t))$ **return** 1;
    if $(read\_number(fp, \&m{\rightarrow}rw\_t))$ **return** 1;
    $m{\rightarrow}as\_t = (d\_sample\_t/m{\rightarrow}d\_sphere\_t/2.0) * (d\_sample\_t/m{\rightarrow}d\_sphere\_t/2.0)$;
    $m{\rightarrow}ae\_t = (d\_entrance\_t/m{\rightarrow}d\_sphere\_t/2.0) * (d\_entrance\_t/m{\rightarrow}d\_sphere\_t/2.0)$;
    $m{\rightarrow}ad\_t = (d\_detector\_t/m{\rightarrow}d\_sphere\_t/2.0) * (d\_detector\_t/m{\rightarrow}d\_sphere\_t/2.0)$;
    $m{\rightarrow}aw\_t = 1.0 - m{\rightarrow}as\_t - m{\rightarrow}ae\_t - m{\rightarrow}ad\_t$;
  }
This code is used in section 97.

100.   Reading just one line of a data file.
    This reads a line of data based on the value of *params*.
    If the first number is greater than one then it is assumed to be the wavelength and is ignored. test on the first value of the line.
    A non-zero value is returned upon a failure.

⟨ Prototype for *Read_Data_Line* 100 ⟩ ≡
    int *Read_Data_Line* (**FILE** ∗*fp*, **struct measure_type** ∗*m*, **int** *params*)
This code is used in sections 94 and 101.

101.   ⟨ Definition for *Read_Data_Line* 101 ⟩ ≡
    ⟨ Prototype for *Read_Data_Line* 100 ⟩
    {
        if (*read_number* (*fp*, &*m*→*m_r*)) **return** 1;
        if (*m*→*m_r* > 1) {
            m→*lambda* = *m*→*m_r*;
            if (*read_number* (*fp*, &*m*→*m_r*)) **return** 1;
        }
        if (*params* ≡ −1) {
            m→*m_t* = *m*→*m_r*;
            m→*m_r* = 0;
            return 0;
        }
        if (*params* ≡ 1) **return** 0;
        if (*read_number* (*fp*, &*m*→*m_t*)) **return** 1;
        if (*params* ≡ 2) **return** 0;
        if (*read_number* (*fp*, &*m*→*m_u*)) **return** 1;
        if (*params* ≡ 3) **return** 0;
        if (*read_number* (*fp*, &*m*→*rw_r*)) **return** 1;
        m→*rw_t* = *m*→*rw_r*;
        if (*params* ≡ 4) **return** 0;
        if (*read_number* (*fp*, &*m*→*rw_t*)) **return** 1;
        if (*params* ≡ 5) **return** 0;
        if (*read_number* (*fp*, &*m*→*rstd_r*)) **return** 1;
        if (*params* ≡ 6) **return** 0;
        if (*read_number* (*fp*, &*m*→*rstd_t*)) **return** 1;
        return 0;
    }

This code is used in section 93.

102.   Skip over white space and comments. It is assumed that # starts all comments and continues to the end of a line. This routine should work on files with nearly any line ending CR, LF, CRLF.
    Failure is indicated by a non-zero return value.

⟨ Prototype for *skip_white* 102 ⟩ ≡
    int *skip_white* (**FILE** ∗*fp*)
This code is used in section 103.

103. ⟨ Definition for *skip_white* 103 ⟩ ≡
  ⟨ Prototype for *skip_white* 102 ⟩
  {
    int *c* = *fgetc*(*fp*);
    while (¬*feof*(*fp*)) {
      if (*isspace*(*c*)) *c* = *fgetc*(*fp*);
      else if (*c* ≡ '#') **do** *c* = *fgetc*(*fp*); **while** (¬*feof*(*fp*) ∧ *c* ≠ '\n' ∧ *c* ≠ '\r');
      else break;
    }
    if (*feof*(*fp*)) **return** 1;
    ungetc(*c*, *fp*);
    return 0;
  }
This code is used in section 93.

104. Read a single number. Return 0 if there are no problems, otherwise return 1.
⟨ Prototype for *read_number* 104 ⟩ ≡
  int *read_number*(**FILE** ∗*fp*, **double** ∗*x*)
This code is used in section 105.

105. ⟨ Definition for *read_number* 105 ⟩ ≡
  ⟨ Prototype for *read_number* 104 ⟩
  {
    if (*skip_white*(*fp*)) **return** 1;
    if (*fscanf*(*fp*, "%lf", *x*)) **return** 0;
    else return 1;
  }
This code is used in section 93.

106. Ensure that the data file is actually in the right form. Return 0 if the file has the right starting characters. Return 1 if on a failure.
⟨ Prototype for *check_magic* 106 ⟩ ≡
  int *check_magic*(**FILE** ∗*fp*)
This code is used in section 107.

107. ⟨ Definition for *check_magic* 107 ⟩ ≡
  ⟨ Prototype for *check_magic* 106 ⟩
  {
    char *magic*[ ] = "IAD1";
    int *i*, *c*;
    for (*i* = 0; *i* < 4; *i*++) {
      c = *fgetc*(*fp*);
      if (*feof*(*fp*) ∨ *c* ≠ *magic*[*i*]) {
        fprintf(*stderr*, "Sorry,␣but␣iad␣input␣files␣must␣begin␣with␣IAD1\n");
        fprintf(*stderr*, "␣␣␣␣␣␣␣␣as␣the␣first␣four␣characters␣of␣the␣file.\n");
        fprintf(*stderr*, "␣␣␣␣␣␣␣␣Perhaps␣you␣are␣using␣an␣old␣iad␣format?\n");
        return 1;
      }
    }
    return 0;
  }
This code is used in section 93.

108.   Formatting the header information.

⟨ Prototype for *Write_Header* 108 ⟩ ≡
  void *Write_Header* (**struct measure_type** *m*, **struct invert_type** *r*, **int** *params*)

This code is used in sections 94 and 109.

109.   ⟨ Definition for *Write_Header* 109 ⟩ ≡
  ⟨ Prototype for *Write_Header* 108 ⟩
  {
    ⟨ Write slab info 110 ⟩
    ⟨ Write irradiation info 111 ⟩
    ⟨ Write general sphere info 112 ⟩
    ⟨ Write first sphere info 113 ⟩
    ⟨ Write second sphere info 114 ⟩
    ⟨ Write measure and inversion info 115 ⟩
  }

This code is used in section 93.

110.   ⟨ Write slab info 110 ⟩ ≡
  double *xx*;

  printf ("#␣Inverse␣Adding−Doubling␣%s␣\n", *Version*);
  printf ("#␣\n");
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Beam␣diameter␣=␣%7.1f␣mm\n", *m.d_beam*);
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Sample␣thickness␣=␣%7.3f␣mm\n", *m.slab_thickness*);
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Top␣slide␣thickness␣=␣%7.3f␣mm\n", *m.slab_top_slide_thickness*);
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Bottom␣slide␣thickness␣=␣%7.3f␣mm\n", *m.slab_bottom_slide_thickness*);
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣Sample␣index␣of␣refraction␣=␣%7.4f\n", *m.slab_index*);
  printf ("#␣␣␣␣␣␣␣␣␣Top␣slide␣index␣of␣refraction␣=␣%7.4f\n", *m.slab_top_slide_index*);
  printf ("#␣␣␣␣␣␣Bottom␣slide␣index␣of␣refraction␣=␣%7.4f\n", *m.slab_bottom_slide_index*);

This code is used in section 109.

111.   ⟨ Write irradiation info 111 ⟩ ≡
  printf ("#␣\n");

This code is used in section 109.

112.   ⟨ Write general sphere info 112 ⟩ ≡
  printf ("#␣␣␣␣␣Fraction␣unscattered␣refl.␣in␣M_R␣=␣%7.1f␣%%\n", *m.fraction_of_rc_in_mr* * 100);
  printf ("#␣␣␣Fraction␣unscattered␣trans.␣in␣M_T␣=␣%7.1f␣%%\n", *m.fraction_of_tc_in_mt* * 100);
  printf ("#␣\n");

This code is used in section 109.

113.   ⟨ Write first sphere info 113 ⟩ ≡
  printf ("#␣Reflection␣sphere\n");
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣sphere␣diameter␣=␣%7.1f␣mm\n", *m.d_sphere_r*);
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣sample␣port␣diameter␣=␣%7.1f␣mm\n", 2 * *m.d_sphere_r* * *sqrt* (*m.as_r*));
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣entrance␣port␣diameter␣=␣%7.1f␣mm\n", 2 * *m.d_sphere_r* * *sqrt* (*m.ae_r*));
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣detector␣port␣diameter␣=␣%7.1f␣mm\n", 2 * *m.d_sphere_r* * *sqrt* (*m.ad_r*));
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣wall␣reflectance␣=␣%7.1f␣%%\n", *m.rw_r* * 100);
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣standard␣reflectance␣=␣%7.1f␣%%\n", *m.rstd_r* * 100);
  printf ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣detector␣reflectance␣=␣%7.1f␣%%\n", *m.rd_r* * 100);
  printf ("#\n");

This code is used in section 109.

114. ⟨ Write second sphere info 114 ⟩ ≡

$printf$ ("#␣Transmission␣sphere\n");

$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣sphere␣diameter␣=␣%7.1f␣mm\n", $m.d\_sphere\_t$);

$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣sample␣port␣diameter␣=␣%7.1f␣mm\n", $2 * m.d\_sphere\_r * sqrt(m.as\_t)$);

$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣entrance␣port␣diameter␣=␣%7.1f␣mm\n", $2 * m.d\_sphere\_r * sqrt(m.ae\_t)$);

$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣detector␣port␣diameter␣=␣%7.1f␣mm\n", $2 * m.d\_sphere\_r * sqrt(m.ad\_t)$);

$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣wall␣reflectance␣=␣%7.1f␣%%\n", $m.rw\_t * 100$);

$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣standard␣transmittance␣=␣%7.1f␣%%\n", $m.rstd\_t * 100$);

$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣detector␣reflectance␣=␣%7.1f␣%%\n", $m.rd\_t * 100$);

This code is used in section 109.

115.   ⟨ Write measure and inversion info 115 ⟩ ≡
  $printf$ ("#\n");
  switch (*params*) {
  case −1: $printf$ ("#␣No␣M_R␣or␣M_T␣−−␣forward␣calculation.\n");
    break;
  case 1: $printf$ ("#␣Just␣M_R␣was␣measured");
    break;
  case 2: $printf$ ("#␣M_R␣and␣M_T␣were␣measured");
    break;
  case 3: $printf$ ("#␣M_R,␣M_T,␣and␣M_U␣were␣measured");
    break;
  case 4: $printf$ ("#␣M_R,␣M_T,␣M_U,␣and␣r_w␣were␣measured");
    break;
  case 5: $printf$ ("#␣M_R,␣M_T,␣M_U,␣r_w,␣and␣t_w␣were␣measured");
    break;
  case 6: $printf$ ("#␣M_R,␣M_T,␣M_U,␣r_w,␣t_w,␣and␣r_std␣were␣measured");
    break;
  case 7: $printf$ ("#␣M_R,␣M_T,␣M_U,␣r_w,␣t_w,␣r_std␣and␣t_std␣were␣measured");
    break;
  default: $printf$ ("#␣Something␣went␣wrong␣...␣measures␣should␣be␣1␣to␣5!\n");
    break;
  }
  if (1 ≤ *params* ∧ *params* ≤ 7) {
    if (*m.flip_sample*) $printf$ ("␣(sample␣flipped)␣");
    switch (*m.method*) {
    case UNKNOWN: $printf$ ("␣using␣an␣unknown␣method.\n");
      break;
    case SUBSTITUTION: $printf$ ("␣using␣the␣substitution␣(single-beam)␣method.\n");
      break;
    case COMPARISON: $printf$ ("␣using␣the␣comparison␣(dual-beam)␣method.\n");
    }
  }
  switch (*m.num_spheres*) {
  case 0: $printf$ ("#␣No␣sphere␣corrections␣were␣used");
    break;
  case 1:
    if (*m.method* ≡ COMPARISON) $printf$ ("#␣No␣sphere␣corrections␣were␣needed");
    else $printf$ ("#␣Single␣sphere␣corrections␣were␣used");
    break;
  case 2: $printf$ ("#␣Double␣sphere␣corrections␣were␣used");
    break;
  }
  $printf$ ("␣and␣light␣was␣incident␣at␣%d␣degrees␣from␣the␣normal",
      (**int**)(*acos*(*m.slab_cos_angle*) ∗ 57.2958));
  $printf$ (".\n");
  switch (*r.search*) {
  case FIND_AB: $printf$ ("#␣The␣inverse␣routine␣varied␣the␣albedo␣and␣optical␣depth.\n");
    $printf$ ("#␣\n");
    xx = (*r.default_g* ≠ UNINITIALIZED) ? *r.default_g* : 0;
    $printf$ ("#␣Default␣single␣scattering␣anisotropy␣=␣%7.3f␣\n", xx);
    break;
  case FIND_AG: $printf$ ("#␣The␣inverse␣routine␣varied␣the␣albedo␣and␣anisotropy.\n");

$printf$ ("#␣\n");
if $(r.default\_b \neq \text{UNINITIALIZED})$
  $printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Default␣(mu_t*d)␣=␣%7.3g\n", $r.default\_b$);
else $printf$ ("#␣\n");
break;
case FIND_AUTO: $printf$ ("#␣The␣inverse␣routine␣adapted␣to␣the␣input␣data.\n");
  $printf$ ("#␣\n");
  $printf$ ("#␣\n");
  break;
case FIND_A: $printf$ ("#␣The␣inverse␣routine␣varied␣only␣the␣albedo.\n");
  $printf$ ("#␣\n");
  $xx = (r.default\_g \neq \text{UNINITIALIZED}) ? r.default\_g : 0;$
  $printf$ ("#␣Default␣single␣scattering␣anisotropy␣is␣%7.3f␣", xx);
  $xx = (r.default\_b \neq \text{UNINITIALIZED}) ? r.default\_b : \text{HUGE\_VAL};$
  $printf$ ("␣and␣(mu_t*d)␣=␣%7.3g\n", xx);
  break;
case FIND_B: $printf$ ("#␣The␣inverse␣routine␣varied␣only␣the␣optical␣depth.\n");
  $printf$ ("#␣\n");
  $xx = (r.default\_g \neq \text{UNINITIALIZED}) ? r.default\_g : 0;$
  $printf$ ("#␣Default␣single␣scattering␣anisotropy␣is␣%7.3f␣", xx);
  if $(r.default\_a \neq \text{UNINITIALIZED})$ $printf$ ("and␣default␣albedo␣=␣%7.3g\n", $r.default\_a$);
  else $printf$ ("\n");
  break;
case $FIND\_Ba$: $printf$ ("#␣The␣inverse␣routine␣varied␣only␣the␣absorption.\n");
  $printf$ ("#␣\n");
  $xx = (r.default\_bs \neq \text{UNINITIALIZED}) ? r.default\_bs : 0;$
  $printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Default␣(mu_s*d)␣=␣%7.3g\n", xx);
  break;
case $FIND\_Bs$: $printf$ ("#␣The␣inverse␣routine␣varied␣only␣the␣scattering.\n");
  $printf$ ("#␣\n");
  $xx = (r.default\_ba \neq \text{UNINITIALIZED}) ? r.default\_ba : 0;$
  $printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Default␣(mu_a*d)␣=␣%7.3g\n", xx);
  break;
default: $printf$ ("#␣\n");
  $printf$ ("#␣\n");
  $printf$ ("#␣\n");
  break;
}
$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣AD␣quadrature␣points␣=␣%3d\n", $r.method.quad\_pts$);
$printf$ ("#␣␣␣␣␣␣␣␣␣␣␣␣␣␣AD␣tolerance␣for␣success␣=␣%9.5f\n", $r.tolerance$);
$printf$ ("#␣␣␣␣␣␣MC␣tolerance␣for␣mu_a␣and␣mu_s'␣=␣%7.3f␣%%\n", $r.MC\_tolerance$);

This code is used in section 109.

116. IAD Calculation.

⟨ iad_calc.c   116 ⟩ ≡

#**include** <math.h>
#**include** <string.h>
#**include** <stdio.h>
#**include** <stdlib.h>
#**include** "nr_util.h"
#**include** "nr_zbrent.h"
#**include** "ad_globl.h"
#**include** "ad_frsnl.h"
#**include** "ad_prime.h"
#**include** "iad_type.h"
#**include** "iad_util.h"
#**include** "iad_calc.h"
#**define** ABIT $1 \cdot 10^{-6}$
#**define** A_COLUMN 1
#**define** B_COLUMN 2
#**define** G_COLUMN 3
#**define** URU_COLUMN 4
#**define** UTU_COLUMN 5
#**define** UR1_COLUMN 6
#**define** UT1_COLUMN 7
#**define** REFLECTION_SPHERE 1
#**define** TRANSMISSION_SPHERE 0
#**define** GRID_SIZE 101
#**define** T_TRUST_FACTOR 1
  static int CALCULATING_GRID $= 1$;
  static struct measure_type MM;
  static struct invert_type RR;
  static struct measure_type MGRID;
  static struct invert_type RGRID;
  static double $** The\_Grid = \Lambda$;
  static double GG_a;
  static double GG_b;
  static double GG_g;
  static double GG_bs;
  static double GG_ba;
  static boolean_type $The\_Grid\_Initialized =$ FALSE;
  static boolean_type $The\_Grid\_Search = -1$;

  ⟨ Definition for Set_Calc_State 132 ⟩
  ⟨ Definition for Get_Calc_State 134 ⟩
  ⟨ Definition for $Same\_Calc\_State$ 136 ⟩
  ⟨ Prototype for $Fill\_AB\_Grid$ 154 ⟩;
  ⟨ Prototype for $Fill\_AG\_Grid$ 159 ⟩;
  ⟨ Definition for RT_Flip 152 ⟩
  ⟨ Definition for $Allocate\_Grid$ 138 ⟩
  ⟨ Definition for $Valid\_Grid$ 142 ⟩
  ⟨ Definition for $fill\_grid\_entry$ 153 ⟩
  ⟨ Definition for $Fill\_Grid$ 169 ⟩
  ⟨ Definition for $Near\_Grid\_Points$ 150 ⟩
  ⟨ Definition for $Fill\_AB\_Grid$ 155 ⟩
  ⟨ Definition for $Fill\_AG\_Grid$ 160 ⟩

⟨ Definition for *Fill_BG_Grid* 163 ⟩
⟨ Definition for *Fill_BaG_Grid* 165 ⟩
⟨ Definition for *Fill_BsG_Grid* 167 ⟩
⟨ Definition for *Grid_ABG* 140 ⟩
⟨ Definition for *Gain* 121 ⟩
⟨ Definition for *Gain_11* 123 ⟩
⟨ Definition for *Gain_22* 125 ⟩
⟨ Definition for *Two_Sphere_R* 127 ⟩
⟨ Definition for *Two_Sphere_T* 129 ⟩
⟨ Definition for *Calculate_Distance_With_Corrections* 175 ⟩
⟨ Definition for *Calculate_Grid_Distance* 173 ⟩
⟨ Definition for *Calculate_Distance* 171 ⟩
⟨ Definition for *abg_distance* 148 ⟩
⟨ Definition for *Find_AG_fn* 185 ⟩
⟨ Definition for *Find_AB_fn* 187 ⟩
⟨ Definition for *Find_Ba_fn* 189 ⟩
⟨ Definition for *Find_Bs_fn* 191 ⟩
⟨ Definition for *Find_A_fn* 193 ⟩
⟨ Definition for *Find_B_fn* 195 ⟩
⟨ Definition for *Find_G_fn* 197 ⟩
⟨ Definition for *Find_BG_fn* 199 ⟩
⟨ Definition for *Find_BaG_fn* 201 ⟩
⟨ Definition for *Find_BsG_fn* 203 ⟩
⟨ Definition for *maxloss* 205 ⟩
⟨ Definition for *Max_Light_Loss* 207 ⟩

117.

⟨ `iad_calc.h` 117 ⟩ ≡
  ⟨ Prototype for *Gain* 120 ⟩;
  ⟨ Prototype for *Gain_11* 122 ⟩;
  ⟨ Prototype for *Gain_22* 124 ⟩;
  ⟨ Prototype for *Two_Sphere_R* 126 ⟩;
  ⟨ Prototype for *Two_Sphere_T* 128 ⟩;
  ⟨ Prototype for *Set_Calc_State* 131 ⟩;
  ⟨ Prototype for *Get_Calc_State* 133 ⟩;
  ⟨ Prototype for *Same_Calc_State* 135 ⟩;
  ⟨ Prototype for *Valid_Grid* 141 ⟩;
  ⟨ Prototype for *Allocate_Grid* 137 ⟩;
  ⟨ Prototype for *Fill_Grid* 168 ⟩;
  ⟨ Prototype for *Near_Grid_Points* 149 ⟩;
  ⟨ Prototype for *Grid_ABG* 139 ⟩;
  ⟨ Prototype for *Find_AG_fn* 184 ⟩;
  ⟨ Prototype for *Find_AB_fn* 186 ⟩;
  ⟨ Prototype for *Find_Ba_fn* 188 ⟩;
  ⟨ Prototype for *Find_Bs_fn* 190 ⟩;
  ⟨ Prototype for *Find_A_fn* 192 ⟩;
  ⟨ Prototype for *Find_B_fn* 194 ⟩;
  ⟨ Prototype for *Find_G_fn* 196 ⟩;
  ⟨ Prototype for *Find_BG_fn* 198 ⟩;
  ⟨ Prototype for *Find_BsG_fn* 202 ⟩;
  ⟨ Prototype for *Find_BaG_fn* 200 ⟩;
  ⟨ Prototype for *Fill_BG_Grid* 162 ⟩;
  ⟨ Prototype for *Fill_BsG_Grid* 166 ⟩;
  ⟨ Prototype for *Fill_BaG_Grid* 164 ⟩;
  ⟨ Prototype for *Calculate_Distance_With_Corrections* 174 ⟩;
  ⟨ Prototype for *Calculate_Distance* 170 ⟩;
  ⟨ Prototype for *Calculate_Grid_Distance* 172 ⟩;
  ⟨ Prototype for *abg_distance* 147 ⟩;
  ⟨ Prototype for *maxloss* 204 ⟩;
  ⟨ Prototype for *Max_Light_Loss* 206 ⟩;

118. Initialization.

The functions in this file assume that the local variables MM and RR have been initialized appropriately. The variable MM contains all the information about how a particular experiment was done. The structure RR contains the data structure that is passed to the adding-doubling routines as well as the number of quadrature points.

history 6/8/94 changed error output to *stderr*.

119. Gain.

Assume that a sphere is illuminated with diffuse light having a power P. This light can reach all parts of sphere — specifically, light from this source is not blocked by a baffle. Multiple reflections in the sphere will increase the power falling on non-white areas in the sphere (e.g., the sample, detector, and entrance) To find the total we need to sum all the total of all incident light at a point. The first incidence is

$$P_w^{(1)} = a_w P, \qquad P_s^{(1)} = a_s P, \qquad P_d^{(1)} = a_d P$$

The light from the detector and sample is multiplied by $(1 - a_e)$ and not by a_w because the light from the detector (and sample) is not allowed to hit either the detector or sample. The second incidence on the wall is

$$P_w^{(2)} = a_w r_w P_w^{(1)} + (1 - a_e) r_d P_d^{(1)} + (1 - a_e) r_s P_s^{(1)}$$

The light that hits the walls after k bounces has the same form as above

$$P_w^{(k)} = a_w r_w P_w^{(k-1)} + (1 - a_e) r_d P_d^{(k-1)} + (1 - a_e) r_s P_s^{(k-1)}$$

Since the light falling on the sample and detector must come from the wall

$$P_s^{(k)} = a_s r_w P_w^{(k-1)} \qquad \text{and} \qquad P_d^{(k)} = a_d r_w P_w^{(k-1)},$$

Therefore,

$$P_w^{(k)} = a_w r_w P_w^{(k-1)} + (1 - a_e) r_w (a_d r_d + a_s r_s) P_w^{(k-2)}$$

The total power falling on the walls is just

$$P_w = \sum_{k=1}^{\infty} P_w^{(k)} = \frac{a_w + (1 - a_e)(a_d r_d + a_s r_s)}{1 - a_w r_w - (1 - a_e) r_w (a_d r_d + a_s r_s)} P$$

The total power falling the detector is

$$P_d = a_d P + \sum_{k=2}^{\infty} a_d r_w P_w^{(k-1)} = a_d P + a_d r_w P_w$$

The gain $G(r_s)$ on the irradiance on the detector (relative to a black sphere),

$$G(r_s) \equiv \frac{P_d / A_d}{P / A}$$

in terms of the sphere parameters

$$G(r_s) = 1 + \frac{1}{a_w} \cdot \frac{a_w r_w + (1 - a_e) r_w (a_d r_d + a_s r_s)}{1 - a_w r_w - (1 - a_e) r_w (a_d r_d + a_s r_s)}$$

The gain for a detector in a transmission sphere is similar, but with primed parameters to designate a second potential sphere that is used. For a black sphere the gain $G(0) = 1$, which is easily verified by setting $r_w = 0$, $r_s = 0$, and $r_d = 0$. Conversely, when the sphere walls and sample are perfectly white, the irradiance at the entrance port, the sample port, and the detector port must increase so that the total power leaving via these ports is equal to the incident diffuse power P. Thus the gain should be the ratio of the sphere wall area over the area of the ports through which light leaves or $G(1) = A/(A_e + A_d)$ which follows immediately from the gain formula with $r_w = 1$, $r_s = 1$, and $r_d = 0$.

120.   The gain $G(r_s)$ on the irradiance on the detector (relative to a black sphere),

$$G(r_s) \equiv \frac{P_d/A_d}{P/A}$$

in terms of the sphere parameters

$$G(r_s) = 1 + \frac{a_w r_w + (1 - a_e)r_w(a_d r_d + a_s r_s)}{1 - a_w r_w - (1 - a_e)r_w(a_d r_d + a_s r_s)}$$

⟨ Prototype for *Gain* 120 ⟩ ≡
  double *Gain*(**int** *sphere*, **struct measure_type** *m*, **double** URU)
This code is used in sections 117 and 121.

121.   ⟨ Definition for *Gain* 121 ⟩ ≡
  ⟨ Prototype for *Gain* 120 ⟩
  {
    double G, tmp;
    if ($sphere \equiv$ REFLECTION_SPHERE) {
      $tmp = m.rw\_r * (m.aw\_r + (1 - m.ae\_r) * (m.ad\_r * m.rd\_r + m.as\_r * \text{URU}))$;
      if ($tmp \equiv 1.0$) $G = 1$;
      else $G = 1.0 + tmp/(1.0 - tmp)$;
    }
    else {
      $tmp = m.rw\_t * (m.aw\_t + (1 - m.ae\_t) * (m.ad\_t * m.rd\_t + m.as\_t * \text{URU}))$;
      if ($tmp \equiv 1.0$) $G = 1$;
      else $G = 1.0 + tmp/(1.0 - tmp)$;
    }
    return G;
  }
This code is used in section 116.

122.   The gain for light on the detector in the first sphere for diffuse light starting in that same sphere is
defined as
$$G_{1\to 1}(r_s, t_s) \equiv \frac{P_{1\to 1}(r_s, t_s)/A_d}{P/A}$$

then the full expression for the gain is

$$G_{1\to 1}(r_s, t_s) = \frac{G(r_s)}{1 - a_s a'_s r_w r'_w (1 - a_e)(1 - a'_e)G(r_s)G'(r_s)t_s^2}$$

⟨ Prototype for *Gain_11* 122 ⟩ ≡
  double *Gain_11*(**struct measure_type** *m*, **double** URU, **double** *tdiffuse*)
This code is used in sections 117 and 123.

123.   ⟨ Definition for *Gain_11* 123 ⟩ ≡
  ⟨ Prototype for *Gain_11* 122 ⟩
  {
    double G, GP, G11;

    $G = Gain(\texttt{REFLECTION\_SPHERE}, m, \texttt{URU})$;
    $\texttt{GP} = Gain(\texttt{TRANSMISSION\_SPHERE}, m, \texttt{URU})$;
    $\texttt{G11} = G/(1 - m.as\_r * m.as\_t * m.aw\_r * m.aw\_t * (1 - m.ae\_r) * (1 - m.ae\_t) * G * \texttt{GP} * tdiffuse * tdiffuse)$;
    return G11;
  }

This code is used in section 116.

124.   Similarly, when the light starts in the second sphere, the gain for light on the detector in the second sphere $G_{2 \to 2}$ is found by switching all primed variables to unprimed. Thus $G_{2 \to 1}(r_s, t_s)$ is

$$G_{2 \to 2}(r_s, t_s) = \frac{G'(r_s)}{1 - a_s a_s' r_w r_w' (1 - a_e)(1 - a_e') G(r_s) G'(r_s) t_s^2}$$

⟨ Prototype for *Gain_22* 124 ⟩ ≡
  double *Gain_22* (**struct measure_type** m, **double** URU, **double** *tdiffuse*)

This code is used in sections 117 and 125.

125.   ⟨ Definition for *Gain_22* 125 ⟩ ≡
  ⟨ Prototype for *Gain_22* 124 ⟩
  {
    double G, GP, G22;

    $G = Gain(\texttt{REFLECTION\_SPHERE}, m, \texttt{URU})$;
    $\texttt{GP} = Gain(\texttt{TRANSMISSION\_SPHERE}, m, \texttt{URU})$;
    $\texttt{G22} = \texttt{GP}/(1 - m.as\_r * m.as\_t * m.aw\_r * m.aw\_t * (1 - m.ae\_r) * (1 - m.ae\_t) * G * \texttt{GP} * tdiffuse * tdiffuse)$;
    return G22;
  }

This code is used in section 116.

126.   The reflected power for two spheres makes use of the formulas for *Gain_11* above.

  The light on the detector in the reflection (first) sphere arises from three sources: the fraction of light directly reflected off the sphere wall $f r_w^2 (1 - a_e) P$, the fraction of light reflected by the sample $(1 - f) r_s^{\text{direct}} r_w^2 (1 - a_e) P$, and the light transmitted through the sample $(1 - f) t_s^{\text{direct}} r_w' (1 - a_e') P$,

$$\begin{aligned} R(r_s^{\text{direct}}, r_s, t_s^{\text{direct}}, t_s) = {} & G_{1 \to 1}(r_s, t_s) \cdot a_d (1 - a_e) r_w^2 f P \\ & + G_{1 \to 1}(r_s, t_s) \cdot a_d (1 - a_e) r_w (1 - f) r_s^{\text{direct}} P \\ & + G_{2 \to 1}(r_s, t_s) \cdot a_d (1 - a_e') r_w' (1 - f) t_s^{\text{direct}} P \end{aligned}$$

which simplifies slightly to

$$\begin{aligned} R(r_s^{\text{direct}}, r_s, t_s^{\text{direct}}, t_s) = {} & a_d (1 - a_e) r_w P \cdot G_{1 \to 1}(r_s, t_s) \\ & \times \left[(1 - f) r_s^{\text{direct}} + f r_w + (1 - f) a_s' (1 - a_e') r_w' t_s^{\text{direct}} t_s G'(r_s) \right] \end{aligned}$$

⟨ Prototype for *Two_Sphere_R* 126 ⟩ ≡
  double *Two_Sphere_R* (**struct measure_type** m, **double** UR1, **double** URU, **double** UT1, **double** UTU)

This code is used in sections 117 and 127.

127.   ⟨Definition for Two_Sphere_R 127⟩ ≡
  ⟨Prototype for Two_Sphere_R 126⟩
  {
    double x, GP;

    GP $= Gain($TRANSMISSION_SPHERE$, m,$ URU$)$;
    $x = m.ad\_r * (1 - m.ae\_r) * m.rw\_r * Gain\_11\,(m,$ URU, UTU$)$;
    x *$= (1 - m.f\_r) *$ UR1 $+ m.rw\_r * m.f\_r + (1 - m.f\_r) * m.as\_t * (1 - m.ae\_t) * m.rw\_t *$ UT1 $*$ UTU $*$ GP;
    return x;
  }

This code is used in section 116.

128.   For the power on the detector in the transmission (second) sphere we have the same three sources. The only difference is that the subscripts on the gain terms now indicate that the light ends up in the second sphere

$$T(r_s^{\text{direct}}, r_s, t_s^{\text{direct}}, t_s) = G_{1\to2}(r_s, t_s) \cdot a'_d(1 - a_e)r_w^2 fP$$
$$+ G_{1\to2}(r_s, t_s) \cdot a'_d(1 - a_e)r_w(1 - f)r_s^{\text{direct}} P$$
$$+ G_{2\to2}(r_s, t_s) \cdot a'_d(1 - a'_e)r'_w(1 - f)t_s^{\text{direct}} P$$

or

$$T(r_s^{\text{direct}}, r_s, t_s^{\text{direct}}, t_s) = a'_d(1 - a'_e)r'_w P \cdot G_{2\to2}(r_s, t_s)$$
$$\times \left[(1 - f)t_s^{\text{direct}} + (1 - a_e)r_w a_s t_s(f r_w + (1 - f)r_s^{\text{direct}})G(r_s) \right]$$

⟨Prototype for Two_Sphere_T 128⟩ ≡
  double Two_Sphere_T(**struct measure_type** m, **double** UR1, **double** URU, **double** UT1, **double** UTU)
This code is used in sections 117 and 129.

129.   ⟨Definition for Two_Sphere_T 129⟩ ≡
  ⟨Prototype for Two_Sphere_T 128⟩
  {
    double x, G;

    $G = Gain($REFLECTION_SPHERE$, m,$ URU$)$;
    $x = m.ad\_t * (1 - m.ae\_t) * m.rw\_t * Gain\_22\,(m,$ URU, UTU$)$;
    x *$= (1 - m.f\_r) *$ UT1 $+ (1 - m.ae\_r) * m.rw\_r * m.as\_r *$ UTU $* (m.f\_r * m.rw\_r + (1 - m.f\_r) *$ UR1$) * G$;
    return x;
  }

This code is used in section 116.

130.   Grid Routines.   There is a long story associated with these routines. I spent a lot of time trying to find an empirical function to allow a guess at a starting value for the inversion routine. Basically nothing worked very well. There were too many special cases and what not. So I decided to calculate a whole bunch of reflection and transmission values and keep their associated optical properties linked nearby.

I did the very simplest thing. I just allocate a matrix that is five columns wide. Then I fill every row with a calculated set of optical properties and observables. The distribution of values that I use could certainly use some work, but they currently work.

SO... how does this thing work anyway? There are two possible grids one for calculations requiring the program to find the albedo and the optical depth (a and b) and one to find the albedo and anisotropy (a and g). These grids must be allocated and initialized before use.

131.   This is a pretty important routine that should have some explanation. The reason that it exists, is that we need some 'out-of-band' information during the minimization process. Since the light transport calculation depends on all sorts of stuff (e.g., the sphere parameters) and the minimization routines just vary one or two parameters this information needs to be put somewhere.

I chose the global variables MM and RR to save things in.

The bottom line is that you cannot do a light transport calculation without calling this routine first.

⟨Prototype for *Set_Calc_State* 131⟩ ≡
  void *Set_Calc_State*(**struct measure_type** m, **struct invert_type** r)

This code is used in sections 117 and 132.

132.   ⟨Definition for *Set_Calc_State* 132⟩ ≡
  ⟨Prototype for *Set_Calc_State* 131⟩
  {
    memcpy(&MM, &m, **sizeof**(**struct measure_type**));
    memcpy(&RR, &r, **sizeof**(**struct invert_type**));
    if (*Debug*(DEBUG_ITERATIONS) ∧ ¬CALCULATING_GRID) {
      fprintf(*stderr*, "MC␣Loss␣(UR1=%7.5f,␣UT1=%7.5f,␣", $m.ur1\_lost$, $m.ut1\_lost$);
      fprintf(*stderr*, "URU=%7.5f,␣UTU=%7.5f)\n", $m.uru\_lost$, $m.utu\_lost$);
    }
  }

This code is used in section 116.

133.   The inverse of the previous routine. Note that you must have space for the parameters m and r already allocated.

⟨Prototype for *Get_Calc_State* 133⟩ ≡
  void *Get_Calc_State*(**struct measure_type** *m, **struct invert_type** *r)

This code is used in sections 117 and 134.

134.   ⟨Definition for *Get_Calc_State* 134⟩ ≡
  ⟨Prototype for *Get_Calc_State* 133⟩
  {
    memcpy(m, &MM, **sizeof**(**struct measure_type**));
    memcpy(r, &RR, **sizeof**(**struct invert_type**));
  }

This code is used in section 116.

135.   The inverse of the previous routine. Note that you must have space for the parameters m and r already allocated.

⟨ Prototype for *Same_Calc_State* 135 ⟩ ≡
  boolean_type *Same_Calc_State*(**struct measure_type** m, **struct invert_type** r)

This code is used in sections 117 and 136.

136.   ⟨ Definition for *Same_Calc_State* 136 ⟩ ≡
  ⟨ Prototype for *Same_Calc_State* 135 ⟩
  {
      if (*The_Grid* ≡ Λ) **return** FALSE;
      if (¬ *The_Grid_Initialized*) **return** FALSE;
      if (*r.search* ≠ RR.*search*) **return** FALSE;
      if (*r.method.quad_pts* ≠ RR.*method.quad_pts*) **return** FALSE;
      if (*r.slab.a* ≠ RR.*slab.a*) **return** FALSE;
      if (*r.slab.b* ≠ RR.*slab.b*) **return** FALSE;
      if (*r.slab.g* ≠ RR.*slab.g*) **return** FALSE;
      if (*r.slab.phase_function* ≠ RR.*slab.phase_function*) **return** FALSE;
      if (*r.slab.n_slab* ≠ RR.*slab.n_slab*) **return** FALSE;
      if (*r.slab.n_top_slide* ≠ RR.*slab.n_top_slide*) **return** FALSE;
      if (*r.slab.n_bottom_slide* ≠ RR.*slab.n_bottom_slide*) **return** FALSE;
      if (*r.slab.b_top_slide* ≠ RR.*slab.b_top_slide*) **return** FALSE;
      if (*r.slab.b_bottom_slide* ≠ RR.*slab.b_bottom_slide*) **return** FALSE;
      if (*r.slab.cos_angle* ≠ RR.*slab.cos_angle*) **return** FALSE;
      if ((*m.num_measures* ≡ 3) ∧ (*m.m_u* ≠ MGRID.*m_u*)) **return** (FALSE);
      return TRUE;
  }

This code is used in section 116.

137.   ⟨ Prototype for *Allocate_Grid* 137 ⟩ ≡
  void *Allocate_Grid*(**search_type** s)

This code is used in sections 117 and 138.

138.   ⟨ Definition for *Allocate_Grid* 138 ⟩ ≡
  ⟨ Prototype for *Allocate_Grid* 137 ⟩
  {
      (**void**) s;
      The_Grid = *dmatrix*(0, GRID_SIZE ∗ GRID_SIZE, 1, 7);
      if (*The_Grid* ≡ Λ) *AD_error*("unable␣to␣allocate␣the␣grid␣matrix");
      The_Grid_Initialized = FALSE;
  }

This code is used in section 116.

139.   This routine will return the a, b, and g values for a particular row in the grid.

⟨ Prototype for *Grid_ABG* 139 ⟩ ≡
  void *Grid_ABG*(**int** i, **int** j, **guess_type** ∗*guess*)

This code is used in sections 117 and 140.

140.   ⟨ Definition for *Grid_ABG* 140 ⟩ ≡
  ⟨ Prototype for *Grid_ABG* 139 ⟩
  {
    if $(0 \le i \land i <$ GRID_SIZE $\land 0 \le j \land j <$ GRID_SIZE$)$ {
      guess⃗*a* = *The_Grid*[GRID_SIZE ∗ *i* + *j*][A_COLUMN];
      guess⃗*b* = *The_Grid*[GRID_SIZE ∗ *i* + *j*][B_COLUMN];
      guess⃗*g* = *The_Grid*[GRID_SIZE ∗ *i* + *j*][G_COLUMN];
      guess⃗*distance* = *Calculate_Grid_Distance*(*i*, *j*);
    }
    else {
      guess⃗*a* = 0.5;
      guess⃗*b* = 0.5;
      guess⃗*g* = 0.5;
      guess⃗*distance* = 999;
    }
  }

This code is used in section 116.

141.   This routine is used to figure out if the current grid is valid. This can fail for several reasons. First the grid may not have been allocated. Or it may not have been initialized. The boundary conditions may have changed. The number or values of the sphere parameters may have changed. It is tedious, but straightforward to check these cases out.

  If this routine returns true, then it is a pretty good bet that the values in the current grid can be used to guess the next starting set of values.

⟨ Prototype for *Valid_Grid* 141 ⟩ ≡
  boolean_type *Valid_Grid*(**struct measure_type** *m*, **search_type** *s*)

This code is used in sections 117 and 142.

142.   ⟨ Definition for *Valid_Grid* 142 ⟩ ≡
  ⟨ Prototype for *Valid_Grid* 141 ⟩
  {
    ⟨ Tests for invalid grid 143 ⟩
    return (TRUE);
  }

This code is used in section 116.

143.   First check are to test if the grid has ever been filled

⟨ Tests for invalid grid 143 ⟩ ≡
  if (*The_Grid* ≡ Λ) {
    if (*Debug*(DEBUG_GRID)) *fprintf*(*stderr*, "GRID:␣Fill␣because␣NULL\n");
    return (FALSE);
  }
  if (¬*The_Grid_Initialized*) {
    if (*Debug*(DEBUG_GRID)) *fprintf*(*stderr*, "GRID:␣Fill␣because␣not␣initialized\n");
    return (FALSE);
  }

See also sections 144, 145, and 146.

This code is used in section 142.

144.   If the type of search has changed then report the grid as invalid

⟨ Tests for invalid grid 143 ⟩ +≡
  if (*The_Grid_Search* ≠ *s*) {
    if (*Debug*(DEBUG_GRID)) *fprintf* (*stderr*, "GRID:␣Fill␣because␣search␣type␣changed\n");
    return (FALSE);
  }

145.   Compare the *m.m_u* value only if there are three measurements

⟨ Tests for invalid grid 143 ⟩ +≡
  if ((*m.num_measures* ≡ 3) ∧ (*m.m_u* ≠ MGRID.*m_u*)) {
    if (*Debug*(DEBUG_GRID)) *fprintf* (*stderr*, "GRID:␣Fill␣because␣unscattered␣light␣changed\n");
    return (FALSE);
  }

146.   Make sure that the boundary conditions have not changed.

⟨ Tests for invalid grid 143 ⟩ +≡
  if (*m.slab_index* ≠ MGRID.*slab_index*) {
    if (*Debug*(DEBUG_GRID)) *fprintf* (*stderr*, "GRID:␣Fill␣slab␣refractive␣index␣changed\n");
    return (FALSE);
  }
  if (*m.slab_cos_angle* ≠ MGRID.*slab_cos_angle*) {
    if (*Debug*(DEBUG_GRID)) *fprintf* (*stderr*, "GRID:␣Fill␣incident␣light␣changed\n");
    return (FALSE);
  }
  if (*m.slab_top_slide_index* ≠ MGRID.*slab_top_slide_index*) {
    if (*Debug*(DEBUG_GRID)) *fprintf* (*stderr*, "GRID:␣Fill␣top␣slide␣refractive␣index␣changed\n");
    return (FALSE);
  }
  if (*m.slab_bottom_slide_index* ≠ MGRID.*slab_bottom_slide_index*) {
    if (*Debug*(DEBUG_GRID))
      fprintf (*stderr*, "GRID:␣Fill␣bottom␣slide␣refractive␣index␣changed\n");
    return (FALSE);
  }

147.   Routine to just figure out the distance to a particular a, b, g point

⟨ Prototype for *abg_distance* 147 ⟩ ≡
  void *abg_distance*(**double** *a*, **double** *b*, **double** *g*, **guess_type** *∗guess*)

This code is used in sections 117 and 148.

148. ⟨ Definition for *abg_distance* 148 ⟩ ≡
  ⟨ Prototype for *abg_distance* 147 ⟩
  {
      double *m_r*, *m_t*, *distance*;
      struct measure_type *old_mm*;
      struct invert_type *old_rr*;

      Get_Calc_State(&*old_mm*, &*old_rr*);
      RR.*slab*.*a* = *a*;
      RR.*slab*.*b* = *b*;
      RR.*slab*.*g* = *g*;
      Calculate_Distance(&*m_r*, &*m_t*, &*distance*);
      Set_Calc_State(*old_mm*, *old_rr*);
      guess⁃*a* = *a*;
      guess⁃*b* = *b*;
      guess⁃*g* = *g*;
      guess⁃*distance* = *distance*;
  }

This code is used in section 116.

149.   This just searches through the grid to find the minimum entry and returns the optical properties of
that entry. The smallest, the next smallest, and the third smallest values are returned.

   This has been rewritten to use *Calculate_Distance_With_Corrections* so that changes in sphere parameters
won't necessitate recalculating the grid.

⟨ Prototype for *Near_Grid_Points* 149 ⟩ ≡
   void *Near_Grid_Points*(**double** *r*, **double** *t*, **search_type** *s*, **int** *∗i_min*, **int** *∗j_min*)

This code is used in sections 117 and 150.

150.   ⟨ Definition for *Near_Grid_Points* 150 ⟩ ≡
  ⟨ Prototype for *Near_Grid_Points* 149 ⟩
  {
    int *i, j*;
    double *fval*;
    double *smallest* = 10.0;
    struct measure_type *old_mm*;
    struct invert_type *old_rr*;
    (**void**) *r*;
    (**void**) *t*;
    (**void**) *s*;
    Get_Calc_State (&*old_mm*, &*old_rr*);
    ∗i_min = 0;
    ∗j_min = 0;
    for (*i* = 0; *i* < GRID_SIZE; *i*++) {
      for (*j* = 0; *j* < GRID_SIZE; *j*++) {
        CALCULATING_GRID = 1;
        fval = *Calculate_Grid_Distance* (*i, j*);
        CALCULATING_GRID = 0;
        if (*fval* < *smallest*) {
          ∗i_min = *i*;
          ∗j_min = *j*;
          smallest = *fval*;
        }
      }
    }
    Set_Calc_State (*old_mm*, *old_rr*);
  }

This code is used in section 116.

151.   Routine to incorporate flipping of sample if needed. This is pretty simple. The assumption is that flipping is handled relative to the reflection side of the sphere. Thus even when flipping is needed, the usual call to RT( ) will result in the correct values for the reflectances. The transmission values can then be calculated by swapping the top and bottom slides.

   Technically, the value of slab should be **const** but it is not so that we don't pay a copying overhead whenever *flip* is false (the usual case).

⟨ Prototype for *RT_Flip* 151 ⟩ ≡
  void *RT_Flip* (**int** *flip*, **int** *n*, **struct AD_slab_type** *∗slab*, **double** *∗*UR1, **double** *∗*UT1, **double**
    *∗*URU, **double** *∗*UTU)

This code is used in section 152.

152. ⟨ Definition for RT_Flip 152 ⟩ ≡
　⟨ Prototype for RT_Flip 151 ⟩
　{
　　double $swap$, $correct\_UR1$, $correct\_URU$;

　　$RT(n, slab, \mathtt{UR1}, \mathtt{UT1}, \mathtt{URU}, \mathtt{UTU})$;
　　if $(flip)$ {
　　　$correct\_UR1 = *\mathtt{UR1}$;
　　　$correct\_URU = *\mathtt{URU}$;
　　　$swap = slab{\rightarrow}n\_top\_slide$;
　　　$slab{\rightarrow}n\_top\_slide = slab{\rightarrow}n\_bottom\_slide$;
　　　$slab{\rightarrow}n\_bottom\_slide = swap$;
　　　$swap = slab{\rightarrow}b\_top\_slide$;
　　　$slab{\rightarrow}b\_top\_slide = slab{\rightarrow}b\_bottom\_slide$;
　　　$slab{\rightarrow}b\_bottom\_slide = swap$;
　　　$RT(n, slab, \mathtt{UR1}, \mathtt{UT1}, \mathtt{URU}, \mathtt{UTU})$;
　　　$swap = slab{\rightarrow}n\_top\_slide$;
　　　$slab{\rightarrow}n\_top\_slide = slab{\rightarrow}n\_bottom\_slide$;
　　　$slab{\rightarrow}n\_bottom\_slide = swap$;
　　　$swap = slab{\rightarrow}b\_top\_slide$;
　　　$slab{\rightarrow}b\_top\_slide = slab{\rightarrow}b\_bottom\_slide$;
　　　$slab{\rightarrow}b\_bottom\_slide = swap$;
　　　$*\mathtt{UR1} = correct\_UR1$;
　　　$*\mathtt{URU} = correct\_URU$;
　　}
　}
This code is used in section 116.

153.   Simple routine to put values into the grid
  Presumes that RR.*slab* is properly set up.

⟨ Definition for *fill_grid_entry* 153 ⟩ ≡
  static void *fill_grid_entry*(**int** *i*, **int** *j*)
  {
    double *ur1*, *ut1*, *uru*, *utu*;
    if (RR.*slab*.*b* ≤ 1 · 10⁻⁶) RR.*slab*.*b* = 1 · 10⁻⁶;
    if (*Debug*(DEBUG_EVERY_CALC)) {
      if (¬CALCULATING_GRID)
        fprintf(*stderr*, "a=%8.5f␣b=%10.5f␣g=%8.5f␣", RR.*slab*.*a*, RR.*slab*.*b*, RR.*slab*.*g*);
      else {
        if (*j* ≡ 0) *fprintf*(*stderr*, ".");
        if (*i* + 1 ≡ GRID_SIZE ∧ *j* ≡ 0) *fprintf*(*stderr*, "\n");
      }
    }
    RT_Flip(MM.*flip_sample*, RR.*method*.*quad_pts*, &RR.*slab*, &*ur1*, &*ut1*, &*uru*, &*utu*);
    if (*Debug*(DEBUG_EVERY_CALC) ∧ ¬CALCULATING_GRID)
      fprintf(*stderr*, "ur1=%8.5f␣ut1=%8.5f\n", *ur1*, *ut1*);
    The_Grid[GRID_SIZE * *i* + *j*][A_COLUMN] = RR.*slab*.*a*;
    The_Grid[GRID_SIZE * *i* + *j*][B_COLUMN] = RR.*slab*.*b*;
    The_Grid[GRID_SIZE * *i* + *j*][G_COLUMN] = RR.*slab*.*g*;
    The_Grid[GRID_SIZE * *i* + *j*][UR1_COLUMN] = *ur1*;
    The_Grid[GRID_SIZE * *i* + *j*][UT1_COLUMN] = *ut1*;
    The_Grid[GRID_SIZE * *i* + *j*][URU_COLUMN] = *uru*;
    The_Grid[GRID_SIZE * *i* + *j*][UTU_COLUMN] = *utu*;
    if (*Debug*(DEBUG_GRID_CALC)) {
      fprintf(*stderr*, "+␣%2d␣%2d␣", *i*, *j*);
      fprintf(*stderr*, "%10.5f␣%10.5f␣%10.5f␣|", RR.*slab*.*a*, RR.*slab*.*b*, RR.*slab*.*g*);
      fprintf(*stderr*, "%10.5f␣%10.5f␣|", MM.*m_r*, *uru*);
      fprintf(*stderr*, "%10.5f␣%10.5f␣\n", MM.*m_t*, *utu*);
    }
  }

This code is used in section 116.

154.   This routine fills the grid with a proper set of values. With a little work, this routine could be made much faster by (1) only generating the phase function matrix once, (2) Making only one pass through the array for each albedo value, i.e., using the matrix left over from $b = 1$ to generate the solution for $b = 2$. Unfortunately this would require a complete revision of the *Calculate_Distance* routine. Fortunately, this routine should only need to be calculated once at the beginning of each run.

⟨ Prototype for *Fill_AB_Grid* 154 ⟩ ≡
  void *Fill_AB_Grid*(**struct measure_type** *m*, **struct invert_type** *r*)

This code is used in sections 116 and 155.

155.   ⟨ Definition for *Fill_AB_Grid* 155 ⟩ ≡
   ⟨ Prototype for *Fill_AB_Grid* 154 ⟩
   {
      int i, j;
      double a;
      double $min\_b = -8$;   /∗ exp(-10) is smallest thickness ∗/
      double $max\_b = +8$;   /∗ exp(+8) is greatest thickness ∗/
      if (*Debug*(DEBUG_GRID)) *fprintf* (*stderr*, "Filling␣AB␣grid\n");
      if (*The_Grid* ≡ Λ) *Allocate_Grid* (*r.search*);
      ⟨ Zero *GG* 161 ⟩
      Set_Calc_State (*m, r*);
      GG_g = RR.*slab.g*;
      for ($i = 0$; $i <$ GRID_SIZE; i++) {
         double $x = ($**double**$) i/($GRID_SIZE $- 1.0)$;
         RR.*slab.b* = $exp(min\_b + (max\_b - min\_b) * x)$;
         for ($j = 0$; $j <$ GRID_SIZE; j++) {
            ⟨ Generate next albedo using j 157 ⟩
            fill_grid_entry (i, j);
         }
      }
      The_Grid_Initialized = TRUE;
      The_Grid_Search = FIND_AB;
   }

This code is used in section 116.

156.   Now it seems that I must be a bit more subtle in choosing the range of albedos to use in the grid. Originally I just spaced them according to

$$a = 1 - \left[\frac{j-1}{n-1} \right]^3$$

where $1 \le j \le n$. Long ago it seems that I based things only on the square of the bracketed term, but I seem to remember that I was forced to change it from a square to a cube to get more global convergence.

So why am I rewriting this? Well, because it works very poorly for samples with small albedos. For example, when $n = 11$ then the values chosen for a are (1, .999, .992, .973, .936, .875, .784, .657, .488, .271, 0). Clearly very skewed towards high albedos.

I am considering a two part division. I'm not too sure how it should go. Let the first half be uniformly divided and the last half follow the cubic scheme given above. The list of values should then be (1, .996, .968, .892, 0.744, .5, .4, .3, .2, .1, 0).

Maybe it would be best if I just went back to a quadratic term. Who knows?

In the **if** statement below, note that it could read $j \ge k$ and still generate the same results.

⟨ Nonworking code 156 ⟩ ≡
   $k = floor((\text{GRID\_SIZE} - 1)/2)$;
   if ($j > k$) {
      $a = 0.5 * (1 - (j - k - 1)/(\text{GRID\_SIZE} - k - 1))$;
      RR.*slab.a* = a;
   }
   else {
      $a = (j - 1.0)/(\text{GRID\_SIZE} - k - 1)$;
      RR.*slab.a* = $1.0 - a * a * a/2$;
   }

157.   Well, the above code did not work well. So I futzed around and sort of empirically ended up using the very simple method below. The only real difference from the previous method what that the method is now quadratic and not cubic.

$\langle$ Generate next albedo using j $157 \rangle \equiv$
   $a = (\textbf{double})\, j/(\texttt{GRID\_SIZE} - 1.0)$;
   if $(a < 0.25)$ $\texttt{RR}.slab.a = 1.0 - a * a$;
   else if $(a > 0.75)$ $\texttt{RR}.slab.a = (1.0 - a) * (1.0 - a)$;
   else $\texttt{RR}.slab.a = 1 - a$;
See also section 158.

This code is used in sections 155 and 160.

158.   Well, the above code has gaps. Here is an attempt to eliminate the gaps

$\langle$ Generate next albedo using j $157 \rangle \mathbin{+}\equiv$
   $a = (\textbf{double})\, j/(\texttt{GRID\_SIZE} - 1.0)$;
   $\texttt{RR}.slab.a = (1.0 - a * a) * (1.0 - a) + (1.0 - a) * (1.0 - a) * a$;

159.   This is quite similar to *Fill_AB_Grid*, with the exception of the little shuffle I do at the beginning to figure out the optical thickness to use. The problem is that the optical thickness may not be known. If it is known then the only way that we could have gotten here is if the user dictated `FIND_AG` and specified b and only provided two measurements. Otherwise, the user must have made three measurements and the optical depth can be figured out from $m.m\_u$.

   This routine could also be improved by not recalculating the anisotropy matrix for every point. But this would only end up being a minor performance enhancement if it were fixed.

$\langle$ Prototype for *Fill_AG_Grid* $159 \rangle \equiv$
   void *Fill_AG_Grid*(**struct measure_type** m, **struct invert_type** r)
This code is used in sections 116 and 160.

160. $\langle$ Definition for *Fill_AG_Grid* $160 \rangle \equiv$
  $\langle$ Prototype for *Fill_AG_Grid* $159 \rangle$
  {
    int i, j;
    double a;
    if $(Debug(\texttt{DEBUG\_GRID}))$ $fprintf(stderr, \texttt{"Filling\textsubscript{⊔}AG\textsubscript{⊔}grid\textbackslash n"})$;
    if $(The\_Grid \equiv \Lambda)$ $Allocate\_Grid(r.search)$;
    $\langle$ Zero GG $161 \rangle$
    $Set\_Calc\_State(m, r)$;
    $GG\_b = r.slab.b$;
    for $(i = 0;\ i < \texttt{GRID\_SIZE};\ i\mathbin{+}\mathbin{+})$ {
      $\texttt{RR}.slab.g = 0.9999 * (2.0 * i/(\texttt{GRID\_SIZE} - 1.0) - 1.0)$;
      for $(j = 0;\ j < \texttt{GRID\_SIZE};\ j\mathbin{+}\mathbin{+})$ {
        $\langle$ Generate next albedo using j $157 \rangle$
        $fill\_grid\_entry(i, j)$;
      }
    }
    $The\_Grid\_Initialized = \texttt{TRUE}$;
    $The\_Grid\_Search = \texttt{FIND\_AG}$;
  }
This code is used in section 116.

161.

$\langle$ Zero GG 161 $\rangle \equiv$
  $GG\_a = 0.0;$
  $GG\_b = 0.0;$
  $GG\_g = 0.0;$
  $GG\_bs = 0.0;$
  $GG\_ba = 0.0;$
This code is used in sections 155, 160, 163, 165, and 167.

162. This is quite similar to *Fill_AB_Grid*, with the exception of the that the albedo is held fixed while b and g are varied.

    This routine could also be improved by not recalculating the anisotropy matrix for every point. But this would only end up being a minor performance enhancement if it were fixed.

$\langle$ Prototype for *Fill_BG_Grid* 162 $\rangle \equiv$
  void *Fill_BG_Grid*(**struct measure_type** m, **struct invert_type** r)
This code is used in sections 117 and 163.

163. $\langle$ Definition for *Fill_BG_Grid* 163 $\rangle \equiv$
  $\langle$ Prototype for *Fill_BG_Grid* 162 $\rangle$
  $\{$
    int $i, j;$
    if $(\mathit{The\_Grid} \equiv \Lambda)$ *Allocate_Grid*$(r.search)$;
    $\langle$ Zero GG 161 $\rangle$
    if $(\mathit{Debug}(\texttt{DEBUG\_GRID}))$ *fprintf*$(\mathit{stderr}, \texttt{"Filling}_\sqcup\texttt{BG}_\sqcup\texttt{grid}\backslash\texttt{n"})$;
    Set_Calc_State(m, r);
    $\texttt{RR}.\mathit{slab}.b = 1.0/32.0;$
    $\texttt{RR}.\mathit{slab}.a = \texttt{RR}.\mathit{default\_a};$
    $GG\_a = \texttt{RR}.\mathit{slab}.a;$
    for $(i = 0;\ i < \texttt{GRID\_SIZE};\ i\mathord{+}\mathord{+})$ $\{$
      $\texttt{RR}.\mathit{slab}.b \mathbin{*}= 2;$
      for $(j = 0;\ j < \texttt{GRID\_SIZE};\ j\mathord{+}\mathord{+})$ $\{$
        $\texttt{RR}.\mathit{slab}.g = 0.9999 * (2.0 * j/(\texttt{GRID\_SIZE} - 1.0) - 1.0);$
        fill_grid_entry(i, j);
      $\}$
    $\}$
    $\mathit{The\_Grid\_Initialized} = \texttt{TRUE};$
    $\mathit{The\_Grid\_Search} = \texttt{FIND\_BG};$
  $\}$
This code is used in section 116.

164. This is quite similar to *Fill_BG_Grid*, with the exception of the that the $b_s = \mu_s d$ is held fixed. Here b and g are varied on the usual grid, but the albedo is forced to take whatever value is needed to ensure that the scattering constant remains fixed.

$\langle$ Prototype for *Fill_BaG_Grid* 164 $\rangle \equiv$
  void *Fill_BaG_Grid*(**struct measure_type** m, **struct invert_type** r)
This code is used in sections 117 and 165.

165.   ⟨ Definition for *Fill_BaG_Grid* 165 ⟩ ≡
  ⟨ Prototype for *Fill_BaG_Grid* 164 ⟩
  {
    int i, j;
    double bs, ba;
    if (*The_Grid* ≡ Λ) *Allocate_Grid*(*r.search*);
    ⟨ Zero *GG* 161 ⟩
    if (*Debug*(DEBUG_GRID)) *fprintf*(*stderr*, "Filling␣BaG␣grid\n");
    Set_Calc_State(*m, r*);
    $ba = 1.0/32.0$;
    $bs = $ RR.*default_bs*;
    $GG\_bs = bs$;
    for ($i = 0$; $i <$ GRID_SIZE; $i{+}{+}$) {
      $ba \mathrel{*}= 2$;
      $ba = exp((\textbf{double}) \, i/(\texttt{GRID\_SIZE} - 1.0) * log(1024.0))/16.0$;
      RR.*slab.b* $= ba + bs$;
      if (RR.*slab.b* > 0) RR.*slab.a* $= bs/$RR.*slab.b*;
      else RR.*slab.a* $= 0$;
      for ($j = 0$; $j <$ GRID_SIZE; $j{+}{+}$) {
        RR.*slab.g* $= 0.9999 * (2.0 * j/(\texttt{GRID\_SIZE} - 1.0) - 1.0)$;
        fill_grid_entry(i, j);
      }
    }
    The_Grid_Initialized = TRUE;
    The_Grid_Search = *FIND_BaG*;
  }
This code is used in section 116.

166.   Very similiar to the above routine. The value of $b_a = \mu_a d$ is held constant.

⟨ Prototype for *Fill_BsG_Grid* 166 ⟩ ≡
  void *Fill_BsG_Grid*(**struct measure_type** m, **struct invert_type** r)
This code is used in sections 117 and 167.

167.   ⟨ Definition for $Fill\_BsG\_Grid$ 167 ⟩ ≡
  ⟨ Prototype for $Fill\_BsG\_Grid$ 166 ⟩
  {
    int i, j;
    double bs, ba;
    if $(The\_Grid \equiv \Lambda)$ $Allocate\_Grid(r.search)$;
    ⟨ Zero GG 161 ⟩
    $Set\_Calc\_State(m, r)$;
    $bs = 1.0/32.0$;
    $ba = $ RR.$default\_ba$;
    $GG\_ba = ba$;
    for $(i = 0; \ i < $ GRID_SIZE; $i{+}{+})$ {
      $bs \mathrel{*}= 2$;
      RR.$slab.b = ba + bs$;
      if (RR.$slab.b > 0$) RR.$slab.a = bs/$RR.$slab.b$;
      else RR.$slab.a = 0$;
      for $(j = 0; \ j < $ GRID_SIZE; $j{+}{+})$ {
        RR.$slab.g = 0.9999 * (2.0 * j/($GRID_SIZE $- 1.0) - 1.0)$;
        $fill\_grid\_entry(i, j)$;
      }
    }
    $The_Grid_Initialized = $ TRUE;
    $The\_Grid\_Search = FIND\_BsG$;
  }
This code is used in section 116.

168.   ⟨ Prototype for $Fill\_Grid$ 168 ⟩ ≡
  void $Fill\_Grid($**struct measure_type** $m,$ **struct invert_type** $r,$ **int** $force\_new)$
This code is used in sections 117 and 169.

169.   ⟨ Definition for *Fill_Grid* 169 ⟩ ≡
  ⟨ Prototype for *Fill_Grid* 168 ⟩
  {
    if (*force_new* ∨ ¬*Same_Calc_State*(*m, r*)) {
      switch (*r.search*) {
      case FIND_AB:
        if (*Debug*(DEBUG_SEARCH)) *fprintf*(*stderr*, "filling␣AB␣Grid\n");
        Fill_AB_Grid(*m, r*);
          break;
      case FIND_AG:
        if (*Debug*(DEBUG_SEARCH)) *fprintf*(*stderr*, "filling␣AG␣Grid\n");
        Fill_AG_Grid(*m, r*);
          break;
      case FIND_BG:
        if (*Debug*(DEBUG_SEARCH)) *fprintf*(*stderr*, "filling␣BG␣Grid\n");
        Fill_BG_Grid(*m, r*);
          break;
      case *FIND_BaG*:
        if (*Debug*(DEBUG_SEARCH)) *fprintf*(*stderr*, "filling␣BaG␣Grid\n");
        Fill_BaG_Grid(*m, r*);
          break;
      case *FIND_BsG*:
        if (*Debug*(DEBUG_SEARCH)) *fprintf*(*stderr*, "filling␣BsG␣Grid\n");
        Fill_BsG_Grid(*m, r*);
          break;
      default: *AD_error*("Attempt␣to␣fill␣grid␣for␣unusual␣search␣case.");
        }
      }
      Get_Calc_State(&MGRID, &RGRID);
  }
This code is used in section 116.

170.   Calculating R and T.

Calculate_Distance returns the distance between the measured values in MM and the calculated values for the current guess at the optical properties. It assumes that the everything in the local variables MM and RR have been set appropriately.

⟨ Prototype for *Calculate_Distance* 170 ⟩ ≡
  void *Calculate_Distance*(**double** ∗M_R, **double** ∗M_T, **double** ∗*deviation*)
This code is used in sections 117 and 171.

171.   ⟨ Definition for *Calculate_Distance* 171 ⟩ ≡
  ⟨ Prototype for *Calculate_Distance* 170 ⟩
  {
    double *Rc*, *Tc*, *ur1*, *ut1*, *uru*, *utu*;
    if (RR.*slab*.*b* ≤ 1 · 10^{-6}) RR.*slab*.*b* = 1 · 10^{-6};
    if (0 ∧ *Debug*(DEBUG_EVERY_CALC))
      fprintf(*stderr*, "a=%8.5f␣b=%10.5f␣g=%8.5f␣", RR.*slab*.*a*, RR.*slab*.*b*, RR.*slab*.*g*);
    RT_Flip(MM.*flip_sample*, RR.*method*.*quad_pts*, &RR.*slab*, &*ur1*, &*ut1*, &*uru*, &*utu*);
    if (0 ∧ *Debug*(DEBUG_EVERY_CALC))
      fprintf(*stderr*, "ur1=%8.5f␣ut1=%8.5f␣(not␣M_R␣and␣M_T!)\n", *ur1*, *ut1*);
    Sp_mu_RT_Flip(MM.*flip_sample*, RR.*slab*.*n_top_slide*, RR.*slab*.*n_slab*, RR.*slab*.*n_bottom_slide*,
        RR.*slab*.*b_top_slide*, RR.*slab*.*b*, RR.*slab*.*b_bottom_slide*, RR.*slab*.*cos_angle*, &*Rc*, &*Tc*);
    if ((¬CALCULATING_GRID ∧ *Debug*(DEBUG_ITERATIONS)) ∨ (CALCULATING_GRID ∧
        Debug(DEBUG_GRID_CALC))) *fprintf*(*stderr*, "␣␣␣␣␣␣␣␣␣");
    Calculate_Distance_With_Corrections(*ur1*, *ut1*, *Rc*, *Tc*, *uru*, *utu*, M_R, M_T, *deviation*);
  }
This code is used in section 116.

172.   ⟨ Prototype for *Calculate_Grid_Distance* 172 ⟩ ≡
  double *Calculate_Grid_Distance*(**int** *i*, **int** *j*)
This code is used in sections 117 and 173.

173.   ⟨ Definition for *Calculate_Grid_Distance* 173 ⟩ ≡
  ⟨ Prototype for *Calculate_Grid_Distance* 172 ⟩
  {
    double *ur1*, *ut1*, *uru*, *utu*, *Rc*, *Tc*, *b*, *dev*, LR, LT;
    if (*Debug*(DEBUG_GRID_CALC)) *fprintf*(*stderr*, "g␣%2d␣%2d␣", *i*, *j*);
    b = *The_Grid*[GRID_SIZE ∗ *i* + *j*][B_COLUMN];
    ur1 = *The_Grid*[GRID_SIZE ∗ *i* + *j*][UR1_COLUMN];
    ut1 = *The_Grid*[GRID_SIZE ∗ *i* + *j*][UT1_COLUMN];
    uru = *The_Grid*[GRID_SIZE ∗ *i* + *j*][URU_COLUMN];
    utu = *The_Grid*[GRID_SIZE ∗ *i* + *j*][UTU_COLUMN];
    RR.*slab*.*a* = *The_Grid*[GRID_SIZE ∗ *i* + *j*][A_COLUMN];
    RR.*slab*.*b* = *The_Grid*[GRID_SIZE ∗ *i* + *j*][B_COLUMN];
    RR.*slab*.*g* = *The_Grid*[GRID_SIZE ∗ *i* + *j*][G_COLUMN];
    Sp_mu_RT_Flip(MM.*flip_sample*, RR.*slab*.*n_top_slide*, RR.*slab*.*n_slab*, RR.*slab*.*n_bottom_slide*,
        RR.*slab*.*b_top_slide*, *b*, RR.*slab*.*b_bottom_slide*, RR.*slab*.*cos_angle*, &*Rc*, &*Tc*);
    CALCULATING_GRID = 1;
    Calculate_Distance_With_Corrections(*ur1*, *ut1*, *Rc*, *Tc*, *uru*, *utu*, &LR, &LT, &*dev*);
    CALCULATING_GRID = 0;
    return *dev*;
  }
This code is used in section 116.

174.   This is the routine that actually finds the distance. I have factored this part out so that it can be used in the *Near_Grid_Points* routine.

Rc and *Tc* refer to the unscattered (collimated) reflection and transmission.

The only tricky part is to remember that the we are trying to match the measured values. The measured values are affected by sphere parameters and light loss. Since the values UR1 and UT1 are for an infinite slab sample with no light loss, the light loss out the edges must be subtracted. It is these values that are used with the sphere formulas to convert the modified UR1 and UT1 to values for ∗M_R and ∗M_T.

⟨Prototype for *Calculate_Distance_With_Corrections* 174⟩ ≡
  void *Calculate_Distance_With_Corrections*(**double** UR1, **double** UT1, **double** *Rc*, **double** *Tc*, **double**
    URU, **double** UTU, **double** ∗M_R, **double** ∗M_T, **double** ∗*dev*)

This code is used in sections 117 and 175.

175.   ⟨Definition for *Calculate_Distance_With_Corrections* 175⟩ ≡
  ⟨Prototype for *Calculate_Distance_With_Corrections* 174⟩
  {
    double *R_direct*, *T_direct*, *R_diffuse*, *T_diffuse*;

    R_diffuse = URU − MM.*uru_lost*;
    T_diffuse = UTU − MM.*utu_lost*;
    R_direct = UR1 − MM.*ur1_lost* − (1.0 − MM.*fraction_of_rc_in_mr*) ∗ *Rc*;
    T_direct = UT1 − MM.*ut1_lost* − (1.0 − MM.*fraction_of_tc_in_mt*) ∗ *Tc*;
    switch (MM.*num_spheres*) {
    case 0: ⟨Calc M_R and M_T for no spheres 176⟩
      break;
    case 1:
      if (MM.*method* ≡ COMPARISON) ⟨Calc M_R and M_T for dual beam sphere 178⟩
      else ⟨Calc M_R and M_T for single beam sphere 177⟩
      break;
    case 2: ⟨Calc M_R and M_T for two spheres 179⟩
      break;
    default: *fprintf*(*stderr*, "Bad␣number␣of␣spheres␣=␣%d\n", MM.*num_spheres*);
    }
    ⟨Calculate the deviation 180⟩
    ⟨Print diagnostics 183⟩
  }

This code is used in section 116.

176.   If no spheres were used in the measurement, then presumably the measured values are the reflection and transmission. Consequently, we just acertain what the irradiance was and whether the specular reflection ports were blocked and proceed accordingly. Note that blocking the ports does not have much meaning unless the light is collimated, and therefore the reflection and transmission is only modified for collimated irradiance.

⟨Calc M_R and M_T for no spheres 176⟩ ≡
  {
    ∗M_R = *R_direct*;
    ∗M_T = *T_direct*;
  }

This code is used in section 175.

177.   The direct incident power is $(1 - f)P$. The reflected power will be $(1 - f)r_s{}^{\text{direct}}P$. Since baffles ensure that the light cannot reach the detector, we must bounce the light off the sphere walls to use to above gain formulas. The contribution will then be $(1 - f)r_s{}^{\text{direct}}(1 - a_e)r_w P$. The measured power will be

$$P_d = a_d(1 - a_e)r_w[(1 - f)r_s{}^{\text{direct}} + fr_w]P \cdot G(r_s)$$

Similarly the power falling on the detector measuring transmitted light is

$$P_d' = a_d' t_s{}^{\text{direct}} r_w'(1 - a_e')P \cdot G'(r_s)$$

when the 'entrance' port in the transmission sphere is closed, $a_e' = 0$.

The normalized sphere measurements are

$$M_R = r_{\text{std}} \cdot \frac{R(r_s{}^{\text{direct}}, r_s) - R(0,0)}{R(r_{\text{std}}, r_{\text{std}}) - R(0,0)}$$

and

$$M_T = t_{\text{std}} \cdot \frac{T(t_s{}^{\text{direct}}, r_s) - T(0,0)}{T(t_{\text{std}}, r_{\text{std}}) - T(0,0)}$$

$\langle$ Calc `M_R` and `M_T` for single beam sphere $177\,\rangle \equiv$

```
{
    double P_std, P_d, P_0;
    double G, G_0, G_std, GP_std, GP;

    G_0 = Gain(REFLECTION_SPHERE, MM, 0.0);
    G = Gain(REFLECTION_SPHERE, MM, R_diffuse);
    G_std = Gain(REFLECTION_SPHERE, MM, MM.rstd_r);
    P_d = G * (R_direct * (1 - MM.f_r) + MM.f_r * MM.rw_r);
    P_std = G_std * (MM.rstd_r * (1 - MM.f_r) + MM.f_r * MM.rw_r);
    P_0 = G_0 * (MM.f_r * MM.rw_r);
    *M_R = MM.rstd_r * (P_d - P_0)/(P_std - P_0);
    GP = Gain(TRANSMISSION_SPHERE, MM, R_diffuse);
    GP_std = Gain(TRANSMISSION_SPHERE, MM, 0.0);
    *M_T = T_direct * GP/GP_std;
}
```

This code is used in section 175.

178.   The dual beam case is different because the sphere efficiency is equivalent for measurement of light hitting the sample first or hitting the reference standard first. The dual beam measurement should report the ratio of these two reflectance measurements, thereby eliminating the need to calculate the gain completely. The same holds when no sample is present.

The normalized reflectance measurement (the difference between dual beam measurement for a port with the sample and with nothing) is

$$M_R = r_{\text{std}} \cdot \frac{(1-f)r_s^{\text{direct}} + fr_w}{(1-f')r_{\text{std}} - f'r_w} - r_{\text{std}} \cdot \frac{(1-f)(0) + fr_w}{(1-f')r_{\text{std}} - f'r_w}$$

or

$$M_R = \frac{(1-f)r_s^{\text{direct}}}{(1-f') - f'r_w/r_{\text{std}}}$$

When $f = f' = 1$, then $M_R = 1$ no matter what the reflectance is. (Leave it in this form to avoid division by zero when $f = 1$.)

The normalized transmittance is simply t_s^{direct}.

When $f = 0$ then this result is essentially the same as the no spheres result (because no sphere corrections are needed). However if the number of spheres is zero, then no lost light calculations are made and therefore that is a potential error.

⟨ Calc `M_R` and `M_T` for dual beam sphere 178 ⟩ ≡
```
  {
    *M_R = (1 − MM.f_r) * R_direct/((1 − MM.f_r) + MM.f_r * MM.rw_r/MM.rstd_r);
    *M_T = T_direct;
  }
```
This code is used in section 175.

179.   When two integrating spheres are present then the double integrating sphere formulas are slightly more complicated.

I am not sure what it means when *rstd_t* is not unity.

The normalized sphere measurements for two spheres are

$$M_R = \frac{R(r_s^{\text{direct}}, r_s, t_s^{\text{direct}}, t_s) - R(0,0,0,0)}{R(r_{\text{std}}, r_{\text{std}}, 0, 0) - R(0,0,0,0)}$$

and

$$M_T = \frac{T(r_s^{\text{direct}}, r_s, t_s^{\text{direct}}, t_s) - T(0,0,0,0)}{T(0,0,1,1) - T(0,0,0,0)}$$

Note that `R_0` and `T_0` will be zero unless one has explicitly set the fraction *m.f_r* ore *m.f_t* to be non-zero.

⟨ Calc `M_R` and `M_T` for two spheres 179 ⟩ ≡
```
  {
    double R_0, T_0;

    R_0 = Two_Sphere_R(MM, 0, 0, 0, 0);
    T_0 = Two_Sphere_T(MM, 0, 0, 0, 0);
    *M_R = MM.rstd_r * (Two_Sphere_R(MM, R_direct, R_diffuse, T_direct,
        T_diffuse) − R_0)/(Two_Sphere_R(MM, MM.rstd_r, MM.rstd_r, 0, 0) − R_0);
    *M_T = (Two_Sphere_T(MM, R_direct, R_diffuse, T_direct, T_diffuse) − T_0)/(Two_Sphere_T(MM, 0, 0, 1,
        1) − T_0);
  }
```
This code is used in section 175.

180.   There are at least three things that need to be considered here. First, the number of measurements. Second, is the metric is relative or absolute. And third, is the albedo fixed at zero which means that the transmission measurement should be used instead of the reflection measurement.

⟨ Calculate the deviation 180 ⟩ ≡
   if (RR.*search* ≡ FIND_A ∨ RR.*search* ≡ FIND_G ∨ RR.*search* ≡ FIND_B ∨ RR.*search* ≡ *FIND_Bs* ∨ RR.*search* ≡
       FIND_Ba) {
    ⟨ One parameter deviation 181 ⟩
   }
   else {
    ⟨ Two parameter deviation 182 ⟩
   }

This code is used in section 175.

181.   This part was slightly tricky. The crux of the problem was to decide if the transmission or the reflection was trustworthy. After looking a bunches of measurements, I decided that the transmission measurement was almost always more reliable. So when there is just a single measurement known, then use the total transmission if it exists.

⟨ One parameter deviation 181 ⟩ ≡
   if (MM.m_t > 0) {
    if (RR.*metric* ≡ RELATIVE) ∗*dev* = *fabs*(MM.m_t − ∗M_T)/(MM.m_t + ABIT);
    else ∗*dev* = *fabs*(MM.m_t − ∗M_T);
   }
   else {
    if (RR.*metric* ≡ RELATIVE) ∗*dev* = *fabs*(MM.m_r − ∗M_R)/(MM.m_r + ABIT);
    else ∗*dev* = *fabs*(MM.m_r − ∗M_R);
   }

This code is used in section 180.

182.   This stuff happens when we are doing two parameter searches. In these cases there should be information in both R and T. The distance should be calculated using the deviation from both. The albedo stuff might be able to be take out. We'll see.

⟨ Two parameter deviation 182 ⟩ ≡
   if (RR.*metric* ≡ RELATIVE) {
    ∗*dev* = 0;
    if (MM.m_t > ABIT) ∗*dev* = T_TRUST_FACTOR ∗ *fabs*(MM.m_t − ∗M_T)/(MM.m_t + ABIT);
    if (RR.*default_a* ≠ 0) ∗*dev* += *fabs*(MM.m_r − ∗M_R)/(MM.m_r + ABIT);
   }
   else {
    ∗*dev* = T_TRUST_FACTOR ∗ *fabs*(MM.m_t − ∗M_T);
    if (RR.*default_a* ≠ 0) ∗*dev* += *fabs*(MM.m_r − ∗M_R);
   }

This code is used in section 180.

183.   This is here so that I can figure out why the program is not converging. This is a little convoluted so that the global constants at the top of this file interact properly.

⟨ Print diagnostics 183 ⟩ ≡
  if ((*Debug*(DEBUG_ITERATIONS) ∧ ¬CALCULATING_GRID) ∨
        (*Debug*(DEBUG_GRID_CALC) ∧ CALCULATING_GRID)) {
    static int *once*;

    if (*once* ≠ MM.*lambda*) {
      fprintf (*stderr*, "%10s␣%10s␣%10s␣|␣␣7s␣%7s␣|␣␣7s␣%7s␣|%8s\n␣␣␣␣␣␣␣␣␣", "a", "b", "g", "m_r",
          "fit", "m_t", "fit", "delta");
      once = MM.*lambda*;
    }
    fprintf (*stderr*, "%10.5f␣%10.5f␣%10.5f␣|", RR.*slab*.*a*, RR.*slab*.*b*, RR.*slab*.*g*);
    fprintf (*stderr*, "␣%7.5f␣%7.5f␣|", MM.*m_r*, ∗M_R);
    fprintf (*stderr*, "␣%7.5f␣%7.5f␣|", MM.*m_t*, ∗M_T);
    fprintf (*stderr*, "%8.5f␣\n", ∗*dev*);
  }

This code is used in section 175.

184.   ⟨ Prototype for *Find_AG_fn* 184 ⟩ ≡
  double *Find_AG_fn*(**double** *x*[ ])

This code is used in sections 117 and 185.

185.   ⟨ Definition for *Find_AG_fn* 185 ⟩ ≡
  ⟨ Prototype for *Find_AG_fn* 184 ⟩
  {
    double *m_r*, *m_t*, *deviation*;

    RR.*slab*.*a* = *acalc2a*(*x*[1]);
    RR.*slab*.*g* = *gcalc2g*(*x*[2]);
    Calculate_Distance(&*m_r*, &*m_t*, &*deviation*);
    return *deviation*;
  }

This code is used in section 116.

186.   ⟨ Prototype for *Find_AB_fn* 186 ⟩ ≡
  double *Find_AB_fn*(**double** *x*[ ])

This code is used in sections 117 and 187.

187.   ⟨ Definition for *Find_AB_fn* 187 ⟩ ≡
  ⟨ Prototype for *Find_AB_fn* 186 ⟩
  {
    double *m_r*, *m_t*, *deviation*;

    RR.*slab*.*a* = *acalc2a*(*x*[1]);
    RR.*slab*.*b* = *bcalc2b*(*x*[2]);
    Calculate_Distance(&*m_r*, &*m_t*, &*deviation*);
    return *deviation*;
  }

This code is used in section 116.

188.   ⟨ Prototype for *Find_Ba_fn* 188 ⟩ ≡
  double *Find_Ba_fn*(**double** *x*)

This code is used in sections 117 and 189.

189.   This is tricky only because the value in RR.*slab*.*b* is used to hold the value of *bs* or $d \cdot \mu_s$. It must be switched to the correct value for the optical thickness and then switched back at the end of the routine.

⟨ Definition for *Find_Ba_fn* 189 ⟩ ≡
  ⟨ Prototype for *Find_Ba_fn* 188 ⟩
  {
    double $m\_r, m\_t, deviation, ba, bs$;

    $bs = $ RR.*slab*.*b*;
    $ba = bcalc2b(x)$;
    RR.*slab*.*b* $= ba + bs$;   /∗ unswindle ∗/
    RR.*slab*.*a* $= bs/(ba + bs)$;
    Calculate_Distance($\&m\_r, \&m\_t, \&deviation$);
    RR.*slab*.*b* $= bs$;   /∗ swindle ∗/
    return *deviation*;
  }

This code is used in section 116.

190.   See the comments for the *Find_Ba_fn* routine above. Play the same trick but use *ba*.

⟨ Prototype for *Find_Bs_fn* 190 ⟩ ≡
  double *Find_Bs_fn*(**double** x)

This code is used in sections 117 and 191.

191.   ⟨ Definition for *Find_Bs_fn* 191 ⟩ ≡
  ⟨ Prototype for *Find_Bs_fn* 190 ⟩
  {
    double $m\_r, m\_t, deviation, ba, bs$;

    $ba = $ RR.*slab*.*b*;   /∗ unswindle ∗/
    $bs = bcalc2b(x)$;
    RR.*slab*.*b* $= ba + bs$;
    RR.*slab*.*a* $= bs/(ba + bs)$;
    Calculate_Distance($\&m\_r, \&m\_t, \&deviation$);
    RR.*slab*.*b* $= ba$;   /∗ swindle ∗/
    return *deviation*;
  }

This code is used in section 116.

192.   ⟨ Prototype for *Find_A_fn* 192 ⟩ ≡
  double *Find_A_fn*(**double** x)

This code is used in sections 117 and 193.

193.   ⟨ Definition for *Find_A_fn* 193 ⟩ ≡
  ⟨ Prototype for *Find_A_fn* 192 ⟩
  {
    double $m\_r, m\_t, deviation$;

    RR.*slab*.*a* $= acalc2a(x)$;
    Calculate_Distance($\&m\_r, \&m\_t, \&deviation$);
    return *deviation*;
  }

This code is used in section 116.

194.   ⟨ Prototype for *Find_B_fn* 194 ⟩ ≡
  double *Find_B_fn*(**double** *x*)

This code is used in sections 117 and 195.

195.   ⟨ Definition for *Find_B_fn* 195 ⟩ ≡
 ⟨ Prototype for *Find_B_fn* 194 ⟩
 {
  double *m_r*, *m_t*, *deviation*;
  RR.*slab*.*b* = *bcalc2b*(*x*);
  Calculate_Distance(&*m_r*, &*m_t*, &*deviation*);
  return *deviation*;
 }

This code is used in section 116.

196.   ⟨ Prototype for *Find_G_fn* 196 ⟩ ≡
  double *Find_G_fn*(**double** *x*)

This code is used in sections 117 and 197.

197.   ⟨ Definition for *Find_G_fn* 197 ⟩ ≡
 ⟨ Prototype for *Find_G_fn* 196 ⟩
 {
  double *m_r*, *m_t*, *deviation*;
  RR.*slab*.*g* = *gcalc2g*(*x*);
  Calculate_Distance(&*m_r*, &*m_t*, &*deviation*);
  return *deviation*;
 }

This code is used in section 116.

198.   ⟨ Prototype for *Find_BG_fn* 198 ⟩ ≡
  double *Find_BG_fn*(**double** *x*[ ])

This code is used in sections 117 and 199.

199.   ⟨ Definition for *Find_BG_fn* 199 ⟩ ≡
 ⟨ Prototype for *Find_BG_fn* 198 ⟩
 {
  double *m_r*, *m_t*, *deviation*;
  RR.*slab*.*b* = *bcalc2b*(*x*[1]);
  RR.*slab*.*g* = *gcalc2g*(*x*[2]);
  RR.*slab*.*a* = RR.*default_a*;
  Calculate_Distance(&*m_r*, &*m_t*, &*deviation*);
  return *deviation*;
 }

This code is used in section 116.

200.   For this function the first term $x[1]$ will contain the value of $\mu_s d$, the second term will contain the anisotropy. Of course the first term is in the bizarre calculation space and needs to be translated back into normal terms before use. We just at the scattering back on and voilá we have a useable value for the optical depth.

⟨ Prototype for *Find_BaG_fn* 200 ⟩ ≡
  double *Find_BaG_fn*(**double** *x*[ ])

This code is used in sections 117 and 201.

201.   ⟨ Definition for *Find_BaG_fn* 201 ⟩ ≡
  ⟨ Prototype for *Find_BaG_fn* 200 ⟩
  {
      double m_r, m_t, *deviation*;
      RR.*slab*.$b = bcalc2b(x[1]) +$ RR.*default_bs*;
      if (RR.*slab*.$b \leq 0$) RR.*slab*.$a = 0$;
      else RR.*slab*.$a =$ RR.*default_bs*/RR.*slab*.b;
      RR.*slab*.$g = gcalc2g(x[2])$;
      Calculate_Distance(&m_r, &m_t, &*deviation*);
      return *deviation*;
  }

This code is used in section 116.

202.   ⟨ Prototype for *Find_BsG_fn* 202 ⟩ ≡
  double *Find_BsG_fn*(**double** $x[\,]$)

This code is used in sections 117 and 203.

203.   ⟨ Definition for *Find_BsG_fn* 203 ⟩ ≡
  ⟨ Prototype for *Find_BsG_fn* 202 ⟩
  {
      double m_r, m_t, *deviation*;
      RR.*slab*.$b = bcalc2b(x[1]) +$ RR.*default_ba*;
      if (RR.*slab*.$b \leq 0$) RR.*slab*.$a = 0$;
      else RR.*slab*.$a = 1.0 -$ RR.*default_ba*/RR.*slab*.b;
      RR.*slab*.$g = gcalc2g(x[2])$;
      Calculate_Distance(&m_r, &m_t, &*deviation*);
      return *deviation*;
  }

This code is used in section 116.

204.   Routine to figure out if the light loss exceeds what is physically possible. Returns the descrepancy betweent the current values and the maximum possible values for the the measurements m_r and m_t.

⟨ Prototype for *maxloss* 204 ⟩ ≡
  double *maxloss*(**double** f)

This code is used in sections 117 and 205.

205.   ⟨Definition for *maxloss* 205⟩ ≡
  ⟨Prototype for *maxloss* 204⟩
  {
    struct measure_type *m_old*;
    struct invert_type *r_old*;
    double *m_r*, *m_t*, *deviation*;
    Get_Calc_State(&*m_old*, &*r_old*);
    RR.*slab*.*a* = 1.0;
    MM.*ur1_lost* *= *f*;
    MM.*ut1_lost* *= *f*;
    Calculate_Distance(&*m_r*, &*m_t*, &*deviation*);
    Set_Calc_State(*m_old*, *r_old*);
    deviation = ((MM.*m_r* + MM.*m_t*) − (*m_r* + *m_t*));
    return *deviation*;
  }

This code is used in section 116.

206.   This checks the two light loss values *ur1_loss* and *ut1_loss* to see if they exceed what is physically possible. If they do, then these values are replaced by a couple that are the maximum possible for the current values in *m* and *r*.

⟨Prototype for *Max_Light_Loss* 206⟩ ≡
  void *Max_Light_Loss*(**struct measure_type** *m*, **struct invert_type** *r*, **double** *∗ur1_loss*, **double** *∗ut1_loss*)

This code is used in sections 117 and 207.

207.   ⟨Definition for *Max_Light_Loss* 207⟩ ≡
  ⟨Prototype for *Max_Light_Loss* 206⟩
  {
    struct measure_type *m_old*;
    struct invert_type *r_old*;
    ∗ur1_loss = *m*.*ur1_lost*;
    ∗ut1_loss = *m*.*ut1_lost*;
    if (*Debug*(DEBUG_LOST_LIGHT))
      fprintf(*stderr*, "\nlost␣before␣ur1=%7.5f,␣ut1=%7.5f\n", *∗ur1_loss*, *∗ut1_loss*);
    Get_Calc_State(&*m_old*, &*r_old*);
    Set_Calc_State(*m*, *r*);
    if (*maxloss*(1.0) * *maxloss*(0.0) < 0) {
      double *frac*;
      frac = *zbrent*(*maxloss*, 0.00, 1.0, 0.001);
      ∗ur1_loss = *m*.*ur1_lost* * *frac*;
      ∗ut1_loss = *m*.*ut1_lost* * *frac*;
    }
    Set_Calc_State(*m_old*, *r_old*);
    if (*Debug*(DEBUG_LOST_LIGHT))
      fprintf(*stderr*, "lost␣after␣␣ur1=%7.5f,␣ut1=%7.5f\n", *∗ur1_loss*, *∗ut1_loss*);
  }

This code is used in section 116.

208.   this is currently unused

⟨ Unused diffusion fragment 208 ⟩ ≡
```
typedef struct {
    double f;
    double aprime;
    double bprime;
    double gprime;
    double boundary_method;
    double n_top;
    double n_bottom;
    double slide_top;
    double slide_bottom;
    double F0;
    double depth;
    double Exact_coll_flag;
} slabtype;
static void DE_RT(int nfluxes, AD_slab_type slab, double *UR1, double *UT1, double *URU, double
        *UTU)
{
    slabtype s;
    double rp, tp, rs, ts;
    s.f = slab.g * slab.g;
    s.gprime = slab.g/(1 + slab.g);
    s.aprime = (1 − s.f) * slab.a/(1 − slab.a * s.f);
    s.bprime = (1 − slab.a * s.f) * slab.b;
    s.boundary_method = Egan;
    s.n_top = slab.n_slab;
    s.n_bottom = slab.n_slab;
    s.slide_top = slab.n_top_slide;
    s.slide_bottom = slab.n_bottom_slide;
    s.F0 = 1/M_PI;
    s.depth = 0.0;
    s.Exact_coll_flag = FALSE;
    if (MM.illumination ≡ collimated) {
        compute_R_and_T(&s, 1.0, &rp, &rs, &tp, &ts);
        *UR1 = rp + rs;
        *UT1 = tp + ts;
        *URU = 0.0;
        *UTU = 0.0;
        return;
    }
    quad_Dif_Calc_R_and_T(&s, &rp, &rs, &tp, &ts);
    *URU = rp + rs;
    *UTU = tp + ts;
    *UR1 = 0.0;
    *UT1 = 0.0;
}
```

209.   IAD Find.   March 1995. Incorporated the *quick_guess* algorithm for low albedos.

⟨ iad_find.c   209 ⟩ ≡
#**include** <math.h>
#**include** <stdio.h>
#**include** <stdlib.h>
#**include** "ad_globl.h"
#**include** "nr_util.h"
#**include** "nr_mnbrk.h"
#**include** "nr_brent.h"
#**include** "nr_amoeb.h"
#**include** "iad_type.h"
#**include** "iad_util.h"
#**include** "iad_calc.h"
#**include** "iad_find.h"
#**define** NUMBER_OF_GUESSES 10
  guess_type *guess*[NUMBER_OF_GUESSES];

  int *compare_guesses*(**const void** *∗p1*, **const void** *∗p2*)
  {
    guess_type *∗g1* = (**guess_type** ∗) *p1*;
    guess_type *∗g2* = (**guess_type** ∗) *p2*;

    if (*g1→distance* < *g2→distance*) **return** −1;
    else if (*g1→distance* ≡ *g2→distance*) **return** 0;
    else return 1;
  }
⟨ Definition for *U_Find_Ba* 223 ⟩
⟨ Definition for *U_Find_Bs* 221 ⟩
⟨ Definition for *U_Find_A* 225 ⟩
⟨ Definition for *U_Find_B* 229 ⟩
⟨ Definition for *U_Find_G* 227 ⟩
⟨ Definition for *U_Find_AG* 232 ⟩
⟨ Definition for *U_Find_AB* 212 ⟩
⟨ Definition for *U_Find_BG* 237 ⟩
⟨ Definition for *U_Find_BaG* 243 ⟩
⟨ Definition for *U_Find_BsG* 248 ⟩

210.   All the information that needs to be written to the header file `iad_find.h`. This eliminates the need to maintain a set of header files as well.

⟨ iad_find.h   210 ⟩ ≡
  ⟨ Prototype for *U_Find_Ba* 222 ⟩;
  ⟨ Prototype for *U_Find_Bs* 220 ⟩;
  ⟨ Prototype for *U_Find_A* 224 ⟩;
  ⟨ Prototype for *U_Find_B* 228 ⟩;
  ⟨ Prototype for *U_Find_G* 226 ⟩;
  ⟨ Prototype for *U_Find_AG* 231 ⟩;
  ⟨ Prototype for *U_Find_AB* 211 ⟩;
  ⟨ Prototype for *U_Find_BG* 236 ⟩;
  ⟨ Prototype for *U_Find_BaG* 242 ⟩;
  ⟨ Prototype for *U_Find_BsG* 247 ⟩;

211.   Fixed Anisotropy.

This is the most common case.

⟨ Prototype for *U_Find_AB* 211 ⟩ ≡
   void *U_Find_AB*(**struct measure_type** *m*, **struct invert_type** *∗r*)

This code is used in sections 210 and 212.

212.   ⟨ Definition for *U_Find_AB* 212 ⟩ ≡
   ⟨ Prototype for *U_Find_AB* 211 ⟩
   {
      ⟨ Allocate local simplex variables 213 ⟩
      if (*Debug*(DEBUG_SEARCH)) {
         fprintf(*stderr*, "In␣U_Find_AB");
         fprintf(*stderr*, "␣(mu=%6.4f)", *r*→*slab.cos_angle*);
         if (*r*→*default_g* ≠ UNINITIALIZED) *fprintf*(*stderr*, "␣␣default_g␣=␣%8.5f", *r*→*default_g*);
         fprintf(*stderr*, "\n");
      }
      r→*slab.g* = (*r*→*default_g* ≡ UNINITIALIZED) ? 0 : *r*→*default_g*;
      Set_Calc_State(*m*, *∗r*);
      ⟨ Get the initial *a*, *b*, and *g* 214 ⟩
      ⟨ Initialize the nodes of the *a* and *b* simplex 215 ⟩
      ⟨ Evaluate the *a* and *b* simplex at the nodes 216 ⟩
      amoeba(*p*, *y*, 2, *r*→*tolerance*, *Find_AB_fn*, &*r*→*iterations*);
      ⟨ Choose the best node of the *a* and *b* simplex 217 ⟩
      ⟨ Free simplex data structures 219 ⟩
      ⟨ Put final values in result 218 ⟩
   }

This code is used in section 209.

213.   To use the simplex algorithm, we need to vectors and a matrix.

⟨ Allocate local simplex variables 213 ⟩ ≡
   int *i*, *i_best*, *j_best*;
   double *∗x*, *∗y*, *∗∗p*;
   x = *dvector*(1, 2);
   y = *dvector*(1, 3);
   p = *dmatrix*(1, 3, 1, 2);

This code is used in sections 212, 232, 237, 243, and 248.

214.   Just get the optimal optical properties to start the search process.

I had to add the line that tests to make sure the albedo is greater than 0.2 because the grid just does not work so well in this case. The problem is that for low albedos there is really very little information about the anisotropy available. This change was also made in the analagous code for a and b.

⟨ Get the initial a, b, and g 214 ⟩ ≡

```
{       /* double a3,b3,g3; */
   size_t count = NUMBER_OF_GUESSES;      /* distance to last result */

   abg_distance(r→slab.a, r→slab.b, r→slab.g, &(guess[0]));
   if (¬ Valid_Grid(m, r→search)) Fill_Grid(m, *r, 1);      /* distance to nearest grid point */
   Near_Grid_Points(m.m_r, m.m_t, r→search, &i_best, &j_best);
   Grid_ABG(i_best, j_best, &(guess[1]));
   Grid_ABG(i_best + 1, j_best, &(guess[2]));
   Grid_ABG(i_best − 1, j_best, &(guess[3]));
   Grid_ABG(i_best, j_best + 1, &(guess[4]));
   Grid_ABG(i_best, j_best − 1, &(guess[5]));
   Grid_ABG(i_best + 1, j_best + 1, &(guess[6]));
   Grid_ABG(i_best − 1, j_best − 1, &(guess[7]));
   Grid_ABG(i_best + 1, j_best − 1, &(guess[8]));
   Grid_ABG(i_best − 1, j_best + 1, &(guess[9]));
   qsort((void *) guess, count, sizeof(guess_type), compare_guesses);
   if (Debug(DEBUG_BEST_GUESS)) {
      int k;

      fprintf(stderr, "Best␣Grid␣Guesses\n");
      fprintf(stderr, "␣␣k␣␣␣␣␣␣␣albedo␣␣␣␣␣␣␣␣␣␣␣␣b␣␣␣␣␣␣␣␣␣␣␣␣g␣␣␣␣␣distance\n");
      for (k = 0; k ≤ 6; k++) {
         fprintf(stderr, "%3d␣␣", k);
         fprintf(stderr, "%10.5f␣", guess[k].a);
         fprintf(stderr, "%10.5f␣", guess[k].b);
         fprintf(stderr, "%10.5f␣", guess[k].g);
         fprintf(stderr, "%10.5f\n", guess[k].distance);
      }
   }
}
```

This code is used in sections 212, 232, 237, 243, and 248.

215. ⟨Initialize the nodes of the a and b simplex 215⟩ ≡

```
{
    int k, kk;
    p[1][1] = a2acalc(guess[0].a);
    p[1][2] = b2bcalc(guess[0].b);
    for (k = 1; k < 7; k++) {
        if (guess[0].a ≠ guess[k].a) break;
    }
    p[2][1] = a2acalc(guess[k].a);
    p[2][2] = b2bcalc(guess[k].b);
    for (kk = 1; kk < 7; kk++) {
        if (k ≡ kk) continue;
        if (guess[0].b ≠ guess[kk].b ∨ guess[k].b ≠ guess[kk].b) break;
    }
    p[3][1] = a2acalc(guess[kk].a);
    p[3][2] = b2bcalc(guess[kk].b);
    if (Debug(DEBUG_BEST_GUESS)) {
        fprintf(stderr, "−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−−\n");
        fprintf(stderr, "␣<1>␣");
        fprintf(stderr, "%10.5f␣", guess[0].a);
        fprintf(stderr, "%10.5f␣", guess[0].b);
        fprintf(stderr, "%10.5f␣", guess[0].g);
        fprintf(stderr, "%10.5f\n", guess[0].distance);
        fprintf(stderr, "␣<2>␣");
        fprintf(stderr, "%10.5f␣", guess[k].a);
        fprintf(stderr, "%10.5f␣", guess[k].b);
        fprintf(stderr, "%10.5f␣", guess[k].g);
        fprintf(stderr, "%10.5f\n", guess[k].distance);
        fprintf(stderr, "␣<3>␣");
        fprintf(stderr, "%10.5f␣", guess[kk].a);
        fprintf(stderr, "%10.5f␣", guess[kk].b);
        fprintf(stderr, "%10.5f␣", guess[kk].g);
        fprintf(stderr, "%10.5f\n\n", guess[kk].distance);
    }
}
```

This code is used in section 212.

216. ⟨Evaluate the a and b simplex at the nodes 216⟩ ≡

```
for (i = 1; i ≤ 3; i++) {
    x[1] = p[i][1];
    x[2] = p[i][2];
    y[i] = Find_AB_fn(x);
}
```

This code is used in section 212.

217.   ⟨ Choose the best node of the a and b simplex 217 ⟩ ≡
  $r \rightarrow final\_distance = 10;$
  for $(i = 1;\ i \leq 3;\ i{+}{+})$ {
    if $(y[i] < r \rightarrow final\_distance)$ {
      $r \rightarrow slab.a = acalc2a(p[i][1]);$
      $r \rightarrow slab.b = bcalc2b(p[i][2]);$
      $r \rightarrow final\_distance = y[i];$
    }
  }

This code is used in section 212.

218.   ⟨ Put final values in result 218 ⟩ ≡
  if $(Debug(\texttt{DEBUG\_ITERATIONS}))$ $fprintf(stderr, \texttt{"amoeba␣iterations␣=␣\%d\\n"}, r \rightarrow iterations);$
  $r \rightarrow a = r \rightarrow slab.a;$
  $r \rightarrow b = r \rightarrow slab.b;$
  $r \rightarrow g = r \rightarrow slab.g;$
  $r \rightarrow found = (r \rightarrow tolerance \leq r \rightarrow final\_distance);$
  $Set\_Calc\_State(m, {*}r);$

This code is used in sections 212, 221, 223, 225, 227, 229, 232, 237, 243, and 248.

219.   Since we allocated these puppies, we got to get rid of them.

⟨ Free simplex data structures 219 ⟩ ≡
  $free\_dvector(x, 1, 2);$
  $free\_dvector(y, 1, 3);$
  $free\_dmatrix(p, 1, 3, 1, 2);$

This code is used in sections 212, 232, 237, 243, and 248.

220.   Fixed Absorption and Anisotropy.   Typically, this routine is called when the absorption coefficient is known, the anisotropy is known, and the physical thickness of the sample is known. This routine calculates the varies the scattering coefficient until the measurements are matched.

This was written for Ted Moffitt to analyze some intralipid data. We wanted to know what the scattering coefficient of the Intralipid was and made total transmission measurements through a sample with a fixed physical thickness. We did not make reflection measurements because the light source diverged too much, and we could not make reflection measurements easily.

In retrospect, we could have made URU measurements by illuminating the wall of the integrating sphere. However, these diffuse type of measurements are very difficult to make accurately.

This is tricky only because the value in $slab.b$ is used to hold the value of ba or $d \cdot \mu_a$ when the $Find\_Bs\_fn$ is used.

⟨ Prototype for U_Find_Bs 220 ⟩ ≡
  void U_Find_Bs(**struct measure_type** m, **struct invert_type** $*r$)

This code is used in sections 210 and 221.

221.   ⟨ Definition for U_Find_Bs 221 ⟩ ≡
  ⟨ Prototype for U_Find_Bs 220 ⟩
  {
    double $ax, bx, cx, fa, fb, fc, bs$;
    if ($Debug$(DEBUG_SEARCH)) {
      $fprintf$($stderr$, "In␣U_Find_Bs");
      $fprintf$($stderr$, "␣(mu=%6.4f)", $r{\to}slab.cos\_angle$);
      if ($r{\to}default\_ba \neq$ UNINITIALIZED) $fprintf$($stderr$, "␣␣default_ba␣=␣%8.5f", $r{\to}default\_ba$);
      if ($r{\to}default\_g \neq$ UNINITIALIZED) $fprintf$($stderr$, "␣␣default_g␣=␣%8.5f", $r{\to}default\_g$);
      $fprintf$($stderr$, "\n");
    }
    if ($m.m\_t \equiv 0$) {
      $r{\to}slab.b =$ HUGE_VAL;
      U_Find_A(m, r);
      return;
    }
    $r{\to}slab.a = 0$;
    $r{\to}slab.g = (r{\to}default\_g \equiv$ UNINITIALIZED) ? 0 : $r{\to}default\_g$;
    $r{\to}slab.b = (r{\to}default\_ba \equiv$ UNINITIALIZED) ? HUGE_VAL : $r{\to}default\_ba$;
    Set_Calc_State($m, *r$);   /∗ store ba in RR.slab.b ∗/
    $ax = b2bcalc$(0.1);   /∗ first try for bs ∗/
    $bx = b2bcalc$(1.0);
    $mnbrak$(&ax, &bx, &cx, &fa, &fb, &fc, $Find\_Bs\_fn$);
    $r{\to}final\_distance = brent$($ax, bx, cx, Find\_Bs\_fn, r{\to}tolerance$, &$bs$);   /∗ recover true values ∗/
    $r{\to}slab.a = bcalc2b$(bs)$/$($bcalc2b$(bs) $+ r{\to}slab.b$);
    $r{\to}slab.b = bcalc2b$(bs) $+ r{\to}slab.b$;
    ⟨ Put final values in result 218 ⟩
  }

This code is used in section 209.

222.   Fixed Absorption and Scattering.   Typically, this routine is called when the scattering coefficient is known, the anisotropy is known, and the physical thickness of the sample is known. This routine calculates the varies the absorption coefficient until the measurements are matched.

This is tricky only because the value in *slab.b* is used to hold the value of *bs* or $d \cdot \mu_s$ when the *Find_Ba_fn* is used.

⟨Prototype for *U_Find_Ba* 222⟩ ≡
    void *U_Find_Ba*(**struct measure_type** *m*, **struct invert_type** *∗r*)

This code is used in sections 210 and 223.

223.   ⟨Definition for *U_Find_Ba* 223⟩ ≡
  ⟨Prototype for *U_Find_Ba* 222⟩
  {
    double *ax, bx, cx, fa, fb, fc, ba*;
    if (*Debug*(DEBUG_SEARCH)) {
      fprintf(*stderr*, "In␣U_Find_Bs");
      fprintf(*stderr*, "␣(mu=%6.4f)", *r→slab.cos_angle*);
      if (*r→default_bs* ≠ UNINITIALIZED) *fprintf*(*stderr*, "␣␣default_bs␣=␣%8.5f", *r→default_bs*);
      if (*r→default_g* ≠ UNINITIALIZED) *fprintf*(*stderr*, "␣␣default_g␣=␣%8.5f", *r→default_g*);
      fprintf(*stderr*, "\n");
    }
    r→slab.a = 0;
    r→slab.g = (*r→default_g* ≡ UNINITIALIZED) ? 0 : *r→default_g*;
    r→slab.b = (*r→default_bs* ≡ UNINITIALIZED) ? HUGE_VAL : *r→default_bs*;
    if (*m.m_t* ≡ 0) {
      r→slab.b = HUGE_VAL;
      U_Find_A(*m, r*);
      return;
    }
    Set_Calc_State(*m, ∗r*);   /∗ store bs in RR.slab.b ∗/
    ax = *b2bcalc*(0.1);   /∗ first try for ba ∗/
    bx = *b2bcalc*(1.0);
    mnbrak(&*ax*, &*bx*, &*cx*, &*fa*, &*fb*, &*fc*, *Find_Ba_fn*);
    r→final_distance = *brent*(*ax, bx, cx, Find_Ba_fn, r→tolerance*, &*ba*);   /∗ recover true values ∗/
    r→slab.a = (*r→slab.b*)/(*bcalc2b*(*ba*) + *r→slab.b*);
    r→slab.b = *bcalc2b*(*ba*) + *r→slab.b*;   /∗ actual value of b ∗/
    ⟨Put final values in result 218⟩
  }

This code is used in section 209.

224.   Fixed Optical Depth and Anisotropy.   Typically, this routine is called when the optical thickness is assumed infinite. However, it may also be called when the optical thickness is assumed to be fixed at a particular value. Typically the only reasonable situation for this to occur is when the diffuse transmission is non-zero but the collimated transmission is zero. If this is the case then there is no information in the collimated transmission measurement and there is no sense even using it because the slab is not infinitely thick.

⟨ Prototype for U_Find_A 224 ⟩ ≡
  void $U\_Find\_A($**struct measure_type** $m,$ **struct invert_type** $*r)$

This code is used in sections 210 and 225.

225.   ⟨ Definition for U_Find_A 225 ⟩ ≡
  ⟨ Prototype for U_Find_A 224 ⟩
  $\{$
    double $Rt, Tt, Rd, Rc, Td, Tc;$
    if $(Debug($`DEBUG_SEARCH`$))$ $\{$
      $fprintf(stderr,$ `"In␣U_Find_A"`$);$
      $fprintf(stderr,$ `"␣(mu=%6.4f)"`$, r{\rightarrow}slab.cos\_angle);$
      if $(r{\rightarrow}default\_b \neq$ `UNINITIALIZED`$)$ $fprintf(stderr,$ `"␣␣default_b␣=␣%8.5f"`$, r{\rightarrow}default\_b);$
      if $(r{\rightarrow}default\_g \neq$ `UNINITIALIZED`$)$ $fprintf(stderr,$ `"␣␣default_g␣=␣%8.5f"`$, r{\rightarrow}default\_g);$
      $fprintf(stderr,$ `"\n"`$);$
    $\}$
    $Estimate\_RT(m, *r, \&Rt, \&Tt, \&Rd, \&Rc, \&Td, \&Tc);$
    $r{\rightarrow}slab.g = (r{\rightarrow}default\_g \equiv$ `UNINITIALIZED`$)$? $0 : r{\rightarrow}default\_g;$
    $r{\rightarrow}slab.b = (r{\rightarrow}default\_b \equiv$ `UNINITIALIZED`$)$? `HUGE_VAL` $: r{\rightarrow}default\_b;$
    $r{\rightarrow}slab.a = 0.0;$
    $r{\rightarrow}final\_distance = 0.0;$
    $Set\_Calc\_State(m, *r);$
    if $(Rt > 0.99999)$ $\{$
      $r{\rightarrow}final\_distance = Find\_A\_fn(a2acalc(1.0));$
      $r{\rightarrow}slab.a = 1.0;$
    $\}$
    else $\{$
      double $x, ax, bx, cx, fa, fb, fc;$
      $ax = a2acalc(0.3);$
      $bx = a2acalc(0.5);$
      $mnbrak(\&ax, \&bx, \&cx, \&fa, \&fb, \&fc, Find\_A\_fn);$
      $r{\rightarrow}final\_distance = brent(ax, bx, cx, Find\_A\_fn, r{\rightarrow}tolerance, \&x);$
      $r{\rightarrow}slab.a = acalc2a(x);$
    $\}$
    ⟨ Put final values in result 218 ⟩
  $\}$

This code is used in section 209.

226.   Fixed Optical Depth and Albedo.

⟨ Prototype for *U_Find_G* 226 ⟩ ≡
  void *U_Find_G*(**struct measure_type** *m*, **struct invert_type** *∗r*)

This code is used in sections 210 and 227.

227.   ⟨ Definition for *U_Find_G* 227 ⟩ ≡
  ⟨ Prototype for *U_Find_G* 226 ⟩
  {
    double *Rt*, *Tt*, *Rd*, *Rc*, *Td*, *Tc*;
    if (*Debug*(DEBUG_SEARCH)) {
      fprintf(*stderr*, "In␣U_Find_G");
      fprintf(*stderr*, "␣(mu=%6.4f)", *r→slab.cos_angle*);
      if (*r→default_a* ≠ UNINITIALIZED) *fprintf*(*stderr*, "␣␣default_a␣=␣%8.5f", *r→default_a*);
      if (*r→default_b* ≠ UNINITIALIZED) *fprintf*(*stderr*, "␣␣default_b␣=␣%8.5f", *r→default_b*);
      fprintf(*stderr*, "\n");
    }
    Estimate_RT(*m*, *∗r*, &*Rt*, &*Tt*, &*Rd*, &*Rc*, &*Td*, &*Tc*);
    r→slab.a = (*r→default_a* ≡ UNINITIALIZED) ? 0.5 : *r→default_a*;
    r→slab.b = (*r→default_b* ≡ UNINITIALIZED) ? HUGE_VAL : *r→default_b*;
    r→slab.g = 0.0;
    r→final_distance = 0.0;
    Set_Calc_State(*m*, *∗r*);
    if (*Rd* > 0.0) {
      double *x*, *ax*, *bx*, *cx*, *fa*, *fb*, *fc*;
      ax = *g2gcalc*(−0.99);
      bx = *g2gcalc*(0.99);
      mnbrak(&*ax*, &*bx*, &*cx*, &*fa*, &*fb*, &*fc*, *Find_G_fn*);
      r→final_distance = *brent*(*ax*, *bx*, *cx*, *Find_G_fn*, *r→tolerance*, &*x*);
      r→slab.g = *gcalc2g*(*x*);
      Set_Calc_State(*m*, *∗r*);
    }
    ⟨ Put final values in result 218 ⟩
  }

This code is used in section 209.

228.   Fixed Anisotropy and Albedo.   This routine can be called in three different situations: (1) the albedo is zero, (2) the albedo is one, or (3) the albedo is fixed at a default value. I calculate the individual reflections and transmissions to establish which of these cases we happen to have.

⟨ Prototype for U_Find_B 228 ⟩ ≡
    void U_Find_B(**struct measure_type** m, **struct invert_type** $*r$)

This code is used in sections 210 and 229.

229.   ⟨ Definition for U_Find_B 229 ⟩ ≡
    ⟨ Prototype for U_Find_B 228 ⟩
    {
        double Rt, Tt, Rd, Rc, Td, Tc;
        if ($Debug$(DEBUG_SEARCH)) {
            $fprintf$($stderr$, "In␣U_Find_B");
            $fprintf$($stderr$, "␣(mu=%6.4f)", $r{\rightarrow}slab.cos\_angle$);
            if ($r{\rightarrow}default\_a \neq$ UNINITIALIZED) $fprintf$($stderr$, "␣␣default_a␣=␣%8.5f", $r{\rightarrow}default\_a$);
            if ($r{\rightarrow}default\_g \neq$ UNINITIALIZED) $fprintf$($stderr$, "␣␣default_g␣=␣%8.5f", $r{\rightarrow}default\_g$);
            $fprintf$($stderr$, "\n");
        }
        $Estimate\_RT$(m, $*r$, &Rt, &Tt, &Rd, &Rc, &Td, &Tc);
        $r{\rightarrow}slab.g = (r{\rightarrow}default\_g \equiv$ UNINITIALIZED) ? 0 : $r{\rightarrow}default\_g$;
        $r{\rightarrow}slab.a = (r{\rightarrow}default\_a \equiv$ UNINITIALIZED) ? 0 : $r{\rightarrow}default\_a$;
        $r{\rightarrow}slab.b = 0.5$;
        $r{\rightarrow}final\_distance = 0.0$;
        Set_Calc_State(m, $*r$);
        ⟨ Iteratively solve for b 230 ⟩
        ⟨ Put final values in result 218 ⟩
        if ($Debug$(DEBUG_SEARCH)) {
            $fprintf$($stderr$, "In␣U_Find_B␣final␣(a,b,g)␣=␣");
            $fprintf$($stderr$, "(%8.5f,%8.5f,%8.5f)\n", $r{\rightarrow}a$, $r{\rightarrow}b$, $r{\rightarrow}g$);
        }
    }

This code is used in section 209.

230.   This could be improved tremendously. I just don't want to mess with it at the moment.

⟨ Iteratively solve for b 230 ⟩ ≡
    {
        double x, ax, bx, cx, fa, fb, fc;
        $ax = b2bcalc$(0.1);
        $bx = b2bcalc$(10);
        $mnbrak$(&ax, &bx, &cx, &fa, &fb, &fc, $Find\_B\_fn$);
        $r{\rightarrow}final\_distance = brent$($ax$, bx, cx, $Find\_B\_fn$, $r{\rightarrow}tolerance$, &x);
        $r{\rightarrow}slab.b = bcalc2b$($x$);
        Set_Calc_State(m, $*r$);
    }

This code is used in section 229.

231.   Fixed Optical Depth.

We can get here a couple of different ways.

First there can be three real measurements, i.e., t_c is not zero, in this case we want to fix b based on the t_c measurement.

Second, we can get here if a default value for b has been set.

Otherwise, we really should not be here. Just set $b = 1$ and calculate away.

$\langle$ Prototype for U_Find_AG 231 $\rangle \equiv$
   void U_Find_AG(**struct measure_type** m, **struct invert_type** $*r$)

This code is used in sections 210 and 232.

232. $\langle$ Definition for U_Find_AG 232 $\rangle \equiv$
  $\langle$ Prototype for U_Find_AG 231 $\rangle$
  {
    $\langle$ Allocate local simplex variables 213 $\rangle$
    if ($Debug$(DEBUG_SEARCH)) {
      $fprintf$($stderr$, "In␣U_Find_AG");
      $fprintf$($stderr$, "␣(mu=%6.4f)", $r{\to}slab.cos\_angle$);
      if ($r{\to}default\_b \neq$ UNINITIALIZED) $fprintf$($stderr$, "␣␣default_b␣=␣%8.5f", $r{\to}default\_b$);
      $fprintf$($stderr$, "\n");
    }
    if ($m.num\_measures \equiv 3$) $r{\to}slab.b = What\_Is\_B$($r{\to}slab$, $m.m\_u$);
    else if ($r{\to}default\_b \equiv$ UNINITIALIZED) $r{\to}slab.b = 1$;
    else $r{\to}slab.b = r{\to}default\_b$;
    Set_Calc_State(m, $*r$);
    $\langle$ Get the initial a, b, and g 214 $\rangle$
    $\langle$ Initialize the nodes of the a and g simplex 233 $\rangle$
    $\langle$ Evaluate the a and g simplex at the nodes 234 $\rangle$
    $amoeba$(p, y, 2, $r{\to}tolerance$, $Find\_AG\_fn$, &$r{\to}iterations$);
    $\langle$ Choose the best node of the a and g simplex 235 $\rangle$
    $\langle$ Free simplex data structures 219 $\rangle$
    $\langle$ Put final values in result 218 $\rangle$
  }

This code is used in section 209.

233. ⟨Initialize the nodes of the a and g simplex 233⟩ ≡
  {
    int k, kk;
    $p[1][1] = a2acalc(guess[0].a)$;
    $p[1][2] = g2gcalc(guess[0].g)$;
    for $(k = 1;\ k < 7;\ k{+}{+})$ {
       if $(guess[0].a \ne guess[k].a)$ **break**;
    }
    $p[2][1] = a2acalc(guess[k].a)$;
    $p[2][2] = g2gcalc(guess[k].g)$;
    for $(kk = 1;\ kk < 7;\ kk{+}{+})$ {
       if $(kk \equiv k)$ **continue**;
       if $(guess[0].g \ne guess[kk].g \lor guess[k].g \ne guess[kk].g)$ **break**;
    }
    $p[3][1] = a2acalc(guess[kk].a)$;
    $p[3][2] = g2gcalc(guess[kk].g)$;
    if $(Debug(\texttt{DEBUG\_BEST\_GUESS}))$ {
       $fprintf(stderr, \texttt{"guess␣1"})$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[0].a)$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[0].b)$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[0].g)$;
       $fprintf(stderr, \texttt{"\%10.5f\textbackslash n"}, guess[0].distance)$;
       $fprintf(stderr, \texttt{"guess␣2"})$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[k].a)$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[k].b)$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[k].g)$;
       $fprintf(stderr, \texttt{"\%10.5f\textbackslash n"}, guess[k].distance)$;
       $fprintf(stderr, \texttt{"guess␣3"})$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[kk].a)$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[kk].b)$;
       $fprintf(stderr, \texttt{"\%10.5f␣"}, guess[kk].g)$;
       $fprintf(stderr, \texttt{"\%10.5f\textbackslash n"}, guess[kk].distance)$;
    }
  }

This code is used in section 232.

234. ⟨Evaluate the a and g simplex at the nodes 234⟩ ≡
  for $(i = 1;\ i \le 3;\ i{+}{+})$ {
    $x[1] = p[i][1]$;
    $x[2] = p[i][2]$;
    $y[i] = Find\_AG\_fn(x)$;
  }

This code is used in section 232.

235. Here we find the node of the simplex that gave the best result and save that one. At the same time we save the whole simplex for later use if needed.

$\langle$ Choose the best node of the a and g simplex $235 \rangle \equiv$

```
r→final_distance = 10;
for (i = 1; i ≤ 3; i++) {
    if (y[i] < r→final_distance) {
        r→slab.a = acalc2a(p[i][1]);
        r→slab.g = gcalc2g(p[i][2]);
        r→final_distance = y[i];
    }
}
```

This code is used in section 232.

236.   Fixed Albedo.   Here the optical depth and the anisotropy are varied (for a fixed albedo).

⟨ Prototype for *U_Find_BG* 236 ⟩ ≡
  void *U_Find_BG*(**struct measure_type** *m*, **struct invert_type** *∗r*)

This code is used in sections 210 and 237.

237.   ⟨ Definition for *U_Find_BG* 237 ⟩ ≡
  ⟨ Prototype for *U_Find_BG* 236 ⟩
  {
    ⟨ Allocate local simplex variables 213 ⟩
    if (*Debug*(DEBUG_SEARCH)) {
      fprintf(*stderr*, "In␣U_Find_BG");
      fprintf(*stderr*, "␣(mu=%6.4f)", *r→slab.cos_angle*);
      if (*r→default_a* ≠ UNINITIALIZED) *fprintf*(*stderr*, "␣␣default_a␣=␣%8.5f", *r→default_a*);
      fprintf(*stderr*, "\n");
    }
    r→slab.a = (*r→default_a* ≡ UNINITIALIZED) ? 0 : *r→default_a*;
    Set_Calc_State(*m*, *∗r*);
    ⟨ Get the initial *a*, *b*, and *g* 214 ⟩
    ⟨ Initialize the nodes of the *b* and *g* simplex 239 ⟩
    ⟨ Evaluate the *bg* simplex at the nodes 240 ⟩
    amoeba(*p*, *y*, 2, *r→tolerance*, *Find_BG_fn*, &*r→iterations*);
    ⟨ Choose the best node of the *b* and *g* simplex 241 ⟩
    ⟨ Free simplex data structures 219 ⟩
    ⟨ Put final values in result 218 ⟩
  }

This code is used in section 209.

238.   A very simple start for variation of *b* and *g*. This should work fine for the cases in which the absorption or scattering are fixed.

239. ⟨Initialize the nodes of the b and g simplex 239⟩ ≡

```
{
  int k, kk;
  p[1][1] = b2bcalc(guess[0].b);
  p[1][2] = g2gcalc(guess[0].g);
  for (k = 1; k < 7; k++) {
    if (guess[0].b ≠ guess[k].b) break;
  }
  p[2][1] = b2bcalc(guess[k].b);
  p[2][2] = g2gcalc(guess[k].g);
  for (kk = 1; kk < 7; kk++) {
    if (kk ≡ k) continue;
    if (guess[0].g ≠ guess[kk].g ∨ guess[k].g ≠ guess[kk].g) break;
  }
  p[3][1] = b2bcalc(guess[kk].b);
  p[3][2] = g2gcalc(guess[kk].g);
  if (Debug(DEBUG_BEST_GUESS)) {
    fprintf(stderr, "guess␣1");
    fprintf(stderr, "%10.5f␣", guess[0].a);
    fprintf(stderr, "%10.5f␣", guess[0].b);
    fprintf(stderr, "%10.5f␣", guess[0].g);
    fprintf(stderr, "%10.5f\n", guess[0].distance);
    fprintf(stderr, "guess␣2");
    fprintf(stderr, "%10.5f␣", guess[k].a);
    fprintf(stderr, "%10.5f␣", guess[k].b);
    fprintf(stderr, "%10.5f␣", guess[k].g);
    fprintf(stderr, "%10.5f\n", guess[k].distance);
    fprintf(stderr, "guess␣3");
    fprintf(stderr, "%10.5f␣", guess[kk].a);
    fprintf(stderr, "%10.5f␣", guess[kk].b);
    fprintf(stderr, "%10.5f␣", guess[kk].g);
    fprintf(stderr, "%10.5f\n", guess[kk].distance);
  }
}
```

This code is used in section 237.

240. ⟨Evaluate the bg simplex at the nodes 240⟩ ≡

```
for (i = 1; i ≤ 3; i++) {
  x[1] = p[i][1];
  x[2] = p[i][2];
  y[i] = Find_BG_fn(x);
}
```

This code is used in section 237.

241.   Here we find the node of the simplex that gave the best result and save that one. At the same time we save the whole simplex for later use if needed.

⟨ Choose the best node of the b and g simplex 241 ⟩ ≡
```
  r→final_distance = 10;
  for (i = 1; i ≤ 3; i++) {
    if (y[i] < r→final_distance) {
      r→slab.b = bcalc2b(p[i][1]);
      r→slab.g = gcalc2g(p[i][2]);
      r→final_distance = y[i];
    }
  }
```
This code is used in section 237.

242.   Fixed Scattering.   Here I assume that a constant b_s,

$$b_s = \mu_s d$$

where d is the physical thickness of the sample and μ_s is of course the absorption coefficient. This is just like U_Find_BG except that $b_a = \mu_a d$ is varied instead of b.

⟨ Prototype for U_Find_BaG 242 ⟩ ≡
   void U_Find_BaG(**struct measure_type** m, **struct invert_type** $*r$)

This code is used in sections 210 and 243.

243.   ⟨ Definition for U_Find_BaG 243 ⟩ ≡
  ⟨ Prototype for U_Find_BaG 242 ⟩
  {
    ⟨ Allocate local simplex variables 213 ⟩
    $Set\_Calc\_State(m, *r)$;
    ⟨ Get the initial a, b, and g 214 ⟩
    ⟨ Initialize the nodes of the ba and g simplex 244 ⟩
    ⟨ Evaluate the BaG simplex at the nodes 245 ⟩
    $amoeba(p, y, 2, r{\rightarrow}tolerance, Find\_BaG\_fn, \&r{\rightarrow}iterations)$;
    ⟨ Choose the best node of the ba and g simplex 246 ⟩
    ⟨ Free simplex data structures 219 ⟩
    ⟨ Put final values in result 218 ⟩
  }

This code is used in section 209.

244.   ⟨ Initialize the nodes of the ba and g simplex 244 ⟩ ≡
  if $(guess[0].b > r{\rightarrow}default\_bs)$ {
    $p[1][1] = b2bcalc(guess[0].b - r{\rightarrow}default\_bs)$;
    $p[2][1] = b2bcalc(2 * (guess[0].b - r{\rightarrow}default\_bs))$;
    $p[3][1] = p[1][1]$;
  }
  else {
    $p[1][1] = b2bcalc(0.0001)$;
    $p[2][1] = b2bcalc(0.001)$;
    $p[3][1] = p[1][1]$;
  }
  $p[1][2] = g2gcalc(guess[0].g)$;
  $p[2][2] = p[1][2]$;
  $p[3][2] = g2gcalc(0.9 * guess[0].g + 0.05)$;

This code is used in section 243.

245.   ⟨ Evaluate the BaG simplex at the nodes 245 ⟩ ≡
  for $(i = 1; \ i \leq 3; \ i{+}{+})$ {
    $x[1] = p[i][1]$;
    $x[2] = p[i][2]$;
    $y[i] = Find\_BaG\_fn(x)$;
  }

This code is used in section 243.

246.   Here we find the node of the simplex that gave the best result and save that one. At the same time
we save the whole simplex for later use if needed.

⟨ Choose the best node of the ba and g simplex 246 ⟩ ≡
  $r \rightarrow final\_distance = 10;$
  $\textbf{for } (i = 1; \ i \leq 3; \ i\mathrel{+}\mathrel{+}) \ \{$
    $\textbf{if } (y[i] < r \rightarrow final\_distance) \ \{$
      $r \rightarrow slab.b = bcalc2b(p[i][1]) + r \rightarrow default\_bs;$
      $r \rightarrow slab.a = r \rightarrow default\_bs / r \rightarrow slab.b;$
      $r \rightarrow slab.g = gcalc2g(p[i][2]);$
      $r \rightarrow final\_distance = y[i];$
    $\}$
  $\}$

This code is used in section 243.

247. Fixed Absorption.   Here I assume that a constant b_a,

$$b_a = \mu_a d$$

where d is the physical thickness of the sample and μ_a is of course the absorption coefficient. This is just like U_Find_BG except that $b_s = \mu_s d$ is varied instead of b.

⟨ Prototype for U_Find_BsG 247 ⟩ ≡
  void $U\_Find\_BsG($**struct measure_type** $m,$ **struct invert_type** $*r)$

This code is used in sections 210 and 248.

248.   ⟨ Definition for U_Find_BsG 248 ⟩ ≡
  ⟨ Prototype for U_Find_BsG 247 ⟩
  {
    ⟨ Allocate local simplex variables 213 ⟩
    if $(Debug($DEBUG_SEARCH$))$ {
      $fprintf(stderr,$ "In␣U_Find_BsG");
      $fprintf(stderr,$ "␣(mu=%6.4f)"$, r{\rightarrow}slab.cos\_angle);$
      if $(r{\rightarrow}default\_ba \neq$ UNINITIALIZED$)$ $fprintf(stderr,$ "␣␣default_ba␣=␣%8.5f"$, r{\rightarrow}default\_ba);$
      $fprintf(stderr,$ "\n");
    }
    $Set\_Calc\_State(m, *r);$
    ⟨ Get the initial a, b, and g 214 ⟩
    ⟨ Initialize the nodes of the bs and g simplex 249 ⟩
    ⟨ Evaluate the BsG simplex at the nodes 250 ⟩
    $amoeba(p, y, 2, r{\rightarrow}tolerance, Find\_BsG\_fn, \&r{\rightarrow}iterations);$
    ⟨ Choose the best node of the bs and g simplex 251 ⟩
    ⟨ Free simplex data structures 219 ⟩
    ⟨ Put final values in result 218 ⟩
  }

This code is used in section 209.

249.   ⟨ Initialize the nodes of the bs and g simplex 249 ⟩ ≡
  $p[1][1] = b2bcalc(guess[0].b - r{\rightarrow}default\_ba);$
  $p[1][2] = g2gcalc(guess[0].g);$
  $p[2][1] = b2bcalc(2 * guess[0].b - 2 * r{\rightarrow}default\_ba);$
  $p[2][2] = p[1][2];$
  $p[3][1] = p[1][1];$
  $p[3][2] = g2gcalc(0.9 * guess[0].g + 0.05);$

This code is used in section 248.

250.   ⟨ Evaluate the BsG simplex at the nodes 250 ⟩ ≡
  for $(i = 1;\ i \leq 3;\ i{+}{+})$ {
    $x[1] = p[i][1];$
    $x[2] = p[i][2];$
    $y[i] = Find\_BsG\_fn(x);$
  }

This code is used in section 248.

251.   ⟨Choose the best node of the *bs* and *g* simplex 251⟩ ≡

   $r{\rightarrow}final\_distance = 10;$
   for $(i = 1;\ i \leq 3;\ i{+}{+})$ {
      if $(y[i] < r{\rightarrow}final\_distance)$ {
         $r{\rightarrow}slab.b = bcalc2b(p[i][1]) + r{\rightarrow}default\_ba;$
         $r{\rightarrow}slab.a = 1 - r{\rightarrow}default\_ba/r{\rightarrow}slab.b;$
         $r{\rightarrow}slab.g = gcalc2g(p[i][2]);$
         $r{\rightarrow}final\_distance = y[i];$
      }
   }

This code is used in section 248.

252.   IAD Utilities.

March 1995. Reincluded *quick_guess* code.

⟨ iad_util.c   252 ⟩ ≡
#include <math.h>
#include <float.h>
#include <stdio.h>
#include "nr_util.h"
#include "ad_globl.h"
#include "ad_frsnl.h"
#include "ad_bound.h"
#include "iad_type.h"
#include "iad_calc.h"
#include "iad_pub.h"
#include "iad_util.h"
   unsigned long *g_util_debugging* = 0;
   ⟨ Preprocessor definitions ⟩
   ⟨ Definition for *What_Is_B*   255 ⟩
   ⟨ Definition for *Estimate_RT*   261 ⟩
   ⟨ Definition for *a2acalc*   267 ⟩
   ⟨ Definition for *acalc2a*   269 ⟩
   ⟨ Definition for *g2gcalc*   271 ⟩
   ⟨ Definition for *gcalc2g*   273 ⟩
   ⟨ Definition for *b2bcalc*   275 ⟩
   ⟨ Definition for *bcalc2b*   277 ⟩
   ⟨ Definition for *twoprime*   279 ⟩
   ⟨ Definition for *twounprime*   281 ⟩
   ⟨ Definition for *abgg2ab*   283 ⟩
   ⟨ Definition for *abgb2ag*   285 ⟩
   ⟨ Definition for *quick_guess*   292 ⟩
   ⟨ Definition for *Set_Debugging*   305 ⟩
   ⟨ Definition for *Debug*   307 ⟩
   ⟨ Definition for *Print_Invert_Type*   309 ⟩
   ⟨ Definition for *Print_Measure_Type*   311 ⟩

253.   ⟨ iad_util.h   253 ⟩ ≡
   ⟨ Prototype for *What_Is_B*   254 ⟩;
   ⟨ Prototype for *Estimate_RT*   260 ⟩;
   ⟨ Prototype for *a2acalc*   266 ⟩;
   ⟨ Prototype for *acalc2a*   268 ⟩;
   ⟨ Prototype for *g2gcalc*   270 ⟩;
   ⟨ Prototype for *gcalc2g*   272 ⟩;
   ⟨ Prototype for *b2bcalc*   274 ⟩;
   ⟨ Prototype for *bcalc2b*   276 ⟩;
   ⟨ Prototype for *twoprime*   278 ⟩;
   ⟨ Prototype for *twounprime*   280 ⟩;
   ⟨ Prototype for *abgg2ab*   282 ⟩;
   ⟨ Prototype for *abgb2ag*   284 ⟩;
   ⟨ Prototype for *quick_guess*   291 ⟩;
   ⟨ Prototype for *Set_Debugging*   304 ⟩;
   ⟨ Prototype for *Debug*   306 ⟩;
   ⟨ Prototype for *Print_Invert_Type*   308 ⟩;
   ⟨ Prototype for *Print_Measure_Type*   310 ⟩;

254.   Finding optical thickness.

This routine figures out what the optical thickness of a slab based on the index of refraction of the slab and the amount of collimated light that gets through it.

It should be pointed out right here in the front that this routine does not work for diffuse irradiance, but then the whole concept of estimating the optical depth for diffuse irradiance is bogus anyway.

In version 1.3 changed all error output to *stderr*. Version 1.4 included cases involving absorption in the boundaries.

#**define** BIG_A_VALUE   999999.0
#**define** SMALL_A_VALUE   0.000001

⟨ Prototype for *What_Is_B* 254 ⟩ ≡
  double *What_Is_B*(**struct AD_slab_type** *slab*, **double** *Tc*)

This code is used in sections 253 and 255.

255. ⟨ Definition for *What_Is_B* 255 ⟩ ≡
  ⟨ Prototype for *What_Is_B* 254 ⟩
  {
    double *r1*, *r2*, *t1*, *t2*, *mu_in_slab*;

    ⟨ Calculate specular reflection and transmission 256 ⟩
    ⟨ Check for bad values of *Tc* 257 ⟩
    ⟨ Solve if multiple internal reflections are not present 258 ⟩
    ⟨ Find thickness when multiple internal reflections are present 259 ⟩
  }

This code is used in section 252.

256.   The first thing to do is to find the specular reflection for light interacting with the top and bottom air-glass-sample interfaces. I make a simple check to ensure that the the indices are different before calculating the bottom reflection. Most of the time the *r1* ≡ *r2*, but there are always those annoying special cases.

⟨ Calculate specular reflection and transmission 256 ⟩ ≡
  Absorbing_Glass_RT(1.0, *slab*.*n_top_slide*, *slab*.*n_slab*, *slab*.*cos_angle*, *slab*.*b_top_slide*, &*r1*, &*t1*);
  mu_in_slab = *Cos_Snell*(1.0, *slab*.*cos_angle*, *slab*.*n_slab*);
  Absorbing_Glass_RT(*slab*.*n_slab*, *slab*.*n_bottom_slide*, 1.0, *mu_in_slab*, *slab*.*b_bottom_slide*, &*r2*, &*t2*);

This code is used in section 255.

257.   Bad values for the unscattered transmission are those that are non-positive, those greater than one, and those greater than are possible in a non-absorbing medium, i.e.,

$$T_c > \frac{t_1 t_2}{1 - r_1 r_2}$$

Since this routine has no way to report errors, I just set the optical thickness to the natural values in these cases.

⟨ Check for bad values of *Tc* 257 ⟩ ≡
  if (*Tc* ≤ 0) **return** (HUGE_VAL);
  if (*Tc* ≥ *t1* * *t2*/(1 − *r1* * *r2*)) **return** (0.001);

This code is used in section 255.

258.   If either $r1$ or $r2 \equiv 0$ then things are very simple because the sample does not sustain multiple internal reflections and the unscattered transmission is

$$T_c = t_1 t_2 \exp(-b/\nu)$$

where b is the optical thickness and ν is *slab.cos_angle*. Clearly,

$$b = -\nu \ln\left(\frac{T_c}{t_1 t_2}\right)$$

$\langle$ Solve if multiple internal reflections are not present 258 $\rangle \equiv$
   if $(r1 \equiv 0 \vee r2 \equiv 0)$ **return** $(-slab.cos\_angle * log(Tc/t1/t2))$;
This code is used in section 255.

259.   Well I kept putting it off, but now comes the time to solve the following equation for b

$$T_c = \frac{t_1 t_2 \exp(-b)}{1 - r_1 r_2 \exp(-2b)}$$

We note immediately that this is a quadratic equation in $x = \exp(-b)$.

$$r_1 r_2 T_c x^2 + t_1 t_2 x - T_c = 0$$

Sufficient tests have been made above to ensure that none of the coefficients are exactly zero. However, it is clear that the leading quadratic term has a much smaller coefficient than the other two. Since r_1 and r_2 are typically about four percent the product is roughly 10^{-3}. The collimated transmission can be very small and this makes things even worse. A further complication is that we need to choose the only positive root.
   Now the roots of $ax^2 + bx + c = 0$ can be found using the standard quadratic formula,

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

This is very bad for small values of a. Instead I use

$$q = -\frac{1}{2}\left[b + \mathrm{sgn}(b)\sqrt{b^2 - 4ac}\right]$$

with the two roots

$$x = \frac{q}{a} \qquad \text{and} \qquad x = \frac{c}{q}$$

Substituting our coefficients

$$q = -\frac{1}{2}\left[t_1 t_2 + \sqrt{t_1^2 t_2^2 + 4 r_1 r_2 T_c^2}\right]$$

With some algebra, this can be shown to be

$$q = -t_1 t_2\left[1 + \frac{r_1 r_2 T_c^2}{t_1^2 t_2^2} + \cdots\right]$$

The only positive root is $x = -T_c/q$. Therefore

$$x = \frac{2 T_c}{t_1 t_2 + \sqrt{t_1^2 t_2^2 + 4 r_1 r_2 T_c^2}}$$

(Not very pretty, but straightforward enough.)
$\langle$ Find thickness when multiple internal reflections are present 259 $\rangle \equiv$
   {
      double B;
     $B = t1 * t2$;
     return $(-slab.cos\_angle * log(2 * Tc/(B + sqrt(B * B + 4 * Tc * Tc * r1 * r2))))$;
   }
This code is used in section 255.

260.   Estimating R and T.

In several places, it is useful to know an *estimate* for the values of the reflection and transmission of the sample based on the measurements. This routine provides such an estimate, but it currently ignores anything corrections that might be made for the integrating spheres.

Good values are only really obtainable when $num\_measures \equiv 3$, otherwise we need to make pretty strong assumptions about the reflection and transmission values. If $num\_measures < 3$, then we will assume that no collimated light makes it all the way through the sample. The specular reflection is then just that for a semi-infinite sample and $Tc = 0$. If $num\_measures \equiv 1$, then Td is also set to zero.

rt	total reflection
rc	primary or specular reflection
rd	diffuse or scattered reflection
tt	total transmission
tp	primary or unscattered transmission
td	diffuse or scattered transmission

⟨ Prototype for *Estimate_RT* 260 ⟩ ≡
   void *Estimate_RT* (**struct measure_type** m, **struct invert_type** r, **double** $*rt$, **double** $*tt$, **double**
      $*rd$, **double** $*rc$, **double** $*td$, **double** $*tc$)

This code is used in sections 253 and 261.

261.   ⟨ Definition for *Estimate_RT* 261 ⟩ ≡
   ⟨ Prototype for *Estimate_RT* 260 ⟩
   {
      ⟨ Calculate the unscattered transmission and reflection 262 ⟩
      ⟨ Estimate the backscattered reflection 263 ⟩
      ⟨ Estimate the scattered transmission 264 ⟩
   }

This code is used in section 252.

262.   If there are three measurements then the specular reflection can be calculated pretty well. If there are fewer then the unscattered transmission is assumed to be zero. This is not necessarily the case, but after all, this routine only makes estimates of the various reflection and transmission quantities.

If there are three measurements, the optical thickness of the sample is required. Of course if there are three measurements then the illumination must be collimated and we can call *What_Is_B* to find out the optical thickness. We pass this value to a routine in the `fresnel.h` unit and sit back and wait.

All the above is true if sphere corrections are not needed. Now, we just fob this off on another function.

⟨ Calculate the unscattered transmission and reflection 262 ⟩ ≡
   Calculate_Minimum_MR (m, r, rc, tc);

This code is used in section 261.

263.   Finding the diffuse reflection is now just a matter of checking whether V1% contains the specular reflection from the sample or not and then just adding or subtracting the specular reflection as appropriate.

⟨ Estimate the backscattered reflection 263 ⟩ ≡

  if $(m.fraction\_of\_rc\_in\_mr)$ {
    $*rt = m.m\_r$;
    $*rd = *rt − m.fraction\_of\_rc\_in\_mr * (*rc)$;
    if $(*rd < 0)$ {
      $*rd = 0$;
      $*rc = *rt$;
    }
  }
  else {
    $*rd = m.m\_r$;
    $*rt = *rd + *rc$;
  }
  if $(Debug(\texttt{DEBUG\_SEARCH}))$ {
    $fprintf(stderr, "⎵⎵⎵⎵⎵⎵⎵⎵⎵rt⎵=⎵\%.5f\textbackslash n", *rt)$;
    $fprintf(stderr, "⎵⎵⎵⎵⎵est⎵rd⎵=⎵\%.5f\textbackslash n", *rd)$;
  }

This code is used in section 261.

264.   The transmission values follow in much the same way as the diffuse reflection values — just subtract the specular transmission from the total transmission.

⟨ Estimate the scattered transmission 264 ⟩ ≡

  if $(m.num\_measures \equiv 1)$ {
    $*tt = 0.0$;
    $*td = 0.0$;
  }
  else if $(m.fraction\_of\_tc\_in\_mt)$ {
    $*tt = m.m\_t$;
    $*td = *tt − *tc$;
    if $(*td < 0)$ {
      $*tc = *tt$;
      $*td = 0$;
    }
  }
  else {
    $*td = m.m\_t$;
    $*tt = *td + *tc$;
  }
  if $(Debug(\texttt{DEBUG\_SEARCH}))$ {
    $fprintf(stderr, "⎵⎵⎵⎵⎵⎵⎵⎵⎵tt⎵=⎵\%.5f\textbackslash n", *tt)$;
    $fprintf(stderr, "⎵⎵⎵⎵⎵est⎵td⎵=⎵\%.5f\textbackslash n", *td)$;
  }

This code is used in section 261.

265.   Transforming properties.   Routines to convert optical properties to calculation space and back.

266.   *a2acalc* is used for the albedo transformations according to

$$a_{calc} = \frac{2a - 1}{a(1 - a)}$$

Care is taken to avoid division by zero. Why was this function chosen? Well mostly because it maps the region between $[0, 1] \to (-\infty, +\infty)$.

⟨ Prototype for *a2acalc* 266 ⟩ ≡
   double *a2acalc*(**double** *a*)

This code is used in sections 253 and 267.

267.   ⟨ Definition for *a2acalc* 267 ⟩ ≡
   ⟨ Prototype for *a2acalc* 266 ⟩
   {
      if $(a \leq 0)$ **return** $-$BIG_A_VALUE;
      if $(a \geq 1)$ **return** BIG_A_VALUE;
      return $((2 * a - 1)/a/(1 - a))$;
   }

This code is used in section 252.

268.   *acalc2a* is used for the albedo transformations Now when we solve

$$a_c alc = \frac{2a - 1}{a(1 - a)}$$

we obtain the quadratic equation
$$a_{calc}a^2 + (2 - a_{calc})a - 1 = 0$$

The only root of this equation between zero and one is

$$a = \frac{-2 + a_{calc} + \sqrt{a_{calc}^2 + 4}}{2a_{calc}}$$

I suppose that I should spend the time to recast this using the more appropriate numerical solutions of the quadratic equation, but this worked and I will leave it as it is for now.

⟨ Prototype for *acalc2a* 268 ⟩ ≡
   double *acalc2a*(**double** *acalc*)

This code is used in sections 253 and 269.

269.   ⟨ Definition for *acalc2a* 269 ⟩ ≡
   ⟨ Prototype for *acalc2a* 268 ⟩
   {
      if $(acalc \equiv$ BIG_A_VALUE$)$ **return** 1.0;
      else if $(acalc \equiv -$BIG_A_VALUE$)$ **return** 0.0;
      else if $(fabs(acalc) <$ SMALL_A_VALUE$)$ **return** 0.5;
      else return $((-2 + acalc + sqrt(acalc * acalc + 4))/(2 * acalc))$;
   }

This code is used in section 252.

270.   *g2gcalc* is used for the anisotropy transformations according to

$$g_{calc} = \frac{g}{1 + |g|}$$

which maps $(-1, 1) \rightarrow (-\infty, +\infty)$.

⟨ Prototype for *g2gcalc* 270 ⟩ ≡
  double *g2gcalc*(**double** *g*)

This code is used in sections 253 and 271.

271.   ⟨ Definition for *g2gcalc* 271 ⟩ ≡
  ⟨ Prototype for *g2gcalc* 270 ⟩
  {
    if $(g \leq -1)$ **return** $(-\texttt{HUGE\_VAL})$;
    if $(g \geq 1)$ **return** $(\texttt{HUGE\_VAL})$;
    return $(g/(1 - fabs(g)))$;
  }

This code is used in section 252.

272.   *gcalc2g* is used for the anisotropy transformations it is the inverse of *g2gcalc*. The relation is

$$g = \frac{g_{calc}}{1 + |g_{calc}|}$$

⟨ Prototype for *gcalc2g* 272 ⟩ ≡
  double *gcalc2g*(**double** *gcalc*)

This code is used in sections 253 and 273.

273.   ⟨ Definition for *gcalc2g* 273 ⟩ ≡
  ⟨ Prototype for *gcalc2g* 272 ⟩
  {
    if $(gcalc \equiv -\texttt{HUGE\_VAL})$ **return** -1.0;
    if $(gcalc \equiv \texttt{HUGE\_VAL})$ **return** 1.0;
    return $(gcalc/(1 + fabs(gcalc)))$;
  }

This code is used in section 252.

274.   *b2bcalc* is used for the optical depth transformations it is the inverse of *bcalc2b*. The relation is

$$b_{calc} = \ln(b)$$

The only caveats are to ensure that I don't take the logarithm of something big or non-positive.

⟨ Prototype for *b2bcalc* 274 ⟩ ≡
  double *b2bcalc*(**double** *b*)

This code is used in sections 253 and 275.

275.   ⟨Definition for *b2bcalc* 275⟩ ≡
  ⟨Prototype for *b2bcalc* 274⟩
  {
    if $(b \equiv$ HUGE_VAL) **return** HUGE_VAL;
    if $(b \leq 0)$ **return** 0.0;
    return $(log(b))$;
  }
This code is used in section 252.

276.   *bcalc2b* is used for the anisotropy transformations it is the inverse of *b2bcalc*. The relation is

$$b = \exp(b_{calc})$$

The only tricky part is to ensure that I don't exponentiate something big and get an overflow error. In ANSI C the maximum value for x such that 10^x is in the range of representable finite floating point numbers (for doubles) is given by DBL_MAX_10_EXP. Thus if we want to know if

$$e^{b_{calc}} > 10^x$$

or

$$b_{calc} > x\ln(10) \approx 2.3x$$

and this is the criterion that I use.

  ⟨Prototype for *bcalc2b* 276⟩ ≡
    double *bcalc2b*(**double** *bcalc*)
This code is used in sections 253 and 277.

277.   ⟨Definition for *bcalc2b* 277⟩ ≡
  ⟨Prototype for *bcalc2b* 276⟩
  {
    if $(bcalc \equiv$ HUGE_VAL) **return** HUGE_VAL;
    if $(bcalc > 2.3 *$ DBL_MAX_10_EXP$)$ **return** HUGE_VAL;
    return $(exp(bcalc))$;
  }
This code is used in section 252.

278.   *twoprime* converts the true albedo a, optical depth b to the reduced albedo ap and reduced optical depth bp that correspond to $g = 0$.

  ⟨Prototype for *twoprime* 278⟩ ≡
    void *twoprime*(**double** a, **double** b, **double** g, **double** $*ap$, **double** $*bp$)
This code is used in sections 253 and 279.

279.   ⟨Definition for *twoprime* 279⟩ ≡
  ⟨Prototype for *twoprime* 278⟩
  {
    if $(a \equiv 1 \wedge g \equiv 1)$ $*ap = 0.0$;
    else $*ap = (1 - g) * a/(1 - a * g)$;
    if $(b \equiv$ HUGE_VAL) $*bp =$ HUGE_VAL;
    else $*bp = (1 - a * g) * b$;
  }
This code is used in section 252.

280.   *twounprime* converts the reduced albedo *ap* and reduced optical depth *bp* (for $g = 0$) to the true albedo *a* and optical depth *b* for an anisotropy *g*.

⟨ Prototype for *twounprime* 280 ⟩ ≡
   void *twounprime*(**double** *ap*, **double** *bp*, **double** *g*, **double** *∗a*, **double** *∗b*)
This code is used in sections 253 and 281.

281.   ⟨ Definition for *twounprime* 281 ⟩ ≡
  ⟨ Prototype for *twounprime* 280 ⟩
  {
    ∗a = *ap*/(1 − *g* + *ap* ∗ *g*);
    if (*bp* ≡ HUGE_VAL) *∗b* = HUGE_VAL;
    else *∗b* = (1 + *ap* ∗ *g*/(1 − *g*)) ∗ *bp*;
  }
This code is used in section 252.

282.   *abgg2ab* assume *a*, *b*, *g*, and *g1* are given this does the similarity translation that you would expect it should by converting it to the reduced optical properties and then transforming back using the new value of *g*

⟨ Prototype for *abgg2ab* 282 ⟩ ≡
   void *abgg2ab*(**double** *a1*, **double** *b1*, **double** *g1*, **double** *g2*, **double** *∗a2*, **double** *∗b2*)
This code is used in sections 253 and 283.

283.   ⟨ Definition for *abgg2ab* 283 ⟩ ≡
  ⟨ Prototype for *abgg2ab* 282 ⟩
  {
    double *a, b*;
    twoprime(*a1*, *b1*, *g1*, &*a*, &*b*);
    twounprime(*a, b, g2, a2, b2*);
  }
This code is used in section 252.

284.   *abgb2ag* translates reduced optical properties to unreduced values assuming that the new optical thickness is given i.e., *a1* and *b1* are *a′* and *b′* for $g = 0$. This routine then finds the appropriate anisotropy and albedo which correspond to an optical thickness *b2*.

    If both *b1* and *b2* are zero then just assume $g = 0$ for the unreduced values.

⟨ Prototype for *abgb2ag* 284 ⟩ ≡
   void *abgb2ag*(**double** *a1*, **double** *b1*, **double** *b2*, **double** *∗a2*, **double** *∗g2*)
This code is used in sections 253 and 285.

285. ⟨ Definition for *abgb2ag* 285 ⟩ ≡
  ⟨ Prototype for *abgb2ag* 284 ⟩
  {
    if $(b1 \equiv 0 \vee b2 \equiv 0)$ {
      $*a2 = a1$;
      $*g2 = 0$;
    }
    if $(b2 < b1)$ $b2 = b1$;
    if $(a1 \equiv 0)$ $*a2 = 0.0$;
    else {
      if $(a1 \equiv 1)$ $*a2 = 1.0$;
      else {
        if $(b1 \equiv 0 \vee b2 \equiv \mathtt{HUGE\_VAL})$ $*a2 = a1$;
        else $*a2 = 1 + b1/b2 * (a1 - 1)$;
      }
    }
    if $(*a2 \equiv 0 \vee b2 \equiv 0 \vee b2 \equiv \mathtt{HUGE\_VAL})$ $*g2 = 0.5$;
    else $*g2 = (1 - b1/b2)/(*a2)$;
  }
This code is used in section 252.

286.   Guessing an inverse.
   This routine is not used anymore.

⟨ Prototype for *slow_guess* 286 ⟩ ≡
   void *slow_guess*(**struct measure_type** *m*, **struct invert_type** *∗r*, **double** *∗a*, **double** *∗b*, **double** *∗g*)
This code is used in section 287.

287.   ⟨ Definition for *slow_guess* 287 ⟩ ≡
   ⟨ Prototype for *slow_guess* 286 ⟩
   {
      double *fmin* = 10.0;
      double *fval*;
      double *∗x*;

      x = *dvector*(1, 2);
      switch (*r→search*) {
      case FIND_A: ⟨ Slow guess for *a* alone 288 ⟩
         break;
      case FIND_B: ⟨ Slow guess for *b* alone 289 ⟩
         break;
      case FIND_AB: **case** FIND_AG: ⟨ Slow guess for *a* and *b* or *a* and *g* 290 ⟩
         break;
      }
      ∗a = *r→slab.a*;
      ∗b = *r→slab.b*;
      ∗g = *r→slab.g*;
      free_dvector(*x*, 1, 2);
   }

288.   ⟨ Slow guess for *a* alone 288 ⟩ ≡
   r→slab.b = HUGE_VAL;
   r→slab.g = *r→default_g*;
   Set_Calc_State(*m*, *∗r*);
   for (*r→slab.a* = 0.0; *r→slab.a* ≤ 1.0; *r→slab.a* += 0.1) {
      fval = *Find_A_fn*(*a2acalc*(*r→slab.a*));
      if (*fval* < *fmin*) {
         r→a = *r→slab.a*;
         fmin = *fval*;
      }
   }
   r→slab.a = *r→a*;
This code is used in section 287.

289.   Presumably the only time that this will need to be called is when the albedo is fixed or is one. For now, I'll just assume that it is one.

⟨ Slow guess for b alone 289 ⟩ ≡
 $r{\rightarrow}slab.a = 1;$
 $r{\rightarrow}slab.g = r{\rightarrow}default\_g;$
 $Set\_Calc\_State(m, *r);$
 for $(r{\rightarrow}slab.b = 1/32.0;\ r{\rightarrow}slab.b \leq 32;\ r{\rightarrow}slab.b\mathrel{*=}2)$ {
  $fval = Find\_B\_fn(b2bcalc(r{\rightarrow}slab.b));$
  if $(fval < fmin)$ {
   $r{\rightarrow}b = r{\rightarrow}slab.b;$
   $fmin = fval;$
  }
 }
 $r{\rightarrow}slab.b = r{\rightarrow}b;$
This code is used in section 287.

290.   ⟨ Slow guess for a and b or a and g 290 ⟩ ≡
 {
  double $min\_a, min\_b, min\_g;$
  if $(\neg Valid\_Grid(m, r{\rightarrow}search))\ Fill\_Grid(m, *r);$
  $Near\_Grid\_Points(m.m\_r, m.m\_t, r{\rightarrow}search, \&min\_a, \&min\_b, \&min\_g);$
  $r{\rightarrow}slab.a = min\_a;$
  $r{\rightarrow}slab.b = min\_b;$
  $r{\rightarrow}slab.g = min\_g;$
 }
This code is used in section 287.

291.   ⟨ Prototype for $quick\_guess$ 291 ⟩ ≡
 void $quick\_guess($**struct measure_type** $m,$ **struct invert_type** $r,$ **double** $*a,$ **double** $*b,$ **double** $*g)$
This code is used in sections 253 and 292.

292.   ⟨ Definition for $quick\_guess$ 292 ⟩ ≡
 ⟨ Prototype for $quick\_guess$ 291 ⟩
 {
  double $\mathtt{UR1}, \mathtt{UT1}, rd, td, tc, rc, bprime, aprime, alpha, beta, logr;$
  $Estimate\_RT(m, r, \&\mathtt{UR1}, \&\mathtt{UT1}, \&rd, \&rc, \&td, \&tc);$
  ⟨ Estimate $aprime$ 293 ⟩
  switch $(m.num\_measures)$ {
  case 1: ⟨ Guess when only reflection is known 295 ⟩
   break;
  case 2: ⟨ Guess when reflection and transmission are known 296 ⟩
   break;
  case 3: ⟨ Guess when all three measurements are known 297 ⟩
   break;
  }
  ⟨ Clean up guesses 302 ⟩
 }
This code is used in section 252.

293. ⟨Estimate *aprime* 293⟩ ≡
  if (UT1 ≡ 1) *aprime* = 1.0;
  else if ($rd/(1 - $ UT1$) \geq 0.1$) {
    double $tmp = (1 - rd - $ UT1$)/(1 - $ UT1$)$;
    $aprime = 1 - 4.0/9.0 * tmp * tmp$;
  }
  else if ($rd < 0.05 \wedge$ UT1 < 0.4) $aprime = 1 - (1 - 10 * rd) * (1 - 10 * rd)$;
  else if ($rd < 0.1 \wedge$ UT1 < 0.4) $aprime = 0.5 + (rd - 0.05) * 4$;
  else {
    double $tmp = (1 - 4 * rd - $ UT1$)/(1 - $ UT1$)$;
    $aprime = 1 - tmp * tmp$;
  }

This code is used in section 292.

294. ⟨Estimate *bprime* 294⟩ ≡
  if ($rd < 0.01$) {
    $bprime = What\_Is\_B(r.slab,$ UT1$)$;
    fprintf(*stderr*, "low␣rd<0.01!␣ut1=%f␣aprime=%f␣bprime=%f\n", UT1, *aprime*, *bprime*);
  }
  else if (UT1 ≤ 0) $bprime = $ HUGE_VAL;
  else if (UT1 > 0.1) $bprime = 2 * exp(5 * (rd - $ UT1$) * log(2.0))$;
  else {
    $alpha = 1/log(0.05/1.0)$;
    $beta = log(1.0)/log(0.05/1.0)$;
    $logr = log($ UR1$)$;
    $bprime = log($ UT1$) - beta * log(0.05) + beta * logr$;
    $bprime \mathrel{/}= alpha * log(0.05) - alpha * logr - 1$;
  }

This code is used in sections 296, 300, and 301.

295.

⟨Guess when only reflection is known 295⟩ ≡
  $*g = r.default\_g$;
  $*a = aprime/(1 - *g + aprime * (*g))$;
  $*b = $ HUGE_VAL;

This code is used in section 292.

296. ⟨Guess when reflection and transmission are known 296⟩ ≡
  ⟨Estimate *bprime* 294⟩
  $*g = r.default\_g$;
  $*a = aprime/(1 - *g + aprime * *g)$;
  $*b = bprime/(1 - *a * *g)$;

This code is used in section 292.

297. ⟨ Guess when all three measurements are known 297 ⟩ ≡
  switch (*r.search*) {
  case FIND_A: ⟨ Guess when finding albedo 298 ⟩
    break;
  case FIND_B: ⟨ Guess when finding optical depth 299 ⟩
    break;
  case FIND_AB: ⟨ Guess when finding the albedo and optical depth 300 ⟩
    break;
  case FIND_AG: ⟨ Guess when finding anisotropy and albedo 301 ⟩
    break;
  }
This code is used in section 292.

298.
⟨ Guess when finding albedo 298 ⟩ ≡
  $*g = r.default\_g$;
  $*a = aprime/(1 - *g + aprime * *g)$;
  $*b = What\_Is\_B(r.slab, m.m\_u)$;
This code is used in section 297.

299.
⟨ Guess when finding optical depth 299 ⟩ ≡
  $*g = r.default\_g$;
  $*a = 0.0$;
  $*b = What\_Is\_B(r.slab, m.m\_u)$;
This code is used in section 297.

300.
⟨ Guess when finding the albedo and optical depth 300 ⟩ ≡
  $*g = r.default\_g$;
  if ($*g \equiv 1$) $*a = 0.0$;
  else $*a = aprime/(1 - *g + aprime * *g)$;
  ⟨ Estimate *bprime* 294 ⟩
  if ($bprime \equiv$ HUGE_VAL $\vee *a * *g \equiv 1$) $*b =$ HUGE_VAL;
  else $*b = bprime/(1 - *a * *g)$;
This code is used in section 297.

301.
⟨ Guess when finding anisotropy and albedo 301 ⟩ ≡
  $*b = What\_Is\_B(r.slab, m.m\_u)$;
  if ($*b \equiv$ HUGE_VAL $\vee *b \equiv 0$) {
    $*a = aprime$;
    $*g = r.default\_g$;
  }
  else {
    ⟨ Estimate *bprime* 294 ⟩
    $*a = 1 + bprime * (aprime - 1)/(*b)$;
    if ($*a < 0.1$) $*g = 0.0$;
    else $*g = (1 - bprime/(*b))/(*a)$;
  }
This code is used in section 297.

302.

$\langle$ Clean up guesses $302 \rangle \equiv$
   if $(*a < 0)$ $*a = 0.0$;
   if $(*g < 0)$ $*g = 0.0$;
   else if $(*g \geq 1)$ $*g = 0.5$;

This code is used in section 292.

303. Some debugging stuff.

304. ⟨ Prototype for $Set\_Debugging$ 304 ⟩ ≡
  void $Set\_Debugging$(**unsigned long** $debug\_level$)

This code is used in sections 253 and 305.

305.

⟨ Definition for $Set\_Debugging$ 305 ⟩ ≡
  ⟨ Prototype for $Set\_Debugging$ 304 ⟩
  {
    $g\_util\_debugging = debug\_level$;
  }

This code is used in section 252.

306.

⟨ Prototype for $Debug$ 306 ⟩ ≡
  int $Debug$(**unsigned long** $mask$)

This code is used in sections 253 and 307.

307.

⟨ Definition for $Debug$ 307 ⟩ ≡
  ⟨ Prototype for $Debug$ 306 ⟩
  {
    if ($g\_util\_debugging$ & $mask$) **return** 1;
    else return 0;
  }

This code is used in section 252.

308.

⟨ Prototype for $Print\_Invert\_Type$ 308 ⟩ ≡
  void $Print\_Invert\_Type$(**struct invert_type** r)

This code is used in sections 253 and 309.

309.

⟨ Definition for $Print\_Invert\_Type$ 309 ⟩ ≡
  ⟨ Prototype for $Print\_Invert\_Type$ 308 ⟩
  {
    $fprintf$($stderr$, "\n");
    $fprintf$($stderr$, "default␣␣a=%10.5f␣␣␣b=%10.5f␣␣␣␣␣g=%10.5f\n", $r.default\_a$, $r.default\_b$, $r.default\_g$);
    $fprintf$($stderr$, "slab␣␣␣␣␣␣a=%10.5f␣␣␣b=%10.5f␣␣␣␣␣g=%10.5f\n", $r.slab.a$, $r.slab.b$, $r.slab.g$);
    $fprintf$($stderr$, "n␣␣␣␣␣␣␣top=%10.5f␣mid=%10.5f␣␣bot=%10.5f\n", $r.slab.n\_top\_slide$, $r.slab.n\_slab$,
        $r.slab.n\_bottom\_slide$);
    $fprintf$($stderr$, "thick␣␣top=%10.5f␣cos=%10.5f␣␣bot=%10.5f\n", $r.slab.b\_top\_slide$, $r.slab.cos\_angle$,
        $r.slab.b\_bottom\_slide$);
    $fprintf$($stderr$, "search␣=␣%d␣quadrature␣points␣=␣%d\n", $r.search$, $r.method.quad\_pts$);
  }

This code is used in section 252.

310.

⟨ Prototype for *Print_Measure_Type* 310 ⟩ ≡
  void *Print_Measure_Type*(**struct measure_type** *m*)

This code is used in sections 253 and 311.

311.

⟨ Definition for *Print_Measure_Type* 311 ⟩ ≡
  ⟨ Prototype for *Print_Measure_Type* 310 ⟩
  {
    fprintf(*stderr*, "\n");
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Beam␣diameter␣=␣%7.1f␣mm\n", *m.d_beam*);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Sample␣thickness␣=␣%7.1f␣mm\n", *m.slab_thickness*);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Top␣slide␣thickness␣=␣%7.1f␣mm\n",
        m.slab_top_slide_thickness);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣Bottom␣slide␣thickness␣=␣%7.1f␣mm\n",
        m.slab_bottom_slide_thickness);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣Sample␣index␣of␣refraction␣=␣%7.3f\n", *m.slab_index*);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣Top␣slide␣index␣of␣refraction␣=␣%7.3f\n", *m.slab_top_slide_index*);
    fprintf(*stderr*, "#␣␣␣␣␣␣Bottom␣slide␣index␣of␣refraction␣=␣%7.3f\n", *m.slab_bottom_slide_index*);
    fprintf(*stderr*, "#␣␣␣␣Fraction␣unscattered␣light␣in␣M_R␣=␣%7.1f␣%%\n",
        m.fraction_of_rc_in_mr ∗ 100);
    fprintf(*stderr*, "#␣␣␣␣Fraction␣unscattered␣light␣in␣M_T␣=␣%7.1f␣%%\n",
        m.fraction_of_tc_in_mt ∗ 100);
    fprintf(*stderr*, "#␣\n");
    fprintf(*stderr*, "#␣Reflection␣sphere\n");
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣sphere␣diameter␣=␣%7.1f␣mm\n", *m.d_sphere_r*);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣sample␣port␣diameter␣=␣%7.1f␣mm\n",
        2 ∗ *m.d_sphere_r* ∗ *sqrt*(*m.as_r*));
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣entrance␣port␣diameter␣=␣%7.1f␣mm\n",
        2 ∗ *m.d_sphere_r* ∗ *sqrt*(*m.ae_r*));
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣detector␣port␣diameter␣=␣%7.1f␣mm\n",
        2 ∗ *m.d_sphere_r* ∗ *sqrt*(*m.ad_r*));
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣wall␣reflectance␣=␣%7.1f␣%%\n", *m.rw_r* ∗ 100);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣standard␣reflectance␣=␣%7.1f␣%%\n", *m.rstd_r* ∗ 100);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣detector␣reflectance␣=␣%7.1f␣%%\n", *m.rd_r* ∗ 100);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣spheres␣=␣%7d\n", *m.num_spheres*);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣measures␣=␣%7d\n", *m.num_measures*);
    fprintf(*stderr*, "#␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣␣method␣=␣%7d\n", *m.method*);
    fprintf(*stderr*, "area_r␣as=%10.5f␣␣ad=%10.5f␣␣␣␣ae=%10.5f␣␣aw=%10.5f\n", *m.as_r*, *m.ad_r*,
        m.ae_r, *m.aw_r*);
    fprintf(*stderr*, "refls␣␣rd=%10.5f␣␣rw=%10.5f␣␣rstd=%10.5f␣␣␣f=%10.5f\n", *m.rd_r*, *m.rw_r*,
        m.rstd_r, *m.f_r*);
    fprintf(*stderr*, "area_t␣as=%10.5f␣␣ad=%10.5f␣␣␣␣␣ae=%10.5f␣␣aw=%10.5f\n", *m.as_t*, *m.ad_t*,
        m.ae_t, *m.aw_t*);
    fprintf(*stderr*, "refls␣␣rd=%10.5f␣␣rw=%10.5f␣␣rstd=%10.5f␣␣␣f=%10.5f\n", *m.rd_t*, *m.rw_t*,
        m.rstd_t, *m.f_t*);
    fprintf(*stderr*, "lost␣␣ur1=%10.5f␣ut1=%10.5f␣␣␣uru=%10.5f␣␣utu=%10.5f\n", *m.ur1_lost*,
        m.ut1_lost, *m.utu_lost*, *m.utu_lost*);
  }

This code is used in section 252.

312. Index.   Here is a cross-reference table for the inverse adding-doubling program. All sections in which an identifier is used are listed with that identifier, except that reserved words are indexed only when they appear in format definitions, and the appearances of identifiers in section names are not indexed. Underlined entries correspond to where the identifier was declared. Error messages and a few other things like "ASCII code dependencies" are indexed here too.

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