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Vectorial Complex Ray Model from Geometrical Optics to Ray Theory of Wave

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Introduction

Many theoretical models and numerical methods have been developed for the prediction of scattering properties of light by particles. However, they are either valid for objects of very simple form or seriously limited in the size of the objects. The geometric optics, or ray model, is the unique candidate which can, in principle, be applied to large particles of any shape but their precision is not sufficient. By introducing the wave front curvature as an intrinsic property of the rays, Vectorial Complex Ray Model (VCRM) improves considerably the accessibility of ray model to complex shape particle and its precision. We present here this model, the Monte-Carlo Ray Tracing of Wave (MCRTW) as its variety and Ray Theory of Wave (RTW) as their extension.

All waves are considered as bundles of rays which are characterized by the direction of propagation, the amplitude, the polarization, the phase and the curvature of the wave the rays present. The latter is a new property of the ray permitting to count easily the evolution of the amplitude when a wave is reflected or refracted by a curved diopter and the phase shift due to focal line. On the other hand, Snell law, Fresnel formulas and wave front equation are all expressed in wave vectors, so very suitable to deal with the scattering of arbitrarily shaped particles of smooth surface.

In the point view of the differential geometrics, the curvature of any smooth surface can be expressed with a 2×2 matrix. So the wave front curvatures of the incident wave, the refracted/reflected wave as well as the curvature of the dioptric surface at the vanity of the incident point can be described respectively with matrix Q, Q' and C. Their relation is given by the wave front equation ^[1,2]:

 $(\vec{k} - \vec{k}) \cdot \hat{n}C = k \Theta^T Q \Theta^T - k\Theta^T Q \Theta$

where Θ and Θ ' are the projection matrix between two surface basis. k and k' are the wave vectors of the incident and the refracted/reflected wave.









Fig. 1 Scattering diagrams calculated by LMT, GO and VCRM for a homogeneous sphere : refractive index m = 1.33, radius $a = 50 \mu m$, wavelength $\lambda = 0.6328 \mu m$.



Fig. 2 Rainbow-like structure calculated with the software VCRMEll2D for an ellipsoid of water droplet: m=1.33, $a=30 \mu m$, $b=40 \mu m$, $c=50 \mu m$, incident angle 30° with long axis.



 μ m, *c*=50 μ m, λ = 0.6328 μ m) calculated by VCRM and MCRTW.

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