Contents

1	Intr	oduction	L		
	1.1	A Brief Historical Perspective	L		
	1.2	Objectives of This Monograph	L		
	1.3	Organization	5		
2	Way	e Propagation In A Random Medium	Ł		
	2.1	Introduction	ł		
	2.2	Statistical Description of Atmospheric Turbulence	Ł		
	2.3	Classical Theory: Perturbation Methods	3		
	2.4	The Parabolic Approximation	3		
	2.5	Laser Beam Model)		
	2.6	The Markov Approximation)		
3	Wh	ite Noise In Hilbert Spaces 13	3		
	3.1	Introduction	}		
	3.2	Review Of White Noise Theory 13	3		
	3.3	Abstract Bilinear Systems	ĩ		
	3.4	Hilbert-Schmidt Operators)		
	3.5	Relation to Ito Integrals 21	L		
	3.6	A White Noise Model For Wave Propagation	5		
	3.7	An Ito Differential Equation Model	7		
	3.8	The Space H^2	3		
	3.9	The Space \mathcal{F}	L		
4	Pro	duct Formula Solutions 33	3		
	4.1	Review Of Trotter-Kato Theory	3		
	4.2	Convergence Of Solutions To Parabolic Equations With Weakly Conver-			
		gent Coefficients	4		
	4.3	Convergence Of Product Forms For Laser Propagation	7		
	4 4	Product Forms As Physical Bandom Variables	2		
	4.5	Convergence Of The Corresponding Ito Integrals 4	4		
5	Simulation 49				
Ŭ	5 1	Simulation Problem Statement	9		
	5.2	Application Of Product Formulas	õ		
	5.2	Congrating Pseudo-Bandom Fields 5	4		
	51	Weak Convergence Of Trigonometric Series	6		
	0.1	THEAR CONTRELEGING OF THEORIGING DELICO	-		

ι. •

	$5.5 \\ 5.6 \\ 5.7 \\ 5.8 \\ 5.9$	The Mutual Coherence Function60The Distribution Of The Irradiance Function62White Noise As The Limit Of An Ornstein-Uhlenbeck Process: Theory70White Noise As The Limit Of An Ornstein-Uhlenbeck Process: Simulation76Distortion Of The Beam89			
6	Feynman Path Integrals 105				
	6.1	Relation To Product Formulas			
	6.2	A Path Integral For Laser Propagation: The Feynman-Ito Equation 106			
	6.3	Discussion Of The Work Of K. Furutsu			
	6.4	First Order Approximate Solutions			
	6.5	Locally Linear Approximate Solutions			
	6.6	Second Order Approximate Solutions			
	6.7	Approximate First Moment			
A	Simulation Software 120				
	A.1	Overview of the Program PROPAPP			
	A.2	Instructions for Use			
	A.3	Software Description			
в	Add	litional Simulation Results 127			
D	B 1	Fits of the Gamma Distribution for the Irradiance			
	B.2	Sample Plots Of Distorted Beams: Run 2 and Run 4			
\mathbf{C}	Simulation Verification 138				
	C.1	Introduction			
	C.2	Random Number Generator			
	C.3	Finite Difference Equations			
	C.4	Product Form Approximation			