

# Optical Engineering

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## **Errata: Fast photon-boundary intersection computation for Monte Carlo simulation of photon migration**

Xiaofen Zhao  
Hongyan Liu  
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Jing Bai

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**Xiaofen Zhao**

**Hongyan Liu**

**Bin Zhang**

**Fei Liu**

Tsinghua University

School of Medicine, Department of Biomedical Engineering

Beijing 100084, China

**Jianwen Luo**

Tsinghua University

School of Medicine, Center for Biomedical Imaging

Research and Department of Biomedical Engineering

Beijing 100084, China

**Jing Bai**

Tsinghua University

School of Medicine, Department of Biomedical Engineering

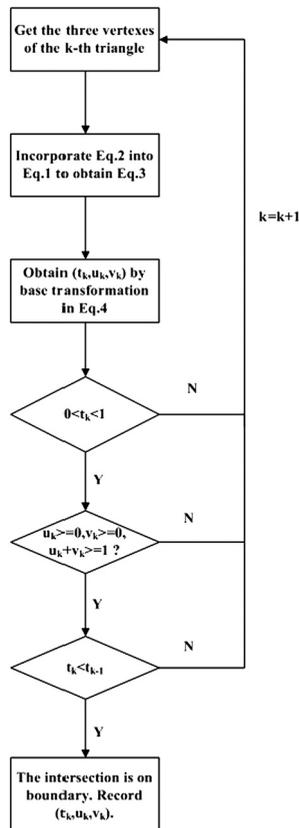
Beijing 100084, China

E-mail: [deabj@tsinghua.edu.cn](mailto:deabj@tsinghua.edu.cn)

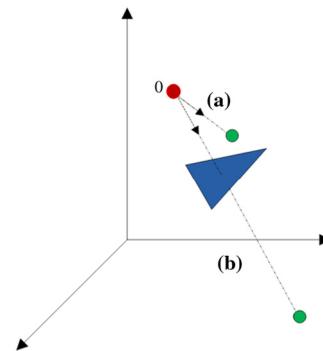
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This article [*Opt. Eng.* **52**(1), 019001 (2013)] was originally published on 3 January 2013 with Figs. 1–3 out of order. The corrected figures and captions are reprinted below.

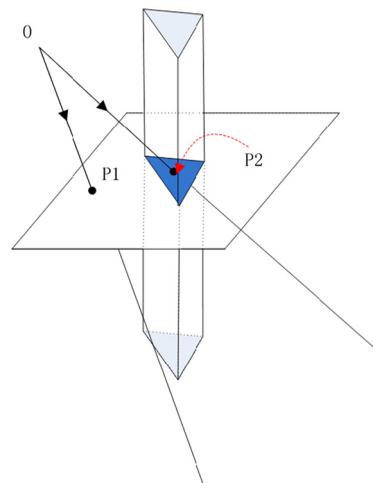
The paper was corrected online on 8 January 2013.



**Fig. 1** Flowchart of the ray-triangle-based method.



**Fig. 2** The photon migration within a limited step. (a) The photon which does not intersect with the triangle in the next step of migration. (b) The photon which intersects with the triangle during the next step of migration.



**Fig. 3** Illustration of how to determine whether the intersection is within the triangle in the proposed method.