

Photon Simulator (PhoSim)

PhoSim Basic Description

The Photon Simulator (PhoSim) is a set of fast photon Monte Carlo codes used to calculate the physics of the atmosphere and a telescope & camera in order to simulate realistic astronomical images. PhoSim generates images by collecting photons into pixels. [This movie](#) shows the photon Monte Carlo method used in the simulation. The links below describe more detailed technical information.

PhoSim Detailed Information

- [PhoSim Code and Documentation](#)
- [PhoSim Reference Paper: Peterson et al. 2015, ApJS 218, 14.](#)
- [PhoSim for LSST Team Meetings/Notes \(Internal\)](#)
- For questions email: [John Peterson](#)

