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# Development and Characterization of a Tabletop Fog Chamber

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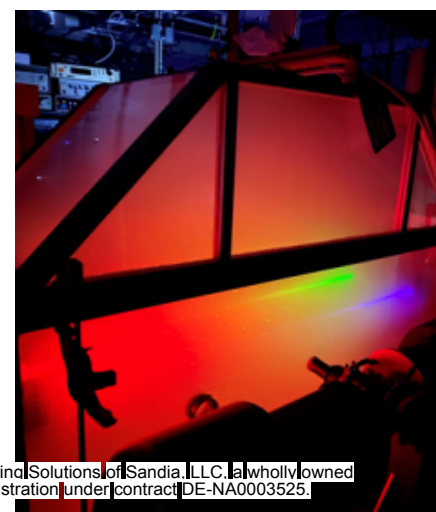
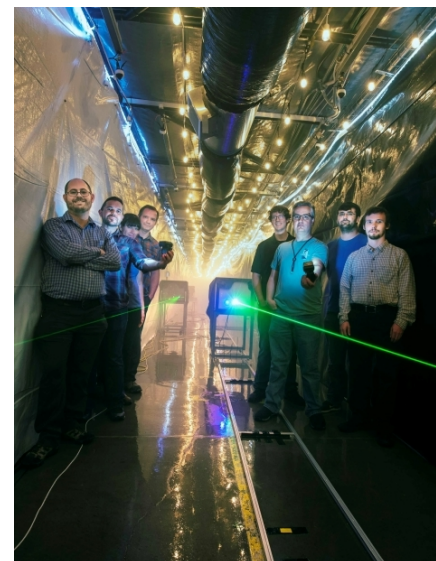
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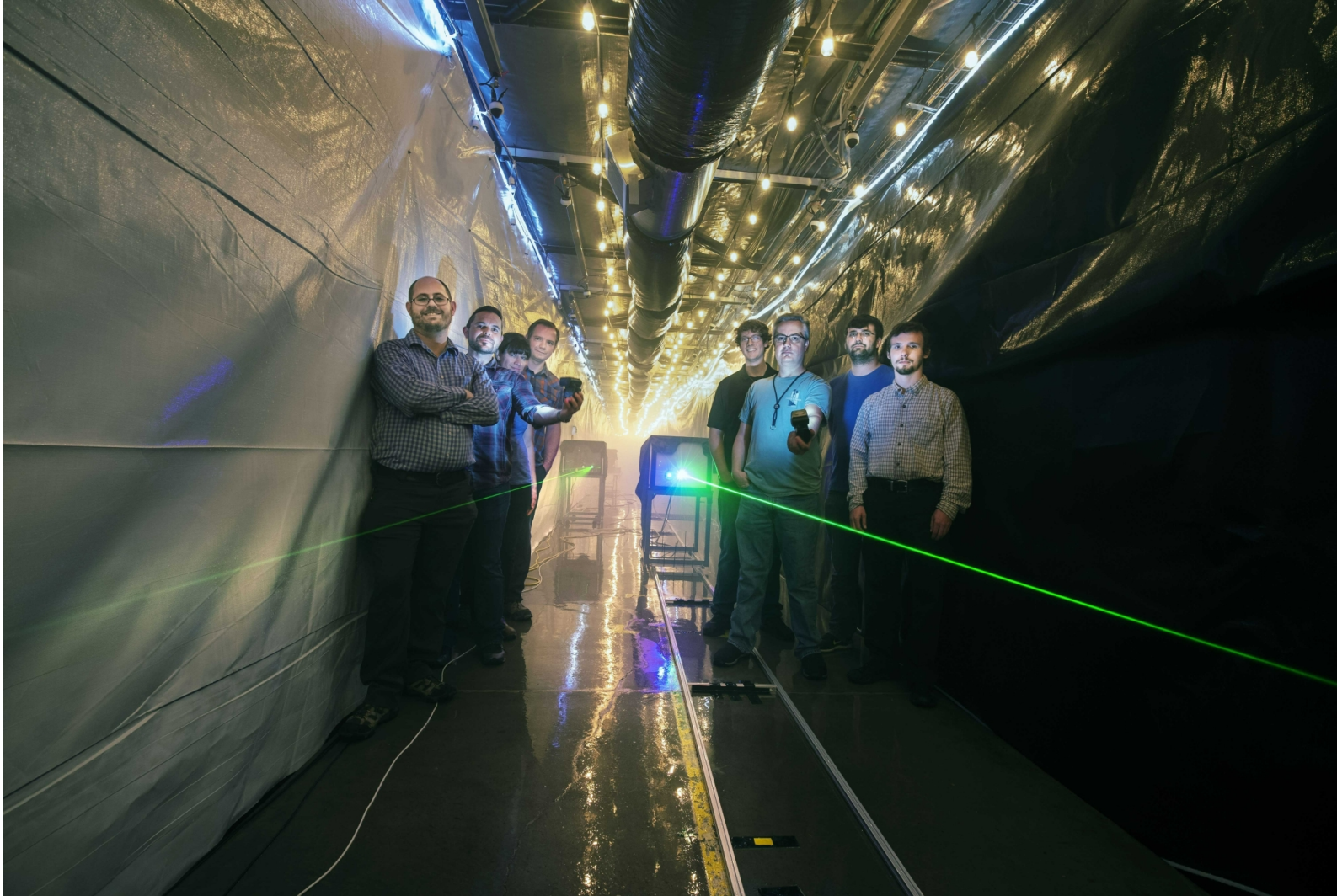


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# Sandia National Laboratories Fog Team



## Multidisciplinary team

- Aerosol scientists
- Optical engineers

## Ongoing fog research

- Signal recovery
- Light propagation physics
- Detection, localization, identification
- Machine learning
- Generation
- Systems testing
- Pollution



# What we will be talking about

## Introduction

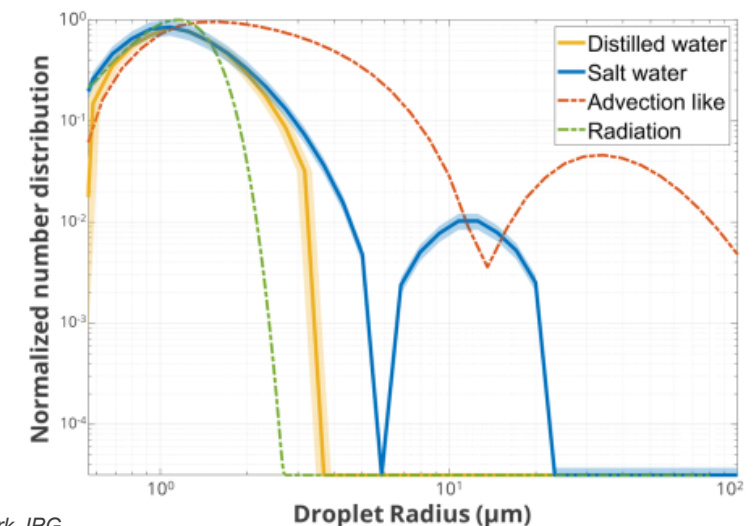
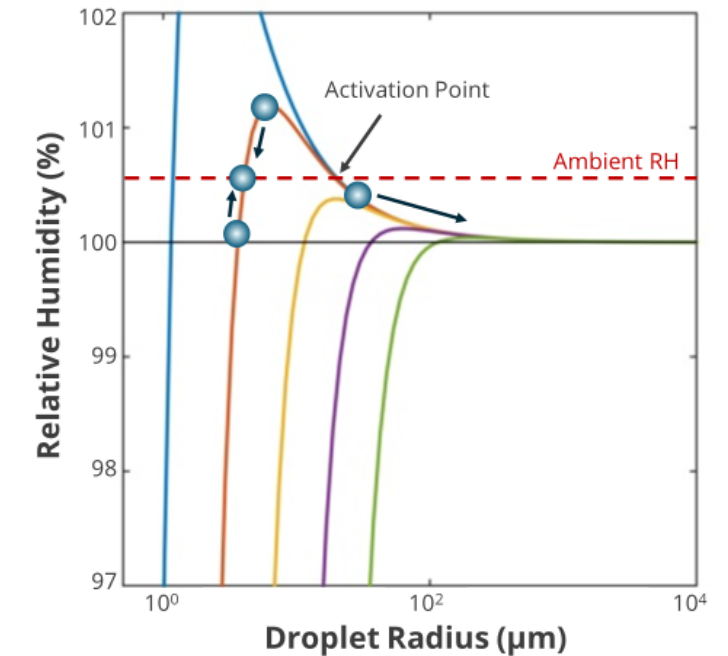
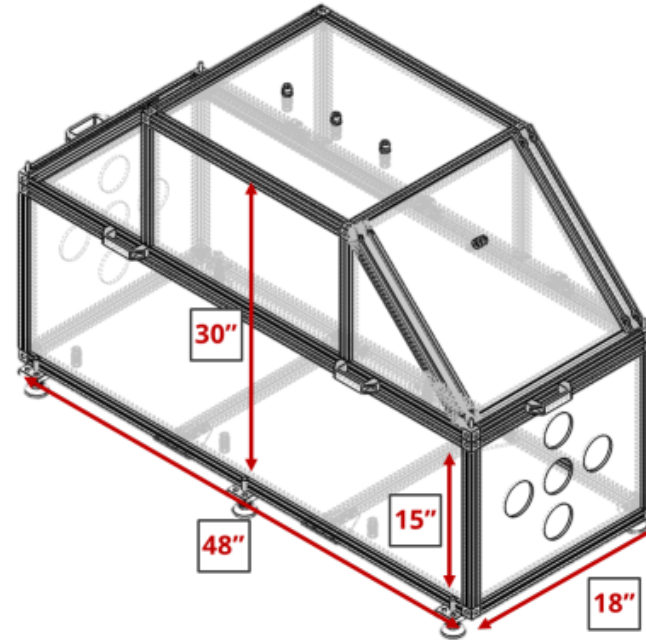
- Why do we care about fog?
- How fog affects imaging
- Common types of fog

## Controlled fog generation testbed

- Current facilities
- Tabletop chamber design
- Fog microphysics
- Tabletop chamber fogs

## Applications & future work

- Testbed function
- Future work: machine learning
- Future work: plume analysis



# Why do we care about fog?

## Limits how far you can see

- Transportation
- Sensing and detection

## Can halt or delay activity

- Lost time, opportunity
- Economic impact

## Factor in 25% of vehicle accidents

- Shipping, automobiles, aviation, etc.
- Massive human cost



# How does fog affect imaging?

## Some light unaffected

- Ballistic light

## Light to moderate scattering

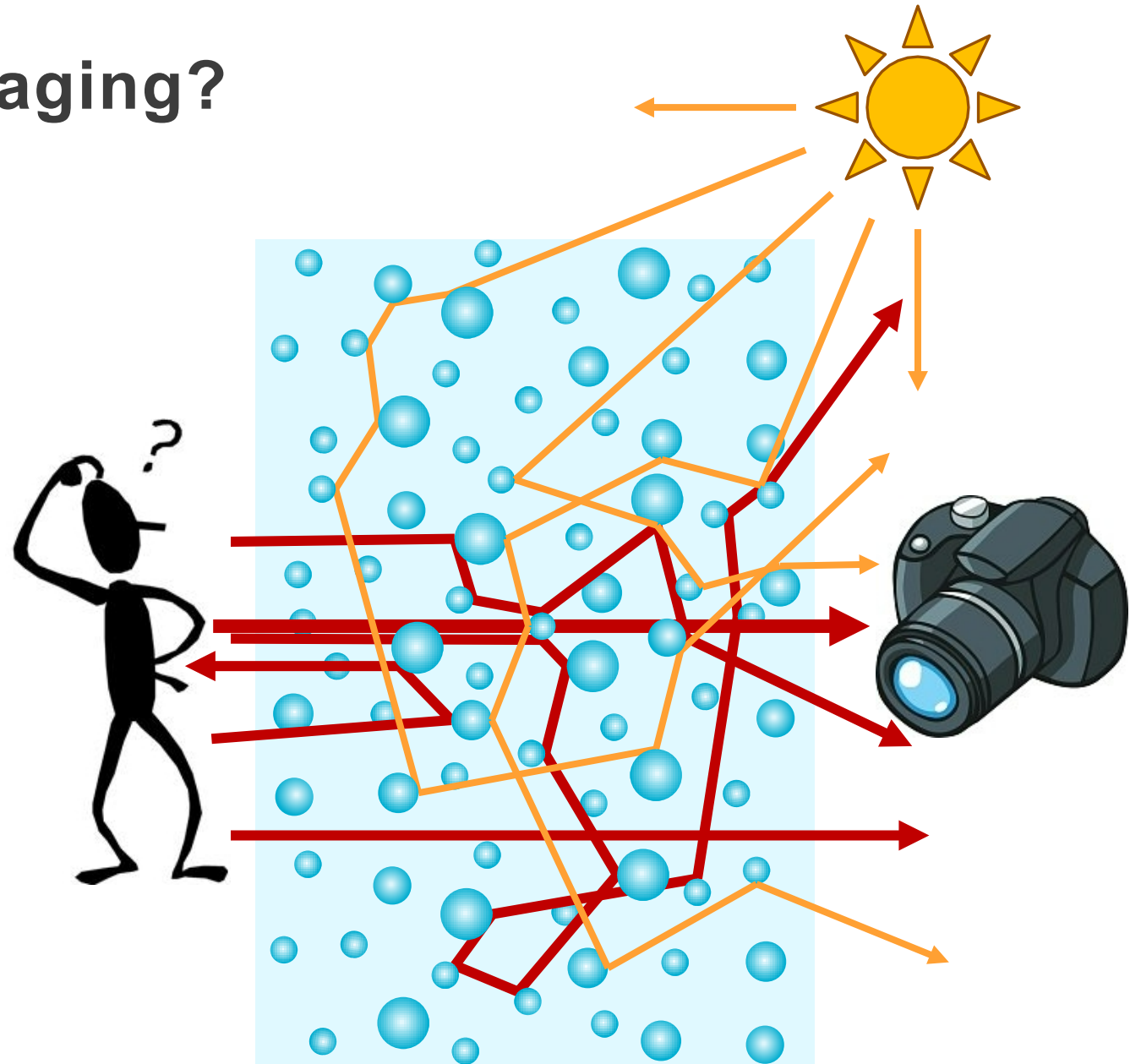
- Causes blurring
- Decreases contrast

## Heavy scattering

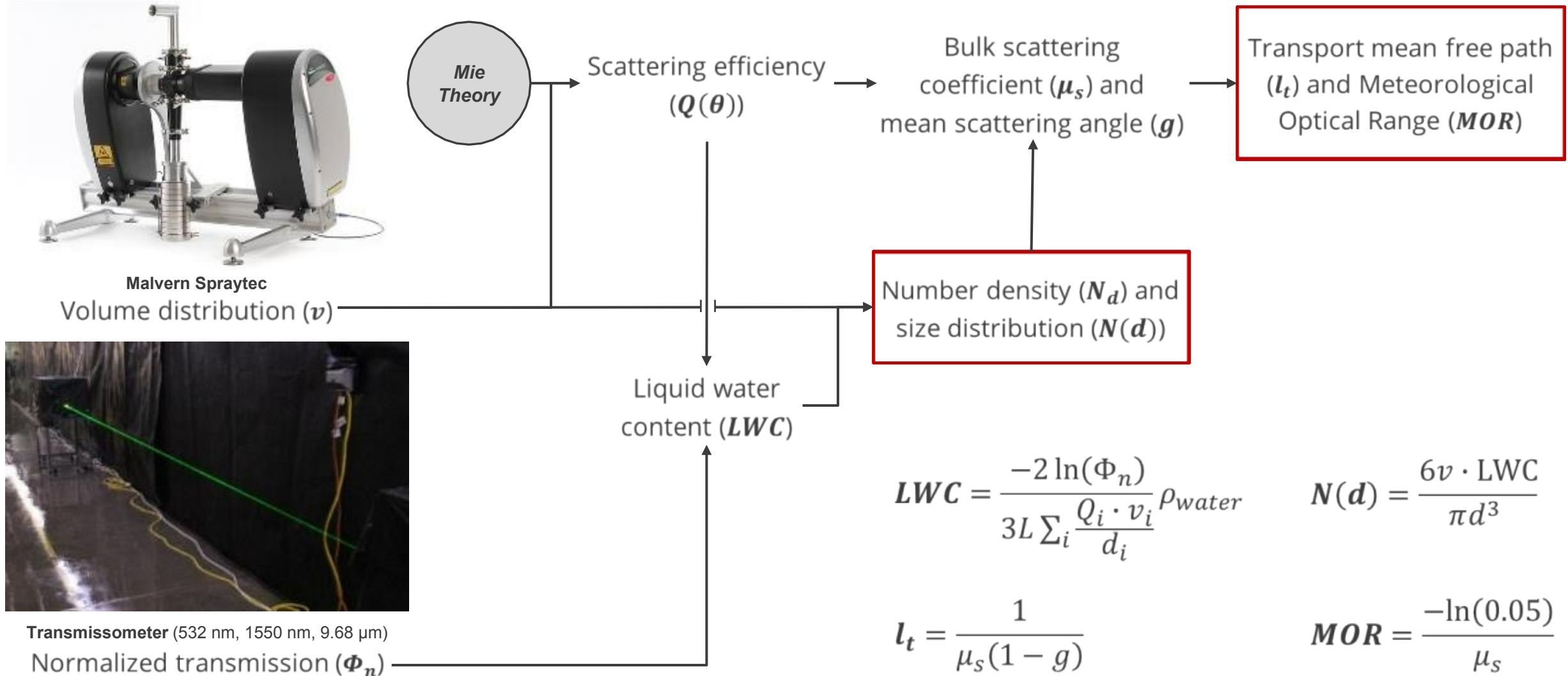
- Complete scrambling of spatial information
- Backscatter

## Background noise

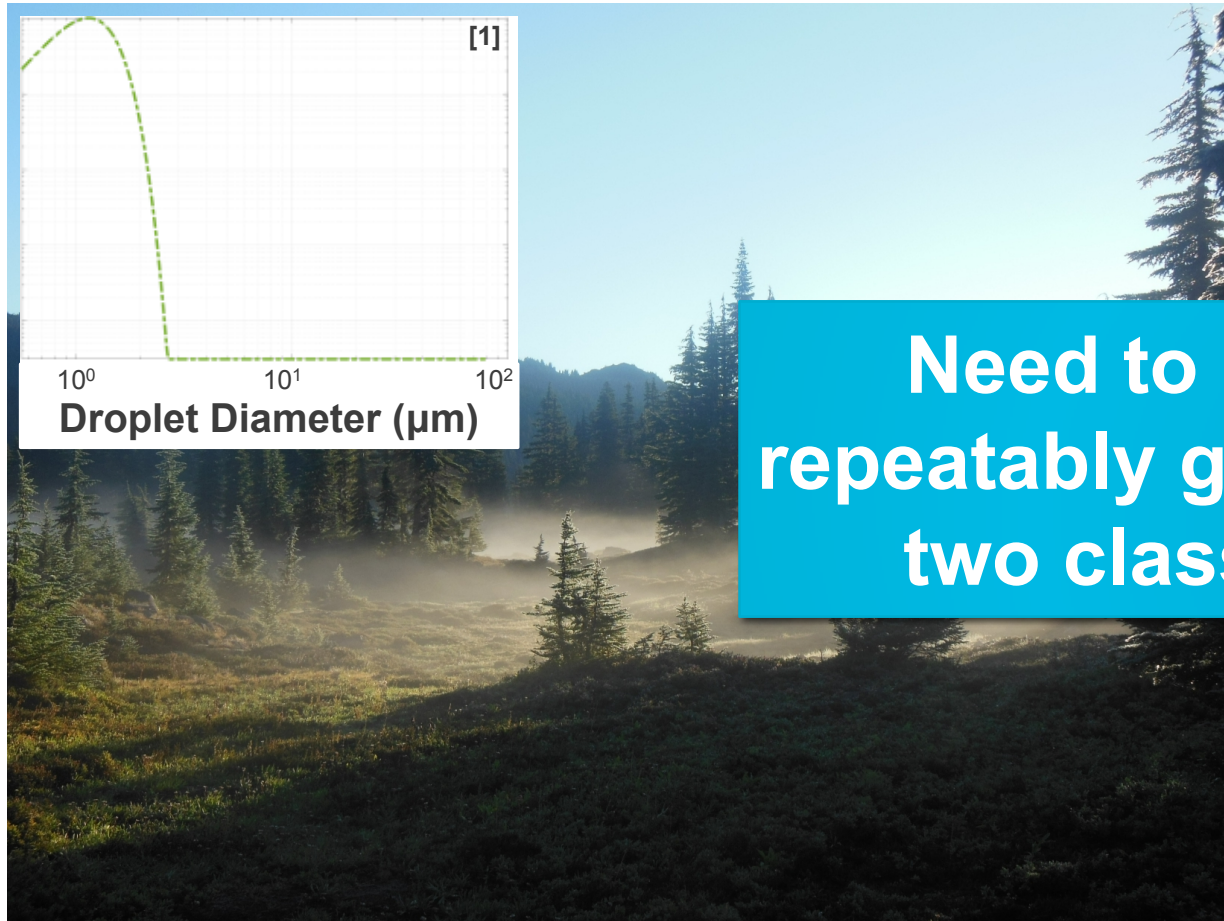
- Light from other sources



# How we calculate parameters of interest



# Replicate the most common types of fog



Radiation fog



Advection fog

Need to be able to repeatably generate these two classes of fog



# Sandia National Laboratories Fog Chamber



## Large scale testing laboratory

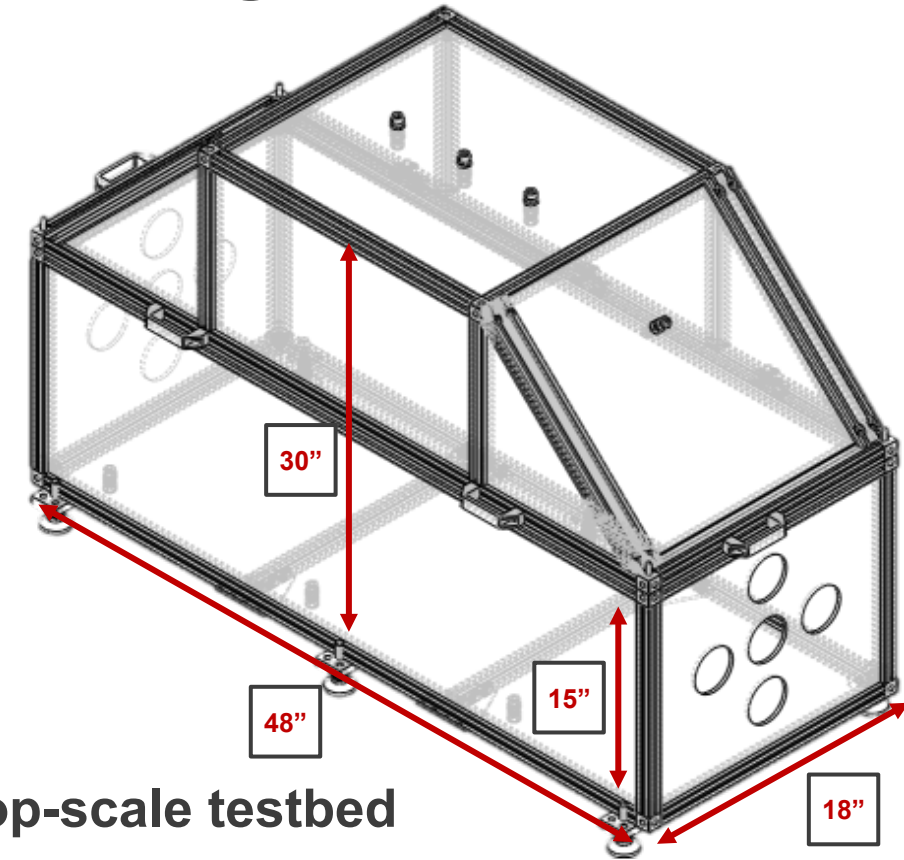
- 180' x 10' x 10'
- Class IV laser facility
- 64 spray nozzles
- Temperature controls

## Instrumentation

- Malvern Spraytec particle sizer
- Multiband transmissometer
- Relative humidity sensors
- Temperature sensors
- Cameras



# Sandia National Laboratories Tabletop Fog Chamber



## Benchtop-scale testbed

- 48" x 18" x 30"
- Single spray nozzle
- Lightweight
- Fully equippable with all SNLFC equipment



# Water droplet formation and growth

## Köhler equation

- Describes the condensation of water vapor into droplets
- Gives relative humidity (RH) of droplets

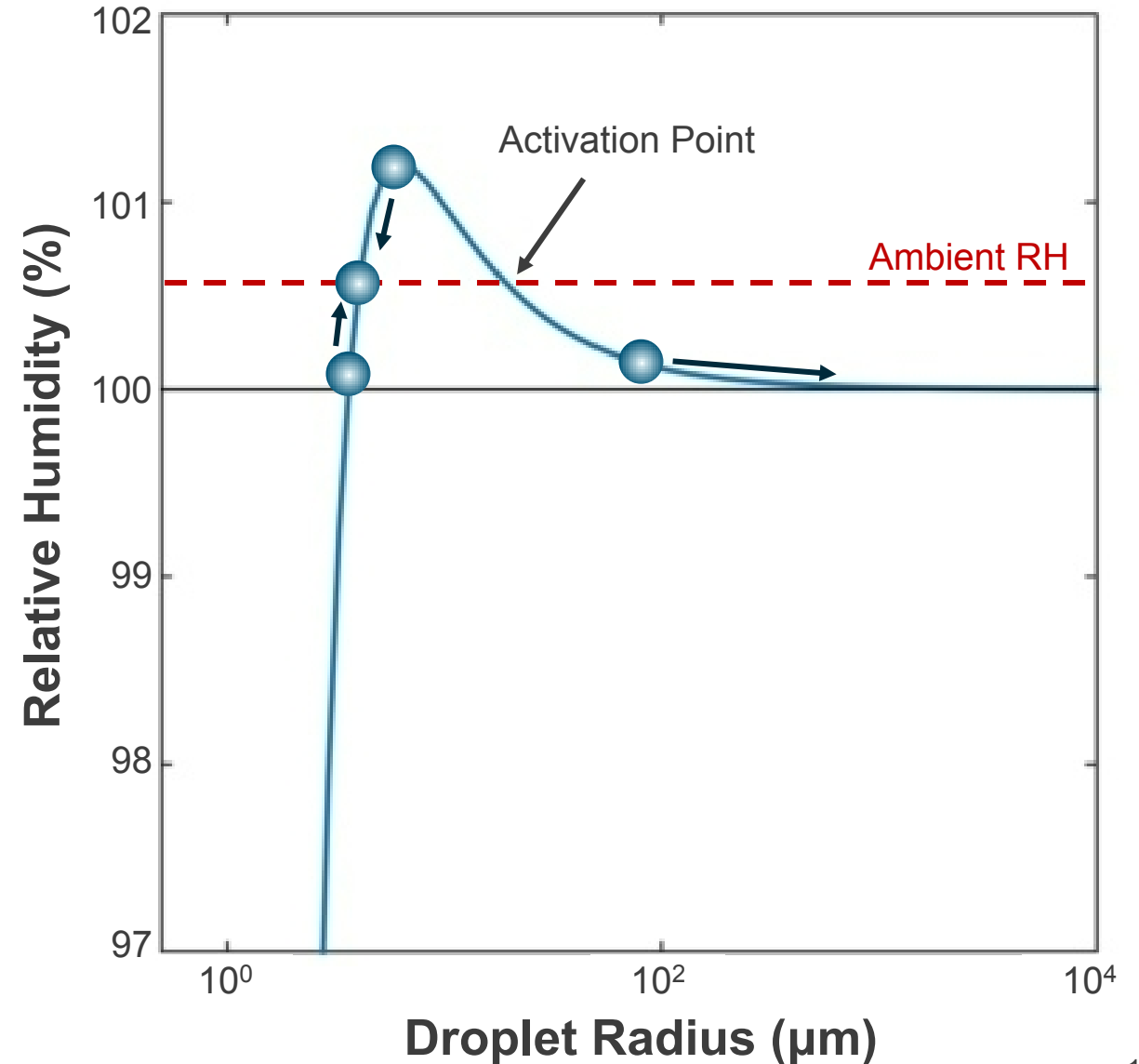
$$RH = \left[ 1 + \exp \left[ \frac{A}{T \cdot r} - B \frac{m_s}{r^3} \right] \right] \cdot 100\%$$

### Curvature Term

Driven by surface tension

### Solute Term

Driven by chemical potential



# Water droplet formation and growth

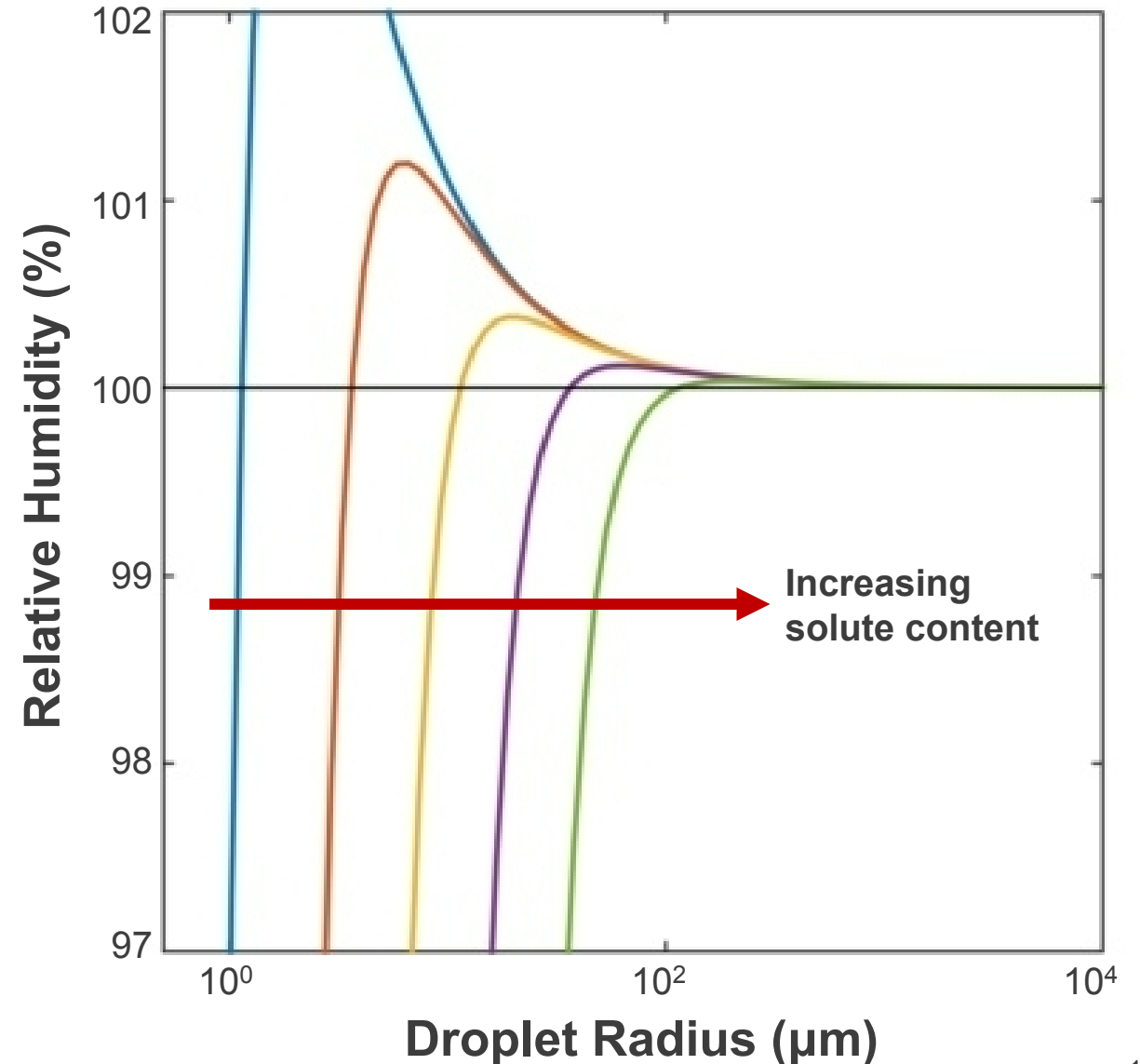
## Köhler equation

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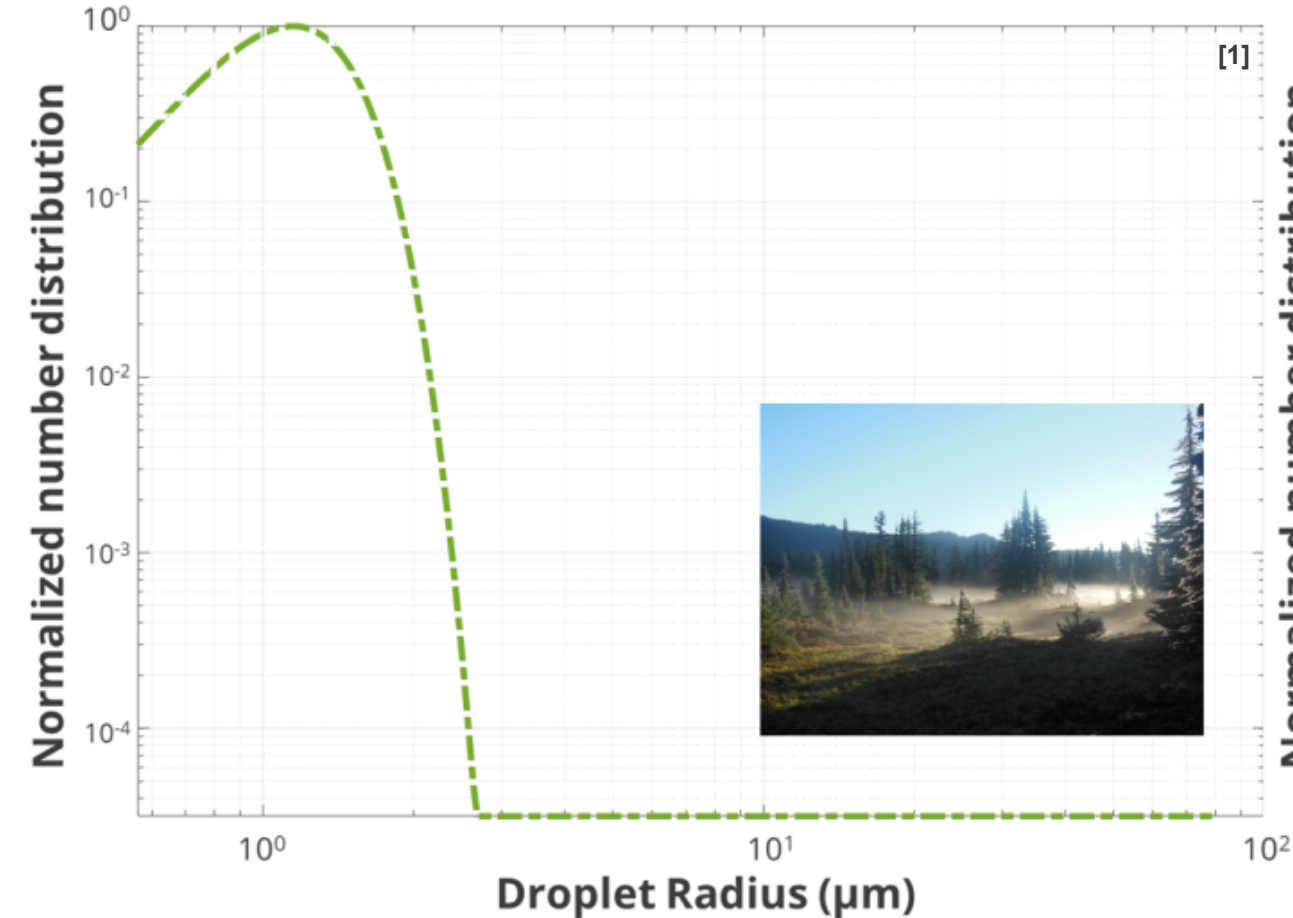
$$RH = \left[ 1 + \exp \left[ \frac{A}{T \cdot r} - B \frac{m_s}{r^3} \right] \right] \cdot 100\%$$

## Solute effect

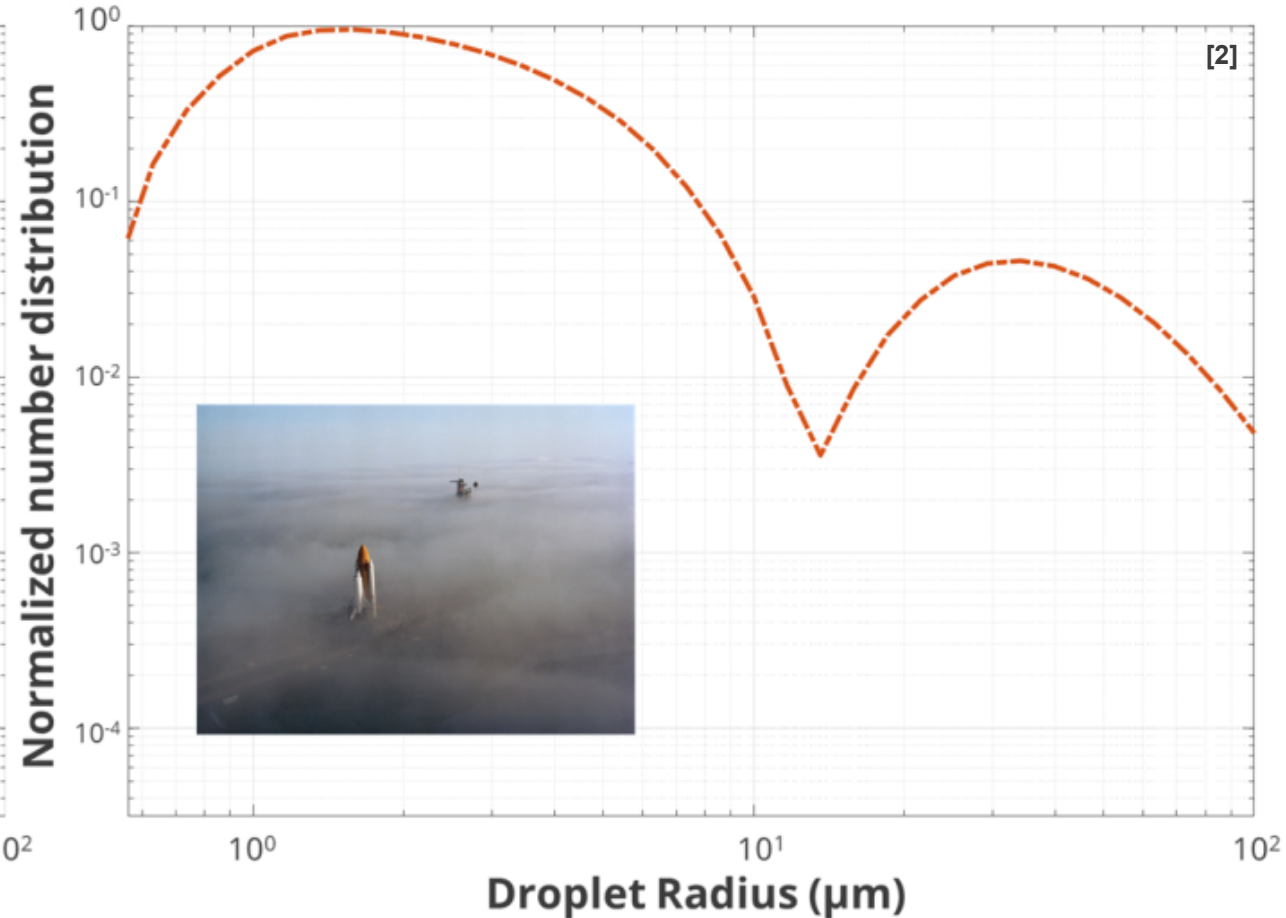
- Hygroscopicity (chemical potential)
- Influences droplet size and count



# Replicate the most common types of fog



Radiation fog - distilled water only

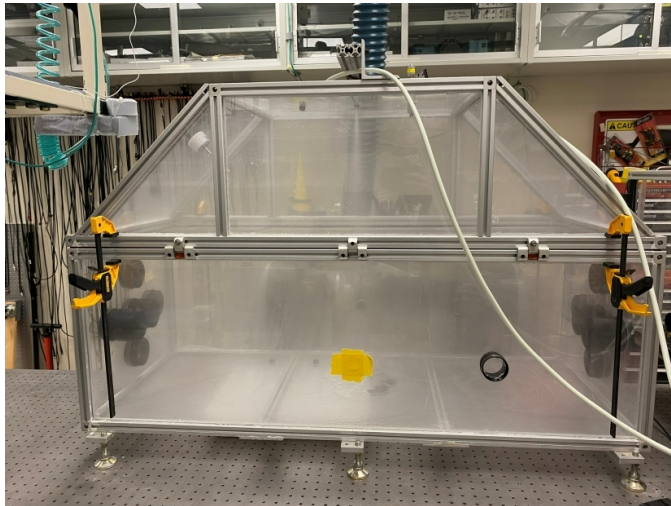


Advection fog - add solute, 10 g/L salt

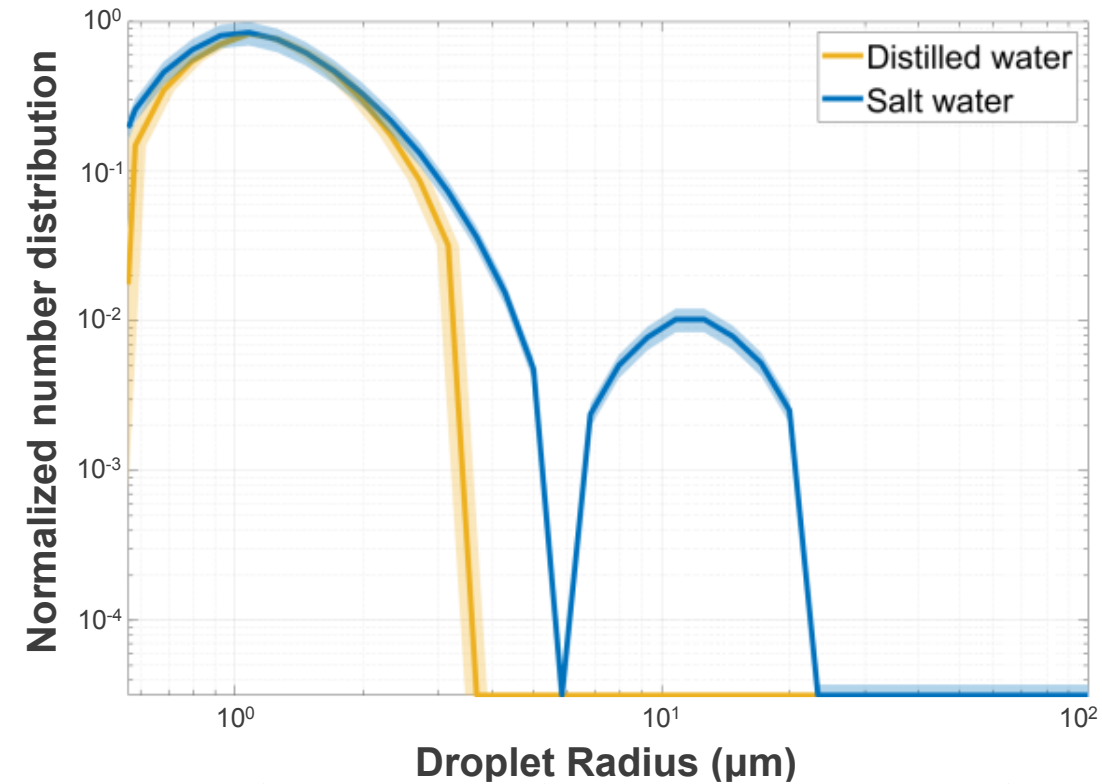
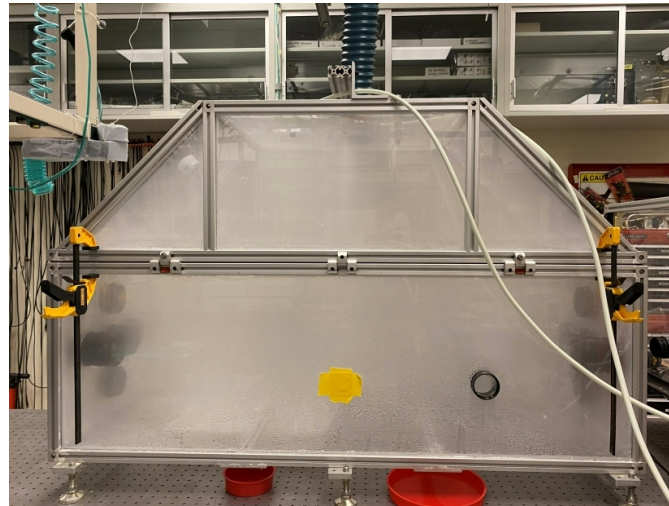


# Tabletop chamber fogs

Distilled water



Saltwater



Fog Parameter Set	Mean Droplet Diameter (μm)	Density (#/cm <sup>3</sup> )		Average MOR (m)	Maximum Equivalent Distance* (m)
		Average	Max		
Distilled water (no solute)	1.58; SD = 0.03	9.8 x 10 <sup>4</sup>	1.6 x 10 <sup>5</sup>	1.1	80 m
Saltwater (10 g/L salt)	1.73; SD = 0.13 12.1; SD = 0.09	2.0 x 10 <sup>5</sup>	4.2 x 10 <sup>6</sup>	0.49	180 m



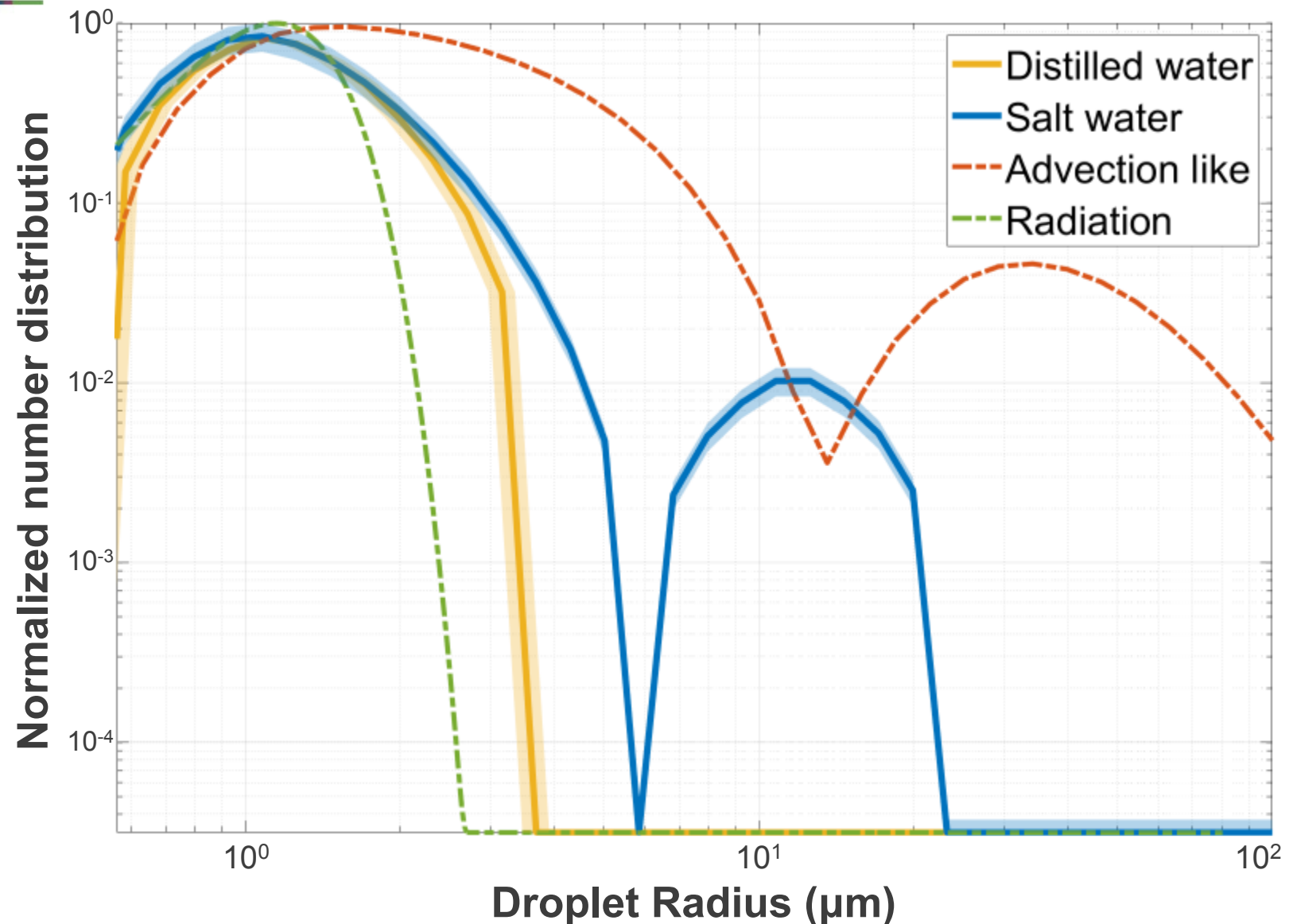
# Successful generation of radiation & advection like fogs

## Optical testbed for fog

- Well-characterized
- Highly repeatable conditions
- Sensitive to controls
- Atmospheric relevance

## Future work & applications

- Optics testing
- Machine learning data development
- Atmospheric microphysics studies
- Add environmental controls



# Future work: Physics-Informed Deep Learning (PIDL)

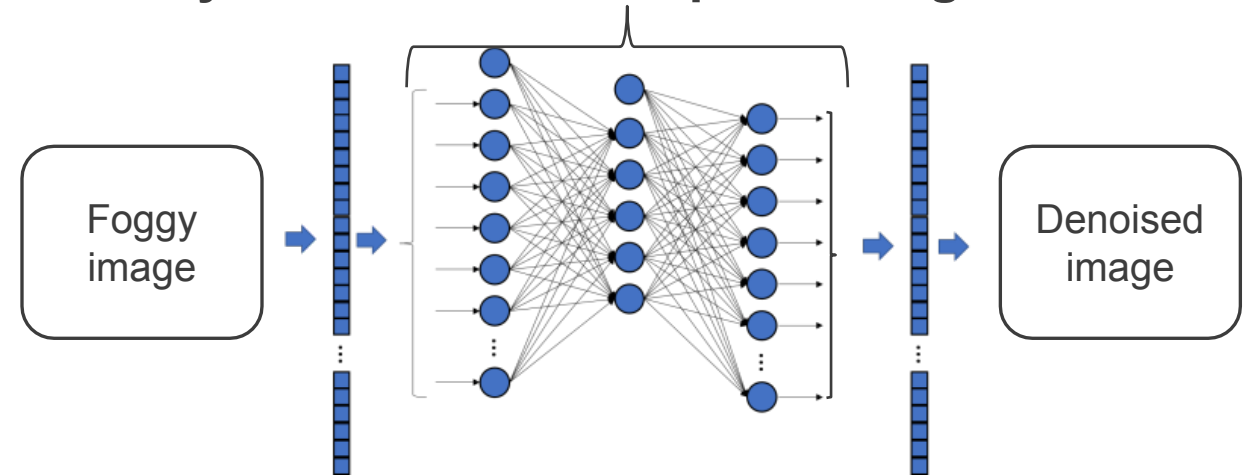
Elihu Deneke, Ph.D.

## Research goals

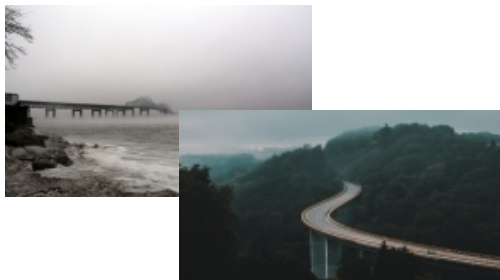
- Develop PIDL model to image in light scattering media like fog
- Verify and validate models with repeatable and well-characterized fogs
  - SNL Tabletop Fog Chamber and Fog Chamber facility

<p><b>Physics-driven</b></p> <p>(+) Interpretable, generalizes well</p> <p>(-) Difficult to formulate, limited data utilization</p>
+
<p><b>Data-driven (Deep Learning)</b></p> <p>(+) Utilizes big data easily, high functionality</p> <p>(-) Bias to training conditions, difficult to interpret</p>

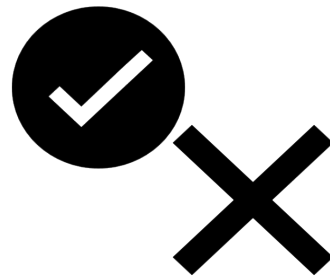
## Physics-Informed Deep Learning model



## Target and Event Sensing



**Denoising**  
(Can we see?)



**Detection**  
(Is it there? / Did it happen?)



**Segmentation**  
(Where is it? / Where did it occur?)

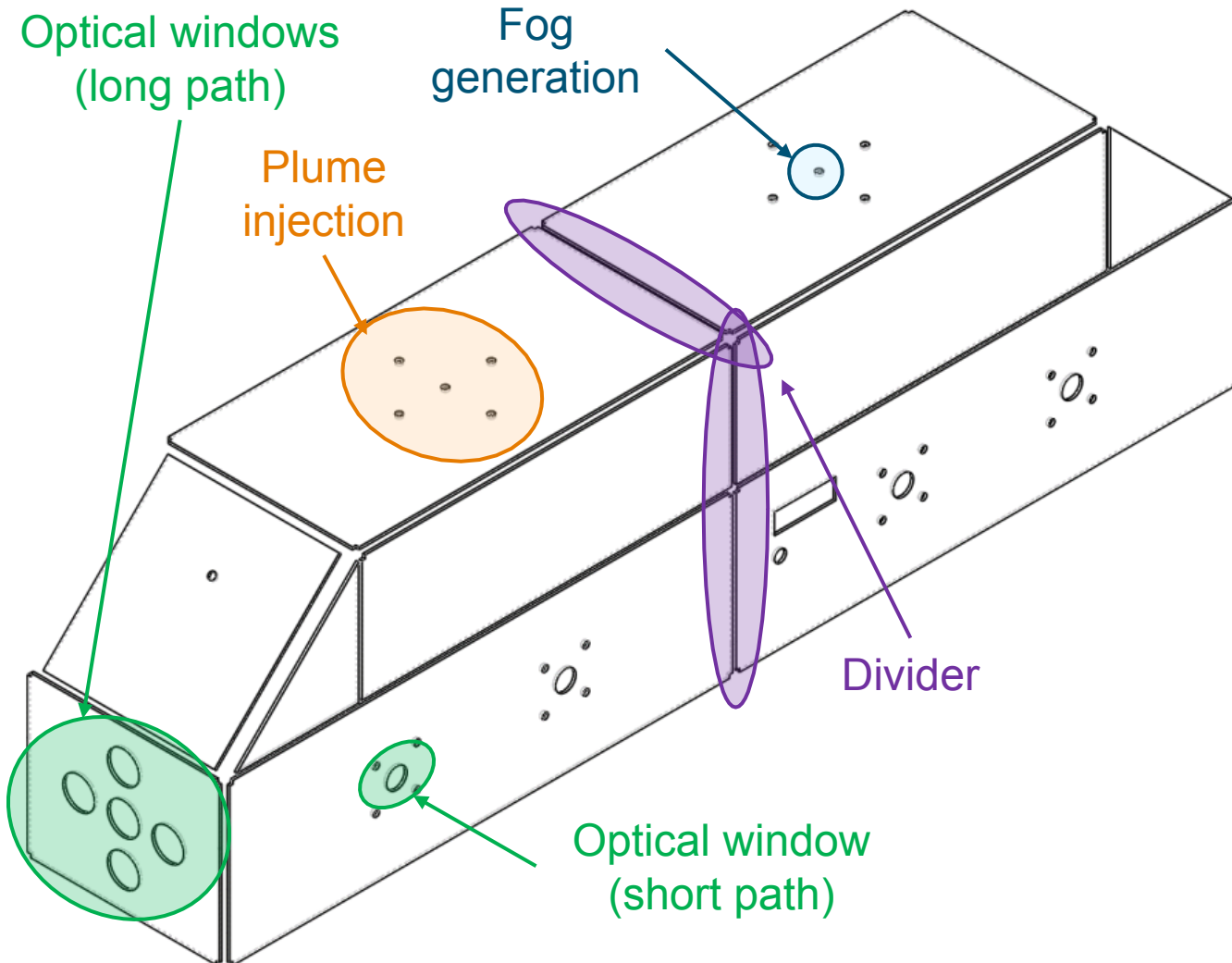


**Recognition**  
(What is it? / What happened?)



# Future work: Stand-off plume analysis in fog

Lekha Patel, Ph.D.



## Pollutants in the atmosphere

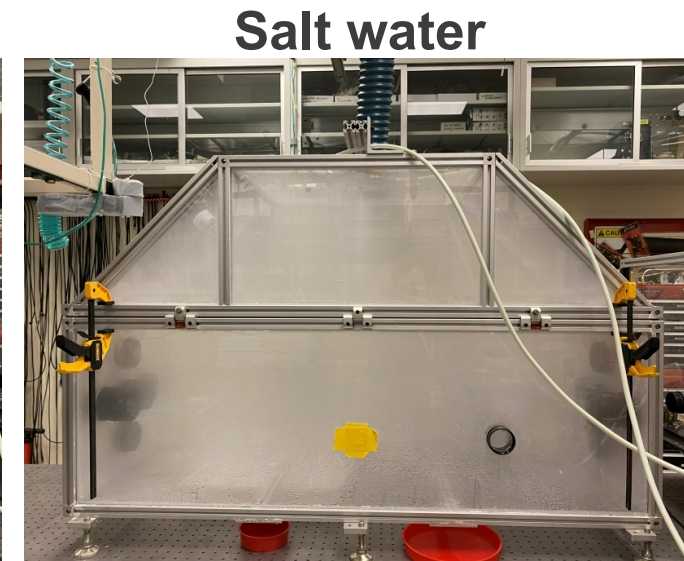
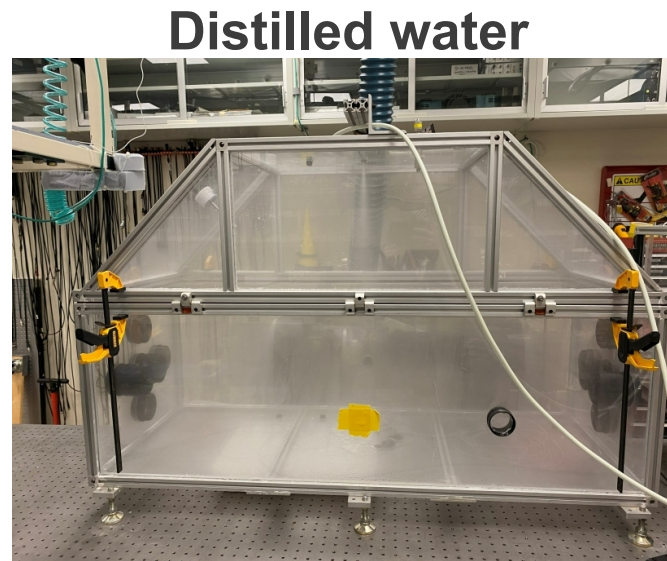
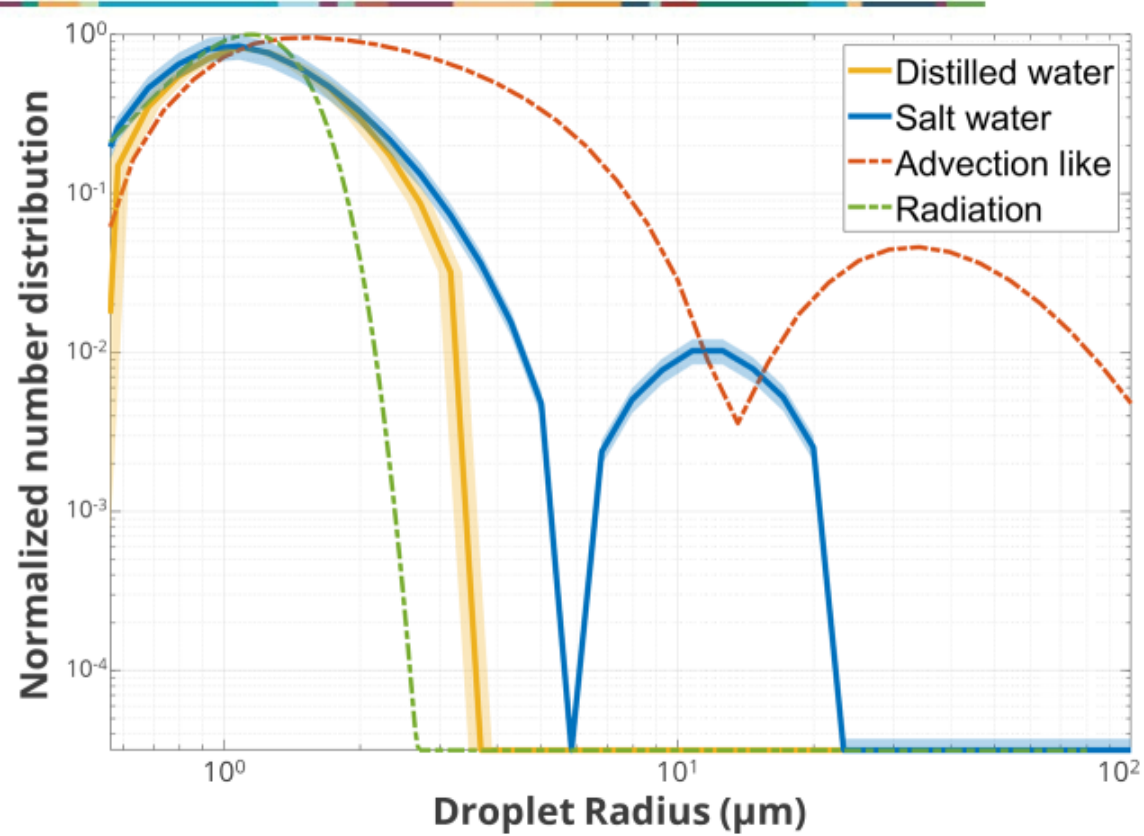
- Mimic mixing of chemical plumes with atmospheric aerosols (clouds, fogs, etc.)
- Inform stand-off analysis

## Building fog diffusion chamber

- Longer path length for longer equivalent distances
- Divided into two sections for diffusion studies
- **Direct chemical injection of hazardous plumes**



# Summary



Fog Type	Mean Diameter ( $\mu\text{m}$ )	Max Density ( $\#/m^3$ )	ICAO Cat. IIIc distance (m)
Distilled water (no solute)	1.58; SD = 0.03	$1.6 \times 10^5$	Up to 80 m
Salt water (10 g/L salt)	1.73; SD = 0.13 12.1; SD = 0.09	$4.2 \times 10^6$	Up to 180 m

## Applications

- Testbed for optics in fog / cloud environments
- System for studying atmospheric aerosol microphysics

## Achievements

- **System generates highly repeatable conditions**
- Good agreement with theory
- Generates relevant, real-world aerosols



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# Thank You

[fog@sandia.gov](mailto:fog@sandia.gov)

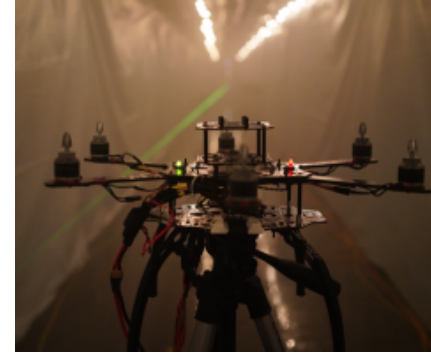


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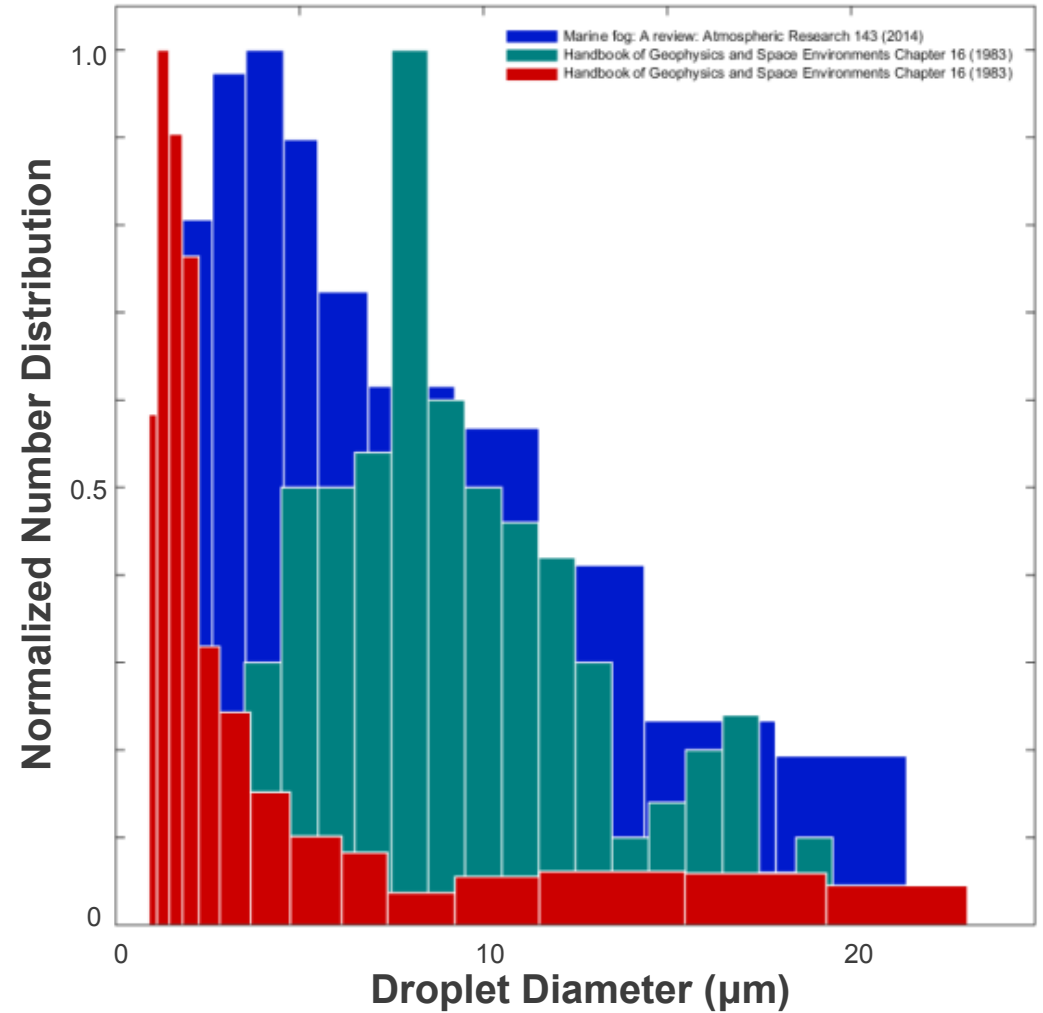
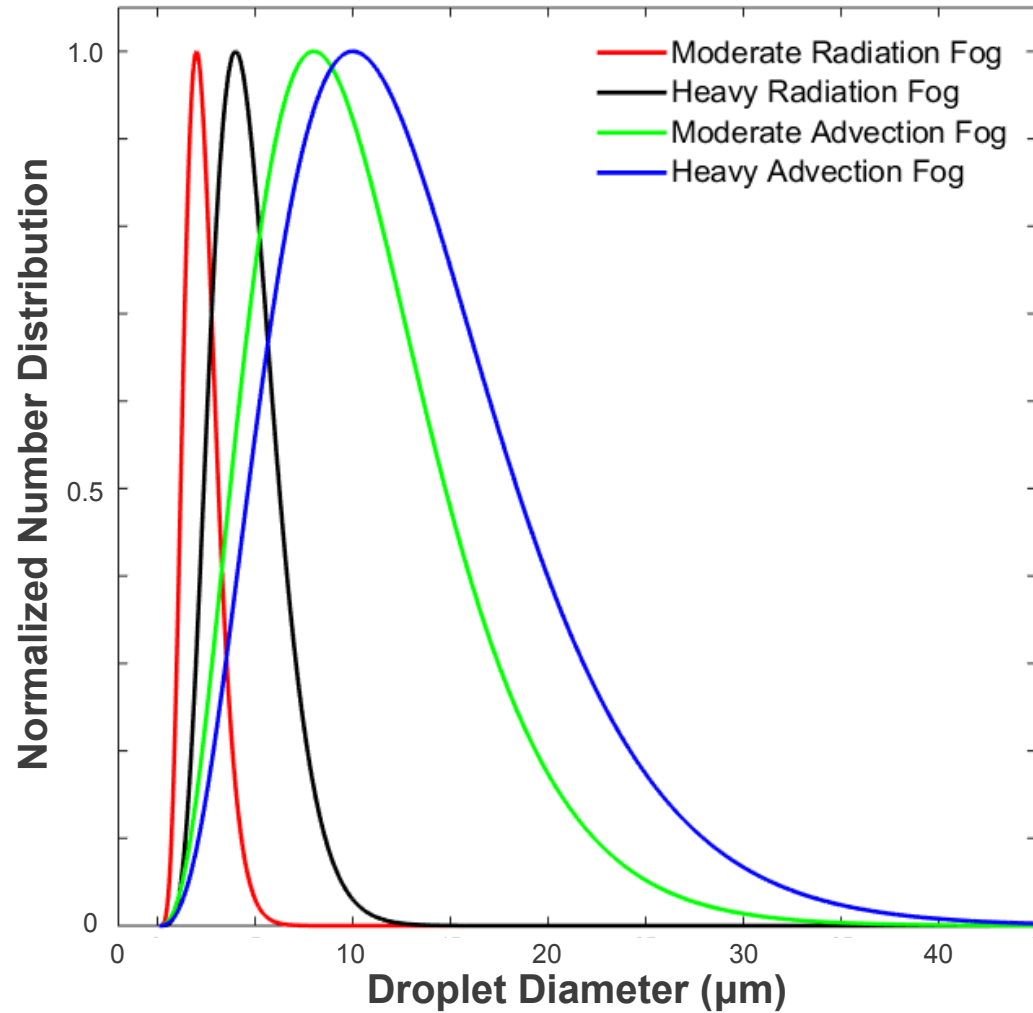
*Sandia Laboratory Directed Research and Development (LDRD)  
NASA ARMD Transformational Tools and Technologies Project  
Sandia Academic Alliance (SAA)*



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# MODTRAN

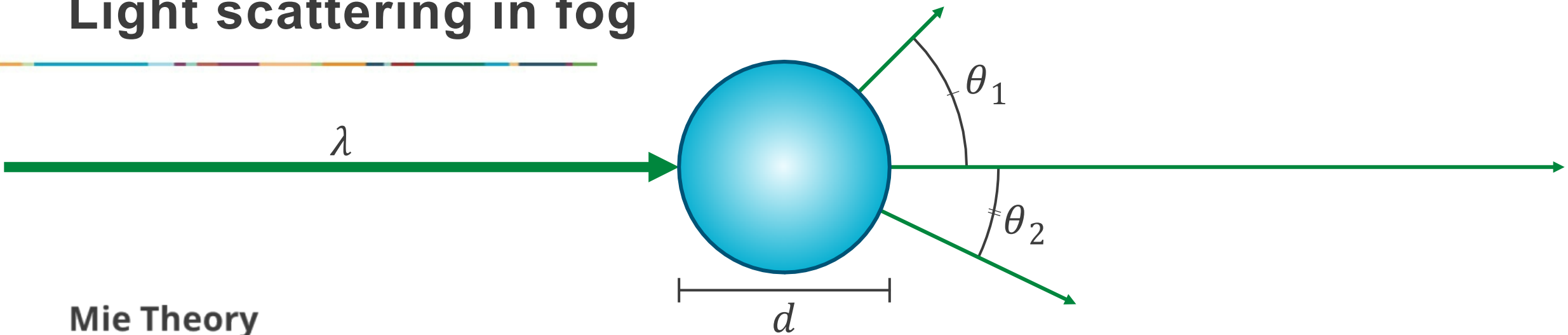


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## MODTRAN

## Real-world fogs

# Light scattering in fog



## Mie Theory

- Describes scattering and absorption of light by spherical droplets
- Input
  - Droplet diameter ( $d$ )
  - Wavelength of light ( $\lambda$ )
  - Droplet refractive index
- Output
  - Bulk scattering coefficient ( $\mu_s$ )
  - Bulk absorption coefficient ( $\mu_a$ )
  - Scattering angle ( $\theta$ )

