

CMC = Cell Monte Carlo

2024 Oct 02
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Speed up factor ideally

$$= \frac{CMC}{OMC} = SUF$$

$$\propto \tau^{2/3}$$

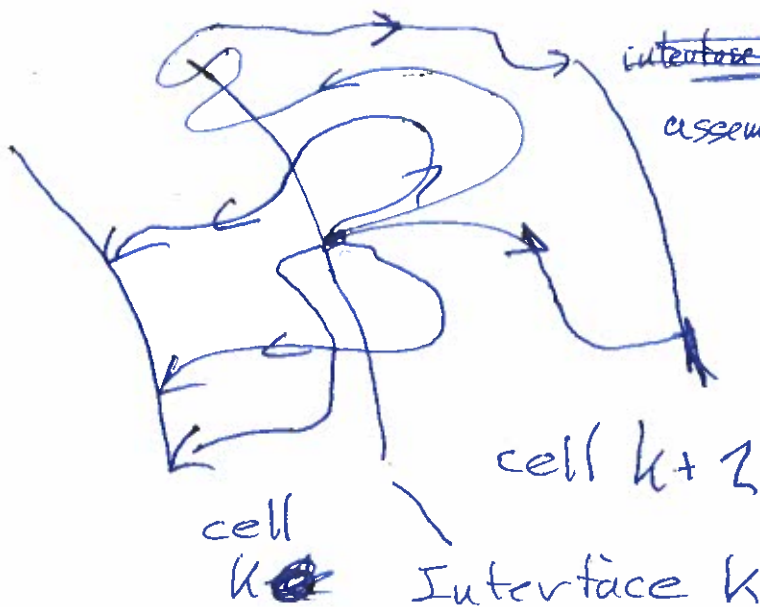
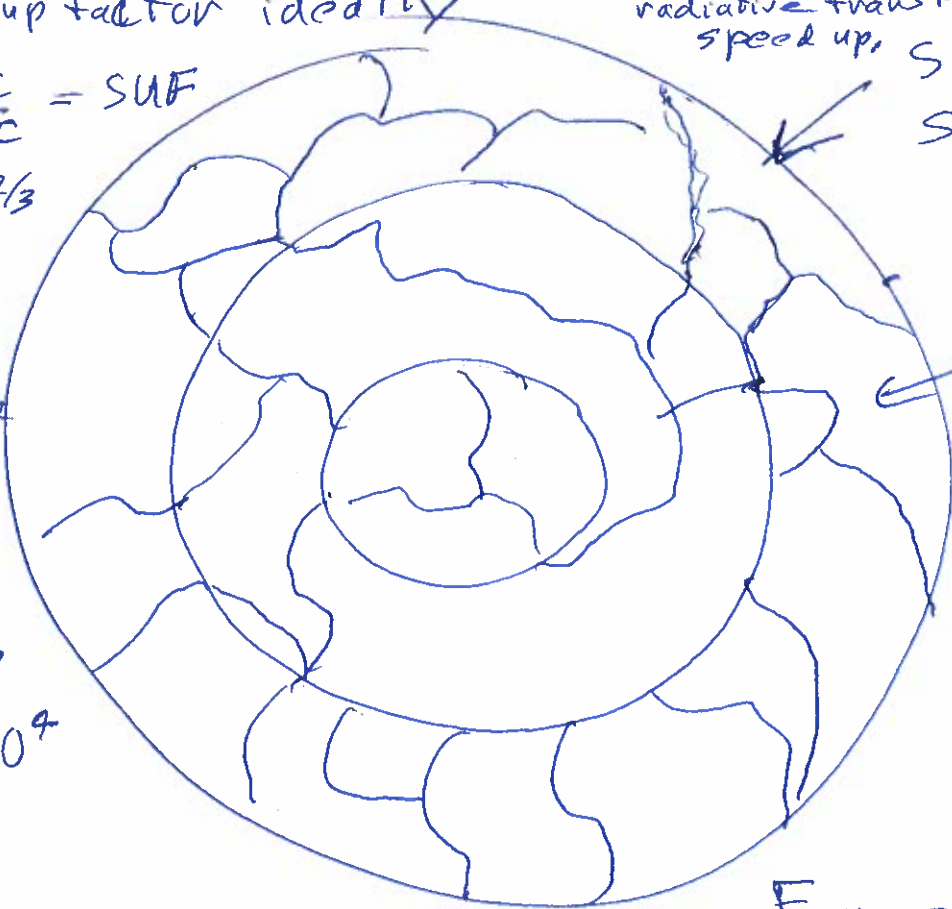
So if the atmosphere has optical depth $\tau = 10^6$,

$$SUF = 10^4$$

A general idea for Monte Carlo radiative transfer speed up,

Spherically symmetric CMC cells

Irregular thermal-state cells for a 3-d atmosphere



You also need a CMC energy deposition array to deposit energy for the thermal state calculation, needed for a Lambda-iteration

For every ~~interface~~ interface k , assemble a runtime list of photon packet trajectories,

- 1 $k_{final}, \tau_{final}, \epsilon_{final}$
- 2 $\tau_{final}, \epsilon_{final}$
- 3 Polarization_{final}
- 4

After assembling all runtime lists, you propagate packets, but running sequentially thru the list as a packet arrives at each interface.