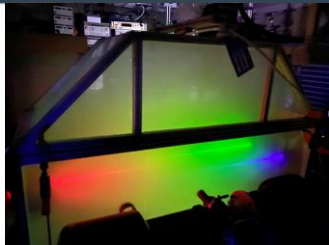
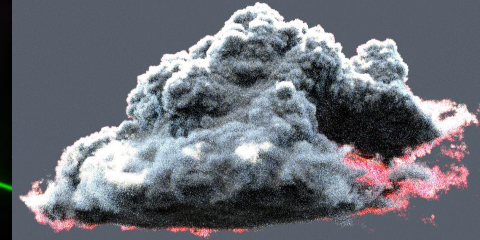
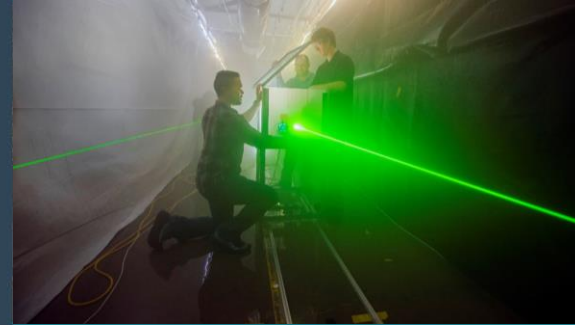


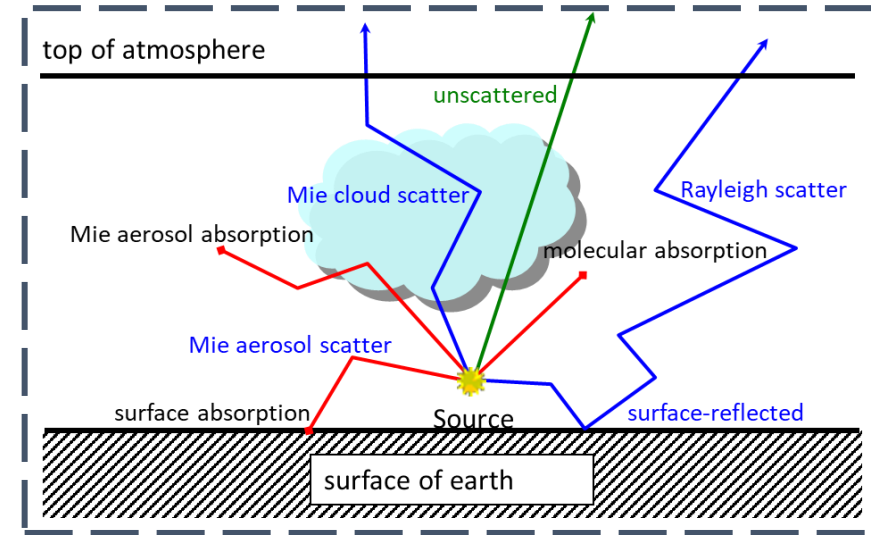
# Impact of Cloud Model on Simulated Photon Transport



*PRESENTED BY*  
Adam Hammond-Clements  
Mark Bolstad  
Sandia National Laboratories

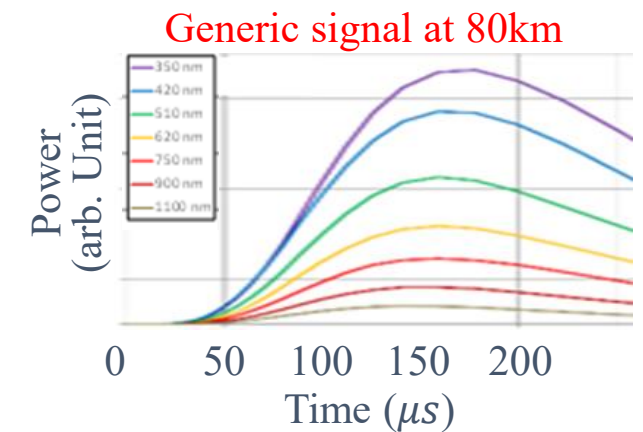
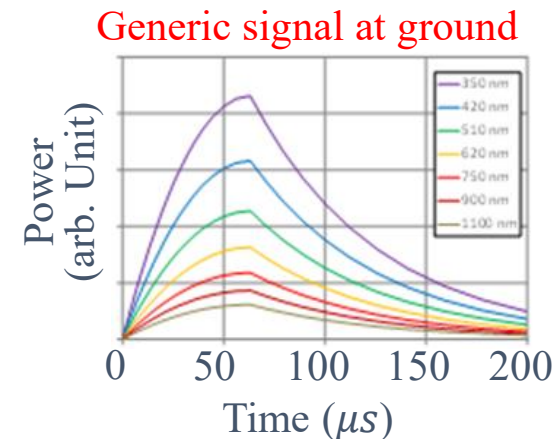
## Motivation

- Recover temporal features from temporally varying optical signals from space
- The atmosphere attenuates and *temporally smears* signals –
  - Time of Flight (TOF)
- Monte-Carlo modeling can simulate TOF.



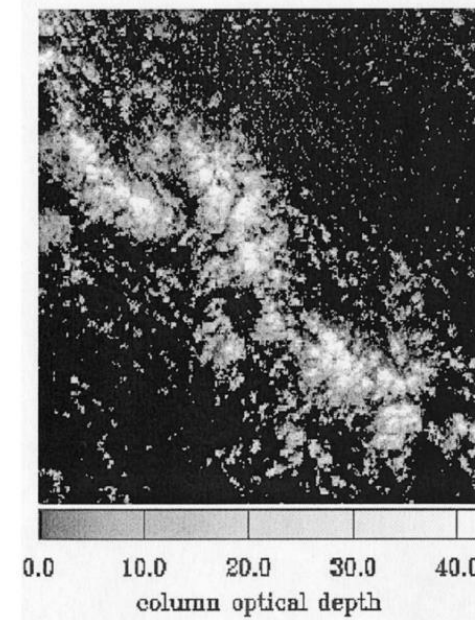
### Factors considered today:

- 1) Cloud phase function
- 2) Cloud scene voxel resolution

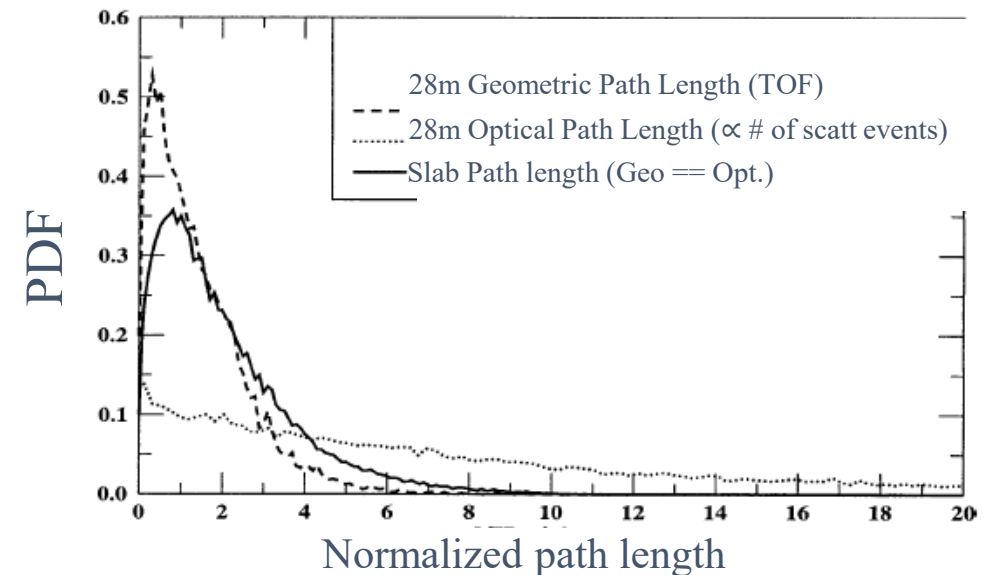


## Prior Knowledge

- Limited cloud TOF simulation literature
  - E.g. Heidinger and Stephens (2002) [1]
- Monte-Carlo model of sun-reflected photons
- Given constant optical depth:
  - 28m voxel size: shorter TOF than slab; “turned straight back”
  - Despite a shorter TOF, in 28m voxel simulations, photons had on average 4x more scattering events compared to a homogeneous cloud.



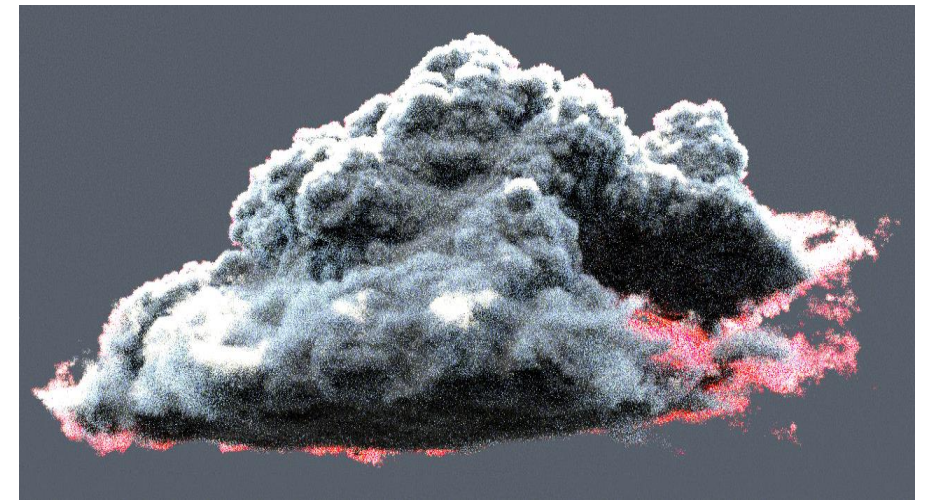
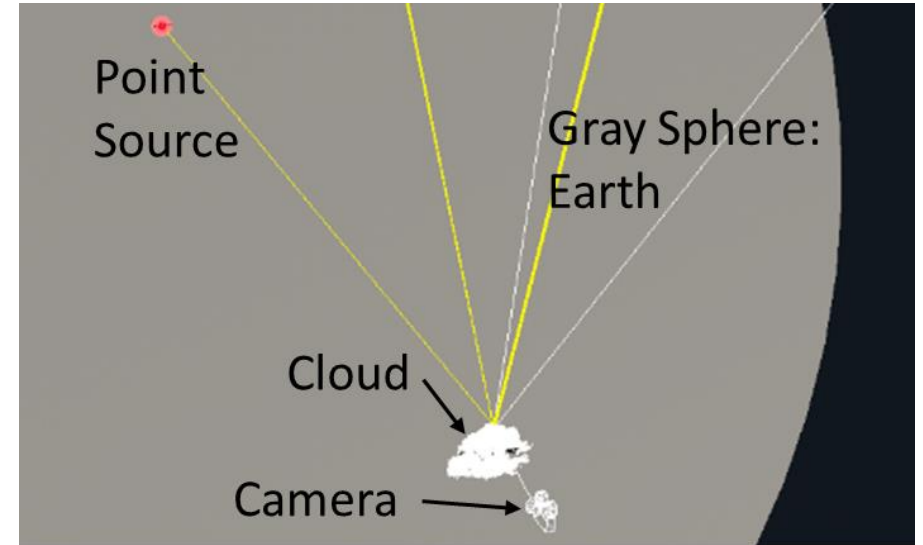
28m voxel size simulation domain. [1]





## Radiative Transfer Testbed

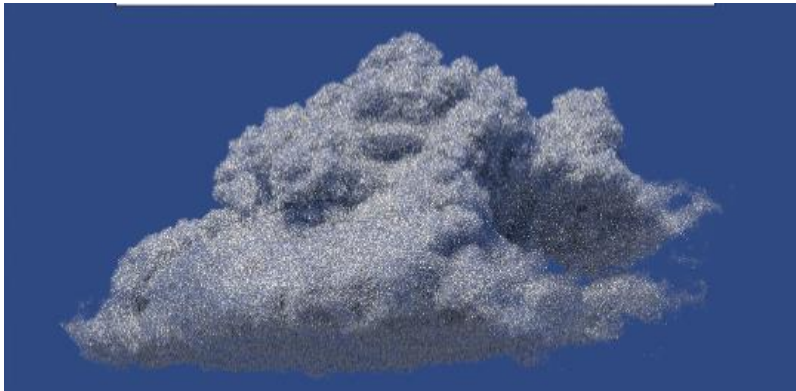
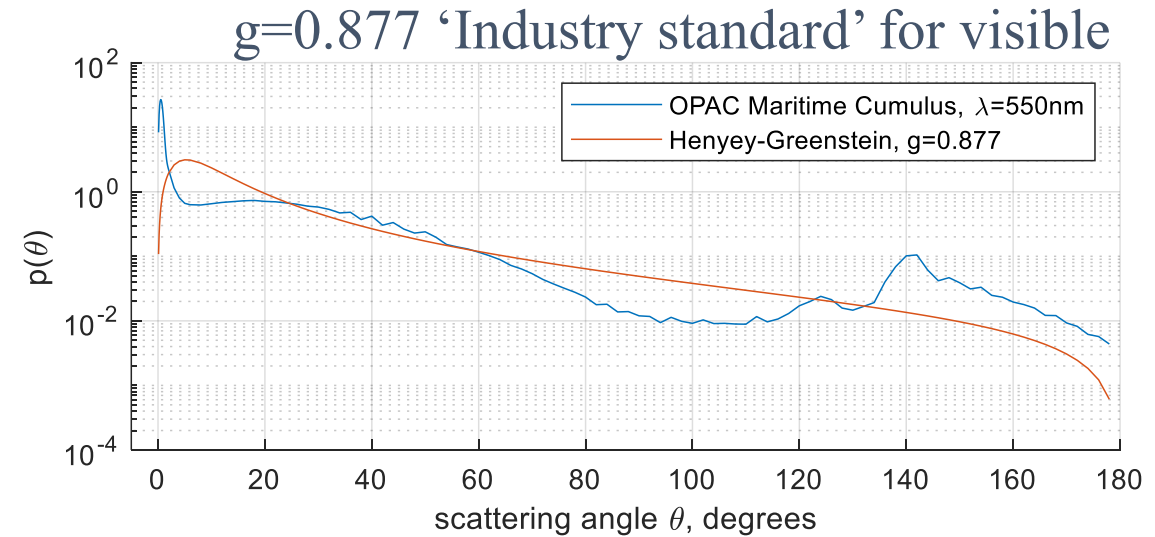
- Physically Based Rendering Toolkit (PBRT) [2]
  - Open-source ray tracing render engine, actively maintained
  - Minor augmentations needed
    - ✓ Recover TOF
    - ✓ User-specified phase functions
  - Nested participating media



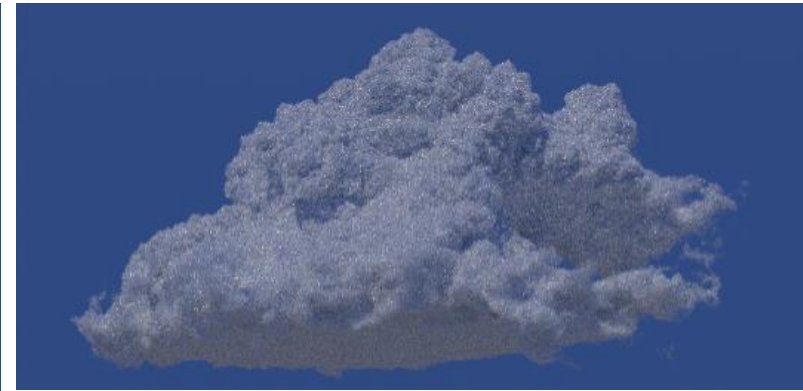
## PBRT Phase Functions



- PBRT upgraded from only Henyey-Greenstein (HG) phase functions.
- Optical theory (Mie + geometric) accounts for material and morphology-specific interactions at cost of (pre)computation. HG fitted to these.
- Open-source library: OPAC [3]



Henyey-Greenstein

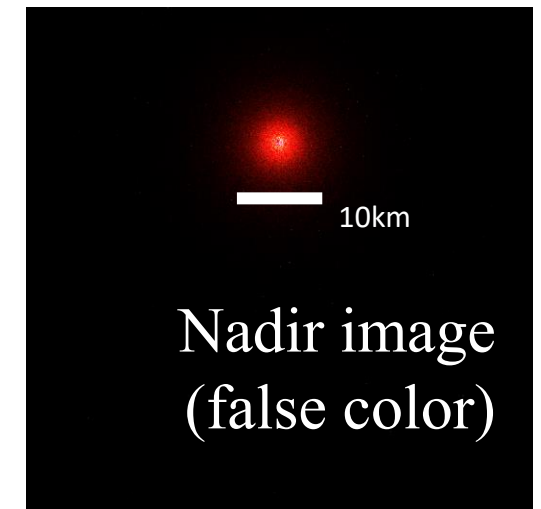
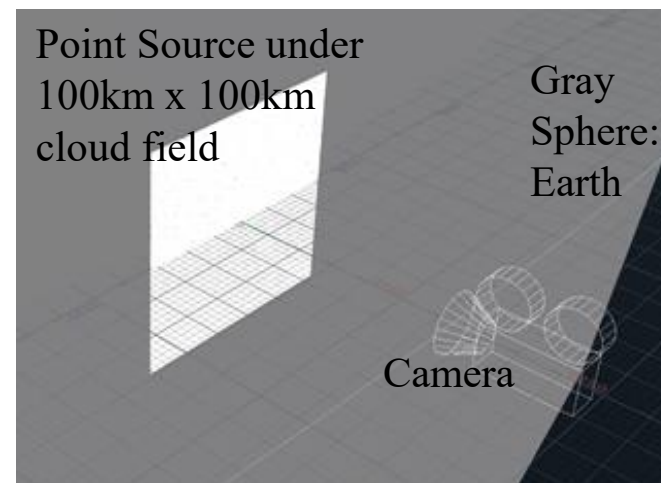
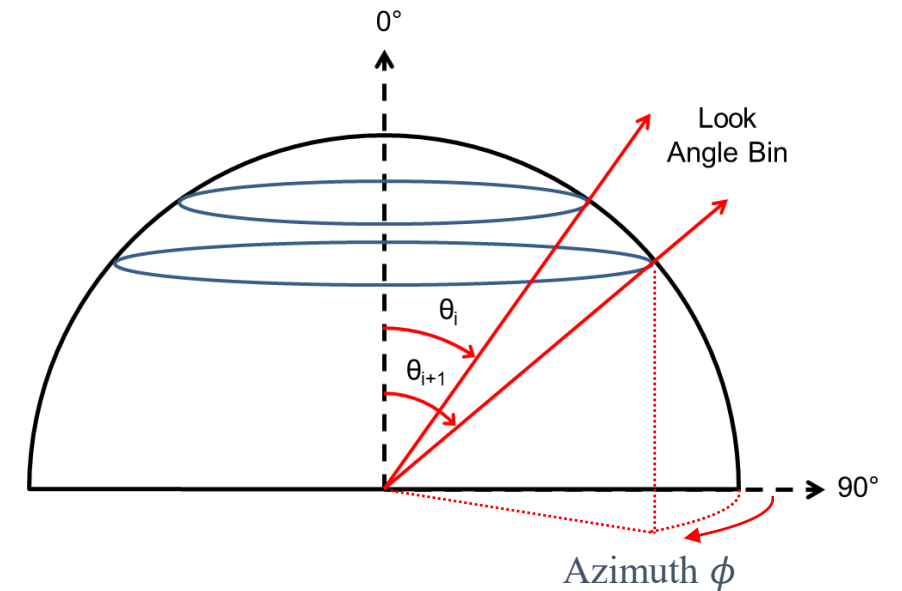


OPAC Marine Cumulus

## Scene setup

- Photons sent isotropically from source on ground to space
- Tallied once photons exit atmosphere at 80km as function of zenith “look” angle  $\theta$  and azimuth  $\phi$ , in  $2^\circ \times 2^\circ$  bins.
- Bins act as large “Cameras” tallying photons.
- PBRT currently only handles one participating medium at a time: today, clouds only.
- Cloud model: 3DCloud marine stratocumulus [4]

$\theta$ : zenith angle



[4] Szczap, F., Gour, Y., Fauchez, T., Cornet, C., Faure, T., Jourdan, O., Penide, G. and Dubuisson, P., 2014. A flexible three-dimensional stratocumulus, cumulus and cirrus cloud generator (3DCLOUD) based on drastically simplified atmospheric equations and the Fourier transform framework. *Geoscientific Model Development*, 7(4), pp.1779-1801.



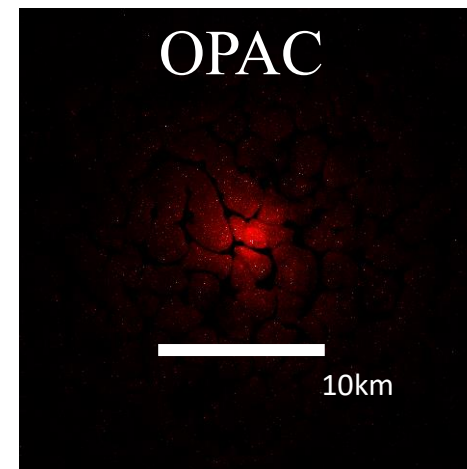
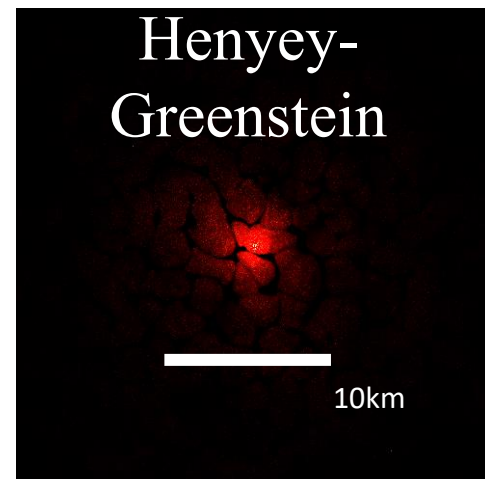
# Phase Function Impact on Photon Transport

## Phase Function



- How does cloud phase function impact transmission and time of flight?
- Simulation conditions for PBRT: full-resolution (50m voxel size) and slab 3DCloud+OPAC Marine stratocumulus.
- Below: Simulated nadir imagery of scene in question, 50m voxel size.

All quantitative  
results today:  
Zenith angle  
 $\theta = 30^\circ$

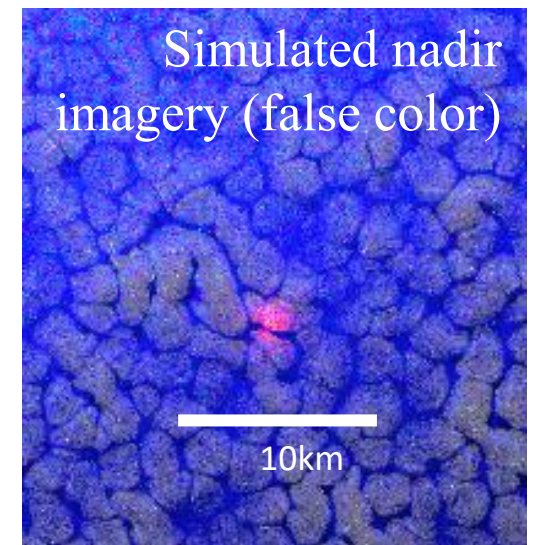
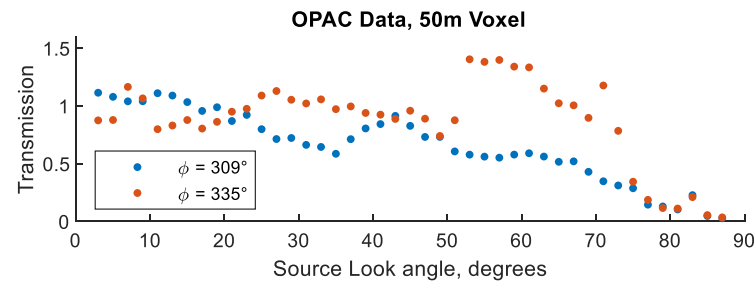
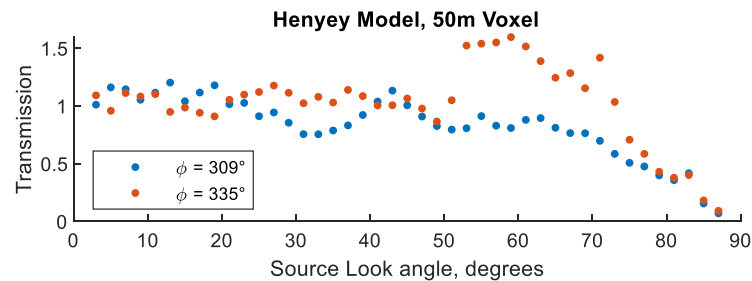
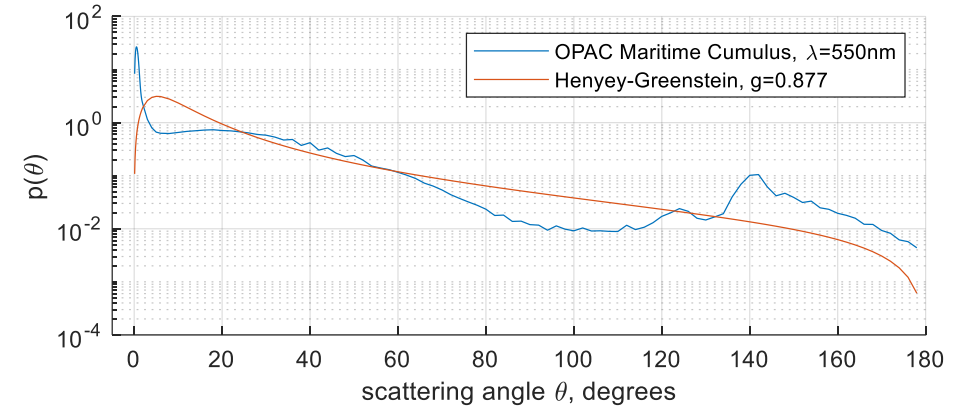




# Phase Function Transmission



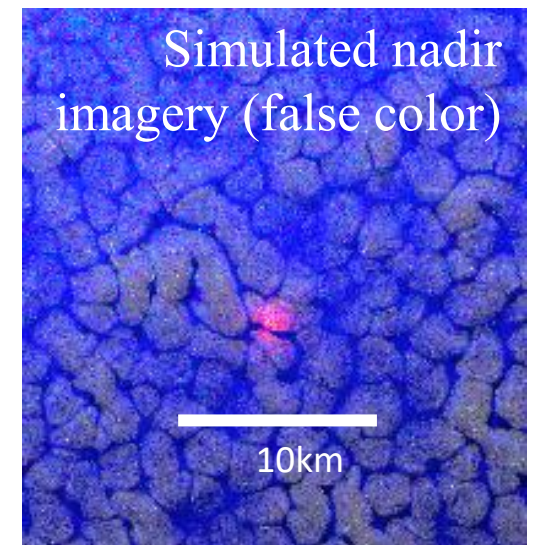
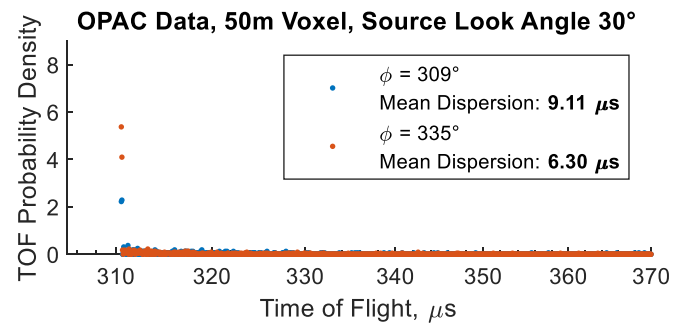
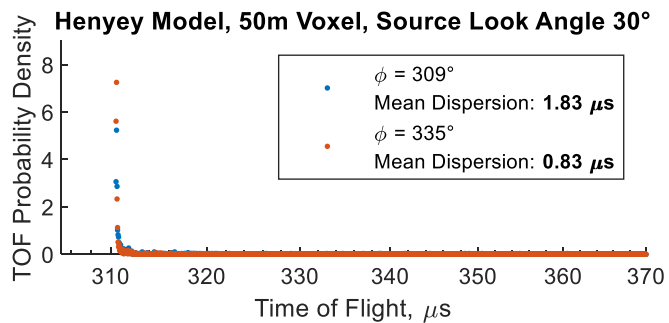
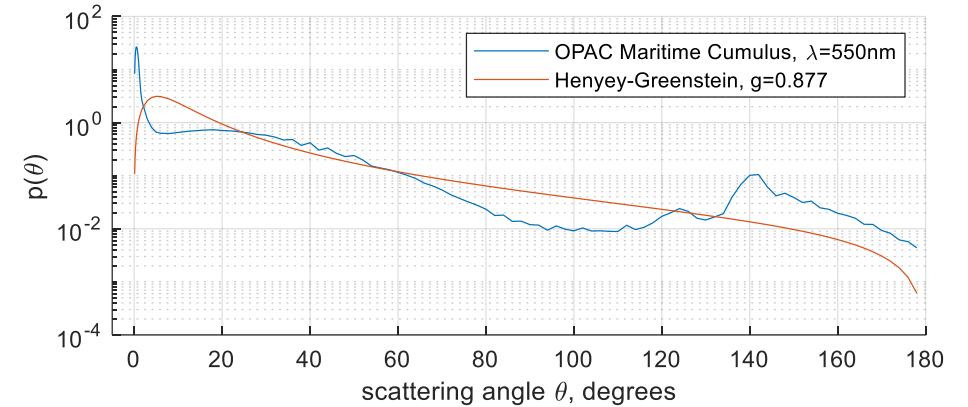
- Transmission varies with azimuth: *lensing*
- $\phi = 309^\circ, 335^\circ$  chosen for high transmission variation at  $\theta = 30^\circ$
- Transmission varies moderately with phase function, may be “okay” depending on desired requirements (most drastic at 60 degrees here)





## Phase Function TOF

- Mean TOF enhancement over the direct path (Dispersion) **4 to 6 times higher!**
  - Speculation: higher backscattering probability
- Outcome: Avoid Henyey-Greenstein for through-atmosphere TOF if better phase functions are available



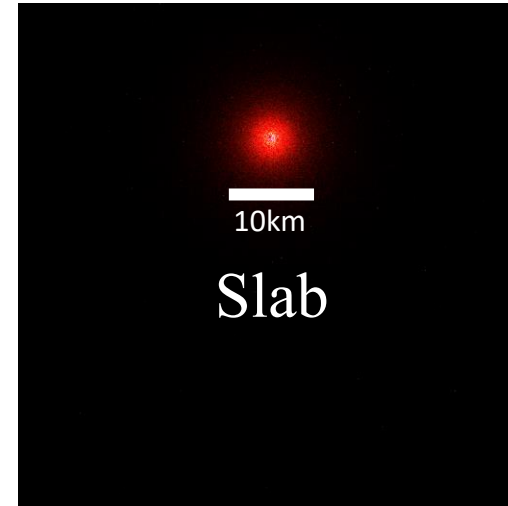
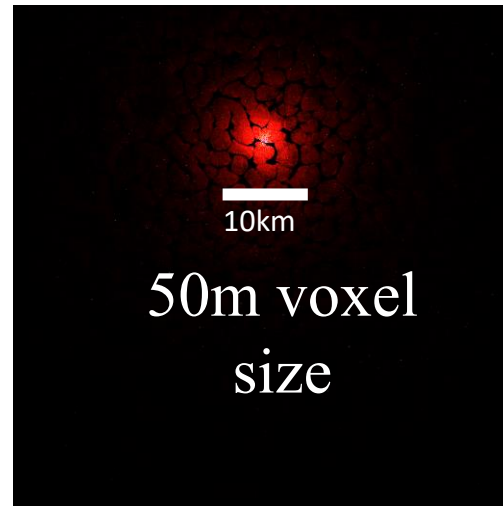


# Cloud Voxel Size Impact on Photon Transport

## Voxel Size



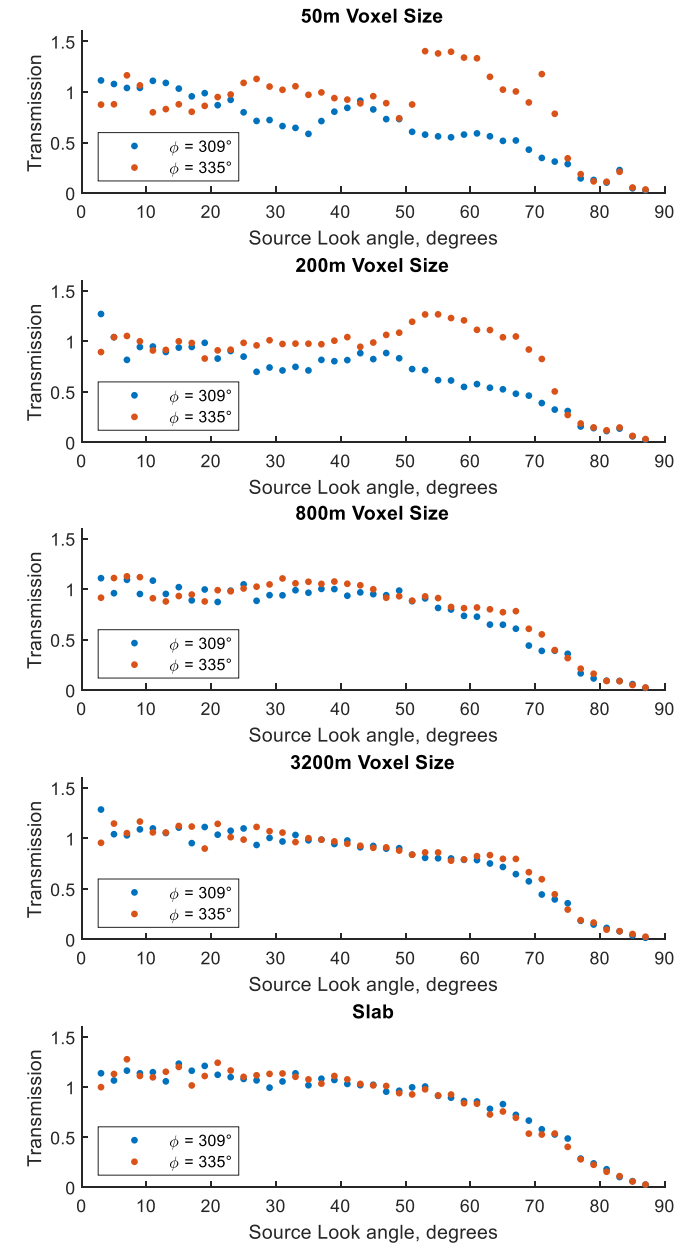
- Simulation conditions for PBRT:
- 3DCloud+OPAC Marine stratocumulus cloud,
  1. Full resolution (50m Voxel Size)
  2. Trilinearly downsampled cloud optical density field:
    - 100m, 200m, 400m, 800m, 1600m, 3200m voxel
  3. Slab cloud (100,000m “single voxel”)



## Voxel Size Transmission

- Transmission was smoothed by coarsening the grid.
- lensing effect reduced
- Inversely, refining the grid led to variation in transmission.
  - Since simulation is not independent to voxel size at finest grid spacings, mesh independence not guaranteed here.
  - Optical mean free path: 20m
- Refining the grid would require finer 3DCloud simulations

Coarser  
Grid

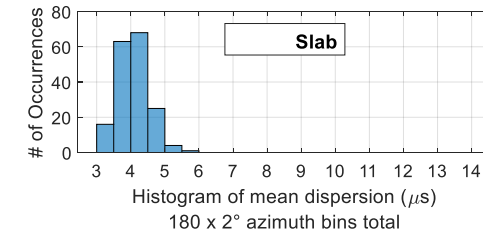
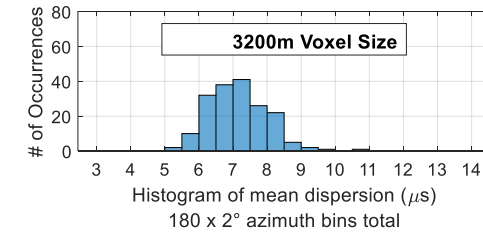
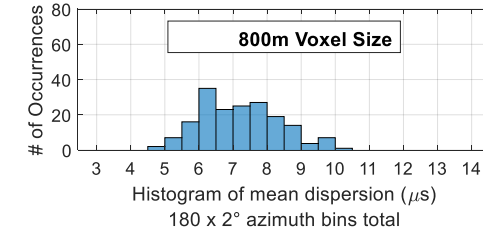
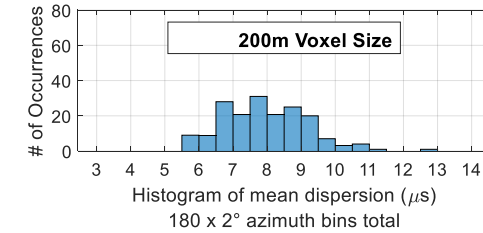
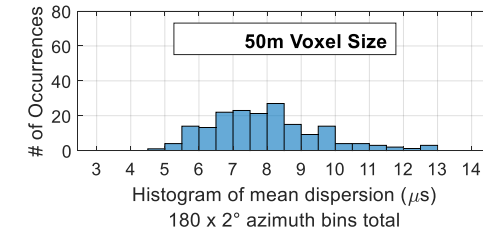




## Voxel Size TOF

- Histogram of mean TOF enhancement (dispersion)
- Mean TOF enhancement *decreases* as voxel size is coarsened
- On average, scattered photons took longer path lengths with finer grid resolution simulations

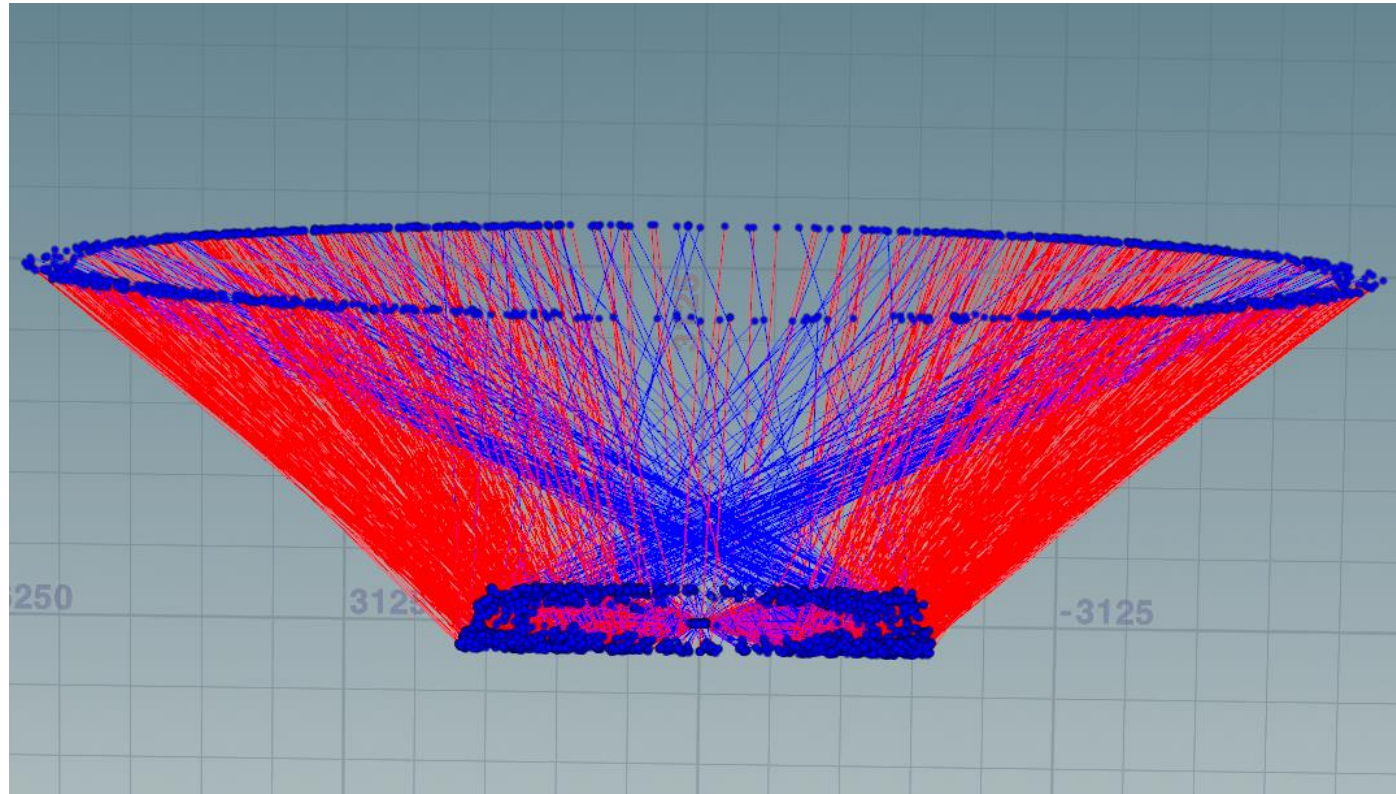
Coarser  
Grid



## Scene Caveats



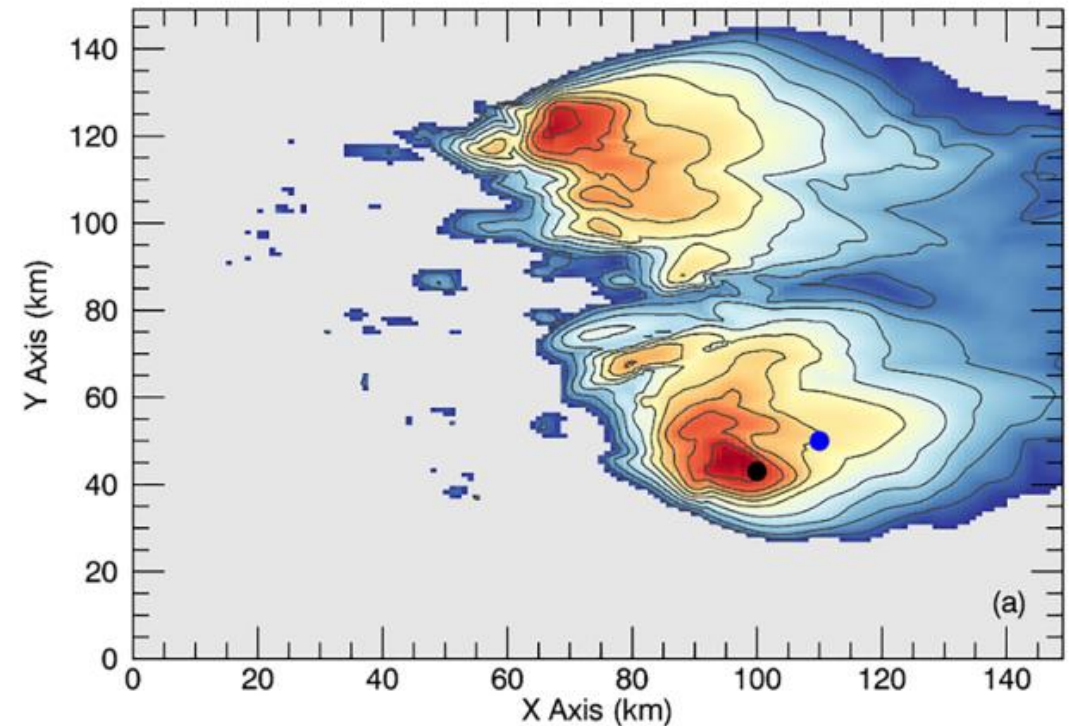
- Explored here: cloud voxel size. Not explored here: Cloud *extent*.
- *Larger extent*  $\rightarrow$  *longer (but less likely) path lengths may be predicted*



## Scene Caveats



- PBRT *can* handle arbitrary participating media extents
  - Albeit PBRT V4 is memory-bound on a single node as it does not run distributed.
- Suggestion to handle fine voxel size *and* large extent with existing data:
  1. Run weather-system scale model (WRF, Weather Cube [5], etc.)
  2. Run cloud-scale generator (e.g. 3DCloud) to generate local cloud structures using weather-system-scale thermodynamic properties
  3. Quilt Cloud structures on weather-scale



WRF simulation, color  
~ cloud optical depth



## Conclusions

- A simulation platform has been built to quantitatively predict photon transmission and time-of-flight.
- The common Henyey-Greenstein model is not recommended for TOF measurement, if other data is readily available.
- Cloud scenes with finer voxel sizes on average lead to higher mean TOF from ground to space.
- The variance of mean TOF increases with finer voxel size.
- The limit at which continued voxel refinement no longer leads to change in statistics was not reached.
  - Limit is speculated to be the optical mean free path.