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Soot morphology, light scattering and direct radiative forcing

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Motivation

Soot optical properties are calculated typically by Mie theory for spheres1 or Rayleigh Debye Gans (RDG) theory,2 neglecting the ramified agglomerate structure consisting of aggregated and polydisperse primary particles (PPs) and impeding accurate estimation of soot environmental impact. Here, soot morphology and radiative properties are investigated experimentally and numerically accounting for surface growth, aggregation³ and agglomeration⁴ by Discrete Element Modeling (DEM) coupled with Discrete Dipole Approximation (DDA).⁵



account for soot structure and polydispersity.

4. The average $\Delta F = 0.63 \pm 0.05$ W/m² estimated here for a cloud-free sky is in between the global climate model predictions using the Mie/ RDG theories for cloudy conditions. This indicates that ΔF might be overpredicted by these models that need to