

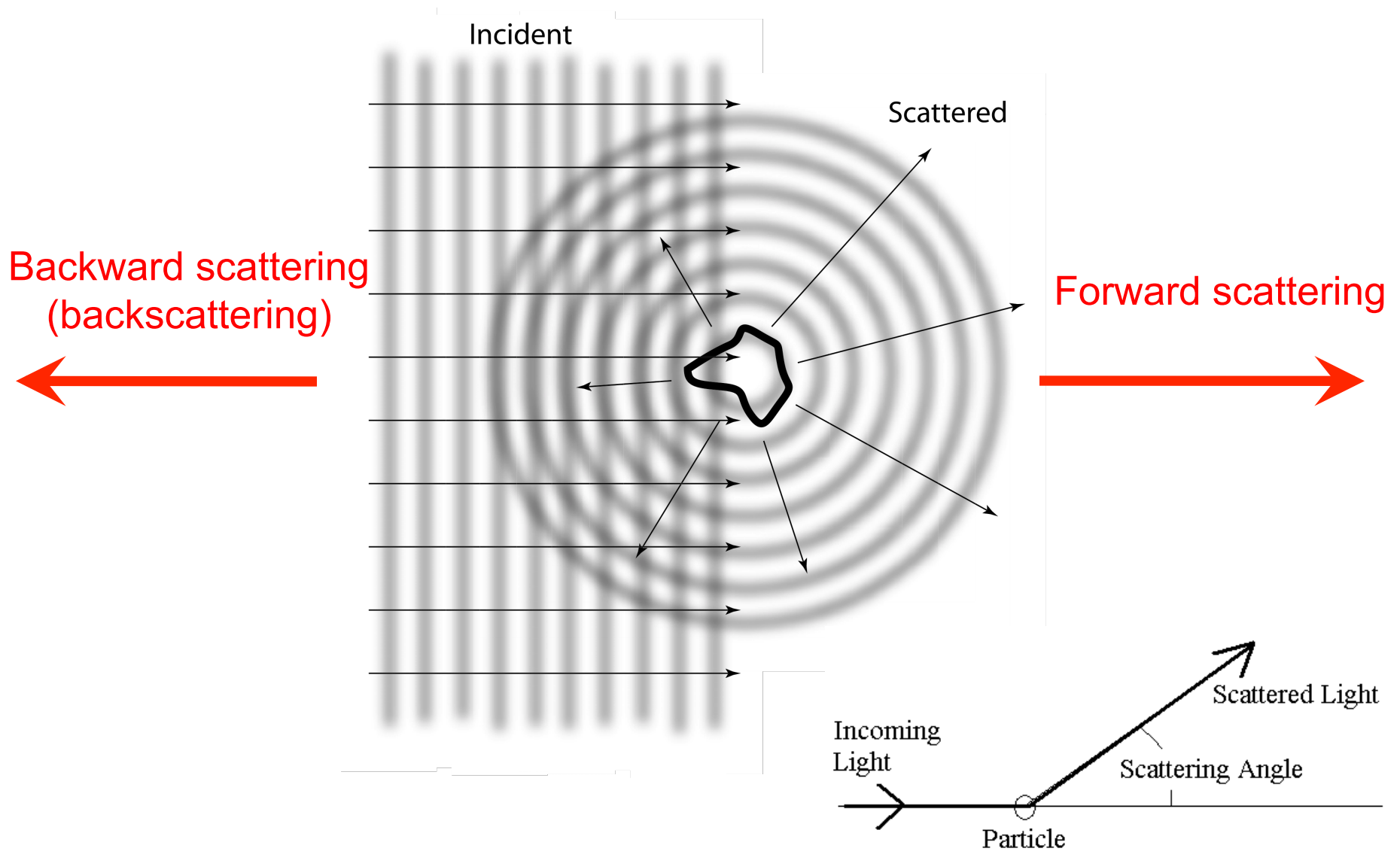
Scattering



Scattering fundamentals

- **Scattering** can be broadly defined as the *redirection of radiation out of the original direction of propagation*, usually due to interactions with molecules and particles
- Reflection, refraction, diffraction etc. are actually all just forms of scattering
- Matter is composed of discrete electrical charges (atoms and molecules – dipoles)
- Light is an oscillating EM field – excites charges, which radiate EM waves
- These radiated EM waves are *scattered waves*, excited by a source external to the scatterer
- The *superposition of incident and scattered EM waves* is what is observed

Scattering geometry



Types of scattering

- **Elastic scattering** – the wavelength (frequency) of the scattered light is the same as the incident light (*Rayleigh and Mie scattering*)
- **Inelastic scattering** – the emitted radiation has a wavelength different from that of the incident radiation (*Raman scattering, fluorescence*)
- **Quasi-elastic scattering** – the wavelength (frequency) of the scattered light shifts (e.g., in moving matter due to Doppler effects)

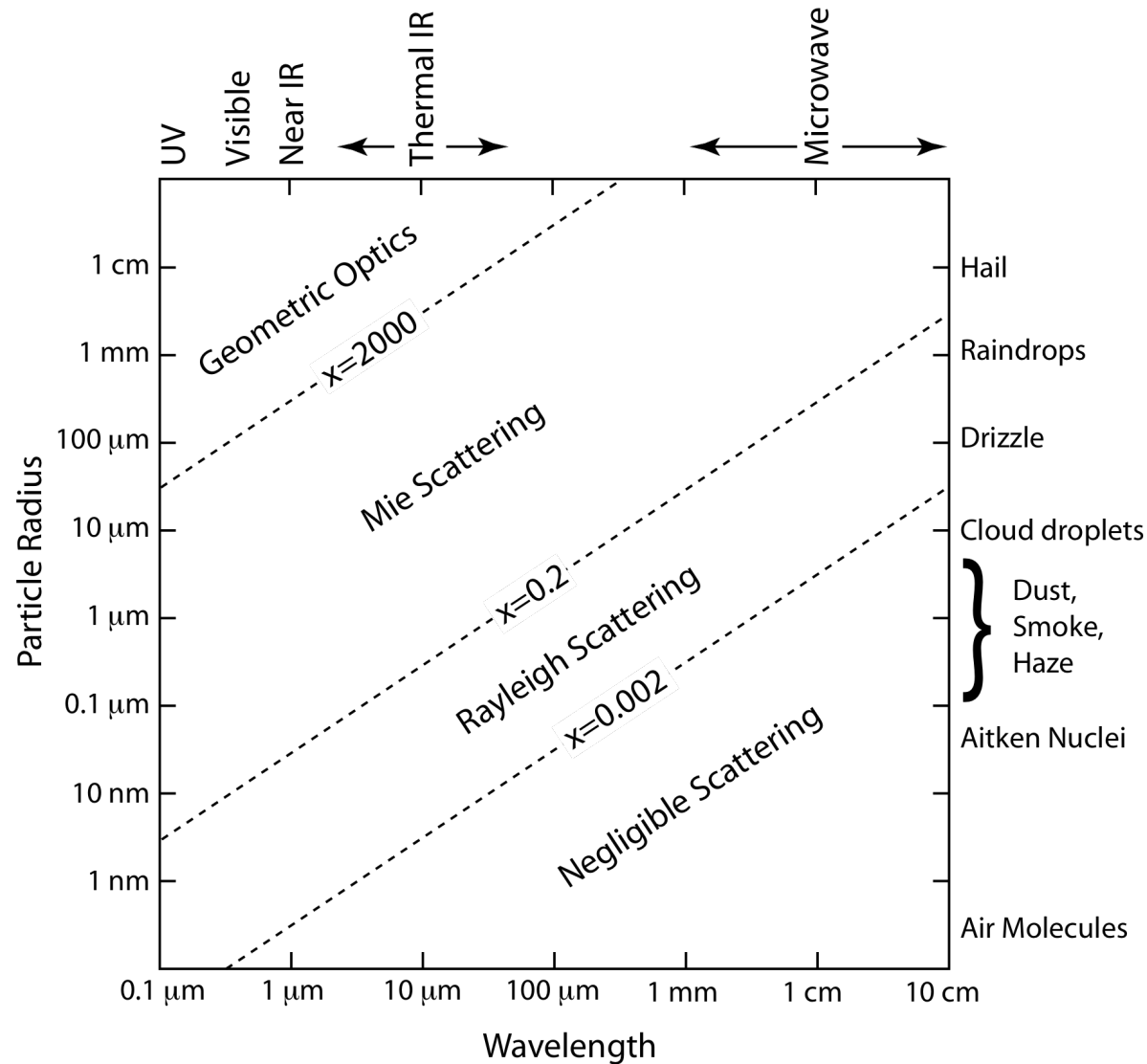
Parameters governing scattering

- (1) The **wavelength (λ)** of the incident radiation
- (2) The **size of the scattering particle**, usually expressed as the non-dimensional size parameter, x :

$$x = \frac{2\pi r}{\lambda}$$

- r is the radius of a spherical particle, λ is wavelength
- (3) The particle optical properties relative to the surrounding medium: **the complex refractive index**
- Scattering regimes:
 - $x \ll 1$: **Rayleigh scattering**
 - $x \sim 1$: **Mie scattering**
 - $x \gg 1$: **Geometric scattering**

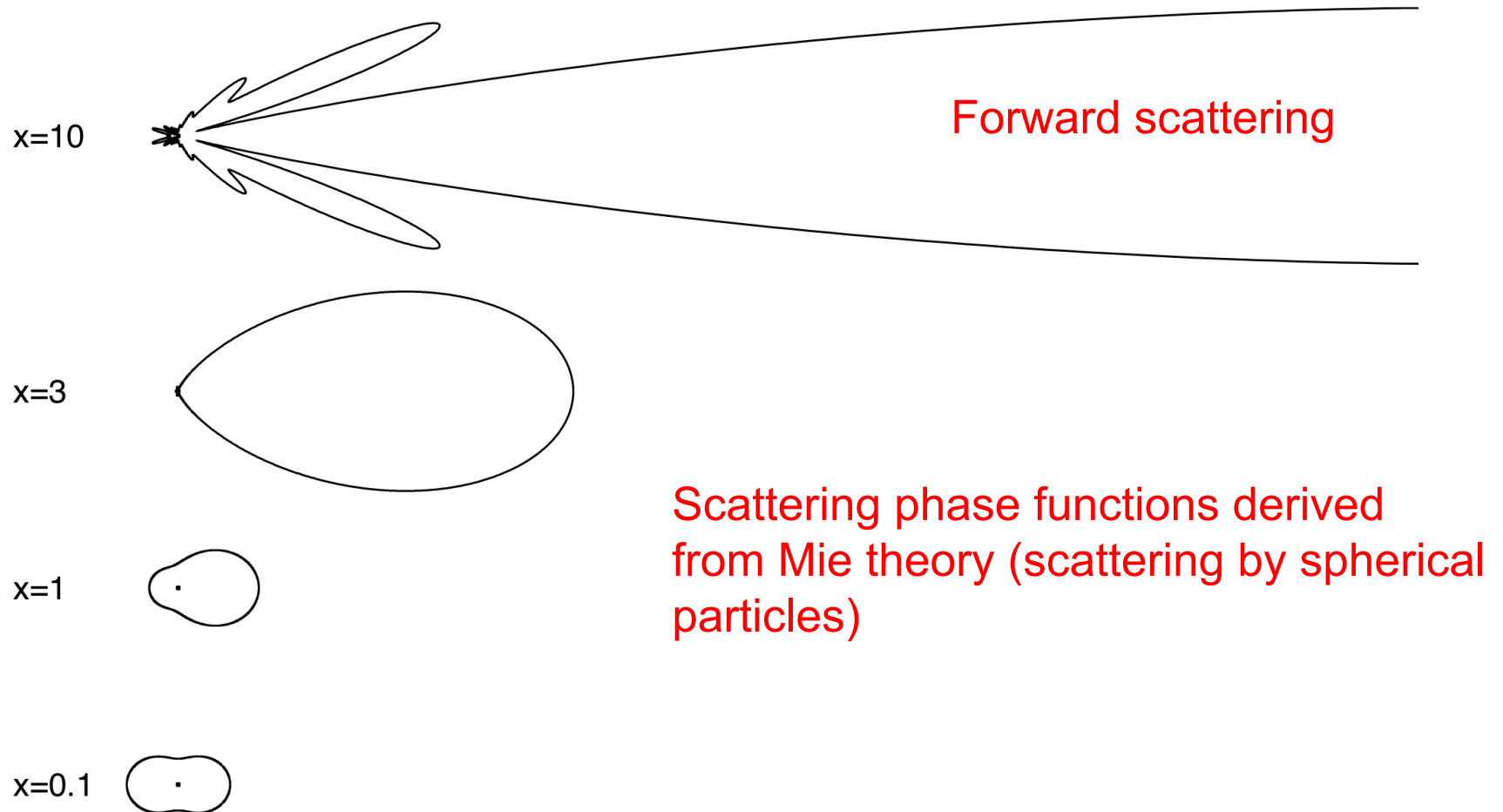
Light scattering regimes



There are many regimes of particle scattering, depending on the particle size, the light wave-length, and the refractive index.

This plot considers only single scattering by spheres. Multiple scattering and scattering by non-spherical objects can get really complex!

Scattering phase functions



The scattering phase function, or phase function, gives the angular distribution of light intensity scattered by a particle at a given wavelength