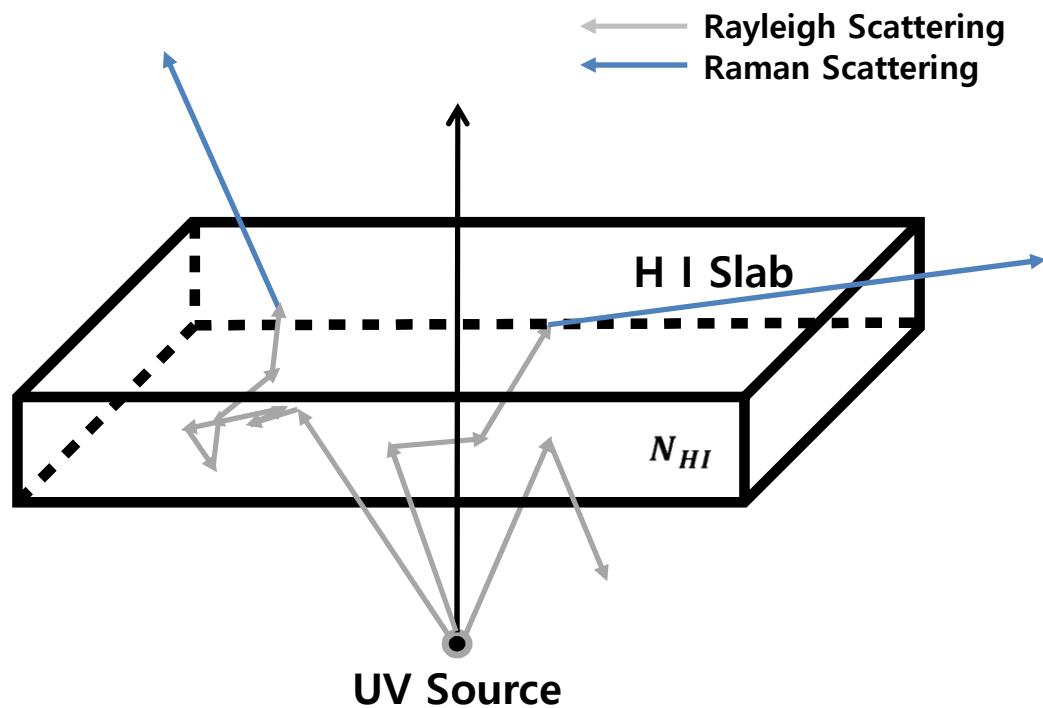


Monte Carlo Simulation

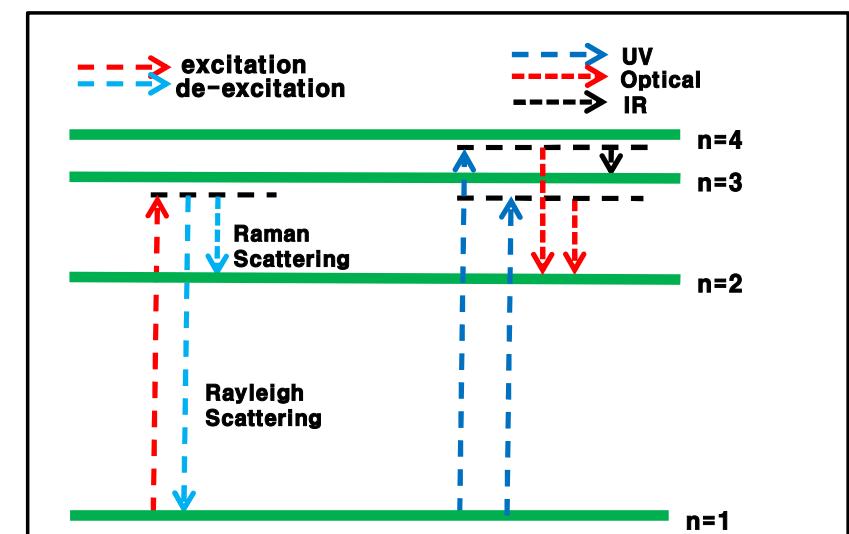
Rayleigh and Raman Scattering

**Seok-Jun Chang
Sejong University**

Introduction

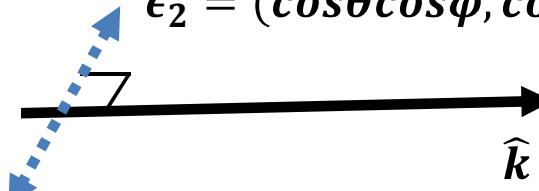


Geometry



Hydrogen Atomic Level

Density Matrix Transition



$$\begin{aligned}\vec{\epsilon}_1 &= (-\sin\varphi, \cos\varphi, 0) \\ \vec{\epsilon}_2 &= (\cos\theta\cos\varphi, \cos\theta\sin\varphi, -\sin\theta) \\ \hat{k} &= (\sin\theta\cos\varphi, \sin\theta\sin\varphi, \cos\theta)\end{aligned}$$

$$\rho = \begin{pmatrix} \rho_{11} & \rho_{12} \\ \rho_{21} & \rho_{22} \end{pmatrix} = \begin{pmatrix} \frac{I+Q}{2} & \frac{U+iV}{2} \\ \frac{U-iV}{2} & \frac{I-Q}{2} \end{pmatrix}$$

Wavevector and Bases of Polarization Vector

$$\begin{aligned}\rho'_{11} &= (\cos^2\theta'\Delta\varphi)\rho_{11} \\ &\quad - (\cos\theta'\sin2\Delta\varphi)\rho_{12} \\ &\quad + (\sin^2\theta'\Delta\varphi\cos^2\theta')\rho_{22}\end{aligned}$$

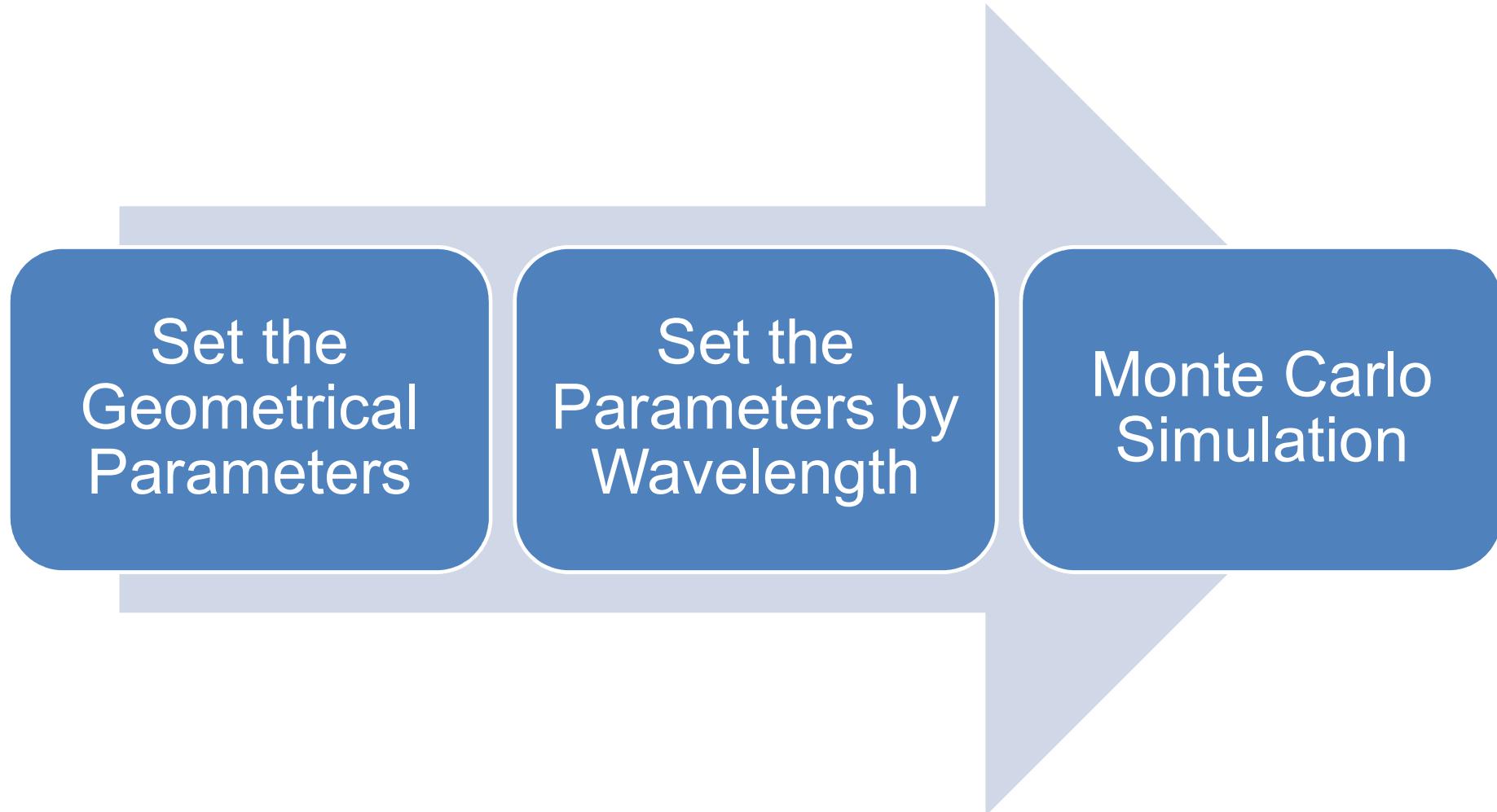
$$\begin{aligned}\rho'_{22} &= (\cos^2\theta'\sin^2\Delta\varphi)\rho_{11} \\ &\quad + \cos\theta'(2\sin\theta'\sin\theta'\sin\Delta\varphi) \\ &\quad + \cos\theta'\cos\theta'\sin2\Delta\varphi)\rho_{12} \\ &\quad + (\cos\theta'\cos\theta'\cos\Delta\varphi + \sin\theta'\sin\theta')\rho_{22}\end{aligned}$$

Density Matrix

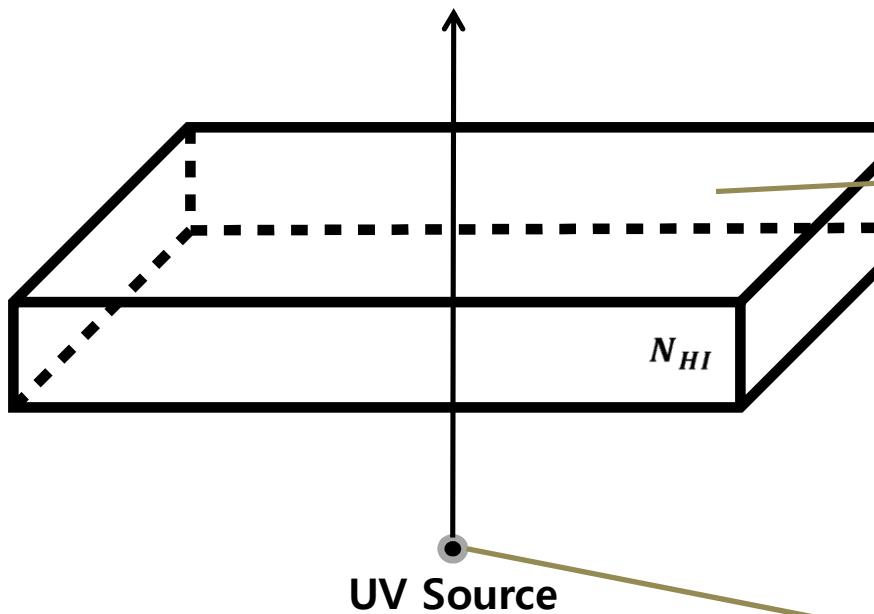
$$\begin{aligned}\rho'_{12} &= (1/2\cos\theta'\sin2\Delta\varphi)\rho_{11} \\ &\quad + (\cos\theta'\cos\theta'\cos2\Delta\varphi \\ &\quad + \sin\theta'\sin\theta'\cos\Delta\varphi)\rho_{12} \\ &\quad - \cos\theta(\sin\theta'\sin\theta'\sin\Delta\varphi \\ &\quad + 1/2\cos\theta'\cos\theta'\sin2\Delta\varphi)\rho_{22}\end{aligned}$$

**Density Matrix Formula for Scattered Photon
(Ahn and Lee 2015, Chang et al. 2015)**

Process



Set the Geometrical Parameters



$$N_{HI} = n_{HI}d$$

N_{HI} : Column density (cm^{-2})

n_{HI} : Number density (cm^{-3})

d : Physical distance (cm)

$\lambda_{max}, \lambda_{min}$: Maximum and minimum wavelength

f_λ : The number of input photons

Set the Parameters by Wavelength

Subroutine SIGMA

$\sigma_{total}(\lambda)$: Total cross section

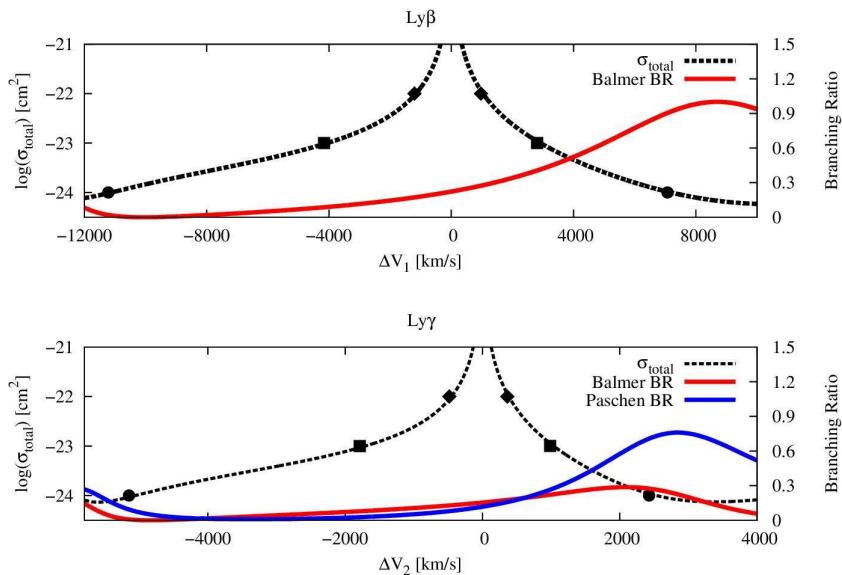
$BR_2(\lambda)$: Branching ratio to level 2

$BR_3(\lambda)$: Branching ratio to level 3

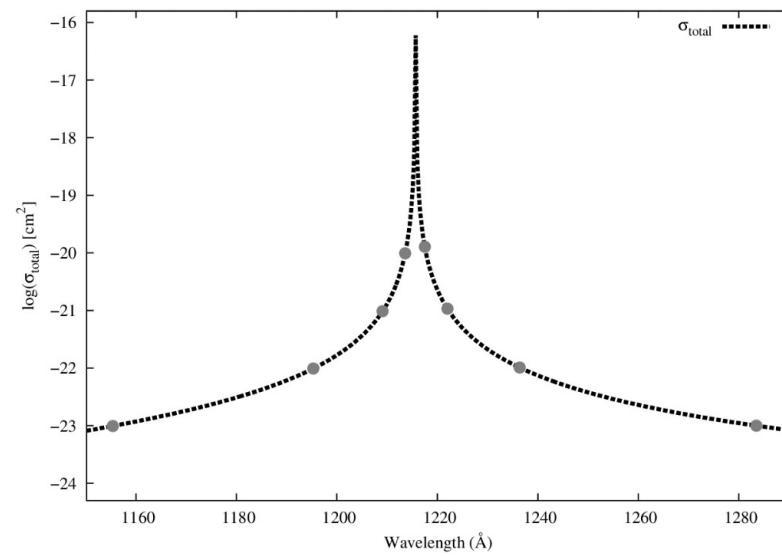
$$\lambda = \lambda_{min} + (\lambda_{max} - \lambda_{min}) * iwl/iwlmax$$

$$\text{intp} = \text{nint}(f_\lambda)$$

$$\tau_z = \sigma_{total} N_{HI}$$



Cross section and branching ratio of Ly β and Ly γ
(Chang et al. 2015)



Cross section of Ly α

Monte Carlo Simulation

1. Generate the initial UV photon

$$\mu = 2 * \text{ran2}(idum) - 1 \quad (= \cos \theta)$$

$$\varphi = 2 * \pi * \text{ran2}(idum)$$

$$\rho_{11} = 0.5 \quad \rho_{21} = 0 \quad \rho_{22} = 0.5$$

2. Set the initial scattering position

$$\tau = -\log(\text{ran2}(idum))$$

$$x = \tau * \cos(\varphi) * \sqrt{1 - \mu^2}$$

$$y = \tau * \sin(\varphi) * \sqrt{1 - \mu^2}$$

$$z = \tau * \mu$$

3. Check weather position is inside or outside

4. Generate the next wavevector

$$\mu' = 2 * \text{ran2}(idum) - 1 \quad (= \cos \theta)$$

$$\varphi' = 2 * \pi * \text{ran2}(idum)$$

Density Matrix Transition

5. Check weather scattering is Raman or Rayleigh scattering.

$$\tau = -\log(\text{ran2}(idum))$$

$$x' = x + \tau * \cos(\varphi) * \sqrt{1 - \mu'^2}$$

$$y' = y + \tau * \sin(\varphi) * \sqrt{1 - \mu'^2}$$

$$z' = z + \tau * \mu$$

6. Check weather position is inside or outside

$$x = x' \quad y = y' \quad z = z'$$

go to 4.

