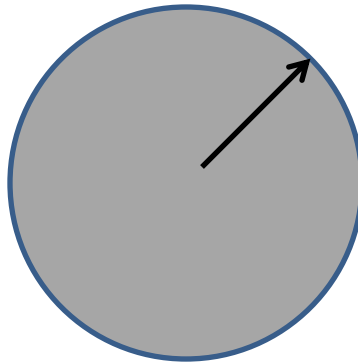


Scattering From A PEC Cylinder (TM Incidence)

Incident Plane Wave:



$$\mathbf{E}_i = \hat{\mathbf{z}}E_0 e^{-j\beta x}$$



Radius = 1λ



Scattered Fields

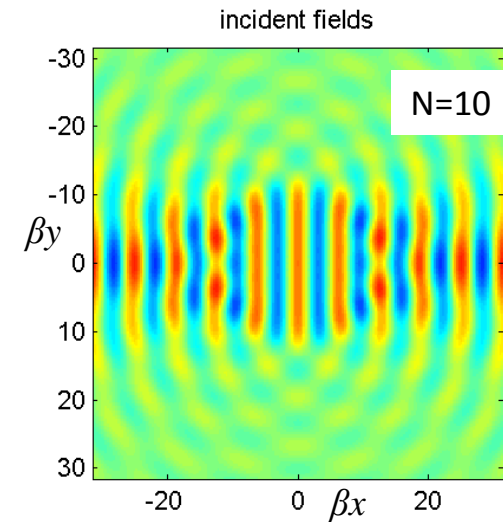
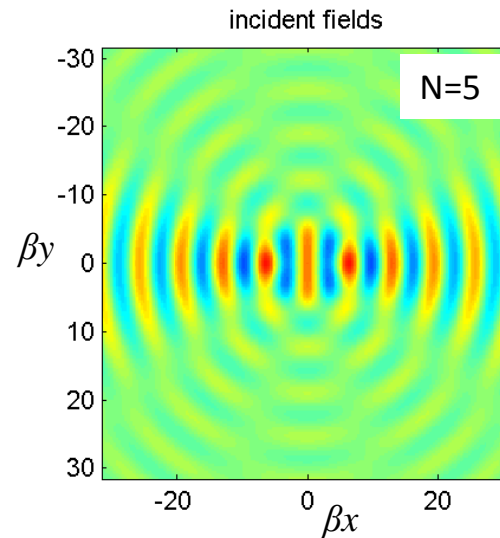
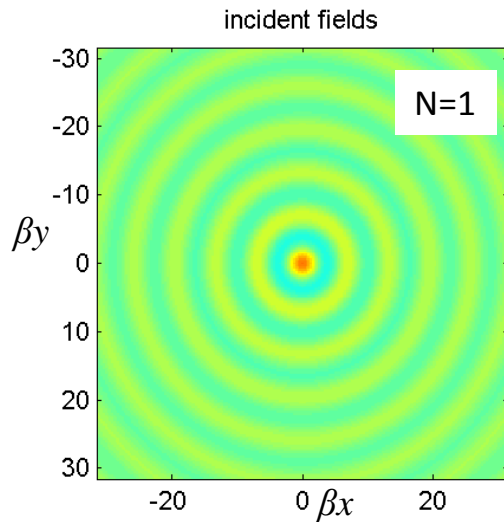
Represent incident plane wave as sum of Bessel Fns

$$\mathbf{E}_i = \hat{\mathbf{z}}E_0 \sum_{n=-\infty}^{\infty} j^{-n} J_n(\beta\rho) e^{-jn\varphi}$$

Represent scattered fields as sum of Hankel Fns of 2nd kind

$$\mathbf{E}_s = -E_0 \hat{\mathbf{z}} \sum_{n=-\infty}^{+\infty} j^{-n} \frac{J_n(\beta a)}{H_n^{(2)}(\beta a)} H_n^{(2)}(\beta\rho) e^{-jn\varphi}$$

Approximating a Plane Wave with Finite Sum of Bessel Fns.

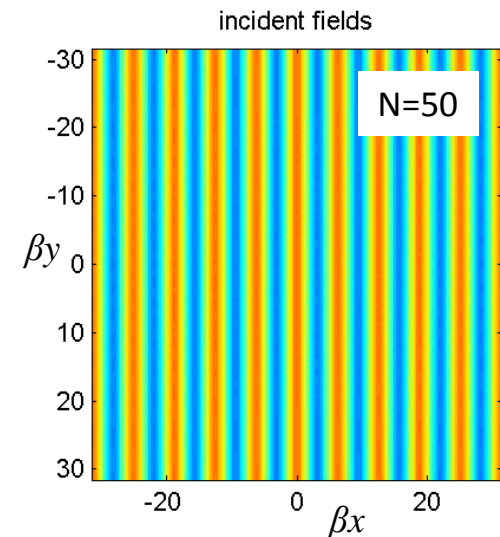
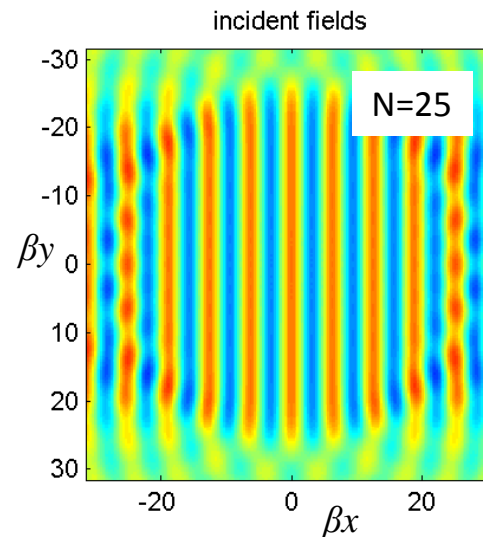


$$E_i = \hat{z} E_0 e^{-j\beta x} \approx \hat{z} E_0 \sum_{n=-N}^{+N} j^{-n} J_n(\beta \rho) e^{-jn\varphi}$$

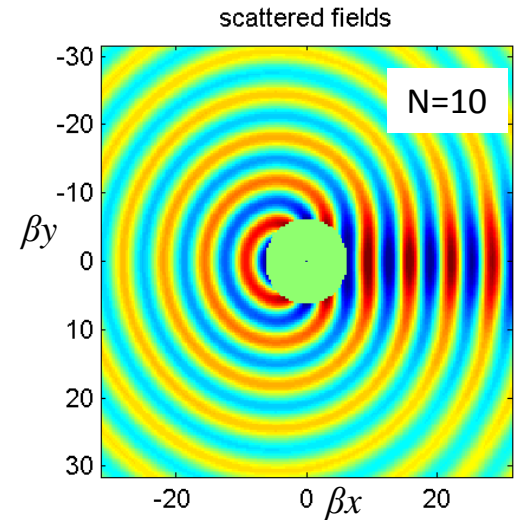
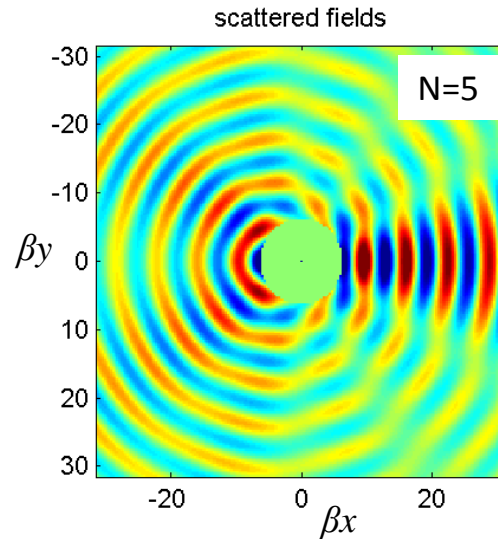
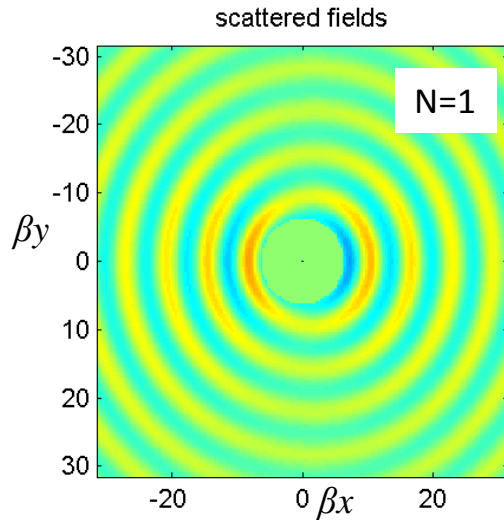
Approximation is good up to $n \sim \beta \rho$

To compute the scattering from a cylinder of radius a , we would therefore need to use at least βa modes.

For $a=\lambda$, we need at least 6-7 modes. Modes above $n=7$ will not contribute significantly to the scattering result



Scattered Fields, using finite number of modes

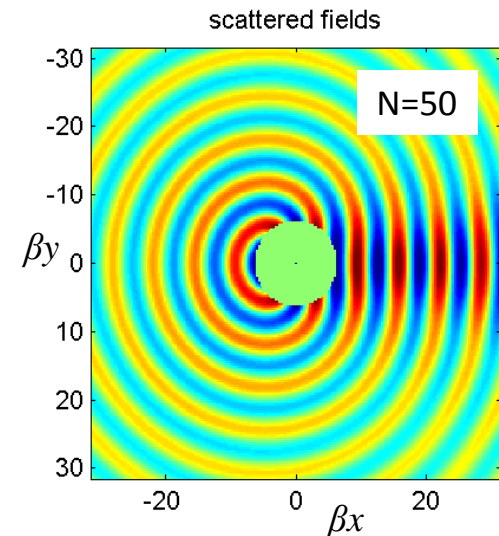
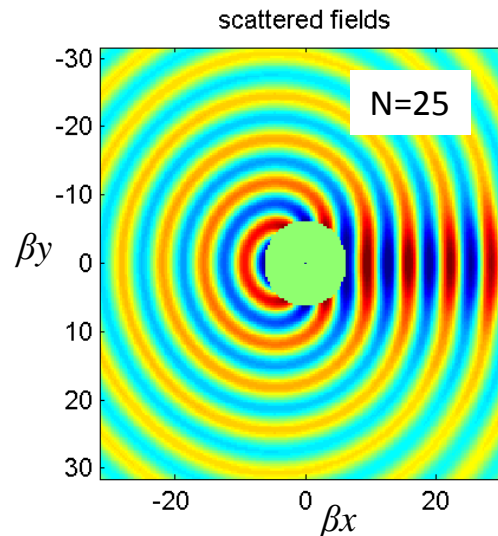


$$\mathbf{E}_s \approx -E_0 \hat{\mathbf{z}} \sum_{n=-N}^{+N} j^{-n} \frac{J_n(\beta a)}{H_n^{(2)}(\beta a)} H_n^{(2)}(\beta \rho) e^{-jn\varphi}$$

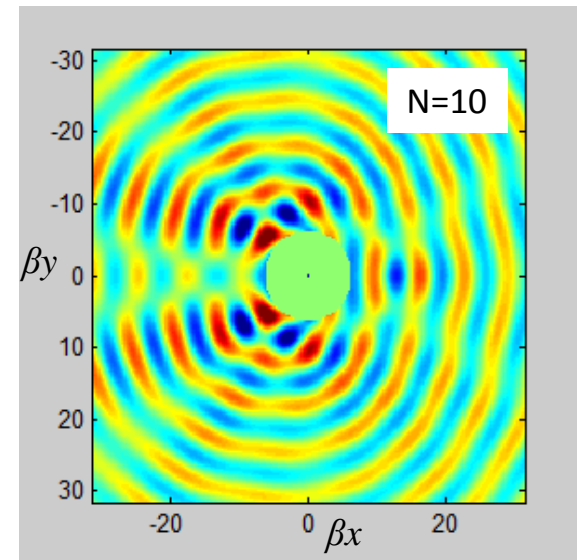
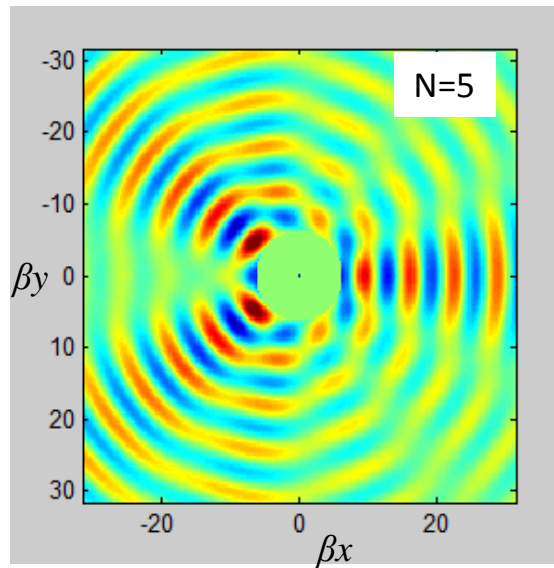
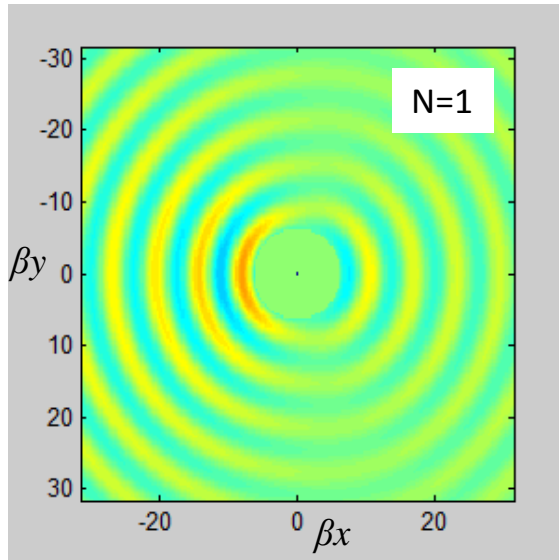
Scattered Fields computed for $a=\lambda$
($\beta a = 2\pi$)

Note that N=1 is completely insufficient, N=5 is close, and the result is essentially identical for N≥10.

Why is scattered field strongest in the same direction as the incident wave?



Total Fields, using finite number of modes



$$\mathbf{E}_t = \mathbf{E}_i + \mathbf{E}_s$$

Scattering accounts not only for additional power radiating from the object in new directions, but also accounts for **shadowing**. Scattered fields also “remove” power from incident field.

“Forward Scattering”: scattering in the same direction as the incident wave. This is almost always the peak of the scattered pattern, due to shadowing

