Exercises for Radiative Transfer in Astrophysics (SS2012)

Cornelis Dullemond

Exercise sheet 8

Make your own opacities with a Mie code

1. Make an opacity table

- (a) Download the Bohren & Huffman Mie code bhmie.f from the website of Draine³.
- (b) Download the Makefile and make_ca_cs_g.f90 codes from the lecture website.
- (c) Put them all into a directory and type "make" to compile. If all goes well, a code with the name makeopac has been generated.
- (d) Download an optical constants file from the Jena database⁴ or from the Refractive Index website⁵. Take what you like. Make sure that the file has three columns: first is the wavelength in *micron* (μ m), the second is *n* and the third is *k*. Remove any header lines that may be present. The file *must* have .lnk as extension to the file name.
- (e) Create a file called param.inp with four lines:
 - i. First line is the name of the optical constants file *without* the .lnk extension.
 - ii. Second line is the grain radius in *centimeter*.
 - iii. Third line is the material density in gram/cubic-centimeter.
 - iv. Fourth line should, for now, be "1".
- (f) Now call the makeopac code and make a plot of the absorption opacity that was created (the file dustkappa_***.inp where *** stands for the name of the material). Repeat this for different grain sizes.

2. Make a scattering phase function

- (a) Select one line from your refractive index file (the *****.lnk** file) for a wavelength near to $\lambda = 0.55 \,\mu\text{m}$. Make a new *****.lnk** file that contains only this single line.
- (b) Now change the 1 in the param.inp file into 901. This is the number of angles.
- (c) Restart the makeopac code and study the dustmatrix_***.inp file, which contains 5 columns: θ , Z_{11} , Z_{12} , Z_{33} , Z_{34} for 1801 angles⁶.
- (d) Plot the phase function for scattering.

³http://www.astro.princeton.edu/~draine/scattering.html

⁴http://www.astro.uni-jena.de/Laboratory/Database/databases.html

⁵refractiveindex.info

 $^{^{6}}$ The normalization of the Z matrix here is per gram of dust instead of per particle.