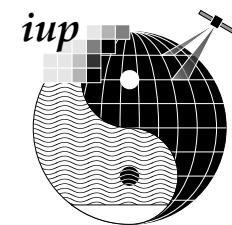


Simulation of cloud-contaminated mm-wave spectra using the ARTS-1-1 scattering model

**Claudia Emde,
Stefan A. Buehler,
Patrick Eriksson,
Sreerekha T.R. and
Claas Teichmann**



RT Workshop
22 June 2004
Bredbeck

Contents

- The ARTS-1-1 scattering model
 - DOIT method
 - Numerical issues
- 1D limb simulations
 - Setup of ARTS-1-1
 - The effect of various cloud parameters
 - Simulations for the MASTER bands
- 3D limb simulations for a box-type cloud
 - Radiances measured at different sensor positions
 - Equivalent 1D result
- Conclusions

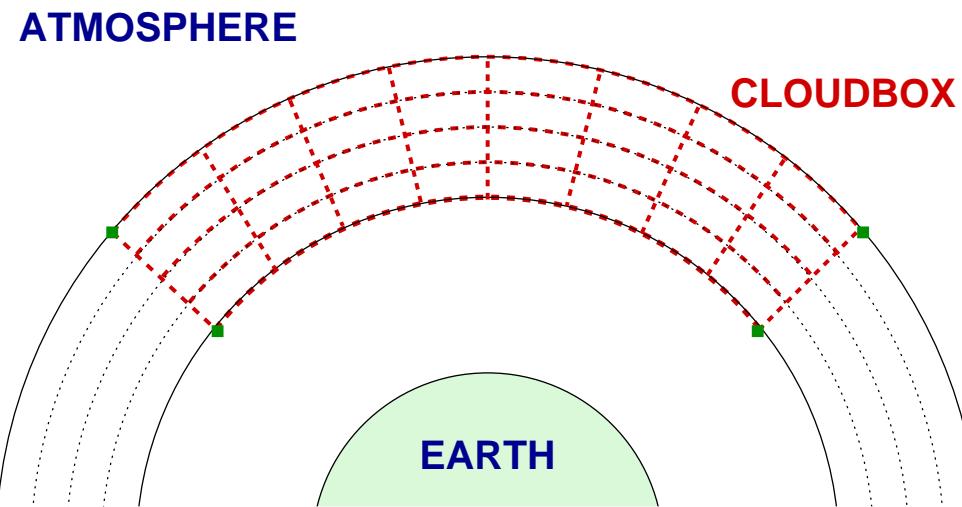
DOIT (Discrete Ordinate ITerative) method

Vector radiative transfer equation:

$$\frac{d\mathbf{I}}{ds}(\mathbf{n}, \nu, T) = -\langle \mathbf{K}(\mathbf{n}, \nu, T) \rangle \mathbf{I}(\mathbf{n}, \nu, T) + \langle \mathbf{a}(\mathbf{n}, \nu, T) \rangle B(\nu, T)$$
$$+ \int_{4\pi} d\mathbf{n}' \langle \mathbf{Z}(\mathbf{n}, \mathbf{n}', \nu, T) \rangle \mathbf{I}(\mathbf{n}', \nu, T)$$

- | | |
|---|---------------------------------------|
| $\mathbf{I}(\mathbf{n}, \nu, T) = (I, Q, U, V)$ | - Stokes vector |
| $\langle \mathbf{K}(\mathbf{n}, \nu, T) \rangle$ | - Ensemble averaged extinction matrix |
| $\langle \mathbf{a}(\mathbf{n}, \nu, T) \rangle$ | - Ensemble averaged absorption vector |
| $\langle \mathbf{Z}(\mathbf{n}, \mathbf{n}', \nu, T) \rangle$ | - Ensemble averaged phase matrix |
| $B(\nu, T)$ | - Planck function |
-
- | | |
|---------------------------|---------------------------------------|
| \mathbf{n}, \mathbf{n}' | - Propagation and incoming directions |
| ν, T | - Frequency and temperature |
| ds | - Pathlength element |

DOIT - Cloudbox (scattering domain)



Scattered radiation field
is calculated inside the
cloudbox using
DOIT method.

Definition of cloudbox:

- corner points \Leftrightarrow atmospheric grid points
- 3D atmosphere:
 $[p_1, p_2, \alpha_1, \alpha_2, \beta_1, \beta_2]$

DOIT - Discretization of radiation field

Definition of numerical grids:

$$\vec{p} = \{p_1, p_2, \dots, p_{N_p}\}$$

$$\vec{\alpha} = \{\alpha_1, \alpha_2, \dots, \alpha_{N_\alpha}\}$$

$$\vec{\beta} = \{\beta_1, \beta_2, \dots, \beta_{N_\beta}\}$$

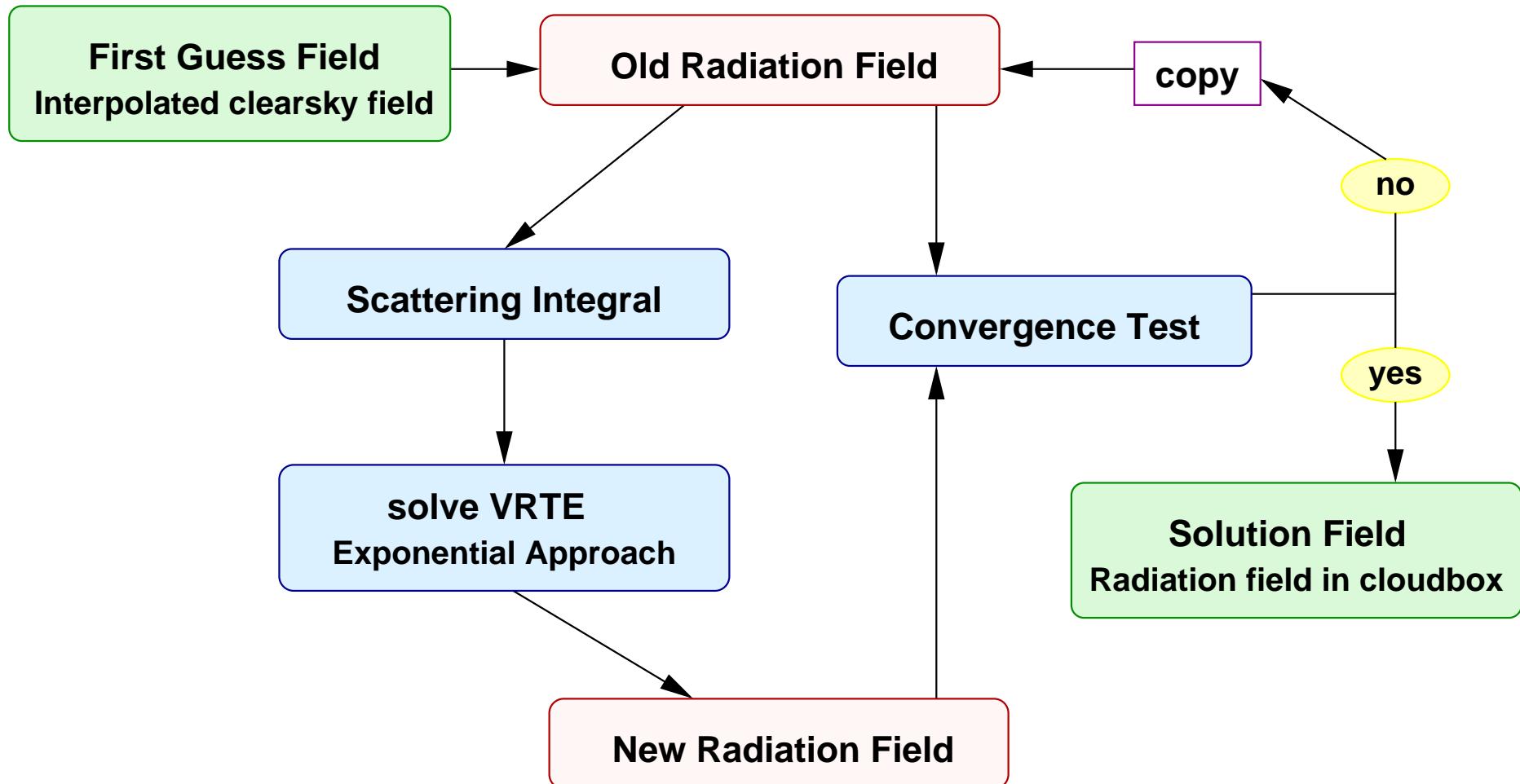
$$\vec{\theta} = \{\theta_1, \theta_2, \dots, \theta_{N_\theta}\}$$

$$\vec{\phi} = \{\phi_1, \phi_2, \dots, \phi_{N_\phi}\}$$

Radiation field → set of Stokes vectors for all combinations of positions and directions:

$$\begin{aligned} \mathcal{I} = & \{ \mathbf{I}_1(p_1, \alpha_1, \beta_1, \theta_1, \phi_1), \mathbf{I}_2(p_2, \alpha_1, \beta_1, \theta_1, \phi_1), \dots, \\ & \mathbf{I}_{N_p \times N_\alpha \times N_\beta \times N_\theta \times N_\phi}(p_{N_p}, \alpha_{N_\alpha}, \beta_{N_\beta}, \theta_{N_\theta}, \phi_{N_\phi}) \} \end{aligned}$$

DOIT - Schematic of the iterative method



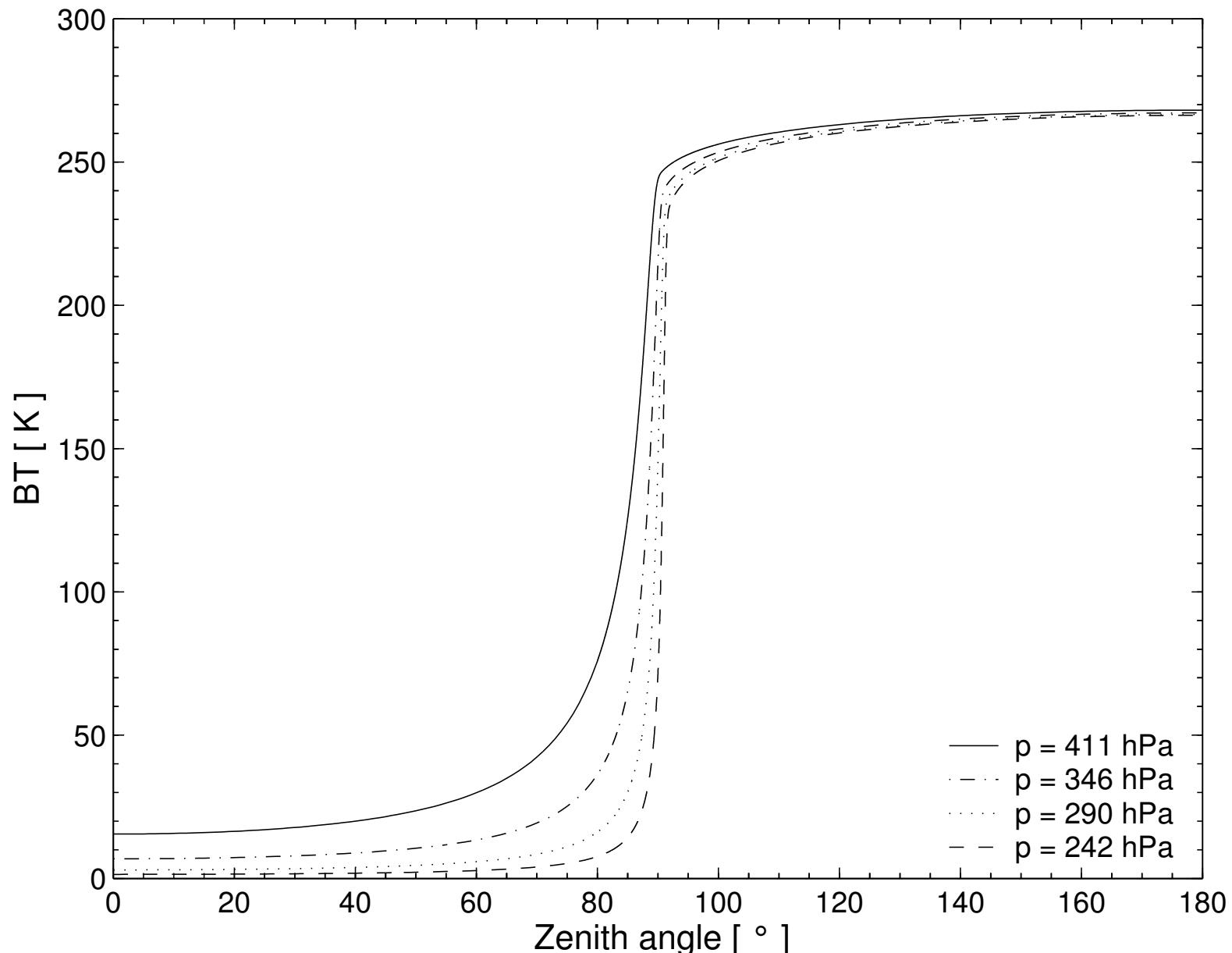
DOIT - Numerical issues

1. Sequential update of radiation field

- # iterations in simple DOIT method depends on # pressure levels
- Intelligent loop order → scattering effect can propagate throughout the cloubbox during 1 iteration

2. Zenith angle grid optimization

Intensity field



1. Sequential update of radiation field

- # iterations in simple DOIT method depends on # pressure levels
- Intelligent loop order → scattering effect can propagate throughout the cloubbox during 1 iteration

2. Zenith angle grid optimization

- Radiation field strongly increases at about 90°
- Very fine zenith angle grid resolution required to minimize interpolation errors
- Find optimal number of zenith angle grid points

3. Interpolation methods

- Linear interpolation: simple and fast
- Cubic interpolation: more expensive, but more accurate and requires less grid points

Model intercomparisons

1. ARTS-1D vs. RAL-FM-1D (MASTER-C Band)
 - excellent agreement for cases with spherical particles
 - less than 1 K deviation for most cloud cases

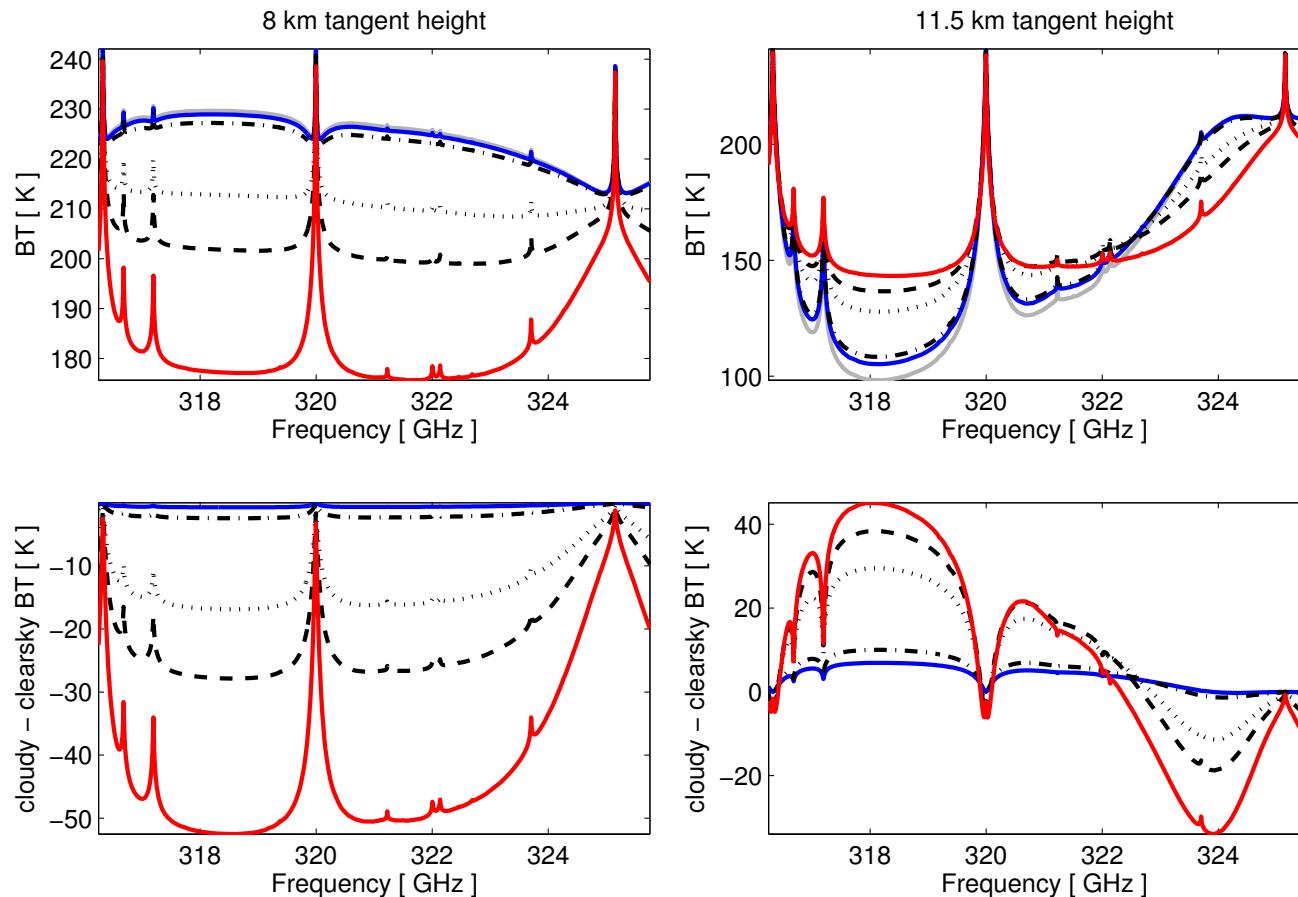
2. ARTS-1D vs. KOPRA (infrared)
 - Good agreement in single scattering regime

Setup for 1D simulations

Table 1: Definition of test cases

	IMC [g/m ³]	R_{eff} [microns]	cloud alt. [km]	band	aspect ratio
1	$1.6 \cdot 10^{-3}$	21.5, 34.0, 68.5 85.5, 128.5	10-12	C	-
2	$1.6 \cdot 10^{-3}$	34.0	6-8, 8-10, 10-12	C	-
3	$1.6 \cdot 10^{-3}$	68.5	10-12	C	0.3, 0.5, 1.0 2.0, 4.0
4	$4 \cdot 10^{-5}$ $1.6 \cdot 10^{-3}$ $8 \cdot 10^{-3}$ 0.016 0.04	21.5 34.0 68.5 85.5 128.5	10-12	C	-
5	$1.6 \cdot 10^{-3}$	34.0	10-12	B, C, D, E	-

1D simulations - Effect of particle size (limb)



clearsky (grey)

particle sizes:

21.5 μm (blue)

34.0 μm (- -)

68.5 μm (· · ·)

85.5 μm (— · —)

128.5 μm (red)

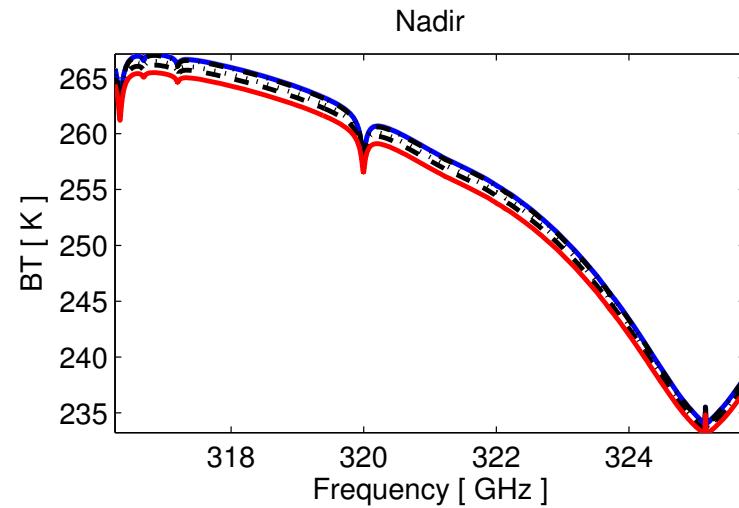
IMC const:

$1.6 \cdot 10^{-3} \text{ g/m}^3$

cloud altitude:

10 - 12 km

1D simulations - Effect of particle size (nadir)



clearsky (grey)

particle sizes:

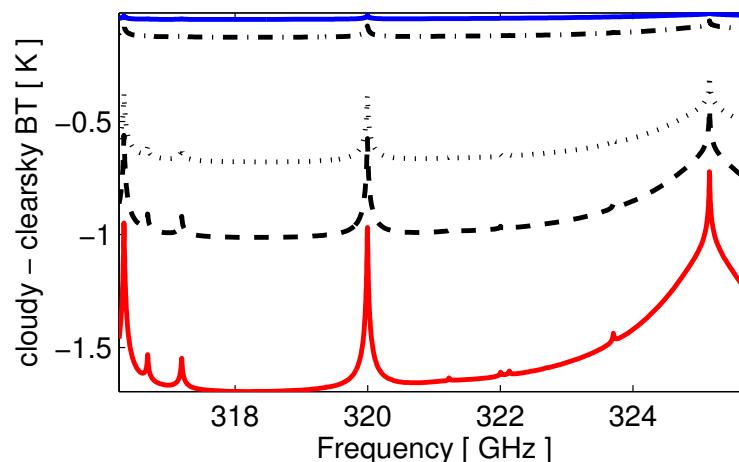
21.5 μm (blue)

34.0 μm (- -)

68.5 μm (· · ·)

85.5 μm (- - -)

128.5 μm (red)



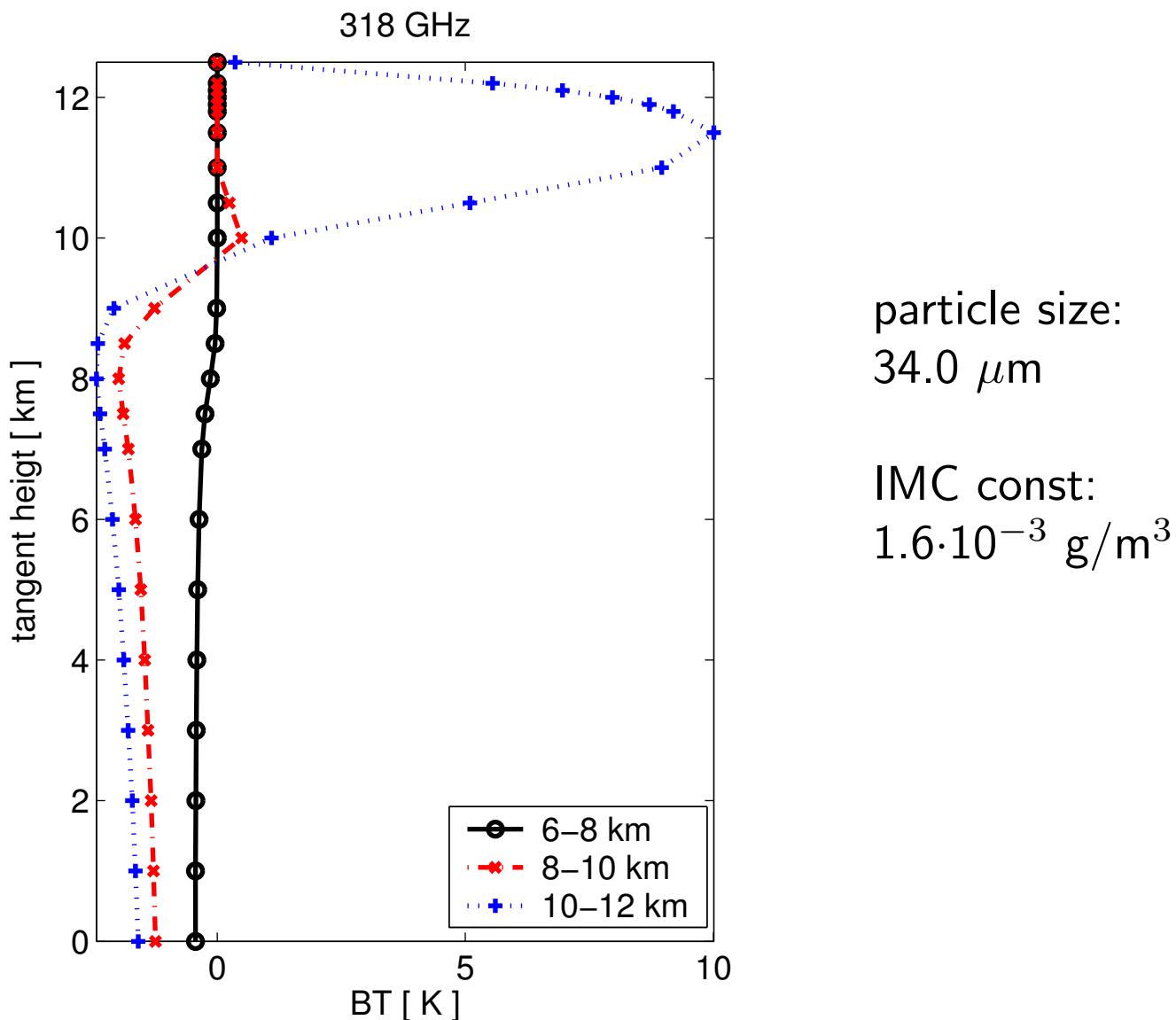
IMC const:

$1.6 \cdot 10^{-3} \text{ g/m}^3$

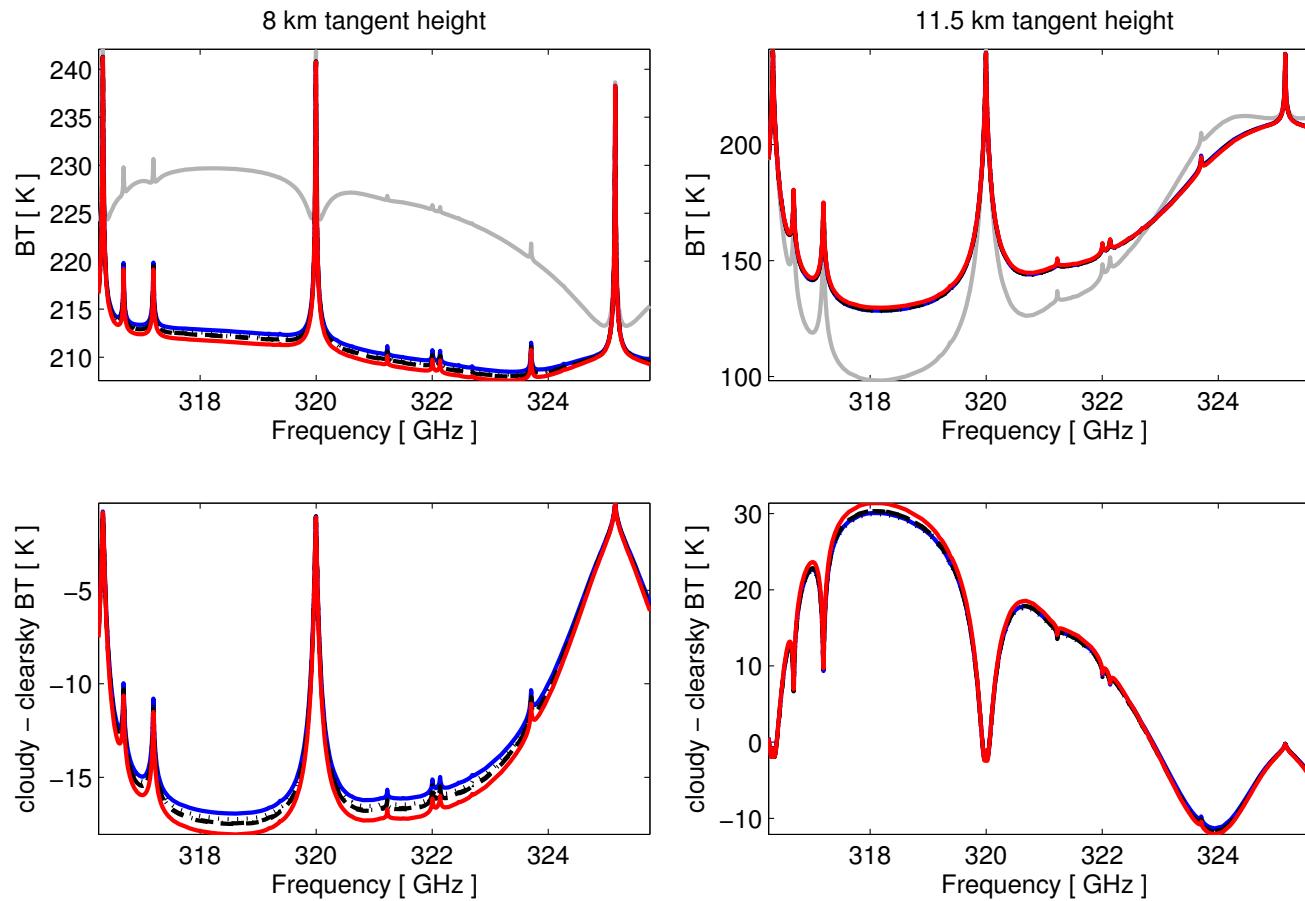
cloud altitude:

10 - 12 km

1D simulations - Effect of cloud height



1D simulations - Effect of particle shape



clearsky (grey)

aspect ratios:

0.3 (blue)

0.5 (- -)

1.0 (· · ·)

2.0 (— · —)

4.0 (red)

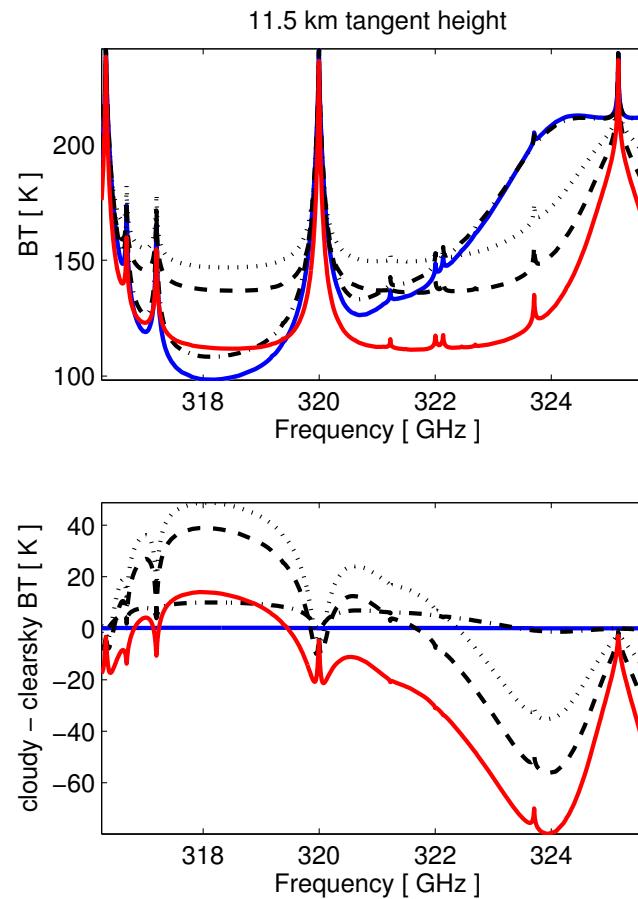
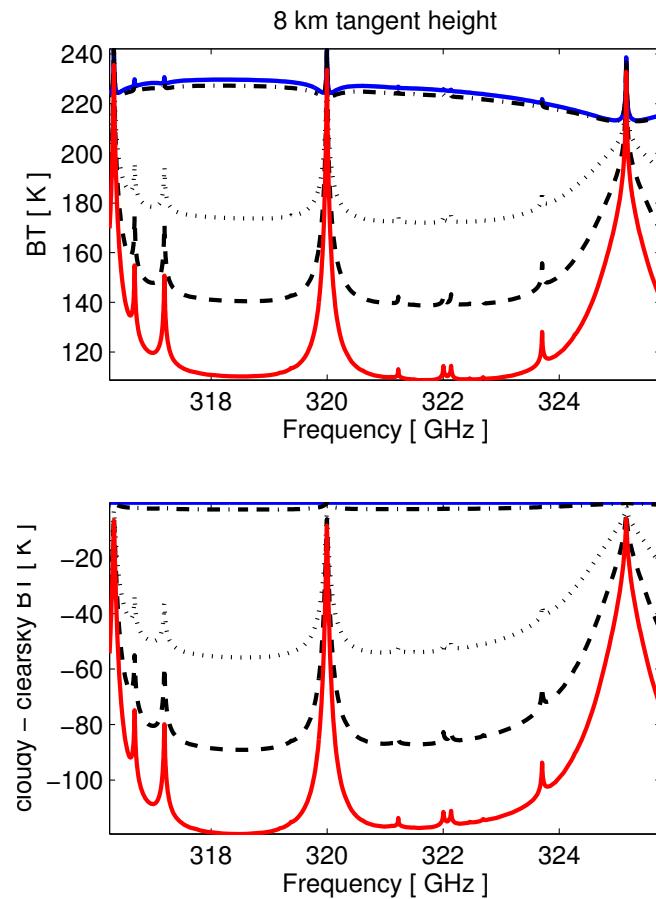
IMC const:

$1.6 \cdot 10^{-3} \text{ g/m}^3$

cloud altitude:

10 - 12 km

1D simulations - Cloud scenarios from FIRE measurements

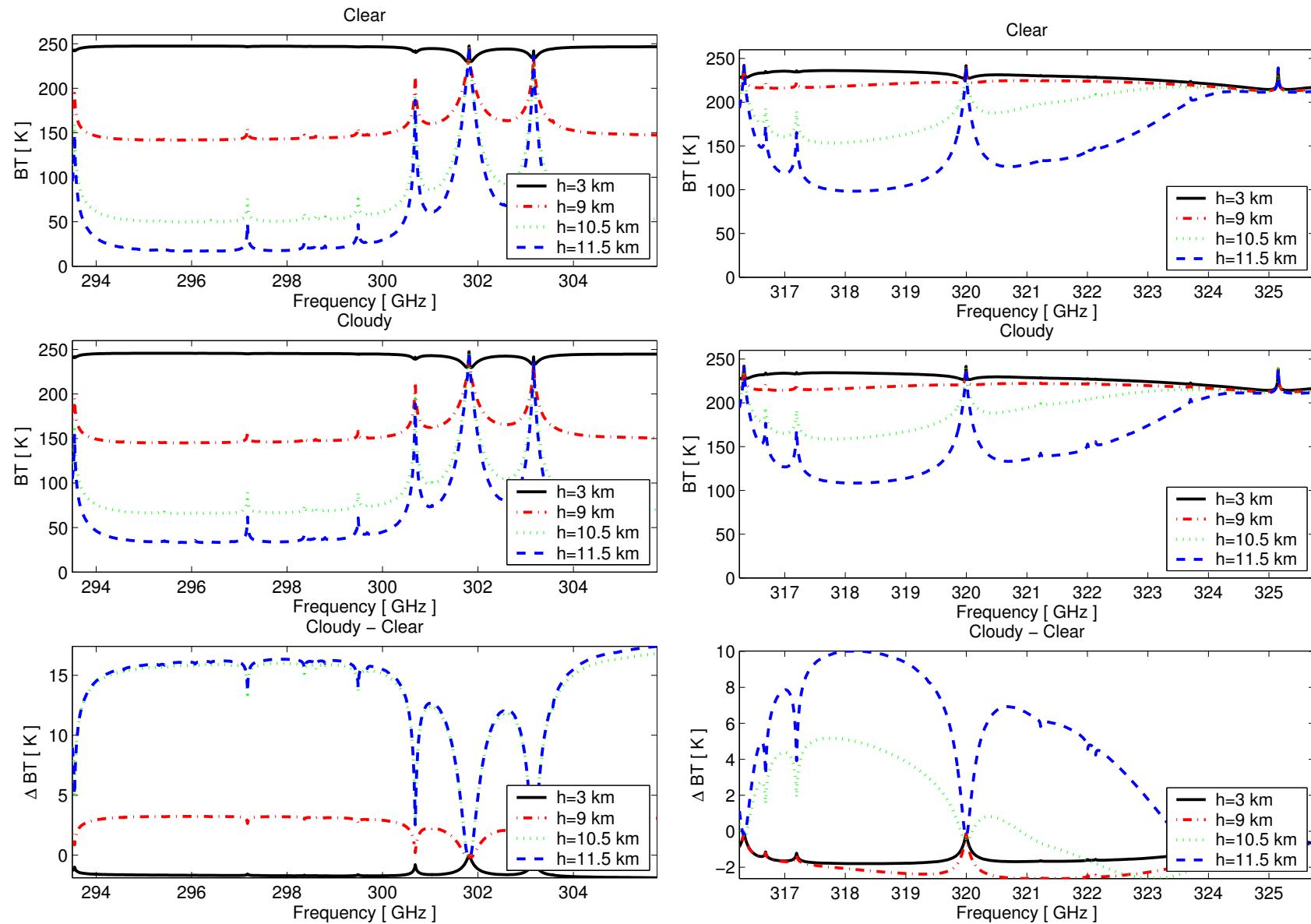


clearsky (grey)

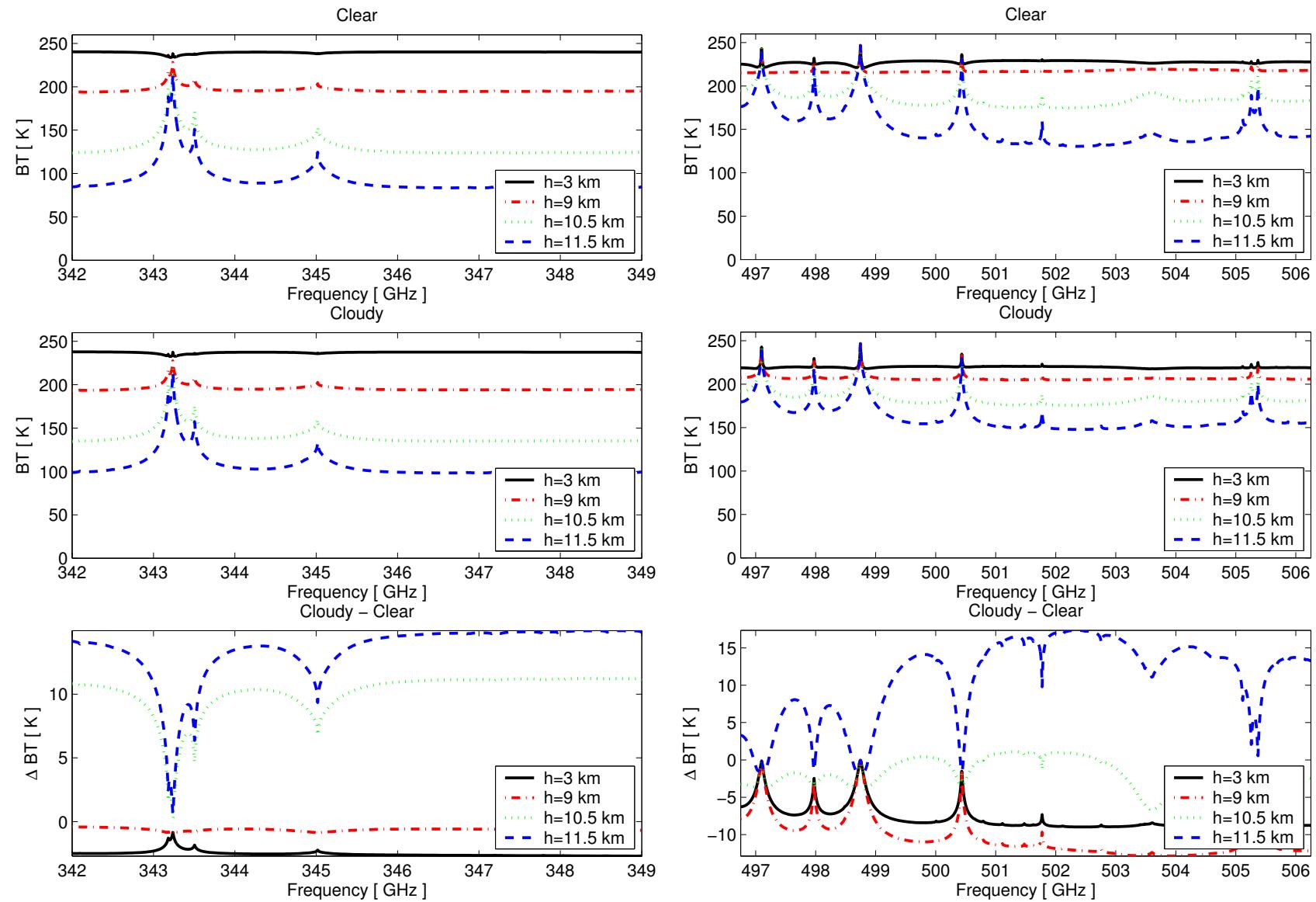
size (μm)	IMC (g/m^3)	line
21.5	$4 \cdot 10^{-5}$	(blue)
34.0	$1.6 \cdot 10^{-3}$	(--)
68.5	$8 \cdot 10^{-3}$	(...)
85.5	0.016	(---)
128.5	0.04	(red)

cloud altitude:
10 - 12 km

1D simulations - MASTER bands B and C



1D simulations - MASTER bands D and E



Setup for 3D simulation

- Finite cloud in 1D atmosphere
- Cloud extent: 32×64 km
- IMC: 0.016 g/m³
- R_{eff} : 85.5 μm
- cloud altitude: 10 - 12 km
- spherical particles

3D simulations - LOS

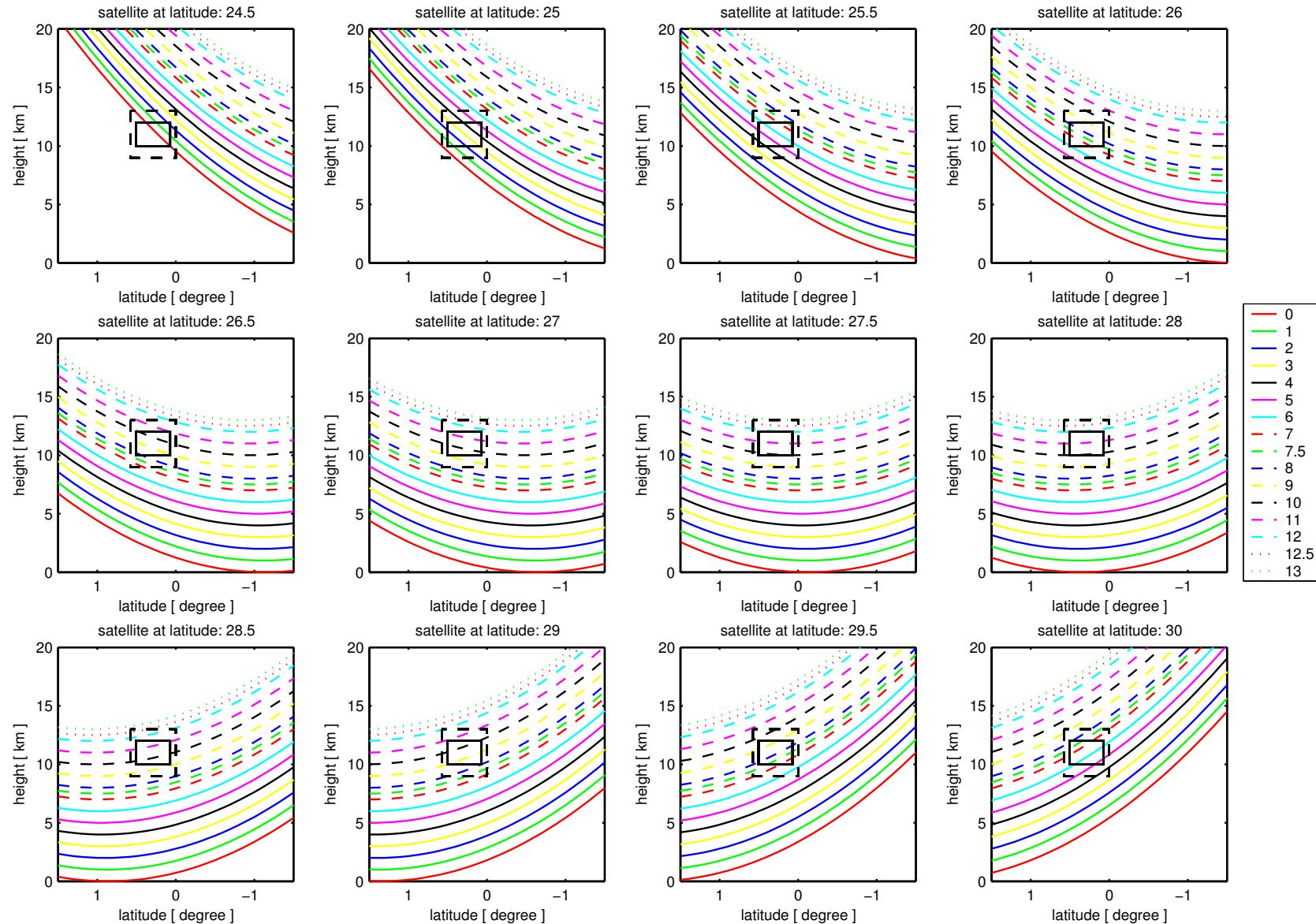
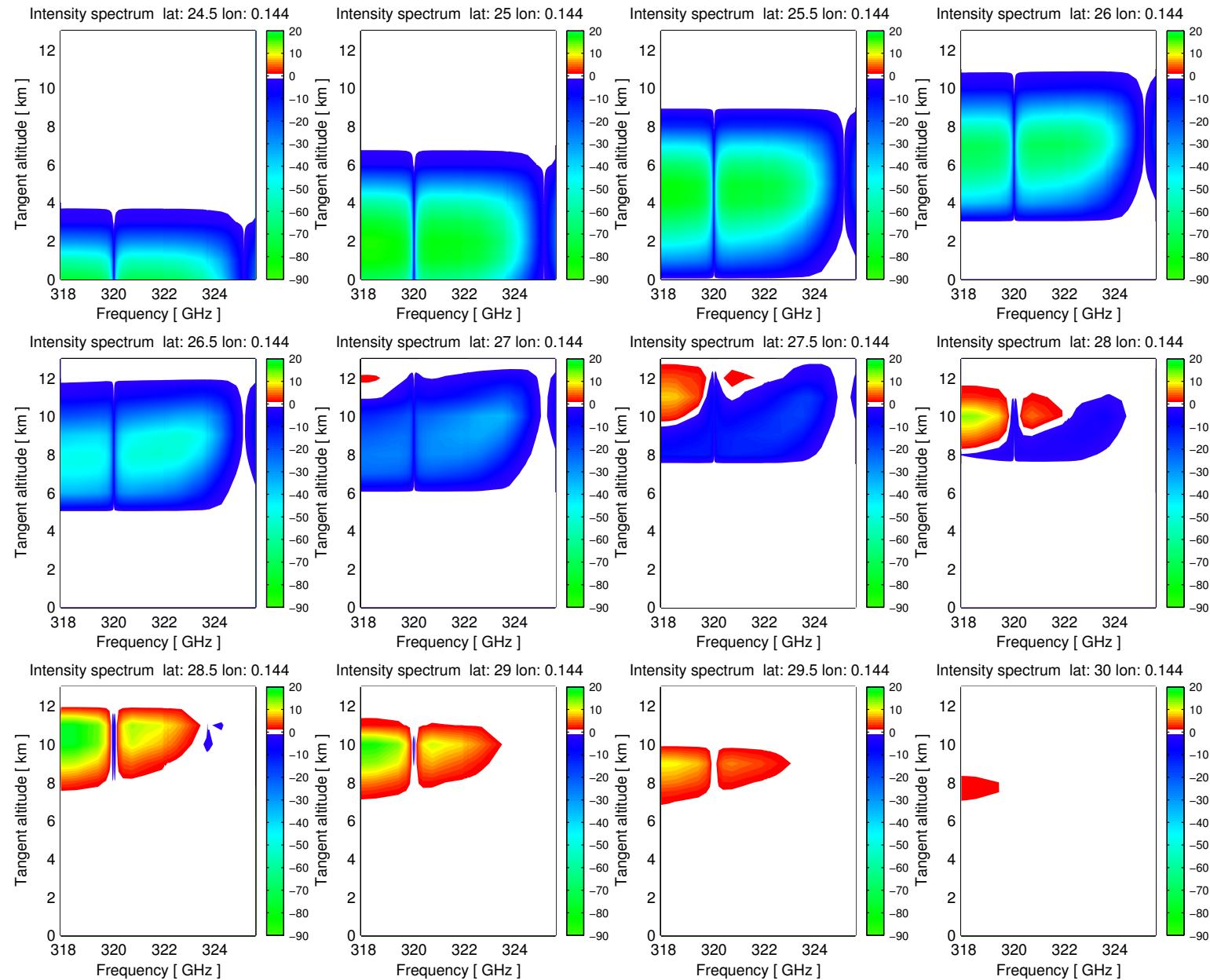
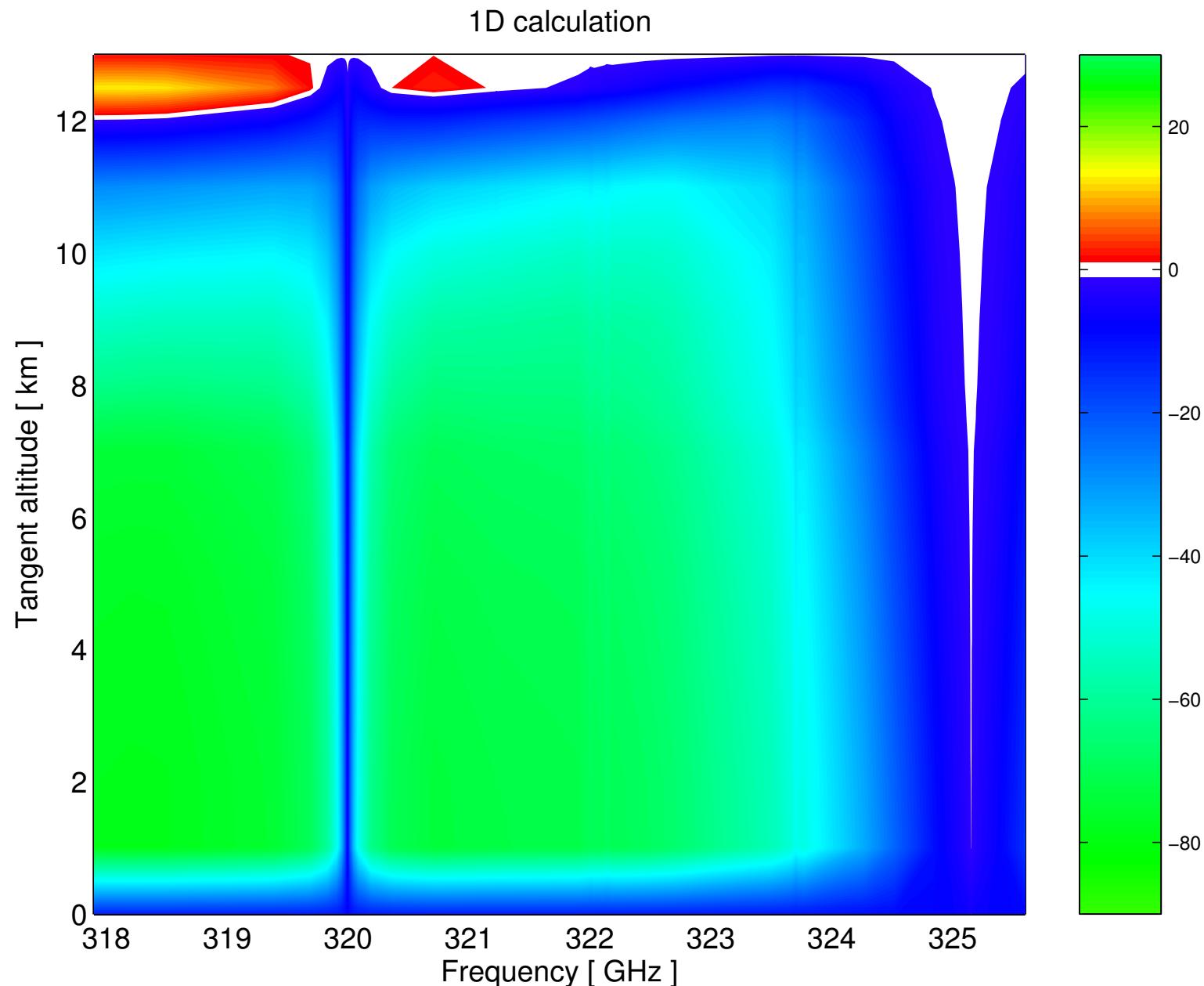


Figure by Claas Teichmann

3D simulations - Radiances



Equivalent 1D result



Conclusions

- Particle size and IMC strongly influence cloud effect
- Particle shape less important, but further study required to investigate
 - particle orientation
 - more extreme aspect ratios
- Frequency: largest effect in microwave window regions
- Cloud altitude: largest effect for high clouds
- 3D simulations: great differences between 3D and 1D for cloud of finite extent

Publications

- C. Emde, S. A. Buehler, P. Eriksson and Sreerekha T. R.
The effect of cirrus clouds on microwave limb radiances
Journal of Atmospheric Research, *in press* 2004
- C. Emde, S. A. Buehler, C. Davis, P. Eriksson, Sreerekha T. R. and C. Teichmann
A polarized discrete ordinate scattering model for simulations of limb and nadir longwave measurements in 1D/3D atmospheres
Journal of Geophysical Research, *submitted* 2004
- M. Höpfner and C. Emde
Comparison of single and multiple scattering approaches for the simulation of limb-emission observations in the mid-IR
Journal of Quantitative Spectroscopy and Radiative Transfer, *in press* 2004